

# STONEWALL JACKSON

17PTS

COMMANDER, OUTLAWS, HUMAN, GENERAL,  
CONFEDERATE, MERCENARY, TAINTED



# STONEWALL JACKSON

1 x

1



v3.04c

## CUSTOM PISTOL

AMMO CLIP, CLOSE WORK

FATAL

	RNG	PRC	ROA
10"	10"	-2	1

## SABRE

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FATAL

1"	1"	-1	1
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## BIONIC ARM

REFINED

BRUTAL

-	-	0	1
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## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**CHAIN OF COMMAND:** Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.

**COUNTER INTELLIGENCE:** For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

**INDOMITABLE:** Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

**RALLY:** Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are **AUTOMATA** or have the **Lobotomised** special rule.

**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.

**SHREWD STRATEGIST: SPECIAL ACTION** - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

