

MARTHA EARP

19PTS

BOSS, LAWYER, HUMAN, MACHINE, MARSHAL,
TOMBSTONE, MOUNTED, IRON HORSE, TAINTED



MARTHA EARP

1 x

25



THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

SNAP SHOT: SPECIAL ACTION - This Unit may make a Run Action and at any point during that Run Action it may pause its Movement to make a Free Shoot Action with any ranged weapon. The RoA for the weapon is reduced to 1 for this Free Shoot Action with a -2 to Aim. Reactions cannot be made against this Free Shoot Action. Once the Free Shoot Action is completed, the paused Movement Action continues as normal.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

BULKY: This Unit can never be Hunkered.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

v3.04c
BETA

IRON ASP BATON

REFINED
STUN

	RNG	PRC	ROA
	1"	0	1

PLASMA SIX-SHOOTER

CLOSE WORK
HAZARDOUS

	10"	-2	2
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GATLING GUNS

SPECIAL, BRUTAL

	15"	-1	4
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