

# GARRATT MORDEN

14PTS

FACE, HEX, UNION, CROWN, HUMAN, SENESCHAL,  
TAINTED



v3.04c

		RNG	PRC	ROA
<b>HEX BOLT</b>				
SHRED, REFINED		10"	-1	3
LETHAL				
<b>BASIC MELEE ATTACK</b>				
-		-	0	1
-				
<b>TENEBOUS SHROUD</b>				
BLAST		10"	0	1
LETHAL				

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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)

**COMMANDING PRESENCE:** Friendly Units that are within 10" of a this Unit may spend Fortune belonging to this Unit as though it was their own. Furthermore, those Units can use this Unit's Mind value whilst making Morale Checks.

**DARK COUNCIL: SPECIAL ACTION -** This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

**RAPPORT:** Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civillians, HANDS or TROOPS Units.

**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.

