

VIRIDIAN CHIGOE BETA

13PTS

SPECIALIST, WATCHERS, VIRIDIAN CLADE, BETA, CHIGOE,
FLIGHT



v3.04c

CLADE AXES
REFINED
FATAL

	RNG	PRC	ROA
	-	-2	2

VIRIDIAN CHIGOE BETA

1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

APEX EXEMPLAR (CHIGOE): This Unit may add +2 to their Fight while they are within 5" of another CHIGOE Unit.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

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.