Umber King Scarab

Support, Watchers, Umber Clade

15**pts**

Q6
L2
M3
F7
A5
G7

v3.04c

		RNG	PRC	ROA
CORROSIVE SPRAY		-	-1	1
Lethal, Torrent				
-				
CRUSHING CLAW		-	-2	3
Lethal				
-				

Umber King Scarab

1 x 5

This Unit has the following Special Rules:

METTLE, (For more details see p.12 of the Rules)

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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).

XXL BASED UNIT: This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.