

Lydia Heron

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THIS UNIT HAS THE POLLOWING SPECIAL RULES:

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

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Mutiple Attributes may be replaced in this way over the duration of an Adventure.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

WALKTHE PATH: After both sides have deployed, this Unit and a Friendly PATH OF CHRONOZON Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation. During its Activation this Unit may add or remove the Hunkered Condition from itself and a Friendly PATH OF CHRONOZON Unit within 7" even if in contact with terrain.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeched Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

SENIOR CULTIST: While this Unit is within 5" of Chester Barreman, should he be nominated as the Initial Target of an attack, this Unit may make an immediate Reaction and become the Initial Target of the attack instead. If this occurs, you must still calculate range, Line of Sight and cover bonuses etc to Chester Barreman but resolve the Grit Check on this Unit instead.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.