

# HEX BEAST PACK

HANDS, HEX, MUTATION, HEX BEAST, TAINTED

1PTS  
PER MODEL



# HEX BEAST PACK

3-6 x 2

## 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.



Q3  
L1  
M2  
F5  
A4  
G6

v3.04c

**HEAVY FIST**  
BRUTAL  
STUN 

RNG PRC ROA

- 0 1