

# UNION ARMoured GUARDS

TROOPS, UNION, HUMAN

3PTS  
PER MODEL



# UNION ARMoured GUARDS

3-6 x

1

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**DISCIPLINED:** This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

**SHOULDER TO SHOULDER:** Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

**SKIRMISHERS:** The Unit has a Unit Coherency of 4".



v3.04c

		RNG	PRC	ROA
<b>PISTOL</b>				
CLOSE WORK, REFINED		10"	0	1
-1 PIERCE				
<b>BLADE</b>				
REFINED		1"	0	1
-1 PIERCE				