



## Helena Miller

Mortal . Marshall

MV	CH	CD	RD	AD
9	11	5	8	7

SAN	MYTH	WND
8	3	14

4

26PTS 2

**TESLA STORMTHROWERS - 9 / RANGE / 10" / Paralysed**

**IRON ASP BATON - 6 / COMBAT / Base / Paralysed**

### TACTICAL BRILLIANCE - 2

During its Activation this Model may spend 1 AP to allow another Model from the same Force to immediately take 1 Action.

### EYES ON THE PRIZE - 1

Nominate a friendly Model, for the rest of the turn that model gains +1 for all Test, Attack and Defence rolls while within 3" of a Objective Marker or considered to be carrying one.

### FLIGHT OR FIGHT

Once per Activation, when this Model is the target of a Charge it may immediately be placed D6" from its current position and it receives the Fatigued Condition. This placement must be to a point directly away from the charging unit. This placement cannot cause the Model to be engaged.

### ROCKETEER

This Model automatically passes any jumping or falling tests it is required to make from any height. It also ignores difficult terrain when moving.

### LEADER

When activated this model gains +1 AP.



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MV	CH	CD	RD	AD
4	6	7	6	7

SAN	MYTH	WND
6	3	14

**TESLA STORMTHROWERS - 7 / RANGE / 10" / Paralysed**

**IRON ASP BATON - 6 / COMBAT / Base / Paralysed**

### RIDE THE LIGHTNING - 1

If this Model inflicts WND with its next Ranged Attack, you may perform another Ranged Attack against an additional enemy within 10" for free. You may not Attack the same model twice during this activation.

### FIGHT NOT FLIGHT

When this Model is the target of a Charge it may choose to suffer 2 WND. If it does so it adds +3 to its Combat defence.

### DESPERATE TIMES...

If able, this Model must make a Tesla Stormthrowers Attack at the closest enemy Model as its first action each time it activates.

### LEADER

When activated this model gains +1 AP.