

AETHERIC APPARITION

SUPPORT, ENLIGHTENED, SPIRIT

6PTS
PER MODEL



AETHERIC APPARITION

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

GHOST ARMOUR: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Grit until the start of its next Activation and can re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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.

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

PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

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



v3.04c

IRIDESCENT BREATH

STUN, TORRENT
DISORDER



RNG PRC ROA

- -2 1

SPIRIT CLAWS

ATTUNED



- -1 3