

BUD "SCORCHER" HUTCH

15PTS

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1 x

2

FACE, OUTLAWS, UNION, HUMAN, MERCENARY,
CONFEDERATE, FLIGHT, AGENT, TAINTED



v3.04c

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)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

NAPALM CANNON

TORRENT, HAZARDOUS
LETHAL

	RNG	PRC	ROA
	-	-2	1
	-	0	1

BASIC MELEE ATTACK

