

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
Sword	1"	5	Df	-	2

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

Gatling Gun	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
"I'll Cover You!"	6"	0	-	6	-

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