

# VIRIDIAN LOCUST

6PTS  
PER MODEL

SUPPORT, WATCHERS, VIRIDIAN CLADE, LOCUST, FIRE  
TEAM



v3.04c

## HYPERBOLT LAUNCHER

HEAVY, SPECIAL  
BRUTAL

	RNG	PRC	ROA
	15"	0	3

## PROTON DISRUPTORS

HEAVY, REFINED, SPECIAL  
STUN

	10"	-1	3
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## DISRUPTOR BLASTER

CLOSE WORK  
DISORDER

	10"	-1	1
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## BASIC MELEE ATTACK



-	-	0	1
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# VIRIDIAN LOCUST

2-4 x **2**

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**ELITE:** The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

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

**VIRIDIAN CLADE:** This Unit adds +1 to Reserve Checks made for this Unit while it is held in Reserve.

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