

7
COST

CAVERN NEPHILIM

6
DF6
SP4
WP3
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
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Tear Apart	≤1"	6	Df	-	2
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■ **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
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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
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Ambush	-	-	-	-	-
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If this model is not in concealing terrain, it must discard a card. This model moves up to its Sp, unaffected by severe terrain.