

GUSTAVE EIFFEL

22PTS

COMMANDER, LEGENDARY, ENLIGHTENED, HUMAN,
MACHINE, MOUNTED, TAINTED



GUSTAVE EIFFEL

1 x

4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

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.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.



v3.04c

WEB LAUNCHER

TANGLE, TORRENT
LETHAL

	RNG	PRC	ROA
	-	0	1

FANGED MAW

BRUTAL, TANGLE, REFINED
FATAL

	-	-1	1
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HAMMERHAND

STUN
BRUTAL

	-	0	3
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GATLING GUN

SPECIAL, BRUTAL

	15"	-1	3
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