

MATURE NEPHILIM

Minion (2), Living
NEPHILIM

10
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 +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

MATURE NEPHILIM

ATTACK ACTIONS

HEAVY CLAWS

RG STAT RST TN

2" 6 Df -

Target suffers 3/4/6 damage.

☛ **Meat for the Young:** Choose a friendly Nephilim model within 3". After killing, the chosen model counts as having killed the target (instead of this model).

☛ **Shove Aside:** Once per Activation. Push the target 4" away from this model. Then, this model may Push up to 4" and declare a ☞ Action targeting a different model.

✕ **Execute:** The target may either discard a card or a Soulstone. If it does neither, it is killed, ignoring Demise Abilities.

TERRORIZE

8" 6 Wp -

Enemy only. Target is Pushed its Mv in inches away from this model.

☛ **Sudden Strike:** This model may take a ☞ Action.

TACTICAL ACTIONS

RG STAT RST TN

GRIM FEAST

2" - - -

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

FLY WITH ME

2" 6 - 12

This Action cannot be taken while engaged. This model may target another friendly unengaged model of lower Sz. Place this model anywhere within 4". If this Action targeted another model, Place the friendly model into base contact with this model.

☛ **Dropped from Above:** Target suffers damage equal to its Sz.