

ABRAHAM LINCOLN

COMMANDER, UNION, HUMAN, DIRECTOR

20PTS



v3.04c

'WILLIAM'S OATH' (RANGED)

AMMO CLIP, TORRENT

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| 'WILLIAM'S OATH' (RANGED) | - | -1 | 1 |
| NICKEL PLATED PISTOL | | | |
| CLOSE WORK | 10" | -1 | 2 |
| LETHAL | | | |
| 'WILLIAM'S OATH' (MELEE) | | | |
| BRUTAL, REFINED | 1" | -2 | 2 |



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ABRAHAM LINCOLN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, 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.

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.

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.

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.

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.

ABRAHAM LINCOLN

COMMANDER, LEGENDARY, UNION, HUMAN, DIRECTOR

23PTS



v3.04c

'WILLIAM'S OATH' (RANGED)

AMMO CLIP, TORRENT

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| 'WILLIAM'S OATH' (RANGED) | - | -1 | 1 |
| WILLIAM'S OATH' (MELEE) | | | |
| BRUTAL, REFINED | 1" | -2 | 2 |
| NICKEL PLATED PISTOL | | | |
| CLOSE WORK | 10" | -1 | 2 |
| LETHAL | | | |



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ABRAHAM LINCOLN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, 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.

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

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.

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.

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.

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.

ALBERT CAMPBELL

COMMANDER, UNION, HUMAN, COLONEL

18PTS



v3.04c

BLASTER PISTOL

CLOSE WORK

| | RNG | PRC | ROA |
|--------------------------|-----|-----|-----|
| BLASTER PISTOL | 10" | -1 | 1 |
| SERVO-CLAW | | | |
| REFINED, SPECIAL, TANGLE | 1" | 0 | 1 |
| -3 PIERCE | | | |
| THERMITE GRENADES | | | |
| BRUTAL, BLAST | 7" | -3 | 1 |
| HAZARDOUS | | | |
| SABRE | | | |
| FATAL | 1" | -1 | 1 |



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ALBERT CAMPBELL

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

JURY-RIG AUTOMATA : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

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.

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.

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.

ALFRED WOODHOUSE

FACE, UNION, HUMAN, CORPORAL

10PTS



v3.04c

LONG-RANGED ARTILLERY

SPECIAL, INDIRECT, BRUTAL

| | RNG | PRC | ROA |
|-----------------------|-----|-----|-----|
| LONG-RANGED ARTILLERY | 70" | -3 | 1 |
| SIDEARM | | | |
| CLOSE WORK | 5" | 0 | 1 |
| -2 PIERCE | | | |
| BASIC MELEE ATTACK | | | |
| | - | 0 | 1 |



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ALFRED WOODHOUSE

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)

LOYAL COMPANION (ODYSSEUS GRANT): Odysseus Grant is the Companion for this Unit. This Unit may only use weapons with the Special quality if it is within 10" of a Companion. REACTION - If a Companion is the Initial Target of an attack and this Unit is within 5" of it, this Unit becomes the Initial Target of the attack instead. Still calculate range, Line of Sight etc to a Companion but resolve the Grit Check on this Unit.

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.

ARMSTRONG CUSTER

22PTS

COMMANDER, LEGENDARY, UNION, HUMAN, BRIGADIER
GENERAL



1 x 1



v3.04c

PLASMA SIX-SHOOTERS

CLOSE WORK
HAZARDOUS

SABRE

FATAL

RNG PRC ROA

10" -2 3

1" -1 1



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ARMSTRONG CUSTER

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

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.

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.

IT'S ALL ABOUT ME: REACTION - When this Unit fails a Grit Check, you MUST pick a friendly Model within 3" of this Unit to fail their Grit Check instead, if able, as they sacrifice themselves. Models affected by this rule cannot benefit from the Sawbones Rule or receive Fortune from another Unit. Furthermore, Friendly Units within 15" may use this Unit's Mind Attribute when making Mind Checks.

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).

CAMILLA BLANCHE

9PTS

FACE, UNION, HUMAN, SOILED DOVE, AGENT



1 x 1



v3.04c

RIFLE

-

IRON ASP BATON

REFINED
STUN

RNG PRC ROA

20" -1 1

1" 0 1



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CAMILLA BLANCHE

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)

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.

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.

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.

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).

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.

BERNARD HOPKINS

11PTS

FACE, UNION, HUMAN, SERGEANT



1 x 1



v3.04c

CHASE SNIPER RIFLE

REFINED
FATAL

BASIC MELEE ATTACK

RNG PRC ROA

20" -2 1

- 0 1



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BERNARD HOPKINS

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.

