

JADZIA KOSCIUSZKO

17PTS

FACE, LEGENDARY, COMMONWEALTH, OUTLAWS,
HUMAN, MACHINE, RAM, MOUNTED, TREADBIKE



JADZIA KOSCIUSZKO

1 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

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.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation. SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

CRYO LANCE
HAZARDOUS, REFINED, STUN
FATAL

	RNG	PRC	ROA
	2"	-2	1

TREADBIKE CANNONS
SPECIAL, LINKED, SHRED

	RNG	PRC	ROA
	15"	-1	3

