



COST

NOXIOUS NEPHILIM

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 (X)1" gain an **Abandoned** token.

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

NOXIOUS NEPHILIM

Attack Actions

Rg Skl Rst TN Dmg

Playful Frenzy //2" 6 Df - 2

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 †12" 6 Wp - -

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

↓ **Fly With Me** 4" 0 - 6 -

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** - - - - -

Once per turn. Draw two cards and then discard one card.