

ARMSTRONG CUSTER

22PTS

COMMANDER, LEGENDARY, UNION, HUMAN, BRIGADIER
GENERAL

v3.04c

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS **SABRE**FATAL 

	RNG	PRC	ROA
	10"	-2	3
	1"	-1	1

ARMSTRONG CUSTER

1 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation. **SPECIAL ACTION - A TROOPS or HANDS Unit** within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

IT'S ALL ABOUT ME: REACTION - When this Unit fails a Grit Check, you MUST pick a friendly Model within 3" of this Unit to fail their Grit Check instead, if able, as they sacrifice themselves. Models affected by this rule cannot benefit from the Sawbones Rule or receive Fortune from another Unit. Furthermore, Friendly Units within 15" may use this Unit's Mind Attribute when making Mind Checks.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