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.

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.

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.

CARL FREDRICKSON

12PTS

FACE, UNION, LAWYEN, OUTLAWS, HUMAN,
MERCENARY, AGENT



1 x 1



v3.04c

RAIL PISTOL

CLOSE WORK, SHRED

VORTEX GLOVE

SPECIAL
LETHAL

IRON ASP BATON

REFINED
STUN

RNG PRC ROA

15" -2 1

- -2 1

1" 0 1



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CARL FREDRICKSON

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 LAWYEN 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 LAWYEN 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.

CHARGE SERGEANT
SPECIALIST, UNION, HUMAN

6PTS



v3.04c

| | RNG | PRC | ROA |
|-----------------------------------|-----|-----|-----|
| ARC WHIPS STUN SHOCK | 2" | -1 | 2 |
| - | - | - | - |
| - | - | - | - |
| - | - | - | - |

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CHARGE SERGEANT

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.
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.

EDYTH LA VAUGHN

9PTS



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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EDYTH LA VAUGHN

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)
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.
FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.
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.
KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

FRANCIS TUMBLETY

13PTS



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| RIPPER GAUNTLETS BRUTAL, CLOSE WORK | 10" | 0 | 3 |
| MORTICIAN'S BLADE FATAL | - | -1 | 1 |
| - | - | - | - |
| - | - | - | - |

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FRANCIS TUMBLETY

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)
CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.
DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". 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 counts as friendly to this Unit.
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.
EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.
SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

HENRY COURTWRIGHT

10PTS



v3.04c

| | RNG | PRC | ROA |
|--|-----|-----|-----|
| ROTOR CARBINE BRUTAL | 10" | 0 | 2 |
| IRON ASP BATON REFINED STUN | 1" | 0 | 1 |
| - | - | - | - |
| - | - | - | - |

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HENRY COURTWRIGHT

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)
JURY-RIG AUTOMATA: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.
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.
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.
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.
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.

JONATHAN SHERIDAN

FACE, UNION, HUMAN, CAPTAIN

7PTS



v3.04c

| | RNG | PRC | ROA |
|----------------|-----|-----|-----|
| SIDEARM | | | |
| CLOSE WORK | 5" | 0 | 1 |
| -2 PIERCE | | | |
| SABRE | | | |
| FATAL | 1" | -1 | 1 |
| RIFLE | | | |
| | 20" | -1 | 1 |



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JONATHAN SHERIDAN

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.

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.

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.

K9 ATTACK DOG PACK

2PTS
PER MODEL



SUPPORT, UNION, AUTOMATA, MACHINE, K9
SIMULACRA



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:

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

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.

K9 GUARD DOG

3PTS



SPECIALIST, UNION, AUTOMATA, MACHINE, K9
SIMULACRA



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.

K9 GUN DOG PACK

5PTS
PER MODEL



SUPPORT, UNION, AUTOMATA, MACHINE, K9
SIMULACRA



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.

LEAH KINGSTON

FACE, UNION, CROWN, HUMAN, AGENT

9PTS



v3.04c

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



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LEAH KINGSTON

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)

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

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.

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.

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.

LUCINDA LOVELESS

FACE, UNION, HUMAN, AGENT

12PTS



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| BLADED FAN REFINED -2 PIERCE | - | 0 | 1 |
| DERRINGERS CLOSE WORK | 5" | 0 | 3 |
| IRON ASP BATON REFINED STUN | 1" | 0 | 1 |



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LUCINDA LOVELESS

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.

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.

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.

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.

MILO JEFFERSON

FACE, UNION, HUMAN, AGENT

12PTS



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| MASTERWORK LAUNCHER REFINED, HEAVY, BLAST, AMMO CLIP HAZARDOUS | 15" | -2 | 1 |
| SIDEARM CLOSE WORK -2 PIERCE | 5" | 0 | 1 |
| IRON ASP BATON REFINED STUN | 1" | 0 | 1 |



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MILO JEFFERSON

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)

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.

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.

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.

NIKOLAI TESLA

COMMANDER, UNION, HUMAN, AGENT

22PTS



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| SHOCK GAUNTLETS BRUTAL, REFINED SHOCK | 1" | -1 | 2 |
| GALVANIC DISCHARGE SPECIAL, BRUTAL SHOCK | 7" | -1 | 3 |



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NIKOLAI TESLA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

IMPERVIOUS: The Unit ignores the Fatal Quality and negative Piercing modifiers when taking Grit Checks.

