

**MARIA TORRES-VILLA**

12PTS

FACE, HEX, OUTLAWS, HUMAN, GOLDEN ARMY, SOILED  
DOVE, TAINTED

v3.04c

**THROWING KNIVES**THROWN  
-1 PIERCE 

| RNG | PRC | ROA |
|-----|-----|-----|
| -   | 0   | 3   |

**SIDEARM**  
CLOSE WORK  
-2 PIERCE 

|    |   |   |
|----|---|---|
| 5" | 0 | 1 |
|----|---|---|

**VORTEX GLOVE**SPECIAL  
LETHAL 

|   |    |   |
|---|----|---|
| - | -2 | 1 |
|---|----|---|

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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)

**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.

**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.

**FAVOUR THE BOLD:** Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

**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.

**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.

**UNDERCOVER:** The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

**UNIQUE**