

UNIT COMMON RULES

v1.09

AGILE: This model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

DEADEYED: Against units of multiple models, this model's Aim Check may target any one model in the enemy unit within Line of Sight as the Initial Target. The unit may target units with the Target Priority rule, even if they are more than 12" away (subject to range and Line of Sight as normal).

DURABLE: The unit may ignore the first point of Piercing from an attack. However, if the hit is caused by a weapon with a Piercing of -4 or greater then Durable has no effect.

ELITE: The unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Yeller Checks.

LARGESSE: This unit may allow a unit from their Posse to spend Fortune Chips from this unit as though they were their own.

METTLE: This unit does not count as being Wounded by a failed Grit Check and instead receives the Disordered Condition (even if not normally able to be Disordered or if the hit would cause them to become Disordered anyway). If the unit is already Disordered, it is Wounded as normal.



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MOVING TARGET: Provided this unit has made a Move Action of at least 7" this turn, successful Aim Checks against this unit must be re-rolled.

PRODIGIOUS: This unit gains +3 (or +3" where applicable) for Focused Actions rather than the usual +2.

SHROUDED: Successful Aim Checks against this unit must be re-rolled.

SKIRMISHERS: The unit has a Unit Coherency of 4".

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

TARGET PRIORITY: This unit may only be targeted by a Shoot Action if they are the closest unit or if they are within 12"

TASKED: All models in the unit must target the same enemy unit in an Action. If the target is destroyed the remaining models lose their Action. This unit can only make Focused Actions if within 12" of a friendly unit with the BOSS Trait.

TEAMWORK: Should a Face or Boss in this Posse finish Activating within 8" of this unit, you may immediately Activate this unit as though an Triggered Activation has occurred (and so this may not be Interrupted). This counts as this unit's Activation for the turn. This unit cannot use Teamwork if it has already Activated this turn.



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THE QUICK AND THE DEAD: Once per turn, unless Hunkered, this unit may declare they will use this rule against an enemy model's Combat Action that declares them as the Initial Target (but before dice are rolled). This unit must make a Quick Check. Should they pass the Quick Check, all hits from that model's Action against this unit are ignored and this unit becomes Hunkered. If this unit fails the Quick Check, then they are hit as normal. You may not use this rule against hits using Blast or Torrent templates.

TOUGH: This unit does not count as being Wounded by a failed Grit Check and instead receives the Stunned Condition (even if not normally able to be Stunned or if the hit would cause them to become Stunned anyway). If the unit is already Stunned, it is Wounded 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 Walk 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.

UNARMED: Unarmed units do not even have the Basic Melee Weapon that units usually carry. Units with the Unarmed rule confer a +2 modifier to Grit Checks to enemy models against Melee attacks this unit makes. This unit's Melee range counts as base contact.



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UNIQUE: Only one version of this model or upgrade can be included in a force. A player cannot field multiple units that share the same unique name. If the unit has a different name, but is the same individual, the card will specify who it counts as for Unique purposes.

UNSTOPPABLE: This model may make Ram Actions even though it does not have the VEHICLE Trait. Furthermore, the unit ignores the Heavy quality for any weapons it carries.

