

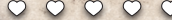
J. W. CLARKSON



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LIFE



J. W. CLARKSON - SPECIAL RULES

EQUIPMENT

Hand Cannon	5	10
Heavy Silver Axe	6	1
Bear Trap	5	1

VITAL INFO

Mortal Hero, Leader of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Monster Hunter - Gain +1 D6 to Hit against any Beast.
Run & Gun - May shoot after running with a +1 to your hit Target Number. They Can't Hide From Us - If any friendly model attacks the same Beast target as J.W. Clarkson, and in the same Game Turn, they will receive a +1 Strength bonus.
Trapper - Lower base to hit Target Number by one when using Binding weapons.

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed
Heavy Silver Axe - Strong 2-Handed Melee, Silver
Bear Trap - Strong 1-Handed Melee, Binding, Slow

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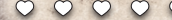
DR. BAT NUT BELFREE



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LIFE



DR. BAT NUT BELFREE - SPECIAL RULES

EQUIPMENT

Marksman's Rifle	4	15
Coach Gun	4	4
Lumberjack Axe	5	1

VITAL INFO

Mortal Hero, Leader of the Dockside Drifters

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Apothecary - Start the game with 5 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.
Doctor - May heal or revive friendly models.
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Gamblin' Men - If Dr. Belfree leads your gang, all models in your gang receive with 1 lucky dice.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

EQUIPMENT RULES

Marksman's Rifle - Rifle, Sniper
Coach Gun - Rifle, Shotgun
Lumberjack Axe - Strong 2-Handed Melee

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SHERIFF RICK DAWSON



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LIFE



SHERIFF RICK DAWSON - SPECIAL RULES

EQUIPMENT

Marksman's Rifle	4	15
Hand Cannon	5	10

VITAL INFO

Mortal Hero, Leader of the Vigilance Committee

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
Bravery - Lower target number by 1 when making a Morale roll.
Long Arm of the Law - Dawson, and any friendly model within 6" receives a +1D6 to hit bonus against Outlaws.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed
Marksman's Rifle - Rifle, Sniper

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LADY NIGHTSHADE



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LIFE



LADY NIGHTSHADE - SPECIAL RULES

EQUIPMENT

Hand Cannon	5	10
Hand Cannon	5	10

VITAL INFO

Mortal Hero, Leader of the Widowmakers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
Deadeye - Ignore the to hit penalty for long ranged attacks.
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Ladies First - If Lady Nightshade leads your gang, you may roll 1 additional D6 when rolling for initiative.

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

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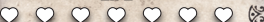
TINY



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LIFE



TINY - SPECIAL RULES

EQUIPMENT

Mobile Gatling Gun 4 8

VITAL INFO

Mortal Hero, Large Model

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Bravery - Lower target number by 1 when making a Morale roll.
 Hearty - Reroll 1D6 from a failed saving throw.

EQUIPMENT RULES

Mobile Gatling Gun - Slow, Automatic, AOE

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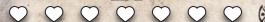
MAJOR WILDE



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LIFE



MAJOR WILDE - SPECIAL RULES

EQUIPMENT

Hand Cannon 5 10

Hand Cannon 5 10

Vorpal Cavalry Saber 5 1

VITAL INFO

Mortal Hero, Leader of Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Bravery - Lower target number by 1 when making a Morale roll.
 Government Funding - If Major Wilde leads your gang, roll 1D6 before the game begins. Draw that many Loot Cards and assign them to any characters in your gang.
 Tough - Gain +1 Health (already added to stats).

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed
 Vorpal Cavalry Saber - Strong 1-Handed Melee, Vorpal

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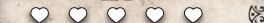
ASHTON CAMPBELL



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LIFE



ASHTON CAMPBELL - SPECIAL RULES

EQUIPMENT & PRAYERS

Coach Gun 4 4

Holy Cranksaw 4 1

Prayer - Exorcism 5 3

Book of Demonlore

VITAL INFO

Mortal Henchman, member of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Templar - Gain +1 D6 to Hit against Demons.
 Tough - Gain +1 Health (already added to stats).

