



GUNMASTER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Artisan Pistol	9"	1	3+	3+	-1	1
Repeater Pistols	9"	3	4+	3+	-1	1
Masterwork Long Rifle	30"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Engineer's Telescope or Tools	1"	2	4+	5+	-	1

DESCRIPTION

A Gunmaster is a single model. All Gunmasters carry a telescope or other range-finding tools, which can also make for improvised weapons in close combat. However, Gunmasters prefer to shoot their foes; they carry a pair of experimental Repeater Pistols into battle alongside a tried and trusted Artisan Pistol. Some Gunmasters also supplement their collection of pistols with a Masterwork Long Rifle to snipe the foe.

ABILITIES

Range-finding Optics: You can re-roll hit rolls of 1 for a Gunmaster in the shooting phase if he did not move in his preceding movement phase and there are no enemy models within 3" of him.

KEYWORDS

ORDER, HUMAN, IRONWELD ARSENAL, HERO, ENGINEER, GUNMASTER