

WYATT EARP

19PTS

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1x

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BOSS, LAWREN, HUMAN, MARSHAL, TOMBSTONE



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)

BACKUP PISTOL: Should this Unit successfully hit with a weapon with the Close Work rule, it may make a Free Shoot Action with a second weapon with the Close Work rule. This second Action has an additional -1 Aim penalty.

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

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.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

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).

		RNG	PRC	ROA
WINCHESTER CARBINE				
REFINED		18"	-1	2
LETHAL				
IRON ASP BATON				
REFINED		1"	0	1
STUN				
MAGNUM PEACEMAKER				
BRUTAL, CLOSE WORK		10"	-4	1
FATAL				
BUNTLINE SPECIAL				
CLOSE WORK, SHRED		12"	-2	1
BRUTAL				

