

BROAD ARROW JACK

13PTS

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1 x 1

FACE, OUTLAWS, HUMAN, NAUTILUS, MERCENARY, AGENT



v3.04c

4T4 HEAVY BLASTER PISTOLS

CLOSE WORK, REFINED, BRUTAL FATAL

	RNG	PRC	ROA
	10"	-2	2
	-	0	2

HEAVY FISTS

BRUTAL STUN

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)

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.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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).

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

