

## ODYSSEUS GRANT

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## 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.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain - 1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.