ENERGIZED HARPOON
SPECIAL ATTACK
Range 5, Attack 4.
Choose a non-adjacent figure and
before attacking with this special
attack, choose one of the following
effects:
• add 1 automatic skull to whatever is
rolled; or
• any figures adjacent to the chosen
figure are also affected by this special
attack. Harpoon only needs a clear
sight shot at the chosen figure. Roll
attack dice once for all affected figures.
Each figure rolls defense dice
separately; or
• if an opponent’s Unique Hero receives
one or more wounds from this special
attack, roll the 20-sided die. If you roll
9 or higher, you may remove one
unrevealed Order Marker at random
from that Unique Hero’s Army Card.