

# RANGER FIRE TEAM

6PTS  
PER MODEL

SPECIALIST, LAWYEN, HUMAN, RANGER, FIRE TEAM



# RANGER FIRE TEAM

1-3 x

1

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**TARGET PRIORITY:** (For more details see p.12 of the 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
<b>GATLING GUN</b> SPECIAL, BRUTAL 	15"	-1	3
<b>IRON ASP BATON</b> REFINED  STUN 	1"	0	1
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