



JOHNNY SILVERHAND
ROBERT JOHN LINDER

CHIPPIN' IN

For the entire game, Entertainers in your army have the Rebellious personality instead of what is listed on their cards. After revealing an Order Marker on this card and taking a turn with Johnny Silverhand, you may choose another Rebellious figure you control and roll the 20-sided die, adding 5 to the roll if the chosen figure has any wounds. If you roll 14 or higher, take a turn with the chosen figure. Then choose one other Rebellious figure you control and roll for this power one additional time. You may not take any additional turns other than the chosen figures.

A COOL METAL FIRE

After attacking, Johnny Silverhand may attack one additional time. When attacking an adjacent figure, if you roll at least 2 shields, you may have the defending figure ignore this attack to inflict one wound on the defending figure.

NEVER FADE AWAY

When Johnny Silverhand is destroyed, choose a Unique Rebellious Hero you control and place this figure on the chosen Hero's Army Card. That Unique Hero gains the Chippin' In special power and all Rebellious figures you control add 1 to their Attack number for the rest of the game.



- CYBORG
- UNIQUE HERO
- ENTERTAINER
- REBELLIOUS
- MEDIUM **5**

4 LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	5

240 POINTS