## Walks Looking

## This Unit has the following Special Rules:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p. 12 of the Rules)
BULLRUSH:This Unit may Focus the Free Strike Action in a Charge Special Action for free.
CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.
DANCES WITH WOLVES: At the end of this Unit's Activation, a Friendly Unit of Hunting Wolves within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.
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.
INSTINCTIVE STRIKE: Successful Strike Actions by this Unit ignore the Parry Special Rule. After resolving one or more successful wounds on a target with an attack that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound.
PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.
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.

