

MISSY COPELIE

11PTS

FACE, LAWMEN, OUTLAWS, HUMAN, RANGER, SOILED
DOVE, MERCENARY**MISSY COPELIE**

1x

1

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.

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.

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).



v3.04c


IRON ASP BATONREFINED
STUN 

RNG PRC ROA

1" 0 1

SIDEARMCLOSE WORK
-2 PIERCE 

5" 0 1

PORTABLE LAUNCHERHEAVY, BLAST
HAZARDOUS 

20" -2 1

UNIQUE