



Edward Carter

Tainted . Cultist . Follower

MV	CH	CD	RD	AD
4	6	7	6	6

SAN
6

MYTH
1

WND
13

9PTS 1

MAN-CATCHER - 8 / COMBAT / Base / Paralyse

SNATCH & GRAB - 1

Mark an enemy Model engaged with this Model. Until successfully disengaged (by either Model), whenever this Model moves the marked Model may move with it (remaining engaged). If the marked Model chooses not to move with this Model it suffers the Bleed condition and forgoes any Disengaging Strikes. At the start of its Activation, the marked Model may attempt a single CD test (3 WND on failure) if successful remove the mark.

HOLD AT BAY

This Model may re-roll both dice in any one Attack or Test this turn when engaging or while engaged with a single enemy Model. This ability can only be triggered once per turn.

MAN-CATCHER

Enemy Models engaged with this Model suffer -1 CD.



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MAN-CATCHER - 8 / COMBAT / Base / Paralyse

GOD SHARD - 1

This Model gains +1 to Combat, Ranged and Arcane Attacks until the end of its activation.

SNATCH & GRAB - 1

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