

MARTHA EARP

19PTS

BOSS, LAWMEN, HUMAN, MACHINE, MARSHAL, TOMBSTONE, MOUNTED, IRON HORSE, TAINTED

Q7

L3

F5

G6

M6

A6

3

v3.04c

IRON ASP BATON

REFINED

STUN

1"

0

1

BUNTLINE SPECIAL

CLOSE WORK, SHRED

BRUTAL

12"

-2

1

GATLING GUNS

SPECIAL, BRUTAL

15"

-1

4

UNIQUE

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MARTHA EARP

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

SNAP SHOT: SPECIAL ACTION - This Unit may make a Run Action and at any point during that Run Action it may pause its Movement to make a Free Shoot Action with any ranged weapon. The RoA for the weapon is reduced to 1 for this Free Shoot Action with a -2 to Aim. Reactions cannot be made against this Free Shoot Action. Once the Free Shoot Action is completed, the paused Movement Action continues as normal.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

BULKY: This Unit can never be Hunkered.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

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

WARREN EARP

15PTS

FACE, LAWMEN, OUTLAWS, HUMAN, MACHINE, MERCENARY, TOMBSTONE, MOUNTED, IRON HORSE

Q7

L3

F5

G6

M6

A6

v3.04c

IRON ASP BATON

REFINED

STUN

1"

0

1

BLASTER PISTOL

CLOSE WORK

STUN

10"

-1

1

BLASTER CARBINE

STUN

15"

-1

2

GATLING GUNS

SPECIAL, BRUTAL

15"

-1

4

UNIQUE

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JAMES EARP

15PTS

FACE, LAWMEN, AUTOMATA, MACHINE, TOMBSTONE, MOUNTED, IRON HORSE, VITRUVIAN SIMULACRA

Q7

L3

F5

G6

M4

A5

v3.04c

IRON ASP BATON

REFINED

STUN

1"

0

1

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS

10"

-2

3

GATLING GUNS

SPECIAL, BRUTAL

15"

-1

4

UNIQUE

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JAMES EARP

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

SNAP SHOT: SPECIAL ACTION - This Unit may make a Run Action and at any point during that Run Action it may pause its Movement to make a Free Shoot Action with any ranged weapon. The RoA for the weapon is reduced to 1 for this Free Shoot Action with a -2 to Aim. Reactions cannot be made against this Free Shoot Action. Once the Free Shoot Action is completed, the paused Movement Action continues as normal.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

BULKY: This Unit can never be Hunkered.

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 Shred, Blast or Torrent Quality.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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

ANNIE MOZEE
FACE, LEGENDARY, OUTLAWS, LAWMEN, HEX, HUMAN,
MERCENARY, RANGER, COWBOYS, TAINTED

16PTS

Q4

L3

F5

1

M5

A7

G5

Q4

L3

F5

1

M5

A7

G5

LANCASTER SPECIAL

AMMO CLIP, REFINED

FATAL

BUNTLINE SPECIAL

CLOSE WORK, SHRED

BRUTAL

BASIC MELEE ATTACK

RNG

PRC

ROA

20"

-1

1

12"

-2

1

-

0

1

UNIQUE

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ANNIE MOZEE
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)
DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.
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.
KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.
LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.
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.
TRICK SHOT: This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.

Q4

L3

F6

3

M6

A6

G6

Q4

L3

F6

3

M6

A6

G6

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS

IRON ASP BATON

REFINED

STUN

RNG

PRC

ROA

10"

-2

3

1"

0

1

UNIQUE

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BASS REEVES
BOSS, LAWMEN, HUMAN, MARSHAL

19PTS

Q4

L3

F6

3

M6

A6

G6

Q4

L3

F6

3

M6

A6

G6

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS

IRON ASP BATON

REFINED

STUN

RNG

PRC

ROA

10"

-2

3

1"

0

1

UNIQUE

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BASS REEVES
1 x 1

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)
CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.
DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.
INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.
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.
RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.
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.
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).

