

ANNIE MOZEE

16PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, HEX, HUMAN,
MERCENARY, RANGER, COWBOYS, TAINTED

v3.04c

LANCASTER SPECIALAMMO CLIP, REFINED
FATAL 

RNG PRC ROA

20" -1 1

BUNTLINE SPECIALCLOSE WORK, SHRED
BRUTAL 

12" -2 1

BASIC MELEE ATTACK

- 0 1

ANNIE MOZEE

1 x 1

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)

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.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency. the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

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.

TRICK SHOT: This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.

UNIQUE