

	GOLDEN PISTOL AMMO CLIP, CLOSE WORK	$\Diamond$	10"	PRC -1	ROA 1
.ESSED	BOMB OF ANTIOCH BLAST, SPECIAL BRUTAL	$\Diamond$	7"	-4	1
				4.1	

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## MADRE MONICA PEREZ

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (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.

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

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

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.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.