

VIRIDIAN ALPHA**23PTS**COMMANDER, LEGENDARY, WATCHERS, VIRIDIAN CLADE,
ALPHA, FIRE TEAM

v3.04c

HYPERBOLT LAUNCHERHEAVY, SPECIAL
BRUTAL

	RNG	PRC	ROA
	15"	0	3

PROTON DISRUPTORHEAVY, REFINED, SPECIAL
STUN

	10"	-1	2
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VIRIDIAN STAFF-
FATAL

	1"	-2	2
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VIRIDIAN ALPHA

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**COMMAND, METTLE:** (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.**SKY-LEAP:** This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.**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.