

APEX HELLION

8PTS
PER MODEL



APEX HELLION

1-3 x

2

SPECIALIST, ENLIGHTENED, CONSTRUCT, FLIGHT,
HELLION, TAINTED



v3.04c

HELLION EVISCERATORS

TANGLE



RNG PRC ROA

- -1 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

DEATH-DEALER: When this Unit it 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.

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.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

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

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.