

JOHNNY RINGO

17PTS

BOSS, OUTLAWS, HUMAN, MERCENARY, COWBOYS



JOHNNY RINGO

1 x

1



v3.04c

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS



RNG	PRC	ROA
10"	-2	3

BOWIE KNIFE

LETHAL



-	-1	2
---	----	---

KETCHUM GRENADE

STUN, BLAST



7"	-1	1
----	----	---

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

REVOLVER FAN: Once per Activation, this 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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

