14.0 Ability Icons

Activate Twice

Second activation movement halved FRD, second fire attack 2 column shift left. Second action is taken immediately after the first.

Aggressive

Double this Combatant's CA when attacking a hex that contains at least 1 Disrupted Combatant.

Brutal

Roll 2 dice when attacking in close assault, choose best.

Concealed

Can't be targeted in cover unless marked with Move or Fire.

Courageous

Not only raises the morale of the friendly Combatants in his hex, but also the morale of all Friendly Combatants in adjacent hexes.

Fearsome Howl

Instead of moving may let out a fearsome howl. All units within 3 hexes must take a morale check. Action can be taken only once per scenario.

Fireball

Attack any hex within 5 hexes and LOS. 8 HEF as per artillery strike. Counts as an action, mark the unit Fired.

Frenzied

Ignore ZOC

Leap

Move 3 spaces. Ignore terrain costs and ZOC. May not be targeted by op fire.

Lightning Strike

Attack any unit within 5 hexes and LOS. 12 AP. 6 HEF. Counts as an action, mark the unit Fired.

Reanimate

Perform in Rally Phase. Does NOT count as an action. Roll a die. On 6 or less, replace each corpse located in a hex 6 hexes or less from the reanimator with a Zombie. Replace ½ strength corpses with reduced Zombies. Reanimator need not have a LOS to the hex.

Recon

May see through 1 blocking hex of woods or town/city. Such attacks suffer a 1-column shift left due to the restricted view. Spotting attempts executed through terrain described above add 1 to the die roll. Receives Recon bonus when calling artillery or mortar strikes.

Silver Bullet

Doubles HEF and CAF against Lycan and Vampires.

Sniper

Instead of using HE value, disrupt single leg unit on roll of 0-6, armored unit on roll of 0-4, to a range of 10 hexes. May perform this attack on a unit co-located with

Refugees without affecting the Refugees. Must have LOS. Mark Fired after completing action.

Steady

No range penalty for long range. Benefits all units in hex.

Tough

Ignore first hit.

Veteran

This Combatant and all units in the hex with it receive an additional 1 left column shift when they are the targets on the FRT or CAT.

Wolf Speed

Opportunity fire attacks against this Legend receive a 2-column shift left. Whenever this Legend initiates assault combat, the odds are shifted 2 columns right.

Lucky

Roll 2 dice when attacking on the FRT or Close Assault table. Choose 1 to resolve attack.

Rally

During the Rally Phase, may Rally 1 Leg unit within 2 hexes.

Regenerate

During the Rally Phase, Combatant undisrupts (if Disrupted) OR regains 1 health/flips to its full-strength side (if not Disrupted). Combatants with the Regenerate ability **do not** roll in the Rally Phase to undisrupt.

Fly

Move up to 8 hexes, paying 1 MP per hex. Always starts and ends impulse on the ground. Opportunity Fire against flying creature suffers a 2-column left shift, and may only be executed at short range.

Explosive Decomposition.

As if acid chunks aren't bad enough. When Pukers are destroyed they explode, attacking a randomly chosen Combatant in their hex (it can be friend or foe) with a 10 AF/HEF, whichever is the better attack.

Acid Bile

Creature can spew an acid-based vomit for 1 hex. The acid is capable of eating through the armor of an AFV.

Blood Thirsty

Combatant can choose whether to Close Assault its target from an adjacent hex or the same hex (co-located)

15.0 CREDITS

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