

PANCHO VILLA

20PTS

BOSS, LEGENDARY, OUTLAWS, ALLIANCE, HUMAN,
MERCENARY, GOLDEN ARMY



PANCHO VILLA

1 x

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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)

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

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.

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.

MEAT SHIELDS: REACTION - When this Unit fails a Grit Check, you MAY pick a friendly Size 1 or 2 HUMAN or CONSTRUCT Model within 3" of this Unit to fail their Grit Check instead as they are pulled in front at the last minute, ignorantly sacrificing themselves in the process. Models affected by Meat Shields cannot benefit from the Sawbones Special Rule.

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).

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.



v3.04c

| | | RNG | PRC | ROA |
|---------------------------|--|-----|-----|-----|
| 'DESTINY' | | | | |
| BRUTAL, LETHAL | | 15" | -2 | 3 |
| FATAL | | | | |
| SIDEARM | | | | |
| CLOSE WORK | | 5" | 0 | 1 |
| -2 PIERCE | | | | |
| BASIC MELEE ATTACK | | | | |
| - | | - | 0 | 1 |

