

WALKS LOOKING

21PTS

BOSS, LEGENDARY, WARRIOR NATION, HUMAN



WALKS LOOKING

1 x 2

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)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with **TAINED** units.

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.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

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 MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are **AUTOMATA** or have the **Lobotomised** special rule.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

SPIRIT BLADES

ATTUNED

FATAL

	RNG	PRC	ROA
☞☞☞	1"	-1	2

