

**ANNABELLE HAMILTON****18PTS**COMMANDER, ENLIGHTENED, HUMAN, CONFEDERATE,  
TAINTED**ANNABELLE HAMILTON**1 x **1**

v3.04c


**HAMMERHAND**STUN BRUTAL 

RNG PRC ROA

- 0 1

**MOUSEGUN**CLOSE WORK LETHAL 

10" -1 1

**THERMITE GRENADES**BRUTAL, BLAST HAZARDOUS 

7" -3 1

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:****COMMAND, 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.**CHAIN OF COMMAND:** Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.**PORTAL MASTERY:** This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.**RABBLE ROUSER:** Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.**REBEL YELL:** At the end of this Unit's Activation, a single **CONFEDERATE** Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.**TACTICAL BRILLIANCE:** This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.