YOUNG NEPHILIM

Minion (4), Living
NEPHILIM

7 COST

| 5 DF | 5 WP | FACTION | 6 Mv | 2 Sz |

ABILITIES

BLACK BLOOD: After this model suffers damage from an Action or Trigger, every model within ⚪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.

1 2 3 4 5 6 7
HEALTH

ATTACK ACTIONS

	Rg	Stat	Rst	TN
DEADLY CLAWS	⚔ 1"	5 📖	Df	-

Target suffers 2/4/5 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).

- ⚑ **Onslaught:** Take this Action again, targeting the same model.

- ✗ **Pick the Bones:** After killing, this model may take the **Interact** Action after resolving the current Action.

TACTICAL ACTIONS

	Rg	Stat	Rst	TN
⚒ **GRIM FEAST**	2"	-	-	-

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

	Rg	Stat	Rst	TN
⚒ **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**.