Q4

L3

F5

1

M5

A7

G5

Q4

L3

F5

1

M5

A7

G5

ATOM PISTOL

LETHAL, CLOSE WORK

BLAST

IRON ASP BATON

REFINED

STUN

SOPHIE RIFLE

REFINED

BRUTAL

RNG

PRC

ROA

10"

-2

1

1"

0

1

20"

-1

1

UNIQUE

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BLACKHOOF 20-20
FACE, LAWMEN, AUTOMATA, MACHINE, AGENT, EQUUS
SIMULACRA

15PTS

Q6

L3

F5

1

M4

A6

G6

Q6

L3

F5

1

M4

A6

G6

HYPER-V RIFLE

SHRED

LETHAL

HAMMERHANDS

STUN

BRUTAL

RNG

PRC

ROA

20"

-2

1

-

0

2

UNIQUE

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BLACKHOOF 20-20
1 x 2

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.
DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.
FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.
GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the 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).

Q6

L3

F5

1

M4

A6

G6

Q6

L3

F5

1

M4

A6

G6

HYPER-V RIFLE

SHRED

LETHAL

HAMMERHANDS

STUN

BRUTAL

RNG

PRC

ROA

20"

-2

1

-

0

2

UNIQUE

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CALAMITY JANE
FACE, LEGENDARY, LAWMEN, OUTLAWS, HUMAN,
MERCENARY, RANGER

12PTS

Q4

L3

F5

1

M5

A7

G5

Q4

L3

F5

1

M5

A7

G5

ATOM PISTOL

LETHAL, CLOSE WORK

BLAST

IRON ASP BATON

REFINED

STUN

SOPHIE RIFLE

REFINED

BRUTAL

RNG

PRC

ROA

10"

-2

1

1"

0

1

20"

-1

1

UNIQUE

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CALAMITY JANE
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.
DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.
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.
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) .
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).

Q6

L3

F5

1

M4

A6

G6

Q6

L3

F5

1

M4

A6

G6

HYPER-V RIFLE

SHRED

LETHAL

HAMMERHANDS

STUN

BRUTAL

RNG

PRC

ROA

20"

-2

1

-

0

2

UNIQUE

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DEPUTISED GUNSLINGERS

HANDS, LAWREN, HUMAN, DEPUTY

2PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
PISTOLS CLOSE WORK, REFINED -1 PIERCE	10"	0	2
BASIC MELEE ATTACK	-	0	1

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DEPUTISED GUNSLINGERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.



DEPUTISED SHARPSHOOTERS

HANDS, LAWREN, HUMAN, DEPUTY

2PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
RIFLE - 20"	-1	1	
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
BASIC MELEE ATTACK	-	0	1

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DEPUTISED SHARPSHOOTERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.



DEPUTISED SUPPORT TEAM

SUPPORT, LAWREN, HUMAN, DEPUTY, FIRE TEAM

4PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
GATLING GUN SPECIAL, BRUTAL	15"	-1	3
BASIC MELEE ATTACK	-	0	1

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DEPUTISED SUPPORT TEAM

1-3 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.



DOC HOLLIDAY

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

16PTS



v3.04c

	RNG	PRC	ROA
NICKEL PLATED PISTOLS CLOSE WORK LETHAL	10"	-1	3
RAZOR-SHARP CARD DECK SPECIAL, REFINED FATAL	5"	0	3
IRON ASP BATON REFINED STUN	1"	0	1



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DOC HOLLIDAY

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).

FURIO MONTOYA

FACE, LAWREN, HUMAN, SHERIFF, AGENT

13PTS



v3.04c

STURGINIUM EPEES
STUN, REFINED
FATAL

RNG	PRC	ROA
1"	-1	2



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FURIO MONTOYA

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.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

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.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated 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).

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

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).