EQUIPMENT & PRAYER RULES

Coach Gun - Rifle, Shotgun
 Holy Cranksaw - Light 2-handed Melee, +1 Strength when attacking Undead.
 Exorcism - Ranged attack against Demon targets only, +1 Strength (already added above)
 Book of Demonlore - A Bible that also teaches the Exorcism Prayer, in addition to adding +1 Strength to it, for a total of +2 (already added above)

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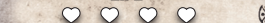
BUTTERCUP



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LIFE



BUTTERCUP - SPECIAL RULES

EQUIPMENT

Sixgun 4 8

Sixgun 4 8

VITAL INFO

Mortal Henchman, member of the Widowmakers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Gunslinger - Lower base to hit Target Number by one when using pistols.
 Hearty - Reroll 1D6 from a failed saving throw.
 Run & Gun - May shoot after running with a +1 to your to hit Target Number.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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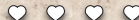
CARL WILLIAMS



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LIFE



CARL WILLIAMS - SPECIAL RULES

EQUIPMENT



Sixgun	4	8
Sixgun	4	8

VITAL INFO

Mortal Henchman, member of the Vigilance Committee

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Deadeye - Ignore the hit penalty for long ranged attacks.
 Gunslinger - Lower base to hit Target Number by one when using pistols.
 Run & Gun - May shoot after running with a +1 to your hit Target Number.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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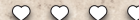
COLIN BUCHANAN



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LIFE



COLIN BUCHANAN - SPECIAL RULES

EQUIPMENT



Sixgun	4	8
Railroad Hammer	5	1

VITAL INFO

Mortal Henchman, member of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Engineer - Gain +1D6 to hit when attacking with Artillery.
 Gunslinger - Lower base to hit Target Number by one when using pistols.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
 Railroad Hammer - Strong 2-Handed Melee

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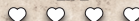
CORPORAL AMBLER



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LIFE



CORPORAL AMBLER - SPECIAL RULES

EQUIPMENT



Repeating Rifle	4	10
Bowie Knife	4	1

VITAL INFO

Mortal Henchman, member of the Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Deadeye - Ignore the hit penalty for long ranged attacks.
 Hearty - Reroll 1D6 from a failed saving throw.

EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic
 Bowie Knife - Strong 1-Handed Melee

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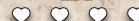
CORPORAL WATSON



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LIFE



CORPORAL WATSON - SPECIAL RULES

EQUIPMENT



Marksman's Rifle	4	15
Bowie Knife	4	1

VITAL INFO

Mortal Henchman, member of Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Deadeye - Ignore the hit penalty for long ranged attacks.
 Overwatch - Reserve one action to attack an enemy that later moves into view. You may attack as soon as this enemy finishes their current Move action, interrupting their activation. They may continue their activation after your attack (if they survive).

EQUIPMENT RULES

Marksman's Rifle - Rifle, Sniper
 Bowie Knife - Strong 1-Handed Melee

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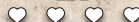
DOC LLOYD



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LIFE



DOC LLOYD - SPECIAL RULES

EQUIPMENT

Lloyd Arms Repeating Long Range Rifle	4	13
Pocket Pistol	3	4

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Engineer - Gain +1D6 to hit when attacking with Artillery.
 Know-How - May use equipment up to level 5.
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.
 Prospector - When drawing Loot Cards, draw 4, keep one and discard the rest.

EQUIPMENT RULES

Lloyd Arms Repeating Long Range Rifle - Rifle, Sniper, Automatic
 Pocket Pistol - Pistol, Concealed

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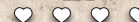
DR. TRENT DOUGALL



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LIFE



DR. TRENT DOUGALL - SPECIAL RULES

EQUIPMENT

Repeating Rifle	4	10
Doctor's Bag		

VITAL INFO

Mortal Henchman, member of the Vigilance Committee

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Doctor - May heal or revive friendly models.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
 Hearty - Reroll 1D6 from a failed saving throw.

EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic
 Doctor's Bag - Trent starts the game with 2 free consumable items of your choice. These may be kept for himself, or distributed among the rest of the gang before the game starts.

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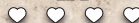
EDDIE ESCOBAR



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LIFE



EDDIE ESCOBAR - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Hatchet	4	1

VITAL INFO

Mortal Henchman, member of the Dockside Drifters

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Gambler - Start the game with 4 Lucky Dice.
 Hearty - Reroll 1D6 from a failed saving throw.
 Run & Gun - May shoot after running with a +1 to your to hit Target Number.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
 Hatchet - Strong 1-Handed Melee

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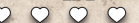
FATHER AL SCHNEIDEWENT



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LIFE



FATHER AL SCHNEIDEWENT - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Sixgun	4	8
Bible		
Prayer - Inspiring Sermon		5

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Gunslinger - Lower base to hit Target Number by one when using pistols.
 Preacher - May learn prayers.
 Tough - Gain +1 Health (already added to stats).

