

GOLDEN RIFLE AMMO CLIP	20"	PRC -1	ROA 1	
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency. the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

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

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.