

FELIPE ESPINOSA

17PTS

BOSS, OUTLAWS, ALLIANCE, HUMAN, ESPINOSA,
MERCENARY, TAINTED



Q4
L3
M6
F6
A5
G6

v3.04c

VOLCANIC PISTOL

CLOSE WORK

HAZARDOUS



RNG PRC ROA

10" -1 2

BOWIE KNIFE

LETHAL



- -1 2

FELIPE ESPINOSA

1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

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.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

