

 6  
COST

## GATLING GUNNER

5  
DF6  
SP5  
WP2  
SZ  
Minion (3), Living, Versatile

**Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

**Stand and Fire:** If this model is unengaged, enemy models that declare the **Charge** action within 12" of this model are dealt 1 damage.

# GATLING GUNNER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Sword</b>	1"	5	Df	-	2

• **Retreat:** After resolving, move this model up to its **Sp** away from the target.

<b>Gatling Gun</b>	12"	6	Df	-	2
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If the target does not have cover, this action receives a +.

• **Riot Rounds:** When resolving, deal no damage to the target. Move the target its **Sp** away from this model.

• **"I Meant to Do That!"**: After failing, the next action this model declares this activation receives +2 **Skl**.

• **Explosive Rounds:** Enemy models within (X)2" of the target are dealt 1 damage.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>"I'll Cover You!"</b>	6"	0	-	6	-

Once per activation. Friendly only. Target gains a **Bolstered** token.