

JEDEDIAH SMITH

11PTS

FACE, ENLIGHTENED, UNION, HUMAN, TAINTED



v3.04c

IONIC PISTOL
CLOSE WORK
SHOCK

	RNG	PRC	ROA
10"	10"	-1	1

CALCULUS STAFF
ATTUNED, REFINED
SHOCK

1"	1"	-3	1
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JEDEDIAH SMITH

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.

MEAT SHIELDS: REACTION - When this Unit fails a Grit Check, you MAY pick a friendly Size 1 or 2 HUMAN or CONSTRUCT Model within 3" of this Unit to fail their Grit Check instead as they are pulled in front at the last minute, ignorantly sacrificing themselves in the process. Models affected by Meat Shields cannot benefit from the Sawbones Special Rule.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

SIC 'EM!: At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

