

YOUNG NEPHILIM

Minion (4), Living
NEPHILIM

7
COST



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 +1: At the start of this model's Activation, it Heals +1.

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.

RELISH IN BLOOD: After this model kills an enemy model with higher Cost or removes a Corpse Marker, it gains a Grow Token. After gaining a Grow Token, this model may discard two Grow Tokens to Replace itself with a Nephilim Minion with **Sz** of 1 greater than itself after resolving the current Action.



HEALTH