## Charlotte Anning

Face, Crown, Outlaws, Human, Mercenary,


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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)
CONTROLLED SCATTER: The Unit may determine the direction of any scatter in any Combat Action they make.
DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.
PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to $12^{\prime \prime}$ rather than the usual $10^{\prime \prime}$ and does not scatter.
SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand


