

# BANDIT GUNMEN

HANDS, OUTLAWS, HUMAN, MERCENARY

2PTS  
PER MODEL



# BANDIT GUNMEN

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



### SIDEARM

CLOSE WORK

-2 PIERCE

	RNG	PRC	ROA
	5"	0	1

### RIFLE

-

	20"	-1	1
--	-----	----	---

### BASIC MELEE ATTACK

-

	-	0	1
--	---	---	---