

CERULEAN NIGHTMARE


12PTS

SUPPORT, LEGENDARY, WATCHERS, HEX, CERULEAN
CLADE, TAINTED



v3.04c

NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST
STUN 



RNG PRC ROA

10" -1 1

RAZOR CLAWS

BRUTAL
LETHAL 



1" -1 3

CERULEAN NIGHTMARE

1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

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.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

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

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalith or a Greater Spirit Totem. It may Activate as normal this Round.

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.