

# ERASMUS DARWIN

14PTS

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FACE, CROWN, OUTLAWS, HUMAN, MERCENARY,  
NAUTILUS



v3.04c

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**TEAMWORK, METTLE, TARGET PRIORITY,** (For more details see p.12 of the Rules)

**EYES ON TARGET:** Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

**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.

**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.

**SAWBONES:** Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

**SHIELD AURA:** SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

**SURE FOOT:** The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

	RNG	PRC	ROA
<b>SERVO-CLAWS</b> REFINED, SPECIAL, TANGLE -3 PIERCE	1"	0	2
<b>GALVANIC DISCHARGE</b> SPECIAL, BRUTAL SHOCK	7"	-1	3