EQUIPMENT & PRAYER RULES

Sixgun - Pistol, 1-Handed
 Bible - +1" to Inspiring Sermon range (already added above)
 Inspiring Sermon - +1D6 to Morale Rolls for friendly models within 5"

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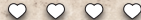
GRAMPS FILLICKSON



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LIFE



GRAMPS FILLICKSON - SPECIAL RULES

EQUIPMENT

Dynamite	5	4
Miner's Pick	5	1

VITAL INFO

Mortal Henchman, member of the Vigilance Committee

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Blaster - This character can be equipped with an unlimited amount of Dynamite.
 Bravery - Lower target number by 1 when making a Morale roll.
 Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.

EQUIPMENT RULES

Dynamite - Thrown, AOE
 Miner's Pick - Light 2-Handed Melee

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HENRY KILMER



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LIFE



HENRY KILMER - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Sixgun	4	8

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Deadeye - Ignore the hit penalty for long ranged attacks.
 Doctor - May heal or revive friendly models.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
 Gunslinger - Lower base to hit Target Number by one when using pistols.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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JANEY BOWER



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LIFE



JANEY BOWER - SPECIAL RULES

EQUIPMENT

Firewater	4	3
Sixgun	4	8

VITAL INFO

Mortal Henchman, member of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
 Moonshiner - May carry unlimited Firewater.
 Prospector - When drawing Loot Cards, draw 4, keep one and discard the rest.

EQUIPMENT RULES

Firewater - Thrown, DOT (Fire)
 Sixgun - Pistol, 1-Handed

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JEB WILLIAMS



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LIFE



JEB WILLIAMS - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Sixgun	4	8
Bowie Knife	5	1

VITAL INFO

Mortal Henchman, member of Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
 Gambler - Start the game with 3 Lucky Dice.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
 Bowie Knife - Strong 1-Handed Melee

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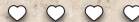
JONNY MANGO



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LIFE



JONNY MANGO - SPECIAL RULES

EQUIPMENT

Hatchet	5	1
Hatchet	5	1
Throwing Knife	4	4

VITAL INFO

Mortal Henchman, member of the Dockside Drifters

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Tosser - Captain Reinhold carries unlimited Throwing Knives.
Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

EQUIPMENT RULES

Hatchet - Strong 1-Handed Melee
Throwing Knife - Thrown, Concealed

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KURT WYATT



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LIFE



KURT WYATT - SPECIAL RULES

EQUIPMENT

Long Barreled Shotgun	4	6
Sixgun	4	8

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
Run & Gun - May shoot after running with a +1 to your to hit Target Number.
Tough - Gain +1 Health (already added to stats).

EQUIPMENT RULES

Long Barreled Shotgun - Rifle, Shotgun
Sixgun - Pistol, 1-Handed

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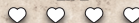
LIEUTENANT THOMPSON



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LIFE



LIEUTENANT THOMPSON - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Repeating Rifle	4	10
Bowie Knife	5	1

VITAL INFO

Mortal Henchman, member of Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Doctor - May heal or revive friendly models.
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Hearty - Reroll 1D6 from a failed saving throw.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
Repeating Rifle - Rifle, Automatic
Bowie Knife - Strong 1-Handed Melee

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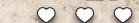
LILY



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LIFE



LILY - SPECIAL RULES

EQUIPMENT

Repeating Rifle	4	10
Bowie Knife	4	1

VITAL INFO

Mortal Henchman, member of the Widowmakers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Apothecary - Start the game with 3 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.
Doctor - May heal or revive friendly models.
Escapist - Enemies do not receive free attacks when you Break Away from melee combat.
Hearty - Reroll 1D6 from a failed saving throw.

EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic
Bowie Knife - Strong 1-Handed Melee

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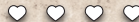
MARSHAL STEWART



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LIFE



MARSHAL STEWART - SPECIAL RULES

EQUIPMENT



Sixgun	4	8
Sixgun	4	8

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
 Ranger - Treat outdoor Area Terrain as open ground while moving.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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OLEANDER



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LIFE



OLEANDER - SPECIAL RULES

EQUIPMENT



Tomahawk	4	1
Tomahawk	4	1
Dynamite	5	4

VITAL INFO

Mortal Henchman, member of the Widowmakers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Blaster - This character can be equipped with an unlimited amount of Dynamite.
 Ranger - Treat outdoor Area Terrain as open ground while moving.
 Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

