

VETERAN RANGERS

HANDS, LAWMEN, HUMAN, RANGER

4PTS
PER MODEL



VETERAN RANGERS

3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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).

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.



v3.04c

BLASTER PISTOLS

CLOSE WORK

STUN

	RNG	PRC	ROA
	10"	-1	2

IRON ASP BATON

REFINED

STUN

	RNG	PRC	ROA
	1"	0	1