

THE BROTHERS PIZARRO

14PTS

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1 x

4

SUPPORT, LEGENDARY, OUTLAWS, HUMAN,
CONQUISTADORES



v3.04c

HAVOK CARRONADE

REFINED, HEAVY, INDIRECT, SPECIAL
BRUTAL

	RNG	PRC	ROA
	45"	-2	3

GOLDEN PISTOL

AMMO CLIP, CLOSE WORK

	10"	-1	1
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BASIC MELEE ATTACK

	-	0	1
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