EQUIPMENT RULES

Tomahawk - Strong 1-Handed Melee
 Dynamite - Thrown, AOE

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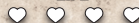
PACO



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LIFE



PACO - SPECIAL RULES

EQUIPMENT



Sixgun	4	8
Marksman's Rifle	4	15
Machete	5	1

VITAL INFO

Mortal Henchman, member of the Dockside Drifters

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Deadeye - Ignore the to hit penalty for long ranged attacks.
 Overwatch - Reserve one action to attack an enemy that later moves into view. You may attack as soon as this enemy finishes their current Move action, interrupting their activation. They may continue their activation after your attack (if they survive).

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
 Marksman's Rifle - Rifle, Sniper
 Machete - Strong 1-Handed Melee

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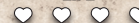
RUTHIE MAE



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LIFE



RUTHIE MAE - SPECIAL RULES

EQUIPMENT & PRAYERS



Repeating Rifle	4	10
Holy Dagger	4	1
Bible		
Prayer - Last Rites	5	3

VITAL INFO

Mortal Henchman, member of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Apothecary - Start the game with 4 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.
 Bravery - Lower target number by 1 when making a Morale roll.
 Preacher - Learn 1 prayer - Last Rites

EQUIPMENT & PRAYER RULES

Repeating Rifle - Rifle, Automatic
 Holy Dagger - Light 1-Handed Melee, Holy.
 Bible - +1 Strength for Last Rites (already added above)
 Last Rites - Ranged attack against Dead targets only, +1 Strength (already added above)

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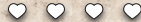
SERGEANT CONNORS



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LIFE



SERGEANT CONNORS - SPECIAL RULES

EQUIPMENT

Coach Gun	4	4
Bowie Knife	4	1

VITAL INFO

Mortal Henchman, member of the Wilde's Rangers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Bravery - Lower target number by 1 when making a Morale roll.
 Gambler - Start the game with 4 Lucky Dice.

EQUIPMENT RULES

Coach Gun - Rifle, Shotgun
 Bowie Knife - Strong 1-Handed Melee

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SHAMUS MCFOX



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LIFE



SHAMUS MCFOX - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Sixgun	4	8

VITAL INFO

Mortal Henchman

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Gambler - Start the game with 4 Lucky Dice.
 Gunslinger - Lower base to hit Target Number by one when using pistols.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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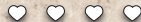
TENNESSEE



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LIFE



TENNESSEE - SPECIAL RULES

EQUIPMENT

Sixgun	4	8
Repeating Rifle	4	10
Bowie Knife	5	1

VITAL INFO

Mortal Henchman, member of the Dockside Drifters

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Crack Shot - Once per activation, one of your ranged attacks may ignore a hidden enemy's cover bonus.
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

EQUIPMENT RULES

Sixgun - Pistol, 1-Handed
 Repeating Rifle - Rifle, Automatic
 Bowie Knife - Strong 1-Handed Melee

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VAN DYKE



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LIFE



VAN DYKE - SPECIAL RULES

EQUIPMENT

Long Barreled Shotgun	4	6
Pocket Pistol	3	4

VITAL INFO

Mortal Henchman, member of the Unsung

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Ranger - Treat outdoor Area Terrain as open ground while moving.
 Run & Gun - May shoot after running with a +1 to your to hit Target Number.

EQUIPMENT RULES

Long Barreled Shotgun - Rifle, Shotgun
 Pocket Pistol - Pistol, Concealed

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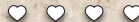
WISTERIA



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LIFE



WISTERIA - SPECIAL RULES

EQUIPMENT



Hand Cannon 5 10

VITAL INFO

Mortal Henchman, member of the Widowmakers

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.
 Deadeye - Ignore the to hit penalty for long ranged attacks.
 Gunslinger - Lower base to hit Target Number by one when using pistols.
 Know-How - May use equipment up to level 5.

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

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DEPUTIES



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LIFE



DEPUTIES - SPECIAL RULES

EQUIPMENT



Coach Gun 4 4

VITAL INFO

Mortal Minion Team, 3 Models - Deputies may move and attack as a small group instead of individually. When attacking, select the closest Deputy to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Deputy able to hit the enemy.

FACTION - LAWMEN

Town Defenders - All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.

SKILLS

Bravery - Lower target number by 1 when making a Morale roll.
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.

EQUIPMENT RULES

Coach Gun - Rifle, Shotgun

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