



YOUNG NEPHILIM

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (4), Living ♦ Brood

Flight: This model ignores terrain and other models while moving.

Relish in Blood (Mature Nephilim): After resolving an attack action that damaged a model, this model may remove a **Glutted** token to replace itself with a Mature Nephilim and heal 4. If it does not have a **Glutted** token, it instead gains a **Glutted** token.

YOUNG NEPHILIM

Attack Actions

Rg Skl Rst TN Dmg

Deadly Claws

//1" 5+ Df - 2

If this action was generated by the **Charge** action, it deals +1 damage.

☛ **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Tactical Actions

Rg Skl Rst TN Dmg

↓ Blacken the Skies

5" 0 - 6 -

All friendly models within (X)2" with this action that have already activated this turn may declare this action. Place this model within range. This model may not declare the **Interact** action this activation.

☛ **Inspiration:** This model gains a **Focused** token.