MAGNETIC ATTRACTION: The Unit may make a single Free Run Action each Activation provided the Move is in a straight line towards a Model within 10" with the CONSTRUCT, or MACHINE Traits.

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

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 Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

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.

NIKOLAI TESLA

24PTS

COMMANDER, LEGENDARY, UNION, HUMAN, MACHINE,
MOUNTED



v3.04c

UX-43 ELECTROCANNONS

SPECIAL, BRUTAL, REFINED
SHOCK

HAMMERHAND

STUN
BRUTAL

| | RNG | PRC | ROA |
|----------------------|-----|-----|-----|
| UX-43 ELECTROCANNONS | 20" | -3 | 3 |
| HAMMERHAND | - | 0 | 1 |



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NIKOLAI TESLA

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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

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.

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.

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.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

ODYSSEUS GRANT

21PTS

COMMANDER, UNION, HUMAN, GENERAL, TAINTED



v3.04c

'GRANT FAMILY BLADE'

BRUTAL, REFINED
HAZARDOUS

'VENGEANCE'

BRUTAL, CLOSE WORK
FATAL

| | RNG | PRC | ROA |
|----------------------|-----|-----|-----|
| 'GRANT FAMILY BLADE' | 1" | -3 | 1 |
| 'VENGEANCE' | 10" | -3 | 2 |



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ODYSSEUS GRANT

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

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

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 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.

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.

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.

ROBERT PINKERTON

12PTS

FACE, UNION, HUMAN, AGENT



v3.04c

HYPER-V RIFLE

SHRED
LETHAL

IRON ASP BATON

REFINED
STUN

| | RNG | PRC | ROA |
|----------------|-----|-----|-----|
| HYPER-V RIFLE | 20" | -2 | 1 |
| IRON ASP BATON | 1" | 0 | 1 |



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ROBERT PINKERTON

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)

BREVET COMMANDER: For +1 point this Unit may replace its FACE Trait for a COMMANDER Trait, it is now considered a COMMANDER Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +1 Fortune and the Command rule. As a COMMANDER this Unit may lead a Faction Detachment as normal. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

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

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.

THEODORE ROOSEVELT

15PTS

FACE, LEGENDARY, UNION, HUMAN, MAJOR, AGENT,
MOUNTED, TRODON



v3.04c

4T4 HEAVY BLASTER PISTOL

CLOSE WORK, REFINED, BRUTAL
FATAL

SHARP TALON

LETHAL

FANGED MAW

BRUTAL, TANGLE, REFINED
FATAL

| | RNG | PRC | ROA |
|--------------------------|-----|-----|-----|
| 4T4 HEAVY BLASTER PISTOL | 10" | -2 | 1 |
| SHARP TALON | - | 0 | 2 |
| FANGED MAW | - | -1 | 1 |



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THEODORE ROOSEVELT

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BREVET COMMANDER: For +1 point this Unit may replace its FACE Trait for a COMMANDER Trait, it is now considered a COMMANDER Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +1 Fortune and the Command rule. As a COMMANDER this Unit may lead a Faction Detachment as normal. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

BULKY: This Unit can never be Hunkered.

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

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.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.





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.

TROOPS, UNION, HUMAN

3PTS
PER MODEL



v3.04c

| | | RNG | PRC | ROA |
|---|---|-----|-----|-----|
| PISTOL | | | | |
| CLOSE WORK, REFINED |  | 10" | 0 | 1 |
| -1 PIERCE  | | | | |
| BLADE | | | | |
| REFINED |  | 1" | 0 | 1 |
| -1 PIERCE  | | | | |

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3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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

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.

SKIRMISHERS: The Unit has a Unit Coherency of 4".

TROOPS, UNION, HUMAN

3PTS
PER MODEL



v3.04c

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

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FACE. LEGENDARY. UNION. HUMAN.

14PTS



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| GALVANIC DISCHARGE SPECIAL, BRUTAL SHOCK | 7" | -1 | 3 |
| HAMMERHANDS STUN BRUTAL | - | 0 | 2 |

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1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

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.

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.

MAGNETIC ATTRACTION: The Unit may make a single Free Run Action each Activation provided the Move is in a straight line towards a Model within 10" with the CONSTRUCT, or MACHINE Traits.

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.

