

JONATHAN SHERIDAN

FACE, UNION, HUMAN, CAPTAIN

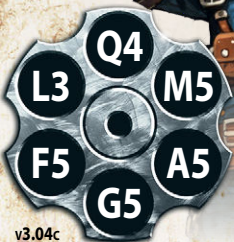
7PTS



JONATHAN SHERIDAN

1 x

1



v3.04c

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)

COUNTER INTELLIGENCE: For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

TACTICAL BRILLIANCE: This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.

		RNG	PRC	ROA
SIDEARM		5"	0	1
CLOSE WORK				
-2 PIERCE				
SABRE		1"	-1	1
FATAL				
RIFLE		20"	-1	1

