

JEDRICK POWELL & 20-20

21PTS

FACE, LEGENDARY, LAWMEN, HUMAN, AUTOMATA,
MACHINE, SHERIFF, AGENT, MOUNTED, BLACKHOOF



JEDRICK POWELL & 20-20

1 x

25



v3.04c

HYPER-V RIFLE

SHRED

LETHAL



RNG PRC ROA

20" -2 1

ELECTRO BATON

STUN

DISORDER



- 0 1

RAIL PISTOL

CLOSE WORK, SHRED



15" -2 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (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.

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.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

SADDLE BUDDIES - JEDRICK & 20-20: This Unit may re-roll failed Grit checks and may ignore the first point of Piercing from an attack. A player cannot field any other Unit with the name Jedrick Powell or Blackhoof 20-20.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

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).

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

