

WICASASNI**22PTS**BOSS, LEGENDARY, HEX, SPIRIT, DARK NATION, FLIGHT,
MYTH, TAINTED**WICASASNI**1 x **2**

v3.04c

SONIC SCREECHTORRENT, STUN
LETHAL 

RNG PRC ROA

- -2 1

FELLBLADESBRUTAL, ATTUNED
FATAL 

1" -1 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

INSTINCTIVE STRIKE: Successful Strike Actions by this Unit ignore the Parry Special Rule. After resolving one or more successful wounds on a target with an attack that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound.

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

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.