GRACE MYRTLE

FACE, LAWREN, HUMAN, SHERIFF, RANGER

12PTS



v3.04c

BLAZING RIFLE
HAZARDOUS

RNG	PRC	ROA
20"	-1	2

IRON ASP BATON
REFINED
STUN

RNG	PRC	ROA
1"	0	1

SIDEARMS
CLOSE WORK
-2 PIERCE

RNG	PRC	ROA
5"	0	2



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GRACE MYRTLE

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.

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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

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).

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).

HELENA MILLER

BOSS, LAWREN, UNION, HUMAN, MARSHAL, AGENT, FLIGHT

19PTS



v3.04c

TESLA STORMTHROWERS
REFINED, LINKED, CLOSE WORK
SHOCK

RNG	PRC	ROA
10"	-1	3

IRON ASP BATON
REFINED
STUN

RNG	PRC	ROA
1"	0	1



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HELENA MILLER

1 x 2

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.

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.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassable terrain or cause the Unit to be Engaged.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

TACTICAL BRILLIANCE: This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that 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).

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

HWK SCOUT AUTOMATA

SPECIALIST, LAWREN, UNION, AUTOMATA, MACHINE, HAWK SIMULACRA, FLIGHT

4PTS



v3.04c

BURNING TORCH
HAZARDOUS
BRUTAL

RNG	PRC	ROA
-	0	1



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HWK SCOUT AUTOMATA

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

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

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

REPAIR: Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

K9 ATTACK DOG PACK

SUPPORT, LAWMEN, AUTOMATA, MACHINE, K9
SIMULACRA

2PTS

PER MODEL

Q6

L2

M3

F5

A1

G4

v3.04c

	RNG	PRC	ROA
STEEL JAWS	-	0	2
-			
-			
-			
-			

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K9 ATTACK DOG PACK

2-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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K9 GUARD DOG

SPECIALIST, LAWMEN, AUTOMATA, MACHINE, K9
SIMULACRA

3PTS

Q6

L2

M3

F5

A1

G4

v3.04c

	RNG	PRC	ROA
STEEL JAWS	-	0	2
-			
-			
-			
-			

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K9 GUARD DOG

1 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TARGET PRIORITY, (For more details see p.12 of the Rules)

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

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

ON GUARD: REACTION - If a friendly Unit within 3" is nominated as the Initial Target of an attack, this Unit becomes the Initial Target of the attack instead. If this occurs, you must still calculate range, Line of Sight etc to the original Initial Target but resolve the Grit Check on this Unit instead.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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K9 GUN DOG PACK

SUPPORT, LAWMEN, AUTOMATA, MACHINE, K9
SIMULACRA

5PTS

PER MODEL

Q5

L2

M3

F3

A4

G5

v3.04c

	RNG	PRC	ROA
GATLING GUN			
SPECIAL, BRUTAL	15"	-1	3
-			
BASIC MELEE ATTACK	-	0	1
-			
-			

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K9 GUN DOG PACK

2-4 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

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

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KINGSLEY STERN

BOSS, LAWMEN, HUMAN, JUDGE

17PTS

Q4

L3

M6

F6

A4

G6

v3.04c

	RNG	PRC	ROA
DERRINGER			
CLOSE WORK	5"	0	2
-			
STERN HAMMER	-	-4	1
STUN, BRUTAL			
FATAL			
-			
-			

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KINGSLEY STERN

1 x

1

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.

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.

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.

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.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

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).

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MERCURY JONES

FACE, LAWREN, HUMAN, AGENT

13PTS



v3.04c

	RNG	PRC	ROA
ATOM PISTOL LETHAL, CLOSE WORK BLAST	10"	-2	1
IRON ASP BATON REFINED STUN	1"	0	1



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MERCURY JONES

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)

COUNTER INTELLIGENCE: For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impossible terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

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).

