

**BILL BROCIUS**

10PTS

FACE, OUTLAWS, HUMAN, MERCENARY, COWBOYS,  
TAINTED

v3.04c

**BLASTER CARBINES**

STUN

**MOUSEGUN**

CLOSE WORK

LETHAL

**BASIC MELEE ATTACK**

	RNG	PRC	ROA
-	15"	-1	3
-	10"	-1	1
-	-	0	1

**BILL BROCIUS**

1 x

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)

**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.

**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.

**RABBLE ROUSER:** Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.

**UNDERBOSS:** For +3 points this Unit may replace its FACE Trait for a BOSS Trait, it is now considered a BOSS Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +2 Fortune and the Largesse rule. As a BOSS it may take a Faction Posse as normal.

