

**BLOODY BILL ANDERSSEN**

13PTS

FACE, LEGENDARY, ENLIGHTENED, OUTLAWS,  
CONSTRUCT, CONFEDERATE, MERCENARY, SERGEANT,  
TAINTED

v3.04c

**FELLBLADES**BRUTAL, ATTUNED  
FATAL 

	RNG	PRC	ROA
	1"	-1	2

**SIDEARMS**CLOSE WORK  
-2 PIERCE 

	5"	0	2
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**KETCHUM GRENADE**

STUN, BLAST

	7"	-1	1
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**BLOODY BILL ANDERSSEN**

1 x

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**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

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

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

