

# CAMILLA BLANCHE

9PTS

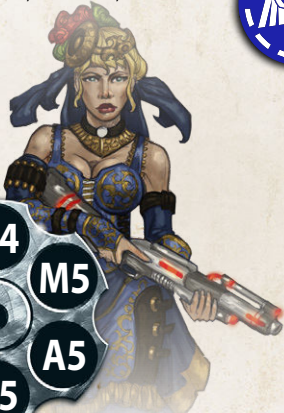


# CAMILLA BLANCHE

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FACE, UNION, HUMAN, SOILED DOVE, AGENT



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)

**OLDEST PROFESSION:** This Unit may spend one Action Point during its Activation to nominate itself and another SOILED DOVE Unit in Line of Sight within 12". Both Units gain a +1 modifier to their Limit and to their Grit for the duration of this Round. This rule cannot be used if there is not another Soiled Dove Unit in Line of sight.

**REJUVENATE: SPECIAL ACTION** - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

**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.

**SHOWBOATING:** Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

**UNDERCOVER:** The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

		RNG	PRC	ROA
<b>RIFLE</b>	-	20"	-1	1
<b>IRON ASP BATON</b>		1"	0	1
<b>REFINED</b>				
<b>STUN</b>				

