

**MR EARS**

14PTS

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1 x

3

FACE, LEGENDARY, ENLIGHTENED, CONSTRUCT, SOUL  
HUNTER

v3.04c

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

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.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

		RNG	PRC	ROA
<b>SOUTHPAW</b>				
BRUTAL	///	1"	-1	1
LETHAL	⚔			
<b>NEUTRONA CADUCEUS</b>				
ATTUNED, REFINED	🎯	15"	-1	1
SHOCK	⚡			
<b>TRODON WRANGLER</b>				
TANGLE	///	3"	-2	1
SHOCK	⚡			