

# Attributes and New Rules

## Attributes

### Spells (Modified Version)

When the Spell attribute is given to a monster or adversary in the bestiary; only the *Manipulate* spell is altered.

Manipulate – the player moving the monster or encounter model may reroll a die during the model's turn. This may be a Skill or power dice.

### Skinshift (Possessed)

This attribute works in the same way as the Skinshift rule in the rulebook. The only difference is that the model turns into a possessed model. Use the possessed profile in the rulebook.

### Skinshift (Bat-form)

This attribute works in the same way as the Skinshift rule in the rulebook. The only difference is that the model gains the *Flying* attribute. Aesthetically they also look like a man-bat.

### Hard To Put Down (Modified Version)

Once per game (after the model has been hit), when calculating the amount of damage the model receives, you may force the enemy to reroll the Power or Skill die causing the damage.

## New Rules

### Call Swarms

Once per game, the model may spend two actions to summon 3 swarm bases of rats, lizards, snakes, or frogs etc.

The swarm bases are placed anywhere 6 inches away from the model summoning the swarms. The swarms act independently and may attack any Silver Bayonet team model.