

# MERCENARY IRONHIDE

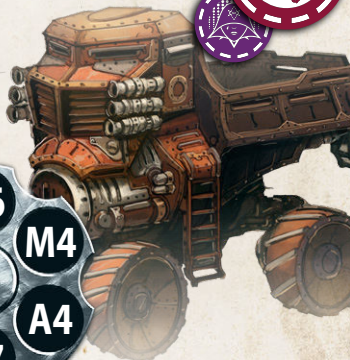
11PTS

SUPPORT, OUTLAWS, HEX, MACHINE, MERCENARY,  
RAM, TRANSPORT 6

# MERCENARY IRONHIDE

1 x

55



v3.04c

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**FIRING PLATFORM:** Transported Units are permitted to make shoot actions while embarked, furthermore they suffer a -1 to their Aim check. Line of Sight is drawn from the base of the Transport Model.

**HARDY:** The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**UPGRADE: HAUPT HEAVY BORING GEAR:** This Unit may be given the following special rule for +4pts: When this Unit is deployed in the Play Area it can be anywhere provided it is at least 5" away from any edge of the Play Area, Units, Buildings or impassable terrain features. Alternatively, the Unit may be held in Reserve along with any Units Transported within it.

**WARMACHINE:** This Unit may fire all of the weapons they are equipped with in the same Shoot Action. They may target different Units with different weapons if they have them. Furthermore, during its Activation, this Unit may spend an Action point and remain stationary to ignore the Special Quality on one of its ranged weapons for the remainder of the Activation.

**XXL BASED UNIT:** This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.

		RNG	PRC	ROA
<b>GATLING FUSILLADES</b>		15"	-1	5
<b>SPECIAL, BRUTAL, HEAVY, LINKED</b>				
<b>LETHAL</b>				
<b>BASIC MELEE ATTACK</b>		-	0	1