

GRACE MYRTLE

12PTS



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FACE, LAWREN, HUMAN, SHERIFF, RANGER



v3.04c

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.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency. the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

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

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).

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

