

# BLACKHOOF SCOUTS

5PTS  
PER MODEL

SUPPORT, OUTLAWS, HUMAN, AUTOMATA, MERCENARY,  
BLACKHOOF, MOUNTED, CONFEDERATE



# BLACKHOOF SCOUTS

2-4 x

25

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**DRAG: SPECIAL ACTION** - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency. the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

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

**NIMBLE:** Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

**SMOKESCREEN: SPECIAL ACTION** - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

**TRAILFINDER:** After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



v3.04c

|  |   | RNG | PRC | ROA |
|--|---|-----|-----|-----|
| <b>RIFLE</b>   | -  | 20" | -1  | 1   |
| <b>SABRE</b>   | -  | 1"  | -1  | 1   |
| <b>FATAL</b>      |   |     |     |     |
| <b>SIDEARM</b>   | -  | 5"  | 0   | 1   |
| <b>CLOSE WORK</b>  |   |     |     |     |
| <b>-2 PIERCE</b>  |   |     |     |     |