

JOEY MANCO

16PTS

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FACE, OUTLAWS, LAWMEN, HUMAN, MERCENARY,
TOMBSTONE, AGENT, TAINTED



v3.04c



THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

REVOLVER FAN: Once per Activation, the Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

MAGNUM PEACEMAKER

BRUTAL, CLOSE WORK
FATAL



RNG PRC ROA

10" -4 1

KETCHUM GRENADE

STUN, BLAST



7" -1 1

BASIC MELEE ATTACK



- 0 1

