

MONO-CAV

6PTS
PER MODEL

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, RAM,
TAINTED



Q6
L2
M3
F4
A4
G6

v3.04c

HEAVY MANREAPERS

BRUTAL
LETHAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
	15"	-1	2
	-	0	1

MONO-CAV

1-3 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DEADLY RAM: This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

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

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.

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.

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

