

BASS REEVES

19PTS

**BASS REEVES**

1 x 1

BOSS, LAWYEN, HUMAN, MARSHAL



v3.04c

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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

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.

QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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).

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS



RNG PRC ROA

10" -2 3

IRON ASP BATON

REFINED

STUN



1" 0 1