MICK IRONCLAD

FACE, LAWREN, HUMAN

10PTS



v3.04c

	RNG	PRC	ROA
VOLCANIC SHOTGUNS TANGLE, TORRENT DISORDER	-	-1	2
SIDEARMS CLOSE WORK -2 PIERCE	5"	0	2
IRON ASP BATON REFINED STUN	1"	0	1



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MICK IRONCLAD

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.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

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.

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).

MISSY COPELIE

FACE, LAWREN, OUTLAWS, HUMAN, RANGER, SOILED DOVE, MERCENARY

11PTS



v3.04c

	RNG	PRC	ROA
IRON ASP BATON REFINED STUN	1"	0	1
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
PORTABLE LAUNCHER HEAVY, BLAST HAZARDOUS	20"	-2	1



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MISSY COPELIE

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.

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).

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).

MORGAN EARP

BOSS, LAWREN, HUMAN, MARSHAL, TOMBSTONE

18PTS



v3.04c

	RNG	PRC	ROA
ELECTROCARBINE SHOCK	15"	-1	1
BIONIC ARM REFINED BRUTAL	-	0	1
GALVANIC DISCHARGE SPECIAL, BRUTAL SHOCK	7"	-1	3
IRON ASP BATON REFINED STUN	1"	0	1



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MORGAN EARP

1 x 1

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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

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.

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).

MORGAN EARP

21PTS

BOSS, LEGENDARY, LAWREN, HUMAN, MACHINE,
MARSHAL, TOMBSTONE



v3.04c

	RNG	PRC	ROA
GATLING GUN SPECIAL, BRUTAL	15"	-1	3
HAMMERHAND STUN BRUTAL	-	0	1
ELECTRO NET LAUNCHER TANGLE, TORRENT SHOCK	-	0	1



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MORGAN EARP

1 x 2

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).

NATE BERENGER

14PTS

FACE, LAWREN, HUMAN, DEPUTY, RANGER



v3.04c

	RNG	PRC	ROA
"LACKLUSTER" INDIRECT, SPECIAL, REFINED BRUTAL	30"	-2	1
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
IRON ASP BATON REFINED STUN	1"	0	1



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NATE BERENGER

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

FORWARD ECHELON: While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

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).

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

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).

PAT GARRETT

12PTS

FACE, LAWREN, UNION, HUMAN, AGENT



v3.04c

	RNG	PRC	ROA
REAPER RIFLE -	20"	-1	1
BUNTLINE SPECIAL CLOSE WORK, SHRED BRUTAL	12"	-2	1
IRON ASP BATON REFINED STUN	1"	0	1



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PAT GARRETT

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.

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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

SIC'EM!: At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

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).

RABECA COPELIE

10PTS

FACE, LAWREN, OUTLAWS, HUMAN, RANGER, SOILED
DOVE, MERCENARY



v3.04c

	RNG	PRC	ROA
SIDEARMS CLOSE WORK -2 PIERCE	5"	0	2
IRON ASP BATON REFINED STUN	1"	0	1



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RABECA COPELIE

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.

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).

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).

RANGER BLACKJACK

SUPPORT, LAWMEN, HUMAN, MACHINE, RANGER,
MOUNTED, BLACKJACK, RAM

10PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
FLECHETTE BLASTERS CLOSE WORK, LINKED, SHRED	10"	0	4
BASIC MELEE ATTACK	-	0	1

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RANGER BLACKJACK

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

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.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RANGER HEAVY INTERCEPTOR

