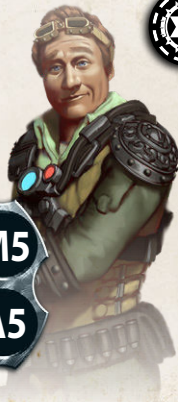


HICKS KINCADE

11PTS

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



v3.04c

ATOMIC REPEATER

BRUTAL
BLAST

BASIC MELEE ATTACK

	RNG	PRC	ROA
	15"	-1	1
	-	0	1
-			
-			
-			

HICKS KINCADE

1 x

1

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)

CURSE YOUR INEVITABLE BETRAYAL: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. At the end of this Unit's Activation, this Unit may receive the Hunker Condition to allow a single unactivated friendly WAYWARD EIGHT Unit in the Play Area to immediately Activate. That Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

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.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

