



COST

MATURE NEPHILIM

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 //2" 6 **Df** - 3

☞ **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 †8" 6 **Wp** - -

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 -

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.