7PTS
PER MODEL



SUPPORT, LAWMEN, HUMAN, MACHINE, RANGER,
MOUNTED, INTERCEPTOR



v3.04c

	RNG	PRC	ROA
TWIN HYPER-V RIFLE SHRED, LINKED, SPECIAL LETHAL	20"	-2	2
SHOTGUN TORRENT	-	0	1
BASIC MELEE ATTACK	-	0	1

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RANGER HEAVY INTERCEPTOR

1-3 x 35

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

RANGER INTERCEPTOR

6PTS
PER MODEL



HANDS, LAWMEN, HUMAN, MACHINE, RANGER,
MOUNTED, INTERCEPTOR



v3.04c

	RNG	PRC	ROA
SHOTGUN TORRENT	-	0	1
IRON ASP BATON REFINED STUN	1"	0	1

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RANGER INTERCEPTOR

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

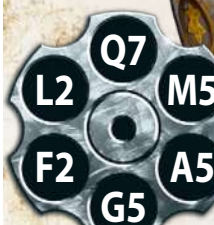
TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder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

RANGER GYROCOPTER

10PTS
PER MODEL



SUPPORT, LAWMEN, HUMAN, MACHINE, RANGER,
FLIGHT, MOUNTED, GYROCOPTER



v3.04c

	RNG	PRC	ROA
GATLING GUN SPECIAL, BRUTAL	15"	-1	3
BASIC MELEE ATTACK	-	0	1

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RANGER GYROCOPTER

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

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.

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

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

RANGER MINUTEMEN

HANDS, LAWMEN, HUMAN, RANGER

4PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
RIFLE	-	20"	-1
IRON ASP BATON			
REFINED	1"	0	1
STUN			
SIDEARM			
CLOSE WORK	5"	0	1
-2 PIERCE			

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RANGER MINUTEMEN

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

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).

UR-30 LAWBOOTS

SUPPORT, LAWMEN, AUTOMATA, MACHINE, VITRUVIAN
SIMULACRA

3PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
PISTOLS			
CLOSE WORK, REFINED	10"	0	2
-1 PIERCE			
BIONIC ARM			
REFINED	-	0	1
BRUTAL			
IRON ASP BATON			
REFINED	1"	0	1
STUN			

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UR-30 LAWBOOTS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL 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.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

UR-31C HEAVY LAWBOT

SPECIALIST, LAWMEN, AUTOMATA, MACHINE, VITRUVIAN
SIMULACRA

7PTS



v3.04c

	RNG	PRC	ROA
GRENADE REPEATER			
INDIRECT, SPECIAL, SHRED	30"	0	2
-2 PIERCE			
BIONIC ARM			
REFINED	-	0	1
BRUTAL			
BLASTER PISTOL			
CLOSE WORK	10"	-1	1
STUN			
IRON ASP BATON			
REFINED	1"	0	1
STUN			

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UR-31C HEAVY LAWBOT

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

VETERAN RANGERS

HANDS, LAWMEN, HUMAN, RANGER

4PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
BLASTER PISTOLS			
CLOSE WORK	10"	-1	2
STUN			
IRON ASP BATON			
REFINED	1"	0	1
STUN			

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VETERAN RANGERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

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.

VIRGIL EARP

14PTS

FACE, LAWMEN, ENLIGHTENED, HUMAN, MARSHAL,
TOMBSTONE, TAINTED



v3.04c

BUNTLINE SPECIAL

CLOSE WORK, SHRED
BRUTAL

RNG	PRC	ROA
12"	-2	1

BIONIC ARM

REFINED
BRUTAL

-	0	1
---	---	---

HYPER-V RIFLE

SHRED
LETHAL

20"	-2	1
-----	----	---

IRON ASP BATON

REFINED
STUN

1"	0	1
----	---	---



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VIRGIL EARP

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.

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.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

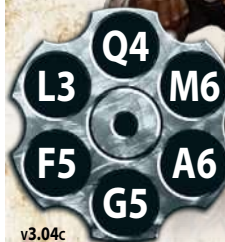
HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

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).

WARREN EARP

13PTS

FACE, LAWMEN, OUTLAWS, HUMAN, TOMBSTONE,
MERCENARY



v3.04c

BLASTER CARBINE

STUN

RNG	PRC	ROA
15"	-1	2

BLASTER PISTOL

CLOSE WORK
STUN

10"	-1	1
-----	----	---

IRON ASP BATON

REFINED
STUN

1"	0	1
----	---	---



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WARREN EARP

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)

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

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).

