

MEGAN WILD

14PTS

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1 x

1

FACE, HEX, HUMAN, TAINTED



v3.04c

		RNG	PRC	ROA
HEX BOLT				
SHRED, REFINED		10"	-1	3
LETHAL				
TENEBOUS SHROUD				
BLAST		10"	0	1
LETHAL				
FELLBLADE				
BRUTAL, ATTUNED		1"	-1	1
FATAL				

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)

DARK COUNCIL: 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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

MUTUAL DESTRUCTION: When this Model is destroyed, before removing it from the Play Area, all Models within 2", friend or foe, suffer a Piercing -1 hit with the Hazardous Quality.

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.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

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

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.

UNIQUE