SUPPORT, UNION, HUMAN, MACHINE, MOUNTED,
BLAZER

9PTS
PER MODEL



v3.04c

| | | RNG | PRC | ROA |
|----------------------------------|---|-----|-----|-----|
| BLAZER GATLING FUSILLADES | | | | |
| HEAVY, SPECIAL, BRUTAL |  | 15" | -1 | 5 |
| HAZARDOUS |  | | | |
| BASIC MELEE ATTACK | | | | |
| - |  | - | 0 | 1 |

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3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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

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.

SPECIALIST, UNION, HUMAN, HEAVY TROOPER, TAINTED

7PTS
PER MODEL



v3.04c

| | RNG | PRC | ROA |
|---|---|-----|-----|
| TERMINATOR BLASTERS HAZARDOUS, CLOSE WORK BRUTAL  |  10" | -2 | 3 |
| HEAVY FIST BRUTAL STUN  |  - | 0 | 1 |

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

1-3 x 2

2

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.

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

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.

TROOPS, UNION, HUMAN

2PTS
PER MODEL



v3.04c

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

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

3-6 x 1

1

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.

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.

TROOPS, UNION, HUMAN, MACHINE, MOUNTED,
INTERCEPTOR

6PTS
PER MODEL



v3.04c

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| SHOTGUN TORRENT  | - | 0 | 1 |
| BASIC MELEE ATTACK -  | - | 0 | 1 |
| SIDEARM CLOSE WORK -2 PIERCE  | 5" | 0 | 1 |

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

2-4 x 25

25

BULKY: This Unit can never be Hunkered.

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

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.

TROOPS, UNION, HUMAN

2PTS
PER MODEL



v3.04c

| | | RNG | PRC | ROA |
|---|---|-----|-----|-----|
| PISTOL | | | | |
| CLOSE WORK, REFINED |  | 10" | 0 | 1 |
| -1 PIERCE  | | | | |
| BLADE | | | | |
| REFINED |  | 1" | 0 | 1 |
| -1 PIERCE  | | | | |

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

3-6 x 1

1

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.

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.

SKIRMISHERS: The Unit has a Unit Coherency of 4".

UR-31 GI BOT FIRE TEAM

7PTS

PER MODEL

SUPPORT, UNION, AUTOMATA, MACHINE, VITRUVIAN

SIMULACRA, FIRE TEAM

Q4

L2

M3

F4

A5

G6

v3.04c

| | RNG | PRC | ROA |
|--------------------|-----|-----|-----|
| GATLING GUN | | | |
| SPECIAL, BRUTAL | 15" | -1 | 3 |
| BIONIC ARM | | | |
| REFINED | - | 0 | 1 |
| BRUTAL | | | |
| - | | | |
| - | | | |
| - | | | |

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UR-31 GI BOT FIRE TEAM

2-4 x

2

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.

Q4

L2

M3

F4

A5

G6

v3.04c

| | RNG | PRC | ROA |
|--------------------|-----|-----|-----|
| GATLING GUN | | | |
| SPECIAL, BRUTAL | 15" | -1 | 3 |
| BIONIC ARM | | | |
| REFINED | - | 0 | 1 |
| BRUTAL | | | |
| - | | | |
| - | | | |
| - | | | |

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UR-31E IRON EAGLE

10PTS

PER MODEL

SUPPORT, UNION, AUTOMATA, MACHINE, MOUNTED,

IRON EAGLE, RAM

Q6

L2

M3

F3

A5

G6

v3.04c

| | RNG | PRC | ROA |
|------------------------------|-----|-----|-----|
| HEAVY ELECTROCARBINES | | | |
| LINKED, SPECIAL, REFINED | 15" | -1 | 4 |
| SHOCK | | | |
| BASIC MELEE ATTACK | | | |
| - | - | 0 | 1 |
| - | | | |
| - | | | |
| - | | | |

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UR-31E IRON EAGLE

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.

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

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.

Q6

L2

M3

F3

A5

G6

v3.04c

| | RNG | PRC | ROA |
|------------------------------|-----|-----|-----|
| HEAVY ELECTROCARBINES | | | |
| LINKED, SPECIAL, REFINED | 15" | -1 | 4 |
| SHOCK | | | |
| BASIC MELEE ATTACK | | | |
| - | - | 0 | 1 |
| - | | | |
| - | | | |
| - | | | |

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UR-31E TESLABOT GUARDS

4PTS

PER MODEL

TROOPS, UNION, AUTOMATA, MACHINE, VITRUVIAN

SIMULACRA

Q4

L2

M3

F5

A4

G6

v3.04c

| | RNG | PRC | ROA |
|----------------------|-----|-----|-----|
| ELECTRO BATON | | | |
| STUN | - | 0 | 1 |
| DISORDER | | | |
| - | | | |
| - | | | |
| - | | | |

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UR-31E TESLABOT GUARDS

3-6 x

1

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.

