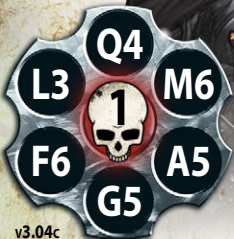


JEREMIAH SLAYN

13PTS

FACE, LEGENDARY, OUTLAWS, HEX, HUMAN,
MERCENARY, CONFEDERATE, TAINTED



v3.04c

CUSTOM PISTOLS

AMMO CLIP, CLOSE WORK

FATAL

	RNG	PRC	ROA
 10"	10"	-2	2
 1"	1"	-1	1

SABRE

FATAL

JEREMIAH SLAYN

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)

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

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.

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.

