

HEX BEAST

MUTATION, HEX BEAST, TAINTED

HEX BEAST

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

REANIMATED: Each time this Unit is Stunned or Disordered, one Model in the Unit must immediately pass a Grit Check or suffer a Wound. This Unit cannot be affected by any rule that would enable it to return to play once destroyed.

TAINTED VIGOUR: During this unit's Activation, it gains +1 to its Limit if there is one or more Tainted Units within 6", not including themselves.


TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.



v3.04c

HEAVY FIST
BRUTAL
STUN 

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