Necratu

12 PTS

Face, Hex, Mutation, Dark Nation, Tainted

Q4
L3
M5
F6
A4
G4

v3.04c

UNIQUE

		RNG	PRC	ROA
HEAVY TRIBAL AXE BRUTAL FATAL		1"	-2	1
POISON DART CLOSE WORK FATAL		10"	0	1

Necratu

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)

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

DECAPITATE: When a Size 1,2 or 3 Model is hit by an Action made by this Unit, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE Units are unaffected by Decapitate.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.
SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.