



MATURE NEPHILIM

- COST

6
DF

6
SP

6
WP

3
SZ



Minion (2), Living • Brood

Combat Finesse: When this model is targeted with a action, the attacking model's duel cannot be cheated.

Blood Frenzy: Before performing a duel, this model may remove a **Glutted** token to receive a .

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



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MATURE NEPHILIM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Heavy Claws	4" 2"	6	Df	-	3
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¶ **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.

¶ **Bloody Trophy:** This model gains a **Glutted** token.

Terrorize	4" 8"	6	Wp	-	-
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Move the target up to its **Sp** away from this model.

¶ **On Your Heels:** Place this model into base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Blacken the Skies	5"	0	-	5	-
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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.

■ **Heavy Landing:** Enemies within (X)1" must pass a TN 15 **Sp** duel or be dealt 1 damage.