



JOHNNY ALPHA

JOHN KREELMAN

STRONTIUM DOGS

When Johnny Alpha attacks or defends against a figure you chose for the Bounty Hunter special power at the start of the game, roll one additional die. After revealing an Order Marker on this card and taking a turn with Johnny Alpha, you may take a turn with any other figure you control with the Bounty Hunter special power. You may not take any additional turns with other figures you control.

ALPHA EYES

Instead of moving Johnny Alpha, you may view all of the unrevealed Order Markers on the card of a figure adjacent to Johnny Alpha. When Johnny Alpha attacks with his normal attack, he does not need clear line of sight and the defending figure does not receive any additional defense dice from terrain.

ALPHA X

If Johnny Alpha is attacked by a non-adjacent figure that does not have the Mental Shield special power, and at least 1 skull is rolled, you may reveal an "X" Order Marker on this card and ignore the attack. Once per game, you may ignore an attack targeting a friendly figure with the Bounty Hunter special power instead of Johnny Alpha.



RAD-MUTANT

UNIQUE HERO

LAWMAN

DETERMINED

MEDIUM

5



4 LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 5

220 POINTS