

CLEO - NAZOMBU CRONE

12PTS

FACE, HEX, NAZOMBU, TAINTED



CLEO - NAZOMBU CRONE

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)

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.

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.

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.

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no affect.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.



v3.04c

FETISH STAFF

REFINED

SHOCK 

RNG PRC ROA

2" 0 1

HEX BOLT

SHRED, REFINED

LETHAL 

10" -1 3

