

MICK IRONCLAD

FACE, LAWMAN, HUMAN

10PTS

**MICK IRONCLAD**

1 x

1



v3.04c

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, 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.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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).

VOLCANIC SHOTGUNSTANGLE, TORRENT
DISORDER

	RNG	PRC	ROA
	-	-1	2

SIDEARMSCLOSE WORK
-2 PIERCE

	5"	0	2
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IRON ASP BATONREFINED
STUN

	1"	0	1
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