

**IDINA VANNEZ**

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, MERCENARY,  
DEADLY SEVEN**IDINA VANNEZ**

1 x

1

**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)

**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.

**ELITE:** The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

**EYES ON TARGET:** Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10' of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10' of this Unit.

**FLUSH OUT TARGET:** Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10'.



v3.04c

**GRENADE REPEATER**INDIRECT, SPECIAL, SHRED  
-2 PIERCE

	RNG	PRC	ROA
	30"	0	2
	-	0	1
-			
-			
-			

**BASIC MELEE ATTACK**