

# Doc HOLLIDAY

16PTS

FACE, LEGENDARY, LAWMEN, OUTLAWS, HUMAN,  
TOMBSTONE, MERCENARY, AGENT



v3.04c

## NICKEL PLATED PISTOLS

CLOSE WORK  
LETHAL

	RNG	PRC	ROA
	10"	-1	3

## RAZOR-SHARP CARD DECK

SPECIAL, REFINED  
FATAL

	5"	0	3
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## IRON ASP BATON

REFINED  
STUN

	1"	0	1
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1 x

1

## 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.

**GAMBLER:** When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

**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.

**REVOLVER FAN:** Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

**SHOWBOATING:** Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

**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).

