

**SEKE****13PTS**FACE, LEGENDARY, HEX, MUTATION, WYLDBORNE, DARK  
NATION, TREEWALKER, TAINTED**SEKE**

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v3.04c

**TREEWALKER BLADES**LINKED  
FATAL 

RNG PRC ROA

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**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)

**AGILE:** This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

**DEATH-DEALER:** When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

**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.

**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.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**PARRY: REACTION** - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

**TREEWALKER:** If this Unit is in Area Terrain, Enemy Units cannot nominate this Unit as an Initial Target unless the Enemy Unit successfully passes a Mind Check. This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

