

DOROTHY GOOD & BLOOD

19PTS

BOSS, HEX, HUMAN, MUTATION, WYLDBORNE, TAINTED



DOROTHY GOOD & BLOOD

1 x

3



v3.04c

SACRIFICIAL BLADE

REFINED, THROWN
FATAL

	RNG	PRC	ROA
	1"	-2	1

FANGED MAW

BRUTAL, TANGLE, REFINED
FATAL

	-	-1	1
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, 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 this Action, the Compelled Unit counts as friendly to this Unit.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

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.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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

