

# SPIRIT APPARITION

6PTS  
PER MODEL

# SPIRIT APPARITION

1-3 x **2**

SUPPORT, WARRIOR NATION, HEX, ORDER, SPIRIT,  
WYLDBORNE



## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**FRENZY:** For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

**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.

**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
	-	-1	3
-			
-			
-			

### SPIRIT CLAWS

ATTUNED