



# NEKIMA

NEPHILIM QUEEN

- COST

5  
DF

6  
SP

6  
WP

3  
SZ

Teach  
Them Fear

Blood  
Hunter

Master, Unique, Living • Brood

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

**Frenzied Charge:** This model may **Charge** while engaged and ignore the once per activation restriction on **Charge**.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**NEKIMA**  
**Nephilim Queen**

**Attack Actions**      Rg Skl Rst TN Dmg

<b>Lorelei</b>	¶ 2"	6	Df	-	4
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If the target is killed by this action, this model may declare the **Sever Artery** action without draining a ♦.

- ¶ **Meat for the Young:** An ally within 6" gains a **Glutted** token.
- ♥ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a ¶ action targeting a different model.

<b>Hurl Corpse</b>	† 8"	7	Df	-	2
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This model may remove a *Remains* marker within 2" of itself. If a *Remains* marker was removed, deal +1 damage to the target.

- ♦ **Vengeance Incarnate:** Place this model within 6". Then, this model may declare a ¶ action.
- ♥ **Stunning Strike:** Target gains a **Stunned** token.

**Tactical Actions**      Rg Skl Rst TN Dmg

<b>Blacken the Skies</b>	5"	0	-	4	-
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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.

- ¶ **Blood for Blood:** Deal 1 damage to this model. Any enemy models within range of the **Black Blood** (X) that cannot gain an **Injured** token because they already have one are dealt 1 damage.