

SEEKERS

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

2PTS
PER MODEL**SEEKERS**

3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

FAILSAFE DETONATOR: SPECIAL ACTION - This Unit is removed from play once this Action is resolved. Any Model (friendly or enemy) in Base contact with a Model in this Unit suffers an automatic hit with a -2 Piercing. This Action cannot cause a hit on other Models in this Unit.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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

SIDEARM

CLOSE WORK

-2 PIERCE

RNG PRC ROA

5" 0 1

BLADE

REFINED

-1 PIERCE

1" 0 1