ESTEBAN EL BRUTO

10PTS

Face, Legendary, Outlaws, Human, Conquistadores

Q4

L3

M5

1

F5

A5

G5

v3.04c

		RNG	PRC	ROA
'MARTILLO DORADO' Linked, Blast, Special **BRUTAL** ⚔	⌖	15"	-2	1
GOLDEN PISTOL Ammo Clip, Close Work	⌖	10"	-1	1
BASIC MELEE ATTACK	⦀	-	0	1

UNIQUE

ESTEBAN EL BRUTO

1 x **1**

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)

COUNTER INTELLIGENCE: For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

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.

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.