

# TERROR TOT

Minion (3), Living  
NEPHILIM

4  
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.

**PROTECTED (NEPHILIM):** After this model is targeted by an enemy Attack Action, it may discard a card to change the target to a friendly Nephilim model within 2" of this model (ignoring range, LoS, and targeting restrictions).

**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.



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## ATTACK ACTIONS

RG STAT RST TN

### CLAWS

1" 4 Df -

Target suffers 1/2/4 damage.

 **Grab On:** Target gains **Slow**. End this model's Activation.

## TACTICAL ACTIONS

RG STAT RST TN

### GRIM FEAST

2" - - -

*Remove target Corpse Marker.* This model Heals 1/2/4.