

IDA SAXON

14PTS

FACE, LAWYER, HUMAN, SHERIFF, AGENT

**IDA SAXON**

1 x 1



v3.04c

EAGLECLAW RIFLESHRED, LINKED
LETHAL 

RNG PRC ROA

20" -2 1

IRON ASP BATONREFINED
STUN 

1" 0 1

SIDEARMCLOSE WORK
-2 PIERCE 

5" 0 1

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.

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim unitl the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

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).

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.

