

# SPICA INTERCEPTOR

HANDS, ORDER, SULTANATE, HUMAN, MACHINE, SPICA,  
MOUNTED, INTERCEPTOR

7PTS  
PER MODEL



# SPICA INTERCEPTOR

2-4 x

25

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**BLESSINGS OF THE ALLSHARD: REACTION** - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

**BULKY:** This Unit can never be Hunkered.

**DISCIPLINED:** This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

**MOVING TARGET:** Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.


**RAPID:** When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

## FLECHETTE BLASTER


CLOSE WORK, LINKED, SHRED

	RNG	PRC	ROA
	10"	0	3

## BLADE

REFINED

-1 PIERCE 

	1"	0	1
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