

cut

fold

cut



**Brother
Maynard** 15
Ⓜ

Restrictions:

Retinue Only, Max 1 per Company

Holy Hand Grenade of Antioch
Snuff it



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Maynard** 15
Ⓜ

Holy Hand Grenade of Antioch: May be used once per game to perform a Ranged Attack with a Target Number of 1 and a range of 8". Thou shalt make the Ranged Attack using 3 actions, no more, no less. Three shall be the actions thou shalt use, and the number of the actions shall be three. Four shalt thou not use, neither use thou two, excepting that thou then use a third. Five is right out!

Snuff it: A unit hit by the Holy Hand Grenade incurs a +10 penalty to their Shoot Save.

cut

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