

**THEODORE ROOSEVELT**

15PTS

FACE, LEGENDARY, UNION, HUMAN, MAJOR, AGENT,  
MOUNTED, TRODON**THEODORE ROOSEVELT**

1 x

25

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

TEAMWORK, METTLE, (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.

**BULKY:** This Unit can never be Hunkered.

**BULLRUSH:** This Unit may Focus the Free Strike Action in a Charge Special Action for free.

**COUNTER INTELLIGENCE:** For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

**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.

**NIMBLE:** Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

**RAPID:** When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

**4T4 HEAVY BLASTER PISTOL**CLOSE WORK, REFINED, BRUTAL  
FATAL ✘

	RNG	PRC	ROA
	10"	-2	1

**SHARP TALON**-  
LETHAL ✘

	-	0	2
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**FANGED MAW**BRUTAL, TANGLE, REFINED  
FATAL ✘

	-	-1	1
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**UNIQUE**