

ORON

THIS UNIT HAS THE POLLOWING SPECIAL RULES:

TEAMWORK, METTLE, TARGET PRIORITY, (For more details see p.12 of the Rules)

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.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.