

IRON HORSE DEPUTIES

SUPPORT, LAWMEN, HUMAN, MACHINE, MOUNTED,
IRON HORSE

8PTS
PER MODEL



IRON HORSE DEPUTIES

2-4 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

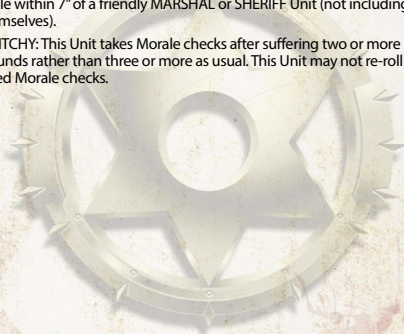
SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

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).

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



v3.04c



		RNG	PRC	ROA
GATLING GUNS				
SPECIAL, BRUTAL		15"	-1	4
IRON ASP BATON				
REFINED		1"	0	1
STUN				