WILD BILL HICKOK

19PTS

BOSS, LEGENDARY, LAWMEN, HUMAN, MARSHAL,
RANGER



v3.04c

SPRINGFIELD SPORTER RIFLE

BRUTAL
FATAL

RNG	PRC	ROA
20"	-2	1

BLASTER PISTOLS

CLOSE WORK
STUN

10"	-1	2
-----	----	---

IRON ASP BATON

REFINED
STUN

1"	0	1
----	---	---



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WILD BILL HICKOK

1 x 1

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.

FORWARD ECHELON: While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

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.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

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).

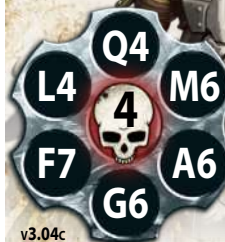
TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder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

TRICK SHOT: This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.

WYATT EARP

20PTS

BOSS, LEGENDARY, LAWMEN, HUMAN, MARSHAL,
TOMBSTONE



v3.04c

FATHER EARP'S SHOOTER

BRUTAL, REFINED, TORRENT
LETHAL

RNG	PRC	ROA
-	-2	1

IRON ASP BATON

REFINED
STUN

1"	0	1
----	---	---

BUNTLINE SPECIALS

CLOSE WORK, SHRED
BRUTAL

12"	-2	2
-----	----	---



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WYATT EARP

1 x 2

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.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

SIC'EM!: At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

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).

WYATT EARP

19PTS

BOSS, LAWMEN, HUMAN, MARSHAL, TOMBSTONE



v3.04c

WINCHESTER CARBINE

REFINED
LETHAL

RNG PRC ROA

18" -1 2

IRON ASP BATON

REFINED
STUN

1" 0 1

MAGNUM PEACEMAKER

BRUTAL, CLOSE WORK
FATAL

10" -4 1

BUNTLINE SPECIAL

CLOSE WORK, SHRED
BRUTAL

12" -2 1



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WYATT EARP

1 x 1

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).

CARL FREDRICKSON

12PTS

FACE, UNION, LAWMEN, OUTLAWS, HUMAN, MERCENARY, AGENT



v3.04c

RAIL PISTOL

CLOSE WORK, SHRED

RNG PRC ROA

15" -2 1

VORTEX GLOVE

SPECIAL
LETHAL

- -2 1

IRON ASP BATON

REFINED
STUN

1" 0 1



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CARL FREDRICKSON

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)

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.

IF TAKEN IN A LAWMAN FORCE: 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).

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

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.

RANGER FIRE TEAM

6PTS
PER MODEL

SPECIALIST, LAWMEN, HUMAN, RANGER, FIRE TEAM



v3.04c

GATLING GUN

SPECIAL, BRUTAL

RNG PRC ROA

15" -1 3

IRON ASP BATON

REFINED
STUN

1" 0 1

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RANGER FIRE TEAM

1-3 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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

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).

EARLE SHEPHERD

18PTS

BOSS, OUTLAWS, LAWMEN, HUMAN, MERCENARY, DEADLY SEVEN, WAYWARD EIGHT



v3.04c

VOLCANIC PISTOLS

CLOSE WORK
HAZARDOUS

RNG PRC ROA

10" -1 3

IRON ASP BATON

REFINED
STUN

1" 0 1



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EARLE SHEPHERD

1 x 1

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

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.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

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.

HICKS KINCADE

11PTS

FACE, OUTLAWS, LAWMEN, HUMAN, MERCENARY,
CONFEDERATE, WAYWARD EIGHT



v3.04c

RNG PRC ROA

15" -1 1

BASIC MELEE ATTACK

- 0 1



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HICKS KINCADE

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)

CURSE YOUR INEVITABLE BETRAYAL: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. At the end of this Unit's Activation, this Unit may receive the Hunker Condition to allow a single unactivated friendly WAYWARD EIGHT Unit in the Play Area to immediately Activate. That Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

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.

