



RNG PRC ROA

10"

8" -2

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THE THIRD MAN

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)

DARK COUNCL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

IMPERVIOUS: The Unit ignores the Fatal Quality and negative Piercing modifiers when taking Grit Checks.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Mutiple Attributes may be replaced in this way over the duration of an Adventure.

NODE OF POWER: This Unit regains Fortune up to its starting value at the start of each Resolution Phase. Furthermore this Unit may allow a friendly Unit within 10° of this Unit to spend this Unit's Fortune as though it was their own.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

HEX BOLT

I FTHAL

FATAL W SHADOW VORTEX SPECIAL, LETHAL, BLAST, CLOSE WORK

SHRED, REFINED

NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL

ME