



Drum of the Nautilus

Mortal . Automata

MV	CH	CD	RD	AD
3	5	9	5	6

SAN	MYTH	WND
6	2	22

22PTS 4

HAMMERHAND - 9 / COMBAT / Base / Fatigue

ROTORY HARPOON GUN - 7 / RANGE / 15" / Paralysed

SERVO-CLAW CRUSH

(Costs 1 AP) If this Model inflicts WND with its next Combat Attack, it inflicts an extra 4 WND and the Paralysed Condition.

HARPOON DRAG

(Costs 1 AP) If this Model inflicts WND with its next Rotary Harpoon Gun Attack, the Target is moved 8" directly towards this Model. If the moved Model hits another Model, an Obstacle or Impassable Ground, it stops.

STEEL HIDE

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

LEGENDARY AUTOMATA

This Model is considered Immune to the Bleed and Paralysed Conditions and may never suffer them for any reason. Also, this Model causes Fear.

DAMAGE CONTROL PROTOCOL

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

GALVANIC APATHY

This Model may not use Mythos, gain Madness or make Interact Actions for any reason.

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.



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MECHANICAL MENACE

If this Model inflicts WND with a Combat Attack, you may perform another Combat Attack against another enemy in base contact for free.

STEEL HIDE

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

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