

BEN HAMILTON**14PTS****BEN HAMILTON**1 x **1**

FACE, OUTLAWS, ENLIGHTENED, HUMAN, CONFEDERATE



v3.04c

TRACKER CROSSBOWBRUTAL, AMMO CLIP
HAZARDOUS

	RNG	PRC	ROA
20"	20"	-2	2
10"	10"	-1	2
1"	1"	-1	1

MOUSEGUNSCLOSE WORK
LETHAL **SHOCK GAUNTLET**BRUTAL, REFINED
SHOCK **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)

BEACON: SPECIAL ACTION - This Unit may make a Free Shoot Action with a RoA 1. Instead of causing any damage, a successful hit allows a single friendly Unit that is held in Reserve to be immediately deployed in Base Contact with the edge of the Play Area at the closest point to the Initial Target. The Deployed Unit may be Activated as normal this Round.

JURY-RIG AUTOMATA : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5'. The affected Unit returns 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 maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5'. That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, 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 this Action, the Compelled Unit or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

REPAIR: Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

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

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

UNIQUE