

# JOHN HUNTER BENNETT

11PTS

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1 x

1

FACE, HEX, UNION, HUMAN, TAINTED



v3.04c

## ELECTROCARBINE

SHOCK

BLADE REFINED

-1 PIERCE

SIDEARM

CLOSE WORK

-2 PIERCE

RNG PRC ROA

15" -1 1

1" 0 1

5" 0 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)

**DARK COUNCIL: SPECIAL ACTION** - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

**ELITE:** The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

**FORM UP ON ME:** After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

**SPECIAL ACTION** - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

**QUICK DRAW:** Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

**SIC 'EM!** At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

**STONE COLD KILLER:** Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

UNIQUE