

JAMES EARP

15PTS

FACE, LAWYER, AUTOMATA, MACHINE, TOMBSTONE,
MOUNTED, IRON HORSE, VITRUVIAN SIMULACRA



JAMES EARP

1 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, 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.

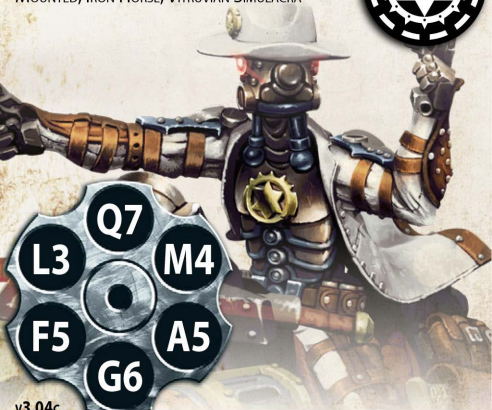
BULKY: This Unit can never be Hunkered.

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

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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

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-SHOOTERS

CLOSE WORK
HAZARDOUS

	10"	-2	3
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GATLING GUNS

SPECIAL, BRUTAL

	15"	-1	4
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