

**FRATELLI**

10PTS

**FRATELLI**

1 x

1

FACE, OUTLAWS, HEX, MUTATION, MERCENARY,  
TAINTED

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)

**COMPEL: SPECIAL ACTION** - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

**DISPLACING SHOT:** Each time this Unit successfully makes a Shoot Action, it may spend an additional Action Point to cause the Initial Target to scatter d5" in a random direction (this counts as a Free Move Action, remembering the Path of Least Resistance). The affected Unit gains the Disordered Condition if the Model scatters out of Coherency. Models in the Unit cannot be placed out of the Play Area or into Impassable terrain.

**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.

**SPLIT PERSONALITY:** When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

		RNG	PRC	ROA
<b>SIDEARM</b>				
CLOSE WORK		5"	0	1
-2 PIERCE				
<b>BASIC MELEE ATTACK</b>				
-		-	0	1
<b>TELEKINE SMITE</b>				
ATTUNED, BLAST, CLOSE WORK		10"	0	1
SHOCK				

UNIQUE