

# THE APACHE KID

13PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, WARRIOR  
NATION, HUMAN, REGULATORS, MERCENARY



Q5 M6  
L3 1 A5  
F5 G5

v3.04c

**IONIC PISTOL**  
CLOSE WORK  
SHOCK

	RNG	PRC	ROA
 10"	-1	1	
 -	-1	1	
 20"	-2	1	

**TOMAHAWK**  
THROWN  
FATAL

**SPIRIT BOW**  
ATTUNED  
FATAL

# THE APACHE KID

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)

**FORWARD ECHELON:** While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

**IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO:** The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

**SET BOOBY TRAPS:** After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

**SPIRIT AIM:** Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may adds +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

**TRAILFINDER:** After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

**TRAPPER:** When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

