

**BUFORD NASH**

8PTS

FACE, OUTLAWS, HUMAN, MERCENARY, CONFEDERATE



v3.04c

**MANREAPER CARBINE**

BRUTAL

LETHAL

|  | RNG | PRC | ROA |
|--|-----|-----|-----|
|  | 15" | -1  | 1   |

**SIDEARM**

CLOSE WORK

-2 PIERCE

|  |    |   |   |
|--|----|---|---|
|  | 5" | 0 | 1 |
|--|----|---|---|

**BASIC MELEE ATTACK**

-

|  |   |   |   |
|--|---|---|---|
|  | - | 0 | 1 |
|--|---|---|---|

**BUFORD NASH**

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)

**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.

**UNEXPECTED ARRIVAL:** This Unit may be deployed anywhere in the Play Area. When this Unit is placed in the Play Area, the controlling player must first place a Model from the Unit at least 1" away from any edge of the Play Area, unit, building or impassable terrain feature. The remaining Models in the deploying Unit must be placed within 3" of that first model. Any Model that cannot be placed at least 1" from any edge of the Play Area, unit, or impassable terrain feature is destroyed (no Grit Check required).

