

RANI NIMUE

21PTS

COMMANDER, LEGENDARY, CROWN, OUTLAWS, HUMAN,
CAPTAIN, NAUTILUS, MERCENARY1 x **2****THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

COMMAND, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

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.

TACTICAL BRILLIANCE: This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.

TREASURE HUNTER: This Unit and Units with the **MERCENARY** Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

XENOSHIELD: This Unit can only take a maximum penalty of -1 to Grit Checks from Ranged Weapons.



v3.04c

RELIC BLADE- **FATAL**

RNG	PRC	ROA
1"	-1	1

TRISHULA OF TRITONREFINED, SPECIAL **FATAL**

2"	-3	2
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ROTORY HARPETTE- **LETHAL**

10"	-1	3
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