

EDWARD CARTER

10PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED



v3.04c

MAN-CATCHER

REFINED, TANGLE

BRUTAL **THROWING KNIVES**THROWN -1 PIERCE 

RNG PRC ROA

2" 0 1

- 0 3

EDWARD CARTER

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leechd Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

