

LONGTREE**12PTS**FACE, OUTLAWS, HEX, WARRIOR NATION, HUMAN,
MERCENARY, AGENT, DARK NATION

v3.04c

DRUG PISTOL

STUN, CLOSE WORK, DISORDER

FATAL



RNG PRC ROA

10" 0 1

FILLETING BLADE

FATAL



- -1 1

LONGTREE

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)

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.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

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.

