

PEDRO ESPINOSA

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY,
ESPINOSA, TAINTED



PEDRO ESPINOSA

1 x

1



v3.04c

BLAZING RIFLE

HAZARDOUS

BLADE

REFINED
-1 PIERCE

SIDEARM

CLOSE WORK
-2 PIERCE

RNG PRC ROA

	20"	-1	2
	1"	0	1
	5"	0	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)

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.

GRITO DE DOLORES: SPECIAL ACTION - A single GOLDEN ARMY Unit within 7" of this Unit may gain +1 Fortune and +1 Limit for the remainder of the Round. Each GOLDEN ARMY Unit may only benefit from this rule once per 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.

QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

