

# BLACKHOOF 20-20

15PTS

FACE, LAWMEN, AUTOMATA, MACHINE, AGENT, EQUUS  
SIMULACRA



# BLACKHOOF 20-20

1 x

2

### 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.

**DURABLE:** This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

**FORCEFUL STRIKE:** Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

**GALVANIC:** The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.


**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


### HYPER-V RIFLE

SHRED  
LETHAL 

	RNG	PRC	ROA
	20"	-2	1

### HAMMERHANDS

STUN  
BRUTAL 

	-	0	2
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