

GREY ELITE LANCER MYRIAD

TROOPS, WATCHERS, GREY CLADE, FIRE TEAM

5PTS
PER MODEL



v3.04c

PULSE RIFLE

SPECIAL

	RNG	PRC	ROA
	15"	0	3

PROTON DISRUPTOR

HEAVY, REFINED, SPECIAL
STUN

	10"	-1	2
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BASIC MELEE ATTACK

	-	0	1
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GREY ELITE LANCER MYRIAD

2-4 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

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.

GREY CLADE: This Unit automatically passes any Morale checks provided there is another friendly GREY Unit within 10" of this Unit.

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