

# MORGAN EARP

21PTS



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1 x

2

BOSS, LEGENDARY, LAWMAN, HUMAN, MACHINE,  
MARSHAL, TOMBSTONE



Q4  
L4  
F6  
G7  
M6  
A6  
4

v3.04c

**GATLING GUN**  
SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	3

**HAMMERHAND**  
STUN  
BRUTAL

	-	0	1
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**ELECTRO NET LAUNCHER**  
TANGLE, TORRENT  
SHOCK

	-	0	1
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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.

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

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

SHIELD AURA: SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

TESLA MASTERWORK: The Stun and Disorder Conditions do not cause Attribute penalties to be suffered by this unit, though they still count as having received the appropriate Condition.

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).

