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.

① 1 2 3 4 5 6 7 8

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 ⚀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.

40 mm