

BONE PILE

5
COST

5
DF

6
SP

4
WP

2
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**

Sharp Claws

//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.

Bone Javelin

☛10" 5 **Df** - 2

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**

✚ Throw 'Em a Bone

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.*