

# 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 (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.

1 2 3 4 5 6 7

HEALTH