

VIRIDIAN LOCUST BETA

12PTS

SPECIALIST, WATCHERS, VIRIDIAN CLADE, BETA, LOCUST,
FIRE TEAM



VIRIDIAN LOCUST 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 (LOCUST): This Unit may add +2 to their Aim while they are within 5" of another LOCUST Unit.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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.



v3.04c


HYPERBOLT LAUNCHER

HEAVY, SPECIAL
BRUTAL

	RNG	PRC	ROA
	15"	0	3

PROTON DISRUPTOR

HEAVY, REFINED, SPECIAL
STUN

	10"	-1	2
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CLADE AXE

REFINED
FATAL

	-	-2	1
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DISRUPTOR BLASTER

CLOSE WORK
DISORDER

	10"	-1	1
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