

K-9
LAWMEN, ANIMAL 10 D.P.M.



ANIMAL
This model may only make basic melee and move actions. This model may not climb.

VICIOUS JAWS
This model's melee Crits are Deadly.

K-9 ★
LAWMEN, ANIMAL 10 D.P.M.



ANIMAL
This model may only make basic melee and move actions. This model may not climb.

VICIOUS JAWS
This model's melee Crits are Deadly.

K9 HANDLER
LAWMEN 15 D.P.M.



HANDLER
When this model is Active, a visible friendly K-9 may also take actions as if it was active (you may alternate actions between the K-9 and this model).

ASSAULT CARBINE

Suppression

K9 HANDLER ★
LAWMEN 15 D.P.M.



HANDLER
When this model is Active, a visible friendly K-9 may also take actions as if it was active (you may alternate actions between the K-9 and this model).

ASSAULT CARBINE

Suppression

MAXIMUM MIKE ★
LEADER, LAWMEN 25 D.P.M.



SINGULAR FOCUS
When this model is refreshed, choose a visible rival. Until this model is refreshed, all friendly models' ranged attacks vs. the chosen rival are ACCURATE.

PULL RANK
Activate another Lawman.

MAXIMUM MIKE ★
LEADER, LAWMEN 25 D.P.M.



SINGULAR FOCUS
When this model is refreshed, choose a visible rival. Until this model is refreshed, all friendly models' ranged attacks vs. the chosen rival are ACCURATE.

PULL RANK
Activate another Lawman.

POLICE SNIPER
LAWMEN, SPECIALIST 20 D.P.M.



STEADY
If first action of this model's activation is a ranged attack, it gains Accurate.

SNIPER RIFLE Bulky

Deadly Crits

POLICE SNIPER ★
LAWMEN, SPECIALIST 20 D.P.M.



STEADY
If first action of this model's activation is a ranged attack, it gains Accurate.

SNIPER RIFLE Bulky

Deadly Crits

SARGE
LAWMEN 20 D.P.M.



CHAIN OF COMMAND
Any friendly Lawman within RED of this model may use its Skill modifiers instead of their own.

ASSAULT CARBINE

Suppression

SARGE ★

LAWMEN 20 F B



2 2 2

CHAIN OF COMMAND
Any friendly Lawman within **RED** of this model may use its Skill modifiers instead of their own.

ASSAULT CARBINE

Suppression

TACTICAL RESPONSE OFFICER

LAWMEN 10 F B



3 1 1 2

PROTECTOR
This model may [RE]act when any visible friendly model within **RED** is wounded, instead of the target.

TACTICAL SHIELD Bulky

This model may not carry any Bulky gear.

TACTICAL RESPONSE OFFICER ★

LAWMEN 10 F B



3 2 2 2

PROTECTOR
This model may [RE]act when any visible friendly model within **RED** is wounded, instead of the target.

TACTICAL SHIELD Bulky

This model may not carry any Bulky gear.

TACTICAL RESPONSE OFFICER ★★

LAWMEN 10 F B



3 2 2

GOT YOUR BACK
Basic Ranged Attacks made by friendly characters within **RED** gain Accurate.

TACTICAL SHIELD Bulky

This model may not carry any Bulky gear.

OFFICER

LAWMEN 15 F B



2 1 1

TEAM PLAYER
If this model is activated using a friendly model's Influence action it gains +1 to all rolls during the activation.

ASSAULT CARBINE

Suppression

OFFICER ★

LAWMEN 15 F B



2 1 1

TEAM PLAYER
If this model is activated using a friendly model's Influence action it gains +1 to all rolls during the activation.

ASSAULT CARBINE

Suppression

ROOKIE

LAWMEN, GONK 5 F B



1 1

TACTICAL RESPONSE ROOKIE

LAWMEN, GONK 5 F B



1

STUN BATON

Stun 1

RIOT SHIELD

Once per activation, when this model is the target of a rival's melee attack, you may force the rival to reroll.