

**DIETER KAUFMANN**

13PTS

FACE, LEGENDARY, IMPERIUM, ENLIGHTENED, HUMAN,  
DOCTOR, AGENT, TAINTED

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)

**GENE LINK:** Whenever a Unit with this rule increases an Attribute using the Leeched Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

**IMPERFECT CREATIONS:** Any friendly CONSTRUCT Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an attack.

**IMPERFECT MUTATIONS:** Any friendly MUTATION Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an attack.

**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.



v3.04c

|                          |  | RNG | PRC | ROA |
|--------------------------|--|-----|-----|-----|
| <b>IONIC PISTOL</b>      |  |     |     |     |
| CLOSE WORK               |  | 10" | -1  | 1   |
| SHOCK                    |  |     |     |     |
| <b>MORTICIAN'S BLADE</b> |  |     |     |     |
| FATAL                    |  | -   | -1  | 1   |

