

CERULEAN INFILTRATORS

SPECIALIST, WATCHERS, CERULEAN CLADE

3PTS
PER MODEL



v3.04c

SOPORIFIC TOUCH
STUN, REFINED
FATAL

RNG PRC ROA
- -1 1

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CERULEAN INFILTRATORS

3-5 x 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 Leeched 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.

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

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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 Hexolith 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.

CERULEAN PRIME

COMMANDER, WATCHERS, CERULEAN CLADE, BETA

18PTS



v3.04c

NEURO-CACOPHONIC BLAST
ATTUNED, SHRED, BLAST
STUN

RNG PRC ROA
10" -1 1

SOPORIFIC TOUCH
STUN, REFINED
FATAL

- -1 1

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CERULEAN PRIME

1 x 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.

CERULEAN VIKEN

FACE, WATCHERS, CERULEAN CLADE

10PTS



v3.04c

NEURO-CACOPHONIC BLAST
ATTUNED, SHRED, BLAST
STUN

RNG PRC ROA
10" -1 1

SOPORIFIC TOUCH
STUN, REFINED
FATAL

- -1 1

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CERULEAN VIKEN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, 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.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches 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.

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.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

GREY DRAIN MYRIAD

TROOPS, WATCHERS, GREY CLADE

3PTS
PER MODEL



v3.04c

RNG PRC ROA

DRAIN RIFLE
REFINED
DISORDER

BASIC MELEE ATTACK

RNG	PRC	ROA
20"	-1	1
-	0	1

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GREY DRAIN MYRIAD

2-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

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

GREY ELITE LANCER MYRIAD

TROOPS, WATCHERS, GREY CLADE, FIRE TEAM

5PTS
PER MODEL



v3.04c

RNG PRC ROA

PULSE RIFLE
SPECIAL

PROTON DISRUPTOR
HEAVY, REFINED, SPECIAL
STUN

BASIC MELEE ATTACK

RNG	PRC	ROA
15"	0	3
10"	-1	2
-	0	1

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GREY ELITE LANCER MYRIAD

2-4 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

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

GREY ELITE STORM MYRIAD

TROOPS, WATCHERS, GREY CLADE

5PTS
PER MODEL



v3.04c

RNG PRC ROA

PULSE RIFLE
SPECIAL

BASIC MELEE ATTACK

RNG	PRC	ROA
15"	0	3
-	0	1

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GREY ELITE STORM MYRIAD

2-4 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

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

GREY PULSE MYRIAD

TROOPS, WATCHERS, GREY CLADE

4PTS
PER MODEL



v3.04c

RNG PRC ROA

PULSE RIFLE
SPECIAL

BASIC MELEE ATTACK

RNG	PRC	ROA
15"	0	3
-	0	1

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GREY PULSE MYRIAD

4-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

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

GREY SPECIALIST MYRIAD

SPECIALIST, WATCHERS, GREY CLADE, TACTICAL TEAM

5PTS
PER MODEL



2-4 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

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



v3.04c

SOLAR RIFLE

HAZARDOUS
SHOCK

RNG	PRC	ROA
15"	-1	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

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GREY SPECIALIST MYRIAD

ICTERINE ENGINEER

SPECIALIST, WATCHERS, ICTERINE CLADE

8PTS



1 x 2

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.



v3.04c

SOLAR RIFLE

HAZARDOUS
SHOCK

RNG	PRC	ROA
15"	-1	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

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ICTERINE GRAV CANNON

SUPPORT, WATCHERS, AUTOMATA, ICTERINE CLADE

7PTS
PER MODEL



1-3 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

FICKLE: This Unit must pay an additional Action Point to make Special Actions (including using weapons with the Special Quality).

