

# SIERRA ICARUS

11PTS

FACE, OUTLAWS, UNION, LAWMEN, ALLIANCE, HUMAN,  
SOILED DOVE, WAYWARD EIGHT, AGENT, MERCENARY



v3.04c

**ATOM PISTOL**  
LETHAL, CLOSE WORK  
BLAST

	RNG	PRC	ROA
10"	10"	-2	1

**SABRE**  
FATAL

1"	1"	-1	1
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# SIERRA ICARUS

1 x

1

## 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)

**ELITE:** The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

**INVIGORATE: SPECIAL ACTION -** Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

**OLDEST PROFESSION:** This Unit may spend one Action Point during its Activation to nominate itself and another SOILED DOVE Unit in Line of Sight within 12". Both Units gain a +1 modifier to their Limit and to their Grit for the duration of this Round. This rule cannot be used if there is not another Soiled Dove Unit in Line of sight.

**RAPPORT:** Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

**REJUVENATE: SPECIAL ACTION -** This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

