

		RNG	PRC	ROA	
STUN, TORRENT, SPECIAL DISORDER W	0	-	-2	1	
SIDEARM CLOSE WORK -2 PIERCE W	\Diamond	5″	0	1	CANAL CANAL
BASIC MELEE ATTACK	11	-	0	1	
		100	STATE OF STREET		

THE

ROSARIA MENDES

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)

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

GRITO DE DOLORES: SPECIAL ACTION - A single GOLDEN ARMY Unit within 7" of this Unit may gain +1 Fortune and +1 Limit for the remainder of the Round. Each GOLDEN ARMY Unit may only benefit from this rule once per Round.

LOYAL COMPANION (PANCHO YILLA): Pancho Villa is the Companion 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.

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7° of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10°. If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.