



# BONE PILE

5  
COST5  
DF6  
SP4  
WP2  
SZ

*Minion (3), Undead, Versatile*

**Expert Climber:** Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Fused Joints:** Once per activation. After this model resolves an action, it may remove a Remains marker within 2" to heal 2.

# BONE PILE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Sharp Claws</b>	1"	5	Df	-	1

*This attack has a raise value of 3.*

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

<b>Bone Javelin</b>	10"	5	Df	-	2
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This action deals +1 damage if the target is at a lower elevation.

• **Puncture:** When resolving, this attack receives one additional raise.

• **Infect:** Target gains a **Poison** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Throw 'Em a Bone</b>	4"	0	-	6	-

*Friendly only. If this model is at elevation 2 or higher, increase this action's **Rg** by +6". Target heals 1 and may remove a token.*