

JOCASTA - THE AMBER ALPHA

22PTS

COMMANDER, LEGENDARY, WATCHERS, HUMAN, AMBER CLADE, ALPHA



JOCASTA - THE AMBER ALPHA

1 x

1



v3.04c

SPIRIT BLAST

ATTUNED, TORRENT, SPECIAL DISORDER



RNG	PRC	ROA
-	-2	1

BLAZING FISTS

HAZARDOUS



-	-1	2
---	----	---

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

AMBER CLADE: Units with the Watchers trait within 5" of this Unit can make the following reaction when declared the Initial Target of an Attack. **REACTION** - The Unit takes a Mind check. If passed, the Unit may remove a single Condition of their choice from themselves. If failed, the condition remains as normal.

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel **AUTOMATA** or **LEGENDARY** Units.

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.

IMPERVIOUS: The Unit ignores the Fatal Quality and negative Piercing modifiers when taking Grit Checks.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portal Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

