



NOXIOUS NEPHILIM

- COST

5
DF

6
SP

5
WP

3
SZ

Totem, Unique, Undead • Forgotten



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

Ragged Hope: After this model suffers damage from an action or trigger, enemy models within (1) 1" gain an **Abandoned** token.

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



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NOXIOUS NEPHILIM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Playful Frenzy	4"	6	Df	-	2
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If the target has an **Abandoned** token, increase this action's **Dmg** by +1.

• **Tear Off a Bite:** This model heals 2.

• **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

The Lonely Call	4"	6	Wp	-	-
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Target is moved up to 5" toward this model. If the target has an **Abandoned** token, increase the distance moved by up to +2".

• **Misunderstood Monster:** Target must either discard a card or gain an **Abandoned** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Fly With Me	4"	0	-	6	-
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This model may target a friendly model within 2".

Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.

Tap the Leyline	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.