

BURSON CARPATHIAN

21PTS

COMMANDER, LEGENDARY, ENLIGHTENED, CONSTRUCT,
DOCTOR, TAINTED**BURSON CARPATHIAN**

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**COMMAND, METTLE**, (For more details see p.12 of the Rules)**BRACED**: During its activation, this Unit may spend a point of fortune to ignore the **SPECIAL** Quality on one of its ranged weapons for a single Action.**BULLRUSH**: This Unit may Focus the Free Strike Action in a Charge Special Action for free.**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.**DURABLE**: This Unit may ignore the first point of Piercing from an attack, unless it has the **Brutal**, **Blast** or **Torrent** Quality.**FRENZY**: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.**MONSTROUS**: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.**SPLIT PERSONALITY**: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

v3.04c

"VERONICA"
LETHAL, SPECIAL, BRUTAL
BLAST

RNG PRC ROA

15" -2 3

SERVO-CLAW
REFINED, SPECIAL, TANGLE
-3 PIERCE

1" 0 1

HAMMERHANDS
STUN
BRUTAL

- 0 2

UNIQUE