



7  
COST

# CAVERN NEPHILIM

6  
DF

6  
SP

4  
WP

3  
SZ

Minion (2), Living ♦ Returned

**By Need Alone:** When this model activates, if it has a **Hunger** token, it may move up to 3".

**Flight:** This model ignores terrain and other models while moving.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

# CAVERN NEPHILIM

## Attack Actions

Rg Skl Rst TN Dmg

**Tear Apart** //1" 6 Df - 2

📖 **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.

🦋 **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

**Echolocation** †8" 6 Sp - 2

If the target is within 1" of blocking terrain, this action deals +1 damage.

🦋 **Pop In:** Place this model anywhere within 3".

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

## Tactical Actions

Rg Skl Rst TN Dmg

📌 **Ambush** - - - - -

*If this model is not in concealing terrain, it must discard a card. This model moves up to its Sp, unaffected by severe terrain.*