

EDYTH LA VAUGHN

9PTS

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FACE, UNION, HUMAN, LIEUTENANT



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)

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

		RNG	PRC	ROA	
RIFLE	-		20"	-1	1
SIDEARM	-		5"	0	1
CLOSE WORK	-		5"	0	1
-2 PIERCE					
BASIC MELEE ATTACK	-		-	0	1
	-				

