

**AERON BRAN**

10PTS

FACE, ORDER, HUMAN, MIMREG, SPICA, ASTRAEA

**AERON BRAN**

1 x

1

**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)

**BEACON: SPECIAL ACTION** - This Unit may make a Free Shoot Action with a RoA 1. Instead of causing any damage, a successful hit allows a single friendly Unit that is held in Reserve to be immediately deployed in Base Contact with the edge of the Play Area at the closest point to the Initial Target. The Deployed Unit may be Activated as normal this Round.

**BLESSINGS OF THE ALLSHARD : REACTION** - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

**DISCIPLINED:** This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

**SMOKESCREEN: SPECIAL ACTION** - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.



v3.04c

		RNG	PRC	ROA
<b>RELIC PISTOL</b>				
CLOSE WORK		10"	-1	2
HAZARDOUS				
<b>VIBRO GAUNTLET</b>				
LETHAL		-	-1	1

