

KATHERINE HOLST**11PTS****KATHERINE HOLST**

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FACE, ENLIGHTENED, HUMAN, DOCTOR, SOUL HUNTER,
AGENT

v3.04c

NEUTRONA CADUCEUSATTUNED, REFINED
SHOCK **BASIC MELEE ATTACK**

	RNG	PRC	ROA
	15"	-1	1
	-	0	1
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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)

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

JURY-RIG AUTOMATA : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

REPAIR: Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

XENOSHIELD: This Unit can only take a maximum penalty of -1 to Grit Checks from Ranged Weapons.

UNIQUE