Mature Nephilim

Minion (2), Living
NEPHILIM

10 COST

| **5** DF | **5** WP | FACTION | **6** Mv | **3** Sz |

ABILITIES

Black Blood: After this model suffers damage from an Action or Trigger, every model within (X)1 suffers 1 damage. This model ignores damage caused by **Black Blood**.

Regeneration +2: At the start of this model's Activation, it Heals +2.

Flight: When resolving the **Walk** or **Charge** Action, instead of moving normally, this model may Place itself completely within X″, where X is equal to this model's **Mv**. This model does not suffer Falling damage.

Combat Finesse: When this model is targeted with a ⚔ Action, the Attacking model's duel cannot be Cheated.

1 2 3 4 5 6 7 8 9 10
HEALTH