

# PAPA TRINITY

15PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, UNION, WATCHERS, CERULEAN CLADE, PRIEST, MERCENARY, CONFEDERATE, GOLDEN ARMY



v3.04c

## NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST  
STUN

## BASIC MELEE ATTACK

	RNG	PRC	ROA
	10"	-1	1
	-	0	1
-			
-			
-			

# PAPA TRINITY

1 x **1**

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**CERULEAN CLADE:** This Unit has assumed a friendly form, known as its **DISGUISE**. Until it makes a Combat Action or a Charge Action, a Unit with a Disguise may never be the Initial Target of an attack. Once this Unit has made a Combat Action, the Disguise is lost and the Unit may be chosen as an Initial Target as normal for the remainder of the game. A Disguise is also lost if an enemy Unit moves within 3" of this Unit. Provided this Unit is at least 10" from an enemy unit, this Unit may regain its Disguise during its Activation by spending an Action Point.

**COMMANDING PRESENCE:** Friendly Units that are within 10" of a this Unit may spend Fortune belonging to this Unit as though it was their own. Furthermore, those Units can use this Unit's Mind value whilst making Morale Checks.

**COMPEL: SPECIAL ACTION** - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

**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.

**RAPPORT:** Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

**SHROUDED:** Successful Aim Checks against this Unit must be re-rolled.