"MASKED MARSHAL" JIM MCCLAIN

11PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, HUMAN,
RANGER, MERCENARY, MARSHAL



v3.04c

RNG PRC ROA

12" -2 2

BUNTLINE SPECIALS

CLOSE WORK, SHRED

BRUTAL

IRON ASP BATON

REFINED

STUN

1" 0 1



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"MASKED MARSHAL" JIM MCCLAIN

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.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

IF TAKEN IN A LAWMAN FORCE: 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).

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.

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

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.

JOEY MANCO

16PTS

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



v3.04c

RNG PRC ROA

10" -4 1

MAGNUM PEACEMAKER

BRUTAL, CLOSE WORK

FATAL

KETCHUM GRENADE

STUN, BLAST

BASIC MELEE ATTACK

7" -1 1

- 0 1



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JOEY MANCO

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)

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

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

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

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.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

NAKANO GOZEN

15PTS

FACE, LEGENDARY, EMPIRE, LAWMEN, OUTLAWS,
HUMAN, EMISSARY, MERCENARY, AGENT



v3.04c

RNG PRC ROA

1" -2 2

REVENANT KATANAS

-

FATAL

NAKANO GOZEN

1 x 2

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)

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

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.



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PAPA TRINITY

15PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, UNION, WATCHERS, CERULEAN CLADE, PRIEST, MERCENARY, CONFEDERATE, GOLDEN ARMY



v3.04c

NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST
STUN

BASIC MELEE ATTACK

RNG	PRC	ROA
10"	-1	1
-	0	1



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PAPA TRINITY

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CERULEAN CLADE: This Unit has assumed a friendly form, known as its DISGUISE. Until it makes a Combat Action or a Charge Action, a Unit with a Disguise may never be the Initial Target of an attack. Once this Unit has made a Combat Action, the Disguise is lost and the Unit may be chosen as an Initial Target as normal for the remainder of the game. A Disguise is also lost if an enemy Unit moves within 3" of this Unit. Provided this Unit is at least 10" from an enemy unit, this Unit may regain its Disguise during its Activation by spending an Action Point.

COMMANDING PRESENCE: Friendly Units that are within 10" of this Unit may spend Fortune belonging to this Unit as though it was their own. Furthermore, those Units can use this Unit's Mind value whilst making Morale Checks.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

THE APACHE KID

13PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, WARRIOR
NATION, HUMAN, REGULATORS, MERCENARY



v3.04c

IONIC PISTOL

CLOSE WORK
SHOCK

TOMAHAWK

THROWN
FATAL

SPIRIT BOW

ATTUNED
FATAL

RNG	PRC	ROA
10"	-1	1
-	-1	1
20"	-2	1



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THE APACHE KID

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)

FORWARD ECHELON: While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

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.

TRAPPER: When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

UNION IRONHIDE

11PTS

SUPPORT, UNION, LAWMEN, MACHINE, RAM, TRANSPORT 6



v3.04c

GATLING FUSILLADES

SPECIAL, BRUTAL, HEAVY, LINKED
LETHAL

BASIC MELEE ATTACK

RNG	PRC	ROA
15"	-1	5
-	0	1



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UNION IRONHIDE

1 x 5S

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

FIRING PLATFORM: Transported Units are permitted to make shoot actions while embarked, furthermore they suffer a -1 to their Aim check. Line of Sight is drawn from the base of the Transport Model.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

WARMACHINE: This Unit may fire all of the weapons they are equipped with in the same Shoot Action. They may target different Units with different weapons if they have them. Furthermore, during its Activation, this Unit may spend an Action point and remain stationary to ignore the Special Quality on one of its ranged weapons for the remainder of the Activation.

XXL BASED UNIT: This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.

