

BANDIT INTERCEPTOR

6PTS
PER MODEL

HANDS, OUTLAWS, HUMAN, MACHINE, MERCENARY,
MOUNTED, INTERCEPTOR



BANDIT INTERCEPTOR

2-4 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

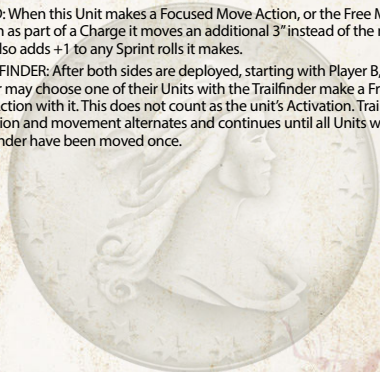
MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

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.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



v3.04c



		RNG	PRC	ROA
SHOTGUN				
TORRENT		-	0	1
BASIC MELEE ATTACK				
		-	0	1