THE HAT MAN

+30 Glory Points
Unique



7 SP | 10 DF | 4 WP | 9 AR

Paralysis: Enemy units within 6" may not score Glory.

Twist Reality (6 Soul v * | 2"): Strength 2. This Fireteam chooses whether this Action is resisted with **Df** or **Wp**.

Impending Doom: Immediately, the target scores Glory.

Subtle Sabotage (7 v Wp |12"): Reveal the top three cards of the target's Fate Deck, discard any number of them, then place the rest back in any order.

Soul Siphon: Target suffers a Strength 2, Accurate Hit. If any models are Killed, this unit gains a Tactics Token.

Frozen in Fear: Target gains a Pinned Token. This Trigger may be declared multiple times.

0 TA

Fireteam (40mm), Commander, Champion

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Suppress Fear: Other friendly Fireteams within 12" increase their **Wp** by +2.

Twist Reality (6 v * | 2"): Strength 2. This Fireteam chooses whether this Action is resisted with **Df** or **Wp**.

Direct Thoughts (7 Soul v 12 |12"): Reveal the top three cards of target friendly Fireteam's Fate Deck, discard any number of them, then place the rest back in any order.

Soul Siphon: Target suffers a Strength 2, Accurate Hit. If any models are Killed, this unit gains a Tactics Token.

Modify Memory: This Fireteam may choose one of the revealed cards, and discard it. Until the end of the game, the chosen card is not added to the Fate Deck when it is reshuffled.

0 TA

Fireteam (40mm), Commander, Champion