

# WILLA SHAW

21PTS



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1 x

3

COMMANDER, UNION, HUMAN, MACHINE, MAJOR,  
MOUNTED, IRON HORSE



v3.04c

## 4T4 HEAVY BLASTER PISTOLS

CLOSE WORK, REFINED, BRUTAL  
FATAL

	RNG	PRC	ROA
	10"	-2	2
	15"	-1	4
	-	0	1

## GATLING GUNS

SPECIAL, BRUTAL

## BASIC MELEE ATTACK

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, (For more details see p.12 of the Rules)

BULKY: This Unit can never be Hunkered.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

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.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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

