

Brave Youngbloods

Hands, Warrior Nation, Human

1PTS
PER MODEL



Brave Youngbloods

3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

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

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



v3.04c

| | | RNG | PRC | ROA |
|---------------------------|--|-----|-----|-----|
| PISTOL | | | | |
| CLOSE WORK, REFINED | | 10" | 0 | 1 |
| -1 PIERCE | | | | |
| BASIC MELEE ATTACK | | | | |
| - | | - | 0 | 1 |
| - | | | | |
| - | | | | |
| - | | | | |

