



SAND WORM

8
COST

4
DF

5
SP

4
WP

3
SZ

Unique, Beast, Living ♦ Frontier

Demise (Burrow): *One per turn.* When this model is killed, it may place itself within 6", then heal 4.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

From Shadow: This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.

1 2 3 4 5 6 7 8 9 10 11 12 13

SAND WORM

Attack Actions

Rg Skl Rst TN Dmg

Snapping Tongues //1" 5 Df - 4

Target gains a **Staggered** token.

☞ **Tear Off a Bite:** This model heals 2.

☞ **Final Nibble:** Deal 1 damage to an enemy model within 1" of this model.

☞ **Knock Aside:** Move the target up to 3".

↓ **Terror From Below** †8" 6 Sp - 0

Place this model in base contact with the target, then remove all markers within (X)1" of the target and deal +1 damage per marker removed this way (to a max of 4).

☞ **Knock Aside:** Move the target up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

Sandstorm (X)4" 0 - 6 -

Once per activation. Deal 1 damage to enemy models in range.

☞ **Hunker Down:** This model gains a **Hidden** token.