

VOR KHET

15PTS

FACE, LEGENDARY, HEX, CARCOSA, DARK NATION, RAM,
MYTH, TAINTED

v3.04c

FRENZIED ATTACKSPECIAL, BRUTAL
LETHAL **HAMMERHANDS**STUN
BRUTAL **SWALLOW WHOLE**

SPECIAL, HEAVY, FATAL

RNG PRC ROA

- -3 1

- 0 2

- -2 1

VOR KHET1x **3****THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

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

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.**FRENZY:** For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.**HARDY:** The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.**HEAD HUNTER:** When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.**IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.**MONSTROUS MOLE:** This Unit is always held in Reserve and is deployed on the Second Round using the Unexpected Arrival Special Rule. If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.**UNEXPECTED ARRIVAL:** This Unit may be deployed anywhere in the Play Area. When this Unit is placed in the Play Area, the controlling player must first place a Model from the Unit at least 1" away from any edge of the Play Area, unit, building or impassable terrain feature. The remaining Models in the deploying Unit must be placed within 3" of that first model. Any Model that cannot be placed at least 1" from any edge of the Play Area, unit, or impassable terrain feature is destroyed (no Grit Check required).