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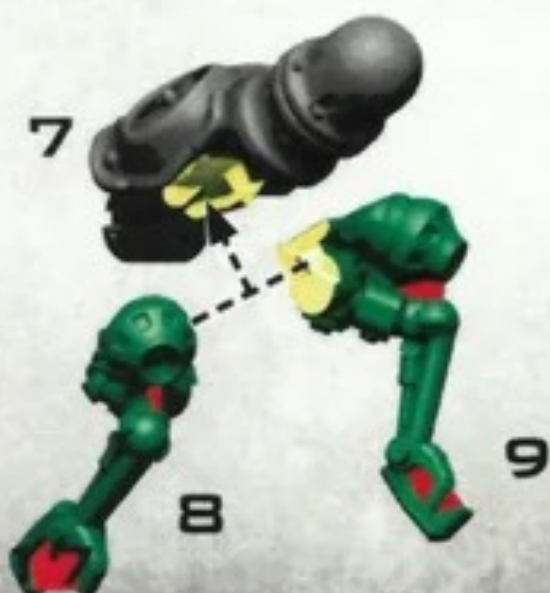


URSON GRIMJARL
JARLAN NOMAD HUNTER





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URSON GRIMJARL SPECIAL RULES

Hunter for Hire: Urson Grimjarl is a Bounty Hunter that may be hired by any Law-abiding gang. As such, he is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Oculi Command: When Urson Grimjarl is deployed on the battlefield, a Techmite Oculi is also deployed within 3" of him. If, during his activation, there are no Techmite Oculi on the battlefield, Urson Grimjarl may perform the Deploy Oculi (Double) action:

- **Deploy Oculi (Double):** Place a Techmite Oculi in base contact of Urson Grimjarl.

TECHMITE OCULI SPECIAL RULES

Flight: A Techmite Oculi ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter's base.

Target Paint: Whilst a Techmite Oculi is within 6" of an enemy model, Urson Grimjarl reduces any negative to hit modifiers due to cover by 1.

Scout Drone: Techmite Oculi can range further from Urson Grimjarl than most Exotic Beasts. Techmite Oculi must remain within 18" of Urson Grimjarl rather than 3".