

CERULEAN PRIME

18PTS

COMMANDER, WATCHERS, CERULEAN CLADE, BETA

**CERULEAN PRIME**

1 x

1



v3.04c

NEURO-CACOPHONIC BLASTATTUNED, SHRED, BLAST
STUN 

RNG PRC ROA

10" -1 1

SOPORIFIC TOUCHSTUN, REFINED
FATAL 

- -1 1

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)

CERULEAN CLADE: This Unit has assumed a friendly form, known as its **DISGUISE**. Until it makes a Combat Action or a Charge Action, a Unit with a Disguise may never be the Initial Target of an attack. Once this Unit has made a Combat Action, the Disguise is lost and the Unit may be chosen as an Initial Target as normal for the remainder of the game. A Disguise is also lost if an enemy Unit moves within 3" of this Unit. Provided this Unit is at least 10" from an enemy unit, this Unit may regain its Disguise during its Activation by spending an Action Point.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.

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.

LIMITED NUMBERS: No more than three of this Unit can be included in a Force.

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