

CABALLERIA INTERCEPTORS

5PTS
PER MODEL

SUPPORT, OUTLAWS, HUMAN, MACHINE, GOLDEN
ARMY, INTERCEPTOR, MOUNTED



CABALLERIA INTERCEPTORS

2-6 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

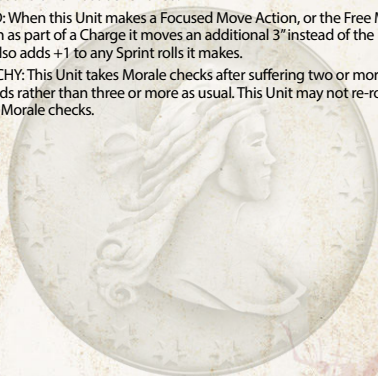
MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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.



v3.04c



		RNG	PRC	ROA
SHOTGUN TORRENT		-	0	1
BASIC MELEE ATTACK		-	0	1
SIDEARM CLOSE WORK -2 PIERCE		5"	0	1