

VIRIDIAN ALPHA

21PTS

COMMANDER, WATCHERS, VIRIDIAN CLADE, ALPHA



v3.04c

DISRUPTOR BLASTER

CLOSE WORK
DISORDER



VIRIDIAN STAFF

FATAL



RNG PRC ROA

10" -1 1

1" -2 2

VIRIDIAN ALPHA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the **COMMANDER** or **BOSS** trait.

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

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are **AUTOMATA** or have the **Lobotomised** special rule.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

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.

