



Blackhoof 20-20

Mortal . Automata

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	8	8	5	7	7	1	20

3

22PTS 2

HAMMERHANDS - 9 / COMBAT / Base / Fatigue

HYPER-V RIFLE - 8 / RANGE / 15" / Bleed

EQUINE CHARGE

(Costs 1 AP) This Model gains +4 to MV and CH actions for the remainder of this Activation.

STEEL HIDE

When this model would take WND from an Attack, reduce that WND by one, to a minimum of one.

IRON HEART

This Model is immune to Fear.

GALVANIC SOUL

This Model may not use Mythos or gain Madness. Also, this Model never suffers from the Paralysed or Bleed Conditions.

MACHINE SPIRIT

This Model rolls a D3 at the start of its Activation to determine the number of AP it has available for that Activation instead of the normal 2 AP.

DAMAGE CONTROL PROTOCOL

Once this Model suffers 10 WND it Immediately flips to its Altered side.



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HAMMERHANDS - 9 / COMBAT / Base / Fatigue

HYPER-V RIFLE - 8 / RANGE / 15" / Bleed

STEEL HIDE

When this model would take WND, reduce that WND by one, to a minimum of one.

COLD INDIFFERENCE

This Model is immune to Fear and does not count as an additional friendly model engaged in Combat Attacks.

SYSTEM GLITCH

When this Model flips to this side it must make an immediate SAN test. If failed the Model gains the Fatigue Condition. If this happens during this Model's activation it loses 1 AP and the condition does not clear until the end of its next Activation.

MACHINE SPIRIT

This Model rolls a D3 at the start of its Activation to determine the number of AP it has available for that Activation instead of the normal 2 AP.

GALVANIC SOUL

This Model may not use Mythos or gain Madness. Also, this Model never suffers from the Paralysed or Bleed Conditions.