

REAYER BERSERKER

8PTS
PER MODEL

SUPPORT, HEX, MUTATION, MACHINE, DARK NATION,
MOUNTED, IRON HORSE, TAINTED



REAYER BERSERKER

2-6 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL 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.

BULKY: This Unit can never be Hunkered.

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

HEADHUNTER AXE

BRUTAL
FATAL



1" -1 1

