

SUN TOTEM

9PTS

FACE, OUTLAWS, HUMAN, DOCTOR, WAYWARD EIGHT,
MERCENARY



SUN TOTEM

1 x

1



v3.04c

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)

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

LOYAL COMPANION (FLOWING RIVER & KAY FREE): Flowing River or Kay Free are the Companions for this Unit. This Unit may only use weapons with the Special quality if it is within 10" of a Companion. **REACTION** - If a Companion is the Initial Target of an attack and this Unit is within 5" of it, this Unit becomes the Initial Target of the attack instead. Still calculate range, Line of Sight etc to a Companion but resolve the Grit Check on this Unit.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

		RNG	PRC	ROA
DRUG PISTOL STUN, CLOSE WORK, DISORDER FATAL		10"	0	1
BASIC MELEE ATTACK -		-	0	1
FRENZIED ATTACK SPECIAL, BRUTAL LETHAL		-	-3	1

UNIQUE