

## SPECIAL RULES

### **THE QUICK AND THE DEAD (REACTION):**

A Size 1 or 2 Model (not mounted on a Stadium base), may declare it will use this rule when it is nominated as the Initial Target of a Shoot Action. The Model must pass a Quick Check and may then immediately move up to its Quick value to be placed either out of range, line of sight or into base contact with a piece of Terrain. All dice in the Shoot Action declared against them are immediately cancelled and the Model gains the Hunkered Condition. If the Model cannot move out of range, line of sight or there is no Terrain within the Model's Quick value or the check is failed, the Unit the Shoot Action is resolved against the Model as normal. This Unit may not Engage an Enemy Unit while using this Reaction.

**LARGESSE:** While this Unit is in the Play Area other Units in the same Posse may spend Fortune belonging to this Unit as though it was their own. A Unit with Largesse cannot share their Fortune if they are Hunkered.

**COMMAND:** Units that are within 15" of a friendly Commander may spend Fortune belonging to this Unit as though it was their own. Furthermore, those Units can use their Commander's Mind value whilst making Morale Checks.

**TARGET PRIORITY:** Unless within 5" this Unit may not be the target of a Shoot Action unless it is the closest enemy Unit. This rule doesn't apply if the Model with this rule is Size 3 or greater or is on a Stadium base.

**METTLE:** When this Unit receives one or more Wounds from a Combat Action it is not Destroyed but instead, once all Grit checks have been made from the Action, the Unit receives the Disordered Condition (even if it may not usually be Disordered). Units that already have the Disordered condition or receive more Wounds from a Combat Action than their Limit Attribute, cannot benefit from this rule and are Destroyed as normal. Any Hazard Conditions the Unit is suffering from remain until the Unit passes its Grit Check as usual. If the Unit removes its Disordered Condition and would be wounded again in the same Round it can use Mettle each time.

**Remember - If a Unit suffers three or more Wounds in a single Action, at the end of that Action it must make a Morale Check. See Morale Check (p.27)**

**TEAMWORK:** Once a BOSS within 15" of this Unit or a COMMANDER anywhere in the Play Area, completes their Activation, you may immediately Activate a single Unit in the same Posse or Detachment with this rule that has not yet Activated this round. This is treated as a new Activation, so you must draw an Action card and apply any effects (*see Action Cards section p.20 for more details*).

