

JANNA SALTO

11PTS

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FACE, ORDER, HUMAN, MIMREG, SPICA,
ASTRAEA

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)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

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.

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.

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.

	RNG	PRC	ROA
VORTEX GLOVE SPECIAL LETHAL	-	-2	1
RELIC PISTOL CLOSE WORK HAZARDOUS	10"	-1	2
RELIC BLADE - FATAL	1"	-1	1

