



6  
COST

# YOUNG NEPHILIM

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.