

ALBERT CAMPBELL

18PTS

COMMANDER, UNION, HUMAN, COLONEL

**ALBERT CAMPBELL**

1 x

1



v3.04c

BLASTER PISTOL

CLOSE WORK

STUN

	RNG	PRC	ROA
10"	10"	-1	1

SERVO-CLAW

REFINED, SPECIAL, TANGLE

-3 PIERCE

1"	1"	0	1
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THERMITE GRENADES

BRUTAL, BLAST

HAZARDOUS

7"	7"	-3	1
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SABRE

FATAL

1"	1"	-1	1
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