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.

Q4

L2

M3

F5

A4

G6

v3.04c

| | RNG | PRC | ROA |
|----------------------|-----|-----|-----|
| ELECTRO BATON | | | |
| STUN | - | 0 | 1 |
| DISORDER | | | |
| - | | | |
| - | | | |
| - | | | |

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UR-31E TESLABOT RIFLEMEN

4PTS

PER MODEL

TROOPS, UNION, AUTOMATA, MACHINE, VITRUVIAN

SIMULACRA

Q4

L2

M3

F4

A5

G6

v3.04c

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| ELECTROCARBINE | | | |
| - | 15" | -1 | 1 |
| SHOCK | | | |
| BASIC MELEE ATTACK | | | |
| - | - | 0 | 1 |
| - | | | |
| - | | | |
| - | | | |

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UR-31E TESLABOT RIFLEMEN

3-6 x

1

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.

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.

Q4

L2

M3

F4

A5

G6

v3.04c

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| ELECTROCARBINE | | | |
| - | 15" | -1 | 1 |
| SHOCK | | | |
| BASIC MELEE ATTACK | | | |
| - | - | 0 | 1 |
| - | | | |
| - | | | |
| - | | | |

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WILLA SHAW

COMMANDER, UNION, HUMAN, MAJOR

17PTS



L3

Q4


M6

F6

3

A6

G6



v3.04c


474 HEAVY BLASTER PISTOLS

CLOSE WORK, REFINED, BRUTAL

FATAL

BASIC MELEE ATTACK

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| 474 HEAVY BLASTER PISTOLS | 10" | -2 | 2 |
| BASIC MELEE ATTACK | - | 0 | 1 |



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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

DEATH DEFYING: This Unit may be included for free in a Force that contains a Unit with the same name. This will be explained in the Faction Handbook if applicable. Otherwise, this Unit may be included in a Detachment or Posse as normal for the points cost shown.

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.

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.

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.

WILLA SHAW

COMMANDER, UNION, HUMAN, MACHINE, MAJOR,
MOUNTED, IRON HORSE

21PTS



L3

Q7


M6

F6

3

A6

G6



v3.04c

474 HEAVY BLASTER PISTOLS

CLOSE WORK, REFINED, BRUTAL

FATAL

GATLING GUNS

SPECIAL, BRUTAL

BASIC MELEE ATTACK

| | RNG | PRC | ROA |
|---------------------------|-----|-----|-----|
| 474 HEAVY BLASTER PISTOLS | 10" | -2 | 2 |
| GATLING GUNS | 15" | -1 | 4 |
| BASIC MELEE ATTACK | - | 0 | 1 |



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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

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.

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.

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

WILLIAM SHERMAN

FACE, UNION, HUMAN, MAJOR

11PTS



L3

Q4

M5

F5

5

A5

G5



v3.04c

'OLD RELIABLE'

AMMO CLIP, REFINED

BLAST

THERMITE GRENADES

BRUTAL, BLAST

HAZARDOUS

BASIC MELEE ATTACK

| | RNG | PRC | ROA |
|--------------------|-----|-----|-----|
| 'OLD RELIABLE' | 15" | -2 | 2 |
| THERMITE GRENADES | 7" | -3 | 1 |
| BASIC MELEE ATTACK | - | 0 | 1 |



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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)

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.

BUD "SCORCHER" HUTCH

FACE, OUTLAWS, UNION, HUMAN, MERCENARY,
CONFEDERATE, FLIGHT, AGENT, TAINTED

15PTS



L3

Q4


M4

F6

6

A7

G6



v3.04c


NAPALM CANNON

TORRENT, HAZARDOUS

LETHAL

BASIC MELEE ATTACK

| | RNG | PRC | ROA |
|--------------------|-----|-----|-----|
| NAPALM CANNON | - | -2 | 1 |
| BASIC MELEE ATTACK | - | 0 | 1 |



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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)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

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 impassible terrain or cause the Unit to be Engaged.

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

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.

