

JOHN WESLEY HARDIN

11PTS

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1 x

1

FACE, OUTLAWS, HEX, HUMAN, MERCENARY,
CONFEDERATE, DEADLY SEVEN, TAINTED



v3.04c

FLAMETHROWER

HAZARDOUS, TORRENT
-2 PIERCE

	RNG	PRC	ROA
	-	0	1

VORTEX LAUNCHER

SPECIAL, BLAST
LETHAL

	15"	-1	1
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BASIC MELEE ATTACK

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	-	0	1
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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)

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

PORTAL GENERATOR: This Unit is able to make a Manipulate Portal Special Action each Activation. It can target friendly or enemy Portal Markers.

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 PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

