



-
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.

SHAMBLING NEST

Attack Actions

Rg Skl Rst TN Dmg

Ticks and Leeches

// 3" 5 Df - 1

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

Swarm of Mites

(X) 6" 0 - 6 -

Deal 1 damage to enemy models within range with a **Parasite** token.

Dust and Cobwebs

6" 0 - 6 -

Make a Web marker within range.