SIERRA ICARUS

11PTS

FACE, OUTLAWS, UNION, LAWMEN, ALLIANCE, HUMAN, SOILED DOVE, WAYWARD EIGHT, AGENT, MERCENARY



v3.04c

ATOM PISTOL

LETHAL, CLOSE WORK
BLAST

SABRE

FATAL

RNG	PRC	ROA
10"	-2	1
1"	-1	1



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SIERRA ICARUS

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)

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

OLDEST PROFESSION: This Unit may spend one Action Point during its Activation to nominate itself and another SOILED DOVE Unit in Line of Sight within 12". Both Units gain a +1 modifier to their Limit and to their Grit for the duration of this Round. This rule cannot be used if there is not another Soiled Dove Unit in Line of sight.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

THOMAS TATE TOBIN

12PTS

FACE, LEGENDARY, OUTLAWS, HEX, LAWMEN, HUMAN, MERCENARY, CONQUISTADORES, AGENT, TAINTED



v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE AMMO CLIP	20"	-1	1
GOLDEN PISTOL AMMO CLIP, CLOSE WORK	10"	-1	1
BASIC MELEE ATTACK	-	0	1



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THOMAS TATE TOBIN

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)

DRAW: 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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

IF TAKEN IN A LAWMAN FORCE: 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).

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

TRAPPER: When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

YANN "THE WRAITH" PACKER

11PTS

FACE, OUTLAWS, HEX, LAWMEN, HUMAN, MERCENARY, CONFEDERATE, TAINTED



v3.04c

	RNG	PRC	ROA
REVOLVING SHOTGUN AMMO CLIP, LINKED, TORRENT	-	-1	1
BLADE REFINED	1"	0	1
SIDEARMS CLOSE WORK	5"	0	2



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YANN "THE WRAITH" PACKER

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)

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

IF TAKEN IN A LAWMAN FORCE: 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).

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

ANGRY MOB

1PTS

HUMAN, TAINTED



v3.04c

	RNG	PRC	ROA
PITCHFORK THROWN LETHAL	1"	0	1
BURNING TORCH HAZARDOUS BRUTAL	-	0	1

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ANGRY MOB

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BERSERKER: When the Unit Activates it must pass a Mind check to Activate as normal. If it fails, the Unit is Berserked. A Berserked Unit must try any Actions possible to travel to Engage the closest enemy Unit to it within 20" and Line of Sight. A Berserked Unit must always travel by the shortest route possible to that closest Unit.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

DISTRACTING: Provided it is within 8" and Line of Sight, this Unit must be nominated as the Initial Target of an attack by all non-LEGENDARY enemy Units unless they first successfully pass a Mind Check. If there are multiple Units with this rule eligible, the enemy may choose which of them to target and need only make the Mind Check once per Activation to ignore all Distracting units.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

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.

CIVILIANS

1PTS

HUMAN



v3.04c

	RNG	PRC	ROA
-	-	-	-
-	-	-	-

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CIVILIANS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ASSET: Provided it was deployed at the start of the game, this Unit is worth a Victory Point if at least one Model from it survives to the end of the game.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

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.

HEX BEAST

MUTATION, HEX BEAST, TAINTED

1 x 2

Q3

L1

M2

F5

A4

G6

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

REANIMATED: Each time this Unit is Stunned or Disordered, one Model in the Unit must immediately pass a Grit Check or suffer a Wound. This Unit cannot be affected by any rule that would enable it to return to play once destroyed.

TAINTED VIGOUR: During this unit's Activation, it gains +1 to its Limit if there is one or more Tainted Units within 6", 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.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

v3.04c

HEAVY FIST

BRUTAL

STUN

	RNG	PRC	ROA
	-	0	1

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PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

7PTS

1 x 2

Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA
	15"	-2	2
	-	0	1

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Q5

L3

M5

F4

A6

G5

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

BASIC MELEE ATTACK

v3.04c

15"

-

	RNG	PRC	ROA