

KYLE THE BLACK

20PTS

COMMANDER, ENLIGHTENED, HUMAN, TAINTED



KYLE THE BLACK

1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, TARGET PRIORITY, (For more details see p.12 of the Rules)

CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT Units within 7". The affected Units each return 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 starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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.

MEAT SHIELDS: REACTION - When this Unit fails a Grit Check, you MAY pick a friendly Size 1 or 2 HUMAN or CONSTRUCT Model within 3" of this Unit to fail their Grit Check instead as they are pulled in front at the last minute, ignorantly sacrificing themselves in the process. Models affected by Meat Shields cannot benefit from the Sawbones Special Rule.

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.



v3.04c

MORTICIAN'S BLADE

FATAL

RNG	PRC	ROA
-	-1	1

MEAT CLEAVER

BRUTAL

-	-1	2
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SERVO-CLAWS

REFINED, SPECIAL, TANGLE
-3 PIERCE

1"	0	2
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