

6
COST

YOUNG NEPHILIM

5
DF6
SP5
WP2
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
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Deadly Claws	≤ 1"	5	+1	Df	-	2
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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
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Blacken the Skies	5"	0	-	6	-
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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.

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