

# SICKLE GYRO-CAV

8PTS  
PER MODEL



1-3 x

3S

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, FLIGHT,  
TAINTED

# SICKLE GYRO-CAV

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**CAV HAULAGE CLAW:** Before this model makes a Flight Special Action it may choose a single friendly Mono-Cav or Strider-Cav model within 3". At the end of the Flight Special Action, place the chosen Mono-Cav or Strider-Cav within 3" of this model.

**DURABLE:** This Unit may ignore the first point of Piercing from an attack, unless it has the Shred, Blast or Torrent Quality.

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

**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 a single automatic hit per Model (up to a maximum of three) with a -2 Piercing. This Action cannot cause a hit on other Models in this Unit but counts as targeting the Friendly or Enemy Models for Reactions.

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

**SURE FOOT:** The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

### GATLING GUNS

SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	4

### BASIC MELEE ATTACK

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