

HANS SPELMANN

12PTS

FACE, ENLIGHTENED, HUMAN, PROFESSOR, AGENT,
SOUL HUNTER



HANS SPELMANN

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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)

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

SPECTRAL CONDUCTOR: SPIRIT Units arriving from Reserve may be deployed in base contact with a Model in this Unit. They Receive a point of Fortune and +1 Limit for the Round that they do so.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim unitl the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.



v3.04c

NEUTRONA CADUCEUS

ATTUNED, REFINED
SHOCK

BASIC MELEE ATTACK

	RNG	PRC	ROA
	15"	-1	1
	-	0	1
-			
-			
-			

