

SADIE WALKER

11PTS

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FACE, OUTLAWS, HUMAN, SOILED DOVE, MERCENARY,
AGENT, REGULATORS



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)


GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

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

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

BUNTLINE SPECIALS

CLOSE WORK, SHRED
BRUTAL 

	RNG	PRC	ROA
 12"	-2	2	
 -	0	2	

CRUEL DAGGER
THROWN
LETHAL 

