

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.

1 2 3 4
HEALTH

TERROR TOT

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.