

SMASH & GRAB - CREATION XIX

12PTS

FACE, ENLIGHTENED, AUTOMATA, MACHINE,
CONSTRUCT, RAM, TAINTED



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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)

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.

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

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

HARDY: The Unit may 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.

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.



v3.04c

CRUSHING CLAW

RNG PRC ROA

LETHAL

- -2 1

MIGHTY HAMMER

STUN, REFINED

BRUTAL

1" -1 1