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



v3.04c

GRAV CANNON

AMMO CLIP, REFINED, SPECIAL
BLAST

RNG	PRC	ROA
25"	-1	2

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

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ICTERINE GRAV CANNON

JOCASTA - THE AMBER ALPHA

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

22PTS



1 x 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)

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 Portals 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.



v3.04c

SPIRIT BLAST

ATTUNED, TORRENT, SPECIAL
DISORDER

RNG	PRC	ROA
-	-2	1

BLAZING FISTS

HAZARDOUS

RNG	PRC	ROA
-	-1	2



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MAGENTA ALPHA

COMMANDER, WATCHERS, MAGENTA CLADE, ALPHA

19PTS



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SPIKE TAIL

RNG PRC ROA

1" -1 1

BLADED GAUNTLETS

FATAL

- -1 2



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MAGENTA ALPHA

1 x 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)

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

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.

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

MAGENTA CLADE: Enemy Units cannot nominate this Unit as an Initial Target unless the Enemy Unit successfully passes a Mind Check. This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

NIGHTMARE MANIFESTATION

SUPPORT, WATCHERS, SPIRIT

6PTS



v3.04c

NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST

10"

RNG PRC ROA

-1 1

SPIRIT CLAWS

ATTUNED

- -1 3

SWALLOW WHOLE

SPECIAL, HEAVY, FATAL

- -2 1

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NIGHTMARE MANIFESTATION

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

GHOST ARMOUR: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Grit until the start of its next Activation and can re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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

SCREAMS OF THE ALPHA: Nightmare Manifestations may only be included in a Force that includes a Cerulean Nightmare. Nightmare Manifestations may only make Combat Actions if within 15" of a Cerulean Nightmare.

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.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

ONYX DESTROYER BETA

FACE, WATCHERS, ONYX CLADE, BETA

8PTS



v3.04c

DECONSTRUCTION RIFLE

HEAVY, SPECIAL

FATAL

RNG PRC ROA

15" -3 1

SOLAR GRENADES

BLAST, SPECIAL, HAZARDOUS

LETHAL

7" 0 1

BASIC MELEE ATTACK

- 0 1

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ONYX DESTROYER BETA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

ONYX CLADE: This Unit does not suffer the long range Aim penalty and may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal).

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

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

UMBER KING SCARAB

SUPPORT, WATCHERS, UMBER CLADE

15PTS



v3.04c

CORROSIVE SPRAY

LETHAL, TORRENT

RNG PRC ROA

- -1 1

CRUSHING CLAW

LETHAL

- -2 3

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UMBER KING SCARAB

1 x 5

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been applied to it at that time. If failed, the Condition remains as normal.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

UMBER CLADE: This Unit is always held in Reserve and deployed using the Unexpected Arrival Special Rule. This Unit may ignore the penalty for Uneven Ground. SPECIAL ACTION - If this Unit is within 10" and Line of Sight of the COMMANDER of their Detachment, they may be placed back into Reserves.

UNEXPECTED ARRIVAL: This Unit may be deployed anywhere in the Play Area. When this Unit is placed in the Play Area, the controlling player must first place a Model from the Unit at least 1" away from any edge of the Play Area, unit, building or impassable terrain feature. The remaining Models in the deploying Unit must be placed within 3" of that first model. Any Model that cannot be placed at least 1" from any edge of the Play Area, unit, or impassable terrain feature is destroyed (no Grit Check required).

XXL BASED UNIT: This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.

UMBER SCARAB MYRIAD

SUPPORT, WATCHERS, UMBER CLADE

7PTS
PER MODEL



2-4 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

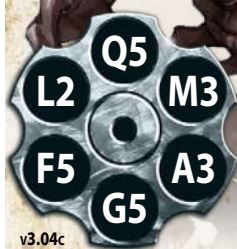
DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

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

SKIRMISHERS: The Unit has a Unit Coherency of 4".

UMBER CLADE: This Unit is always held in Reserve and deployed using the Unexpected Arrival Special Rule. This Unit may ignore the penalty for Uneven Ground. **SPECIAL ACTION** - If this Unit is within 10" and Line of Sight of the COMMANDER of their Detachment, they may be placed back into Reserves.

