

# ICTERINE ENGINEER

SPECIALIST, WATCHERS, ICTERINE CLADE

8PTS



# ICTERINE ENGINEER

1 x

2



v3.04c

**SOLAR RIFLE**  
HAZARDOUS  
SHOCK

	RNG	PRC	ROA
	15"	-1	1

**BASIC MELEE ATTACK**

	-	0	1
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## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**TARGET PRIORITY**, (For more details see p.12 of the Rules)

**ICTERINE CLADE**: Any friendly WATCHER MACHINE, ARTEFACT or STRUCTURE Units within 5" may re-roll failed Grit Checks and may Focus Combat Actions for free.

**JURY-RIG AUTOMATA** : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns 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. If the Check fails the AUTOMATA Unit is Stunned.

**OVERRIDE AUTOMATA**: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, 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 this Action, the Compelled Unit or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

**XENOSHIELD**: This Unit can only take a maximum penalty of -1 to Grit Checks from Ranged Weapons.