



v3.04c

**WYRD-PLASM EJECTOR**TORRENT, TANGLE, REFINED  
ATTUNED **BASIC MELEE ATTACK**

	RNG	PRC	ROA
	-	0	1
	-	0	1
-			
-			
-			

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

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

**PORTAL MASTERY:** This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

**SHREWD STRATEGIST: SPECIAL ACTION -** Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

**SIC 'EM!** At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

**SOUL HUNTER: SOUL HUNTER:** At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

**SPECTRAL CONDUCTOR:** SPIRIT Units arriving from Reserve may be deployed in base contact with a Model in this Unit. They Receive a point of Fortune and +1 Limit for the Round that they do so.

**TREASURE HUNTER:** This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

