

## TEELA

**Wounds:** 1D6 + 6  
**Move:** 4  
**Weapon Skill:** 4  
**Ballistic Skill:** 3+  
**Strength:** 3  
**Toughness:** 3 (4)  
**Initiative:** 4  
**Attacks:** 1



**Equipment:** Staff of Ka. See equipment Card for more details.

**Weapons:** Arming Sword, causing 1D6+3 Wounds.

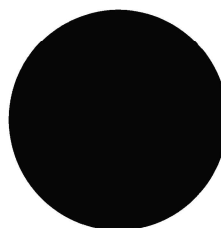
**Armour:** Breast Plate giving her +1 Toughness

**Pinning:** Breaks from pinning on a roll of 4+

### Special Rules

See the back of the card for Teela's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5



## · SPECIAL RULES ·

### Rally

Teela is a formidable warrior and commander of the Eternian Royal Guard. Teela inspires courage in others and once per adventure can rally her comrades. For 1 turn any missed to hit rolls can be re-rolled, the new result must be accepted.

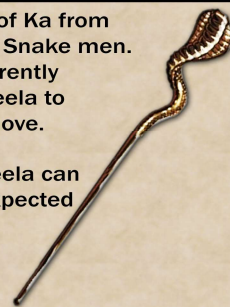
### Teela and Treasure

Teela may wear any armour type or helmet, she may carry a regular shield or Buckler. Teela may use any ranged weapon. Teela may use any magical scrolls.

## STAFF OF KA

Teela carries the Staff of Ka from the great war with the Snake men. The Staff of Ka is inherently magical, and allows Teela to track her foes every move.

Once per adventure Teela can use it to ignore 1 Unexpected Event, but must then resolve another immediately



## EQUIPMENT