

IGNATIUS NERO

13PTS

FACE, OUTLAWS, HEX, HUMAN, AGENT, MERCENARY,
COWBOYS, TAINTED

IGNATIUS NERO

1 x **1**



v3.04c

GRENADE LAUNCHER

INDIRECT, SPECIAL, REFINED
BRUTAL

	RNG	PRC	ROA
	30"	-1	1

THERMITE GRENADES

BRUTAL, BLAST
HAZARDOUS

	7"	-3	1
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BASIC MELEE ATTACK

	-	0	1
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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)

CONTROLLED SCATTER: The Unit may determine the direction of any scatter in any Combat Action they make.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

