

CEMETARY KRIMINAL

13PTS

FACE, LEGENDARY, HEX, OUTLAWS, NAZOMBU,
MERCENARY, TAINTED



v3.04c

SHADOW VORTEX

SPECIAL, LETHAL, BLAST, CLOSE WORK
FATAL

	RNG	PRC	ROA
	8"	-2	1
	-	-1	1

MORTICIAN'S BLADE

FATAL

CEMETARY KRIMINAL

1 x 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)

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.

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

