

# WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

11PTS

# WAYLAND THE SMITH

1 x

2



Q5  
L3  
F6  
G7  
M7  
A6  
2 (skull icon)

v3.04c

**MIGHTY HAMMER**  
 STUN, REFINED  
 BRUTAL

	RNG	PRC	ROA
	1"	-1	1

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**INDOMITABLE:** Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

**INVIGORATE:** SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit 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.

**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.

**UNDERCOVER:** The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

