

# WHITewing

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FACE, ENLIGHTENED, HEX, CONSTRUCT, FLIGHT, HELLION, TAINTED



v3.04c

## BLADED GAUNTLETS

FATAL



RNG PRC ROA

- -1 2

## ATOMIC REPEATER

BRUTAL BLAST



15" -1 1

## HELLION CLAWS

BRUTAL



- -1 2

### 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)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

APEX EXEMPLAR (HELLION): This Unit may add +2 to their Fight while they are within 5" of another HELLION Unit.

BLOOD ON THE WIND: At the end of this Unit's Activation, a single HELLION Unit within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

