

# CHESTER BARREMAN

21PTS

BOSS, LEGENDARY, HEX, HUMAN, PATH OF CHRONOZON, TAINTED



# CHESTER BARREMAN

1 x

2



v3.04c

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**LARGESSE, METTLE, THE QUICK AND THE DEAD,** (For more details see p.12 of the Rules)

**DARK COUNCIL: SPECIAL ACTION** - This Unit may target a TAINTED Unit (friend or foe) within 7". 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 counts as friendly to this Unit.

**EMBRACE THE HEX: SPECIAL ACTION** - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

**ENERVATE: SPECIAL ACTION** - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

**EXPOSE THEIR WEAKNESS:** Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

**LEECHED ABILITY:** Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

**IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

**MALEFIC AURA:** At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

		RNG	PRC	ROA
<b>HEX BOLT</b> SHRED, REFINED LETHAL ☞		10"	-1	3
<b>SPECTRE OF CHRONOZON</b> SPECIAL, REFINED BRUTAL ☞		3"	-4	2
<b>SPIRIT CLAW</b> ATTUNED		-	-1	2

UNIQUE