

**KHALI****15PTS**FACE, LEGENDARY, HEX, SPIRIT WALKER, DARK NATION,  
MYTH, TAINTED**KHALI**

1 x

3

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

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

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

**FANGED MAW**

BRUTAL, TANGLE, REFINED

FATAL

	RNG	PRC	ROA
	-	-1	1

**WEB LAUNCHER**

TANGLE, TORRENT

LETHAL

	-	0	1
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**ACID SPRAY**

HAZARDOUS, TORRENT, SPECIAL

LETHAL

	-	-2	1
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