

WARREN EARP

15PTS

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1 x

25

FACE, LAWMAN, OUTLAWS, HUMAN, MACHINE,
MERCENARY, TOMBSTONE, MOUNTED, IRON HORSE



v3.04c
BETA

IRON ASP BATON

REFINED
STUN



RNG PRC ROA

1" 0 1

BLASTER PISTOL

CLOSE WORK
STUN



10" -1 1

BLASTER CARBINE

-
STUN



15" -1 2

GATLING GUNS

SPECIAL, BRUTAL



15" -1 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

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.

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

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

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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

