

JEFFORD WILLIAMS

11PTS

FACE, OUTLAWS, HUMAN, CAPTAIN, CONFEDERATE,
MERCENARY



JEFFORD WILLIAMS

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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)

BRACED: During its activation, this Unit may spend a point of fortune to ignore the SPECIAL Quality on one of its ranged weapons for a single Action.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

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.



v3.04c

GATLING GUNS

SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	4

VOLCANIC PISTOL

CLOSE WORK

HAZARDOUS

	10"	-1	2
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BASIC MELEE ATTACK

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