

IRONTOOTH

17PTS

FACE, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
SHAMAN, MYTH

v3.04c

MOON-HUNTER'S BOLOTANGLE
LETHAL

	RNG	PRC	ROA
	10"	0	1

SPIRIT BLADESATTUNED
FATAL

	1"	-1	2
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FANGED MAWBRUTAL, TANGLE, REFINED
FATAL

	-	-1	1
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IRONTOOTH

1 x

2

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)

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

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

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.

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.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

TOTEMIC: Any WARRIOR NATION Units within 10" of this Unit may ignore the penalty for Uneven Ground. Successful Aim Checks against Size 1 WARRIOR NATION Units within 10" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

UNDERBOSS: For +3 points this Unit may replace its FACE Trait for a BOSS Trait, it is now considered a BOSS Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +2 Fortune and the Largesse rule. As a BOSS it may take a Faction Posse as normal.

