

SPAWN OF CHRONOZON

14PTS

SUPPORT, HEX, SPIRIT, PATH OF CHRONOZON, TAINTED

**SPAWN OF CHRONOZON**

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

ABSORBED ESSENCE: SPECIAL ACTION - During its Activation, this Unit may target a non-LEGENDARY enemy Unit within 5". The Enemy Unit loses all unspent Fortune. This Unit gains Fortune equal to the number of unspent Fortune lost by the enemy Unit for the remainder of this Activation.

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.

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.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.



v3.04c

SPIRIT CLAWS

ATTUNED



RNG PRC ROA

- -1 3

TELEKINE SMITES

ATTUNED, BLAST, CLOSE WORK

SHOCK



10" 0 2