

REBECCA COPELIE

10PTS


FACE, LAWMEN, OUTLAWS, HUMAN, RANGER, SOILED
DOVE, MERCENARY

v3.04c


SIDEARMS

CLOSE WORK

-2 PIERCE 

	RNG	PRC	ROA
 5"	5"	0	2

IRON ASP BATONREFINED STUN 

 1"	1"	0	1
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REBECCA COPELIE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, 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.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

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).

