

LEROY SABAT

14PTS

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1 x 1

FACE, OUTLAWS, HEX, HUMAN, MERCENARY,
CONFEDERATE, TAINTED



v3.04c

		RNG	PRC	ROA
BIONIC ARM				
REFINED	///	-	0	1
BRUTAL	W			
CHASE SNIPER RIFLE				
REFINED	⊙	20"	-2	1
FATAL	W			

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)

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

DEATH-DEALER: When this Unit 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.

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.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

