



v3.04c

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**BERSERKER:** When the Unit Activates it must pass a Mind check to Activate as normal. If it fails, the Unit is Berserked. A Berserked Unit must try any Actions possible to travel to Engage the closest enemy Unit to it within 20" and Line of Sight. A Berserked Unit must always travel by the shortest route possible to that closest Unit.

**DISPERSED DEPLOYMENT:** This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

**DISTRACTING:** Provided it is within 8" and Line of Sight, this Unit must be nominated as the Initial Target of an attack by all non-LEGENDARY enemy Units unless they first successfully pass a Mind Check. If there are multiple Units with this rule eligible, the enemy may choose which of them to target and need only make the Mind Check once per Activation to ignore all Distracting units.

**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.

**TWITCHY:** This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

	RNG	PRC	ROA
<b>PITCHFORK</b> THROWN LETHAL	1"	0	1
<b>BURNING TORCH</b> HAZARDOUS BRUTAL	-	0	1