



v3.04c

SPIKE TAIL**BLADED GAUNTLETS**

FATAL ✘

RNG PRC ROA

- // 1" -1 1

- // - -1 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, 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.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

MAGENTA CLADE: 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.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

