

ROBERT PINKERTON

12PTS

FACE, UNION, HUMAN, AGENT

**ROBERT PINKERTON**

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)

BREVET COMMANDER: For +1 point this Unit may replace its FACE Trait for a COMMANDER Trait, it is now considered a COMMANDER Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +1 Fortune and the Command rule. As a COMMANDER this Unit may lead a Faction Detachment as normal. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.



v3.04c

HYPER-V RIFLESHRED
LETHAL 

RNG PRC ROA

20" -2 1

IRON ASP BATONREFINED
STUN 

1" 0 1

