



HEAVY MACHINE GUN

ITEM
RANK 2
DROP 1

During setup, place 2 Ammo Markers on this card. Remove 1 Ammo Marker from this card to use this ability.

HEAVY MACHINE GUN

SPECIAL ATTACK

Range 5. Attack 4.

If this figure inflicts 1+ wounds with this ability, it may attack again, to a max of 3 attacks per special attack action.



•Weapon

