

GREY ELITE STORM MYRIAD

TROOPS, WATCHERS, GREY CLADE

5PTS
PER MODEL



GREY ELITE STORM MYRIAD

2-4 x

1



v3.04c

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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.

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

PULSE RIFLE

SPECIAL



RNG PRC ROA

15" 0 3

BASIC MELEE ATTACK



- 0 1