

JOHN YOUNGER - CREATION XI

11PTS

FACE, ENLIGHTENED, OUTLAWS, CONSTRUCT,
MERCENARY, TAINTED

JOHN YOUNGER - CREATION XI

1 x

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

BACKUP PISTOL: Should this Unit successfully hit with a weapon with the Close Work rule, it may make a Free Shoot Action with a second weapon with the Close Work rule. This second Action has an additional -1 Aim penalty.

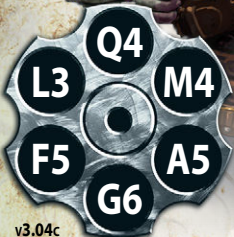
DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.




FAILSAFE DETONATOR: SPECIAL ACTION - This Unit is removed from play once this Action is resolved. Any Model (friendly or enemy) in Base contact with a Model in this Unit suffers an automatic hit with a -2 Piercing. This Action cannot cause a hit on other Models in this Unit.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.



v3.04c

| | RNG | PRC | ROA |
|---|---|-----|-----|
| PISTOL CLOSE WORK, REFINED -1 PIERCE ✘ |  10" | 0 | 3 |
| HAMMERHANDS STUN BRUTAL ✘ |  - | 0 | 2 |
| MOUSEGUN CLOSE WORK LETHAL ✘ |  10" | -1 | 1 |

