

# 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.*