

VERMILLION SENTINEL

SPECIALIST, WATCHERS, VERMILLION CLADE

8PTS
PER MODEL



VERMILLION SENTINEL

1-4 x

2



v3.04c

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leechd Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

VERMILLION CLADE: When a friendly ALPHA or BETA within 3" of a Model in this Unit fails a Grit Check, this Model fails their Grit Check instead as they instinctively take the hit. Resolve the effect of the failed Grit Check on this Unit instead. This Unit may make a Triggered Activation if an ALPHA or BETA Unit ends their Activation within 5" of this Unit.

XENOSHIELD: This Unit can only take a maximum penalty of -1 to Grit Checks from Ranged Weapons.

		RNG	PRC	ROA
FUSION CARBINE				
BRUTAL		15"	-2	1
FATAL				
BLADED GAUNTLETS				
-		-	-1	2
FATAL				
-				