UNEXPECTED ARRIVAL: This Unit may be deployed anywhere in the Play Area. When this Unit is placed in the Play Area, the controlling player must first place a Model from the Unit at least 1" away from any edge of the Play Area, unit, building or impassable terrain feature. The remaining Models in the deploying Unit must be placed within 3" of that first model. Any Model that cannot be placed at least 1" from any edge of the Play Area, unit, or impassable terrain feature is destroyed (no Grit Check required).



v3.04c

SPIKE TAIL

RNG PRC ROA

1" -1 1

MOUTH PINCERS

- -1 1

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VERMILLION SENTINEL

SPECIALIST, WATCHERS, VERMILLION CLADE

8PTS
PER MODEL



1-4 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeching 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.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

VERMILLION CLADE: When a friendly ALPHA or BETA within 3" of a Model in this Unit fails a Grit Check, this Model fails their Grit Check instead as they instinctively take the hit. Resolve the effect of the failed Grit Check on this Unit instead. This Unit may make a Triggered Activation if an ALPHA or BETA Unit ends their Activation within 5" of this Unit.

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



v3.04c

FUSION CARBINE

RNG PRC ROA

15" -2 1

BLADED GAUNTLETS

- -1 2

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VIRIDIAN ALPHA

COMMANDER, LEGENDARY, WATCHERS, VIRIDIAN CLADE, ALPHA, FIRE TEAM

23PTS



1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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



v3.04c

HYPERBOLT LAUNCHER

HEAVY, SPECIAL

RNG PRC ROA

15" 0 3

PROTON DISRUPTOR

HEAVY, REFINED, SPECIAL

10" -1 2

VIRIDIAN STAFF

FATAL

1" -2 2



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VIRIDIAN ALPHA

COMMANDER, WATCHERS, VIRIDIAN CLADE, ALPHA

21PTS



1 x 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)

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.

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

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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



v3.04c

DISRUPTOR BLASTER

CLOSE WORK

RNG PRC ROA

10" -1 1

VIRIDIAN STAFF

FATAL

1" -2 2



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VIRIDIAN CHIGOE

TROOPS, WATCHERS, VIRIDIAN CLADE, CHIGOE, FLIGHT

6PTS
PER MODEL



v3.04c

DISRUPTOR BLASTERS

CLOSE WORK
DISORDER

BASIC MELEE ATTACK

	RNG	PRC	ROA
DISRUPTOR BLASTERS	10"	-1	2
BASIC MELEE ATTACK	-	0	1

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VIRIDIAN CHIGOE

2-4 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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

VIRIDIAN CHIGOE BETA

13PTS

SPECIALIST, WATCHERS, VIRIDIAN CLADE, BETA, CHIGOE, FLIGHT



v3.04c

CLADE AXES

REFINED
FATAL

	RNG	PRC	ROA
CLADE AXES	-	-2	2

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VIRIDIAN CHIGOE BETA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

APEX EXEMPLAR (CHIGOE): This Unit may add +2 to their Fight while they are within 5" of another CHIGOE Unit.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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

VIRIDIAN LOCUST

SUPPORT, WATCHERS, VIRIDIAN CLADE, LOCUST, FIRE TEAM

6PTS
PER MODEL



v3.04c

HYPERBOLT LAUNCHER

HEAVY, SPECIAL
BRUTAL

PROTON DISRUPTORS

HEAVY, REFINED, SPECIAL
STUN

DISRUPTOR BLASTER

CLOSE WORK
DISORDER

BASIC MELEE ATTACK

	RNG	PRC	ROA
HYPERBOLT LAUNCHER	15"	0	3
PROTON DISRUPTORS	10"	-1	3
DISRUPTOR BLASTER	10"	-1	1
BASIC MELEE ATTACK	-	0	1

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VIRIDIAN LOCUST

2-4 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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

VIRIDIAN LOCUST BETA

12PTS

SPECIALIST, WATCHERS, VIRIDIAN CLADE, BETA, LOCUST, FIRE TEAM



v3.04c

HYPERBOLT LAUNCHER

HEAVY, SPECIAL
BRUTAL

PROTON DISRUPTOR

HEAVY, REFINED, SPECIAL
STUN

CLADE AXE

REFINED
FATAL

DISRUPTOR BLASTER

CLOSE WORK
DISORDER

	RNG	PRC	ROA
HYPERBOLT LAUNCHER	15"	0	3
PROTON DISRUPTOR	10"	-1	2
CLADE AXE	-	-2	1
DISRUPTOR BLASTER	10"	-1	1

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VIRIDIAN LOCUST BETA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

APEX EXEMPLAR (LOCUST): This Unit may add +2 to their Aim while they are within 5" of another LOCUST Unit.

