

**BELLE WILSON**

11PTS

FACE, OUTLAWS, HUMAN, CONFEDERATE, SERGEANT

**BELLE WILSON**

1 x

1



v3.04c

	RNG	PRC	ROA
<b>RIFLE</b>			
-	20"	-1	1
<b>SIDEARM</b>			
<b>CLOSE WORK</b>	5"	0	1
-2 PIERCE			
<b>BASIC MELEE ATTACK</b>			
-	-	0	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)

**COUNTER INTELLIGENCE:** For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

**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.

**LONG SHOT:** This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

**SET BOOBY TRAPS:** After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

**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.

