

MARIE LAVEAU

20PTS

Boss, HEX, OUTLAWS, NAZOMBU, CONFEDERATE,
MERCENARY, TAINTED

v3.04c

		RNG	PRC	ROA
HEX BOLT SHRED, REFINED LETHAL		10"	-1	3
FELLBLADE BRUTAL, ATTUNED FATAL		1"	-1	1
FETISH STAFF REFINED SHOCK		2"	0	1

MARIE LAVEAU1 x **1****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)

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7".

The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

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.

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

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.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalith or a Greater Spirit Totem. It may Activate as normal this Round.

UNIQUE