

WILLIAM QUANTRILL

19PTS

COMMANDER, OUTLAWS, HUMAN, MACHINE, COLONEL,
CONFEDERATE, MOUNTED, IRON HORSE, MERCENARY,
TAINTED



WILLIAM QUANTRILL

1 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, (For more details see p.12 of the Rules)

BULKY: This Unit can never be Hunkered.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

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.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

		RNG	PRC	ROA
SIDEARMS				
CLOSE WORK		5"	0	2
-2 PIERCE				
ELECTROCARBINES				
-		15"	-1	2
SHOCK				
SABRE				
-		1"	-1	1
FATAL				

