

# AMADEO SAVOIA

11PTS

FACE, LEGENDARY, OUTLAWS, ALLIANCE, HUMAN,  
MERCENARY, CONQUISTADORES



# AMADEO SAVOIA

1 x

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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)

**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

**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.

**SHOULDER TO SHOULDER:** Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

**SIC 'EM!** At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

**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.



v3.04c

**GOLDEN RIFLE**  
AMMO CLIP

	RNG	PRC	ROA
	20"	-1	1

**GOLDEN PISTOL**  
AMMO CLIP, CLOSE WORK

	10"	-1	1
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**BASIC MELEE ATTACK**

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