

# UMBER SCARAB MYRIAD

SUPPORT, WATCHERS, UMBER CLADE

7PTS  
PER MODEL



# UMBER SCARAB MYRIAD

2-4 x **3**



v3.04c

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**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.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**SKIRMISHERS:** The Unit has a Unit Coherency of 4".

**UMBER CLADE:** This Unit is always held in Reserve and deployed using the Unexpected Arrival Special Rule. This Unit may ignore the penalty for Uneven Ground. **SPECIAL ACTION** - If this Unit is within 10" and Line of Sight of the COMMANDER of their Detachment, they may be placed back into Reserves.

**UNEXPECTED ARRIVAL:** This Unit may be deployed anywhere in the Play Area. When this Unit is placed in the Play Area, the controlling player must first place a Model from the Unit at least 1" away from any edge of the Play Area, unit, building or impassable terrain feature. The remaining Models in the deploying Unit must be placed within 3" of that first model. Any Model that cannot be placed at least 1" from any edge of the Play Area, unit, or impassable terrain feature is destroyed (no Grit Check required).

		RNG	PRC	ROA
<b>SPIKE TAIL</b>	- 	1"	-1	1
<b>MOUTH PINCERS</b>	- 	-	-1	1