



M

- COST

SHAMBLING NEST

3
DF**3**
SP**5**
WP**1**
SZ

Minion (2), Totem, Beast • Cadmus



Demise (Broken Nest): After this model is killed, it makes an additional Remains marker.

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.

Unnerving Presence: Reduce all damage dealt to other allies within 4" by 1.



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SHAMBLING NEST

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Ticks and Leeches	3"	5	Df	-	1
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If the target has a **Parasite** token, this model adds any one suit to its **Skl**.

- ◆ **Leech Magic:** Target must have a **Parasite** token.
Once per turn. Draw two cards.
- ❖ **Tear Off a Bite:** This model heals 2.
- ❖ **Puncture:** When resolving, this attack receives one additional raise.
- ❖ **Infect:** Target gains a **Poison** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Swarm of Mites	(X) 6"	0	-	6	-
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Deal 1 damage to enemy models within range with a **Parasite** token.

Dust and Cobwebs	6"	0	-	6	-
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Make a Web marker within range.