

THOMAS RUSSELL**8PTS**

FACE, OUTLAWS, HUMAN, CAPTAIN, CONFEDERATE

**THOMAS RUSSELL**

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v3.04c

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)

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.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.

		RNG	PRC	ROA
RIFLE	-	20"	-1	1
SABRE	-	1"	-1	1
	FATAL			
ATOM PISTOL	-	10"	-2	1
	LETHAL, CLOSE WORK			
	BLAST			

