

"MASKED MARSHAL" JIM McCLAIN 11PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, HUMAN,
RANGER, MERCENARY, MARSHAL



Q5
L3
F6
G5
M5
A6
1

v3.04c

BUNTLINE SPECIALS

CLOSE WORK, SHRED
BRUTAL



RNG	PRC	ROA
12"	-2	2

IRON ASP BATON

REFINED
STUN



1"	0	1
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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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

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.

IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

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.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

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.

