

HARMONY RATCHET

FACE, ENLIGHTENED, HUMAN, TAINTED

8PTS



HARMONY RATCHET

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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**.

IMPERFECT CREATIONS: Any friendly **CONSTRUCT** Unit within 15" using the **Mettle** rule, counts their **Limit** value as double when calculating how many **Wounds** they can receive from an attack.

RAPPORT: Once per this Unit's **Activation**, this Unit may re-roll a single failed **Check** if this Unit is within 7" of any **Civillians, HANDS** or **TROOPS** Units.

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed **Grit** checks unless the **Attack** has the **Lethal** or **Fatal** Qualities. **Sawbones** has no effect on **MACHINE, ARTEFACT** or **STRUCTURE** units.



v3.04c

MORTICIAN'S BLADE

FATAL 

RNG PRC ROA

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