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

GARRATT MORDEN

14PTS

FACE, HEX, UNION, CROWN, HUMAN, SENESCHAL, TAINTED



v3.04c

HEX BOLT
SHRED, REFINED
LETHAL

| | RNG | PRC | ROA |
|-----|-----|-----|-----|
| 10" | -1 | 3 | |

BASIC MELEE ATTACK

| | RNG | PRC | ROA |
|---|-----|-----|-----|
| - | - | 0 | 1 |

TENEBOUS SHROUD
BLAST
LETHAL

| | RNG | PRC | ROA |
|-----|-----|-----|-----|
| 10" | 0 | 1 | |



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GARRATT MORDEN

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)

COMMANDING PRESENCE: Friendly Units that are within 10" of a 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.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". 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 counts as friendly to this Unit.

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.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

HELENA MILLER

19PTS

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



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

4PTS

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



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.

JEDEDIAH SMITH

11PTS

FACE, ENLIGHTENED, UNION, HUMAN, TAINTED



v3.04c

IONIC PISTOL
CLOSE WORK
SHOCK

| | RNG | PRC | ROA |
|-----|-----|-----|-----|
| 10" | -1 | 1 | |

CALCULUS STAFF
ATTUNED, REFINED
SHOCK

| | RNG | PRC | ROA |
|----|-----|-----|-----|
| 1" | -3 | 1 | |



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JEDEDIAH SMITH

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)

CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.

MEAT SHIELDS: REACTION - When this Unit fails a Grit Check, you MAY pick a friendly Size 1 or 2 HUMAN or CONSTRUCT Model within 3" of this Unit to fail their Grit Check instead as they are pulled in front at the last minute, ignorantly sacrificing themselves in the process. Models affected by Meat Shields cannot benefit from the Sawbones Special Rule.

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.

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.

JOHN HUNTER BENNETT

FACE, HEX, UNION, HUMAN, TAINTED

11PTS



v3.04c

ELECTROCARBINE

| | RNG | PRC | ROA |
|---------------|-----|-----|-----|
| SHOCK | 15" | -1 | 1 |
| BLADE REFINED | 1" | 0 | 1 |
| -1 PIERCE | | | |
| SIDEARM | 5" | 0 | 1 |
| CLOSE WORK | | | |
| -2 PIERCE | | | |



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JOHN HUNTER BENNETT

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)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". 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 counts as friendly to this Unit.

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.

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.

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.

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.

KAY FREE

FACE, OUTLAWS, UNION, HUMAN, MERCENARY, WAYWARD EIGHT

10PTS



v3.04c

BLASTER PISTOL

| | RNG | PRC | ROA |
|--------------|-----|-----|-----|
| CLOSE WORK | 10" | -1 | 1 |
| STUN | | | |
| POWER HAMMER | - | -1 | 1 |
| BRUTAL | | | |
| STUN | | | |



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KAY FREE

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)

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.

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.

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.

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.

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.

PAT GARRETT

FACE, LAWREN, UNION, HUMAN, AGENT

12PTS



v3.04c

REAPER RIFLE

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



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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 in 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).

SIERRA ICARUS

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

11PTS



v3.04c

ATOM PISTOL

| | RNG | PRC | ROA |
|--------------------|-----|-----|-----|
| LETHAL, CLOSE WORK | 10" | -2 | 1 |
| BLAST | | | |
| SABRE | 1" | -1 | 1 |
| FATAL | | | |



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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.

HEX BEAST

MUTATION, HEX BEAST, TAINTED

L1

Q3

M2

F5

G6

A4

1

v3.04c

HEAVY FIST

BRUTAL

STUN

RNG

PRC

ROA

-

0

1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

L3

Q5

M5

F4

G5

A6

1

v3.04c

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

RNG

PRC

ROA

15"

-2

2

BASIC MELEE ATTACK

-

-

0

1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

THE WAYLAND WAY: Panday Beck may only be included in a Force that includes Wayland the Smith. Beck may only make Combat Actions with weapons with the Special quality if he is within 5" of Wayland the Smith. Furthermore, while Beck is within 5" of Wayland the Smith, should Beck be nominated as the Initial Target of an attack, Wayland the Smith instead becomes the Initial Target of the attack as he dives in front of the bullet, or pushes Beck aside at the last minute. Calculate range, Line of Sight and cover bonuses etc to Beck but resolve the Grit Check on Wayland the Smith instead.

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.

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

L3

Q5

M7

F6

G7

A6

2

v3.04c

MIGHTY HAMMER

STUN, REFINED

BRUTAL

RNG

PRC

ROA

1"

-1

1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

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.

JURY-RIG AUTOMATA : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

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.

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.