

CERULEAN INFILTRATORS

SPECIALIST, WATCHERS, CERULEAN CLADE

3PTS
PER MODEL



CERULEAN INFILTRATORS

3-5 x

1



v3.04c

SOPORIFIC TOUCH

STUN, REFINED

FATAL 

RNG PRC ROA

- -1 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leechd Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

PLAN B: If this Unit cannot be deployed using its normal deployment rules, this Unit must be deployed instead anywhere in the Play Area at least 10" away from any enemy Units.

YOU'RE ACTING WEIRD: The Unit must be held in Reserve. Once it passes its Reserve Check, select an enemy Size 1 Troops, HANDS or SPECIALIST Unit in the Play Area. For each Model in this unit, replace one of the Models in the target enemy Unit with them (the specific Model replaced is of your opponent's choice). This may be resisted by the selected Model passing a Mind Check. If it passes, this Unit loses a Model instead. Continue to do this until either there are no more Models in this Unit to be deployed or there are no more enemy Models in the enemy TROOPS or HANDS Unit to replace. Any undeployed Models in this Unit are considered destroyed as are any Models that have been replaced in the enemy Unit. If either Unit is now out of Coherency, then they gain the Disordered Condition as normal. It is entirely likely that the two Units are now Engaged in Melee. If there are no enemy Specialist, TROOPS or HANDS Units in the Play Area when this Unit arrives from Reserve, use the Plan B special rule.