

RANGER MINUTEMEN

HANDS, LAWYEN, HUMAN, RANGER

4PTS
PER MODEL



RANGER MINUTEMEN

3-6 x

1

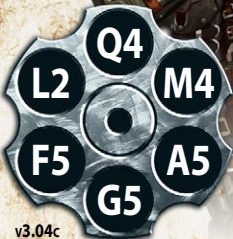
THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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).



v3.04c



		RNG	PRC	ROA
RIFLE	-	20"	-1	1
IRON ASP BATON		1"	0	1
REFINED				
STUN				
SIDEARM		5"	0	1
CLOSE WORK				
-2 PIERCE				