THIS UNIT HAS THE POLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

OUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

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.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.



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