

PLAYED ONES

M	T	SV	W	LD	OC
5"	4	4+	1	7+	1

AUFSTELLUNG
5-10x Played One (28.5mm)
Equipped with: Player claws

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Player claws SUSTAINED HITS 1, TWIN-LINKED	Melee	4	3+	4	-1	1

ABILITIES

RULES