

PROCOPIO

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY

**PROCOPIO**

1 x

1



v3.04c

HYPER-V RIFLE

SHRED

LETHAL

	RNG	PRC	ROA
	20"	-2	1

IONIC PISTOL

CLOSE WORK

SHOCK

	10"	-1	1
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BASIC MELEE ATTACK

	-	0	1
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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.

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.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

SIC'EM! At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

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.

