

# FURIO MONTOYA

13PTS

FACE, LAWREN, HUMAN, SHERIFF, AGENT



# FURIO MONTOYA

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## 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)

**DEAD OR ALIVE:** While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

**ELUSIVE:** Backstab Reactions against this Unit suffer a -4 penalty.

**PARRY: REACTION -** After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

**QUICK STRIKE:** Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

**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).

**STONE COLD KILLER:** Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

**TINMAN:** This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).



v3.04c

## STURGINIUM EPEES

STUN, REFINED

FATAL



RNG PRC ROA

1" -1 2

