

RANGER INTERCEPTOR

6PTS
PER MODEL



HANDS, LAWYEN, HUMAN, MACHINE, RANGER,
MOUNTED, INTERCEPTOR



v3.04c

SHOTGUN
TORRENT



RNG PRC ROA

- 0 1

IRON ASP BATON
REFINED
STUN



1" 0 1

RANGER INTERCEPTOR

2-4 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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.