

**WYATT EARP**

20PTS

BOSS, LEGENDARY, LAWMAN, HUMAN, MARSHAL,  
TOMBSTONE**WYATT EARP**1 x **2**

v3.04c

**FATHER EARP'S SHOOTER**BRUTAL, REFINED, TORRENT  
LETHAL 

	RNG	PRC	ROA
	-	-2	1

**IRON ASP BATON**REFINED  
STUN 

	1"	0	1
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**BUNTLINE SPECIALS**CLOSE WORK, SHRED  
BRUTAL 

	12"	-2	2
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**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:****LARGESSE, 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.**DERRING-DO:** The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.**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.**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.**SIC'EM!** At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.**STONE COLD KILLER:** Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.**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).