

**DRUM****15PTS****DRUM**

1 x

4

SUPPORT, LEGENDARY, CROWN, OUTLAWS,  
ENLIGHTENED, AUTOMATA, MACHINE, MERCENARY,  
NAUTILUS

v3.04c

**ROTARY HARPOON GUN**SPECIAL, REFINED, SHRED  
BRUTAL 

	RNG	PRC	ROA
	15"	-2	3

**SERVO-CLAW**REFINED, SPECIAL, TANGLE  
-3 PIERCE 

	1"	0	1
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**HAMMERHAND**STUN  
BRUTAL 

	-	0	1
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**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:****METTLE**, (For more details see p.12 of the Rules)**BUNKER**: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.**DRAG: SPECIAL ACTION** - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.**DURABLE**: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.**FAVOUR THE BOLD**: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.**FORCEFUL STRIKE**: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.**GALVANIC**: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.**XL BASED UNIT**: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.