

# WILD BILL HICKOK

19PTS

BOSS, LEGENDARY, LAWMAN, HUMAN, MARSHAL,  
RANGER



1 x

1

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**LARGESSE, METTLE, THE QUICK AND THE DEAD, 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.

**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.

**GAMBLER:** When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

**KILL SHOT:** Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

**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.

**TRICK SHOT:** This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.



v3.04c

### SPRINGFIELD SPORTER RIFLE

BRUTAL  
FATAL

	RNG	PRC	ROA
	20"	-2	1

### BLASTER PISTOLS

CLOSE WORK  
STUN

	10"	-1	2
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### IRON ASP BATON

REFINED  
STUN

	1"	0	1
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