

MERCY GOOD**14PTS****MERCY GOOD**1 x **1**

FACE, HEX, HUMAN, WYLDBORNE, TAINTED



v3.04c

FELLBLADE

BRUTAL, ATTUNED

FATAL

| | RNG | PRC | ROA |
|--|-----|-----|-----|
| | 1" | -1 | 1 |

POISON DART

CLOSE WORK

FATAL

| | RNG | PRC | ROA |
|--|-----|-----|-----|
| | 10" | 0 | 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)

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

