

BANDIT CUTHthroats

HANDS, OUTLAWS, HUMAN, MERCENARY

2PTS
PER MODEL



BANDIT CUTHthroats

3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



v3.04c



		RNG	PRC	ROA
PISTOLS				
CLOSE WORK, REFINED		10"	0	2
-1 PIERCE				
BASIC MELEE ATTACK				
-		-	0	1
-				
-				
-				