

WENDELL LEE

12PTS

FACE, ENLIGHTENED, OUTLAWS, HUMAN, DOCTOR,
CONFEDERATE, TAINTED



v3.04c

FILLETING BLADE

FATAL

RNG PRC ROA

- -1 1

THERMITE GRENADES

BRUTAL, BLAST
HAZARDOUS

7" -3 1

WENDELL LEE

1 x 1

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)

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

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

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

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.

