

# JAKE MATTIA

12PTS

FACE, OUTLAWS, HUMAN, MERCENARY, REGULATORS,  
WAYWARD EIGHT, CONFEDERATE



# JAKE MATTIA

1 x

2

## 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.

**HARDY:** The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**SET BOOBY TRAPS:** After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

**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

### GATLING GUNS

SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	4

### BASIC MELEE ATTACK

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