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

VIRIDIAN CLADE: This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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

PAPA TRINITY

FACE, LEGENDARY, OUTLAWS, LAWMEN, UNION, WATCHERS, CERULEAN CLADE, PRIEST, MERCENARY, CONFEDERATE, GOLDEN ARMY

15PTS

Q4

L3

F5

G5

1

M5

A5

v3.04c

NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST

STUN

10"

-1

1

BASIC MELEE ATTACK

-

-

0

1

UNIQUE

RNG

PRC

ROA

-

-

-

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PAPA TRINITY

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

COMMANDING PRESENCE: Friendly Units that are within 10" of a this Unit may spend Fortune belonging to this Unit as though it were their own. Furthermore, those Units can use this Unit's Mind value whilst making Morale Checks.

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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

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.

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.

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

CIVILIANS

HUMAN

1PTS

PER MODEL

Q4

L2

F3

G3

M4

A3

v3.04c

RNG

PRC

ROA

-

-

-

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CIVILIANS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ASSET: Provided it was deployed at the start of the game, this Unit is worth a Victory Point if at least one Model from it survives to the end of the game.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

ANGRY MOB

HUMAN, TAINTED

1PTS

PER MODEL

Q4

L2

F4

G3

M3

A3

v3.04c

PITCHFORK

THROWN

LETHAL

1"

0

1

BURNING TORCH

HAZARDOUS

BRUTAL

-

0

1

RNG

PRC

ROA

-

-

-

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ANGRY MOB

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BERSERKER: When the Unit Activates it must pass a Mind check to Activate as normal. If it fails, the Unit is Berserked. A Berserked Unit must try any Actions possible to travel to Engage the closest enemy Unit to it within 20" and Line of Sight. A Berserked Unit must always travel by the shortest route possible to that closest Unit.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

DISTRACTING: Provided it is within 8" and Line of Sight, this Unit must be nominated as the Initial Target of an attack by all non-LEGENDARY enemy Units unless they first successfully pass a Mind Check. If there are multiple Units with this rule eligible, the enemy may choose which of them to target and need only make the Mind Check once per Activation to ignore all Distracting units.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

HEX BEAST

MUTATION, HEX BEAST, TAINTED

1PTS

PER MODEL

Q3

L1

F5

G6

M2

A4

v3.04c

HEAVY FIST

BRUTAL

STUN

-

0

1

RNG

PRC

ROA

-

-

-

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HEX BEAST

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

REANIMATED: Each time this Unit is Stunned or Disordered, one Model in the Unit must immediately pass a Grit Check or suffer a Wound. This Unit cannot be affected by any rule that would enable it to return to play once destroyed.

TAINTED VIGOUR: During this unit's Activation, it gains +1 to its Limit if there is one or more Tainted Units within 6", not including themselves.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

7PTS



v3.04c

	RNG	PRC	ROA
BECK'S BLASTER			
SPECIAL, REFINED BRUTAL	 15"	-2	2
BASIC MELEE ATTACK	 -	0	1



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PANDAY BECK

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

THE WAYLAND WAY: Panday Beck may only be included in a Force that includes Wayland the Smith. Beck may only make Combat Actions with weapons with the Special quality if he is within 5" of Wayland the Smith. Furthermore, while Beck is within 5" of Wayland the Smith, should Beck be nominated as the Initial Target of an attack, Wayland the Smith instead becomes the Initial Target of the attack as he dives in front of the bullet, or pushes Beck aside at the last minute. Calculate range, Line of Sight and cover bonuses etc to Beck but resolve the Grit Check on Wayland the Smith instead.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

11PTS

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

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.

REPAIR: Any **STRUCTURE**, **ARTEFACT** or friendly **MACHINE** or **CONSTRUCT** Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.



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	RNG	PRC	ROA
MIGHTY HAMMER STUN, REFINED BRUTAL 	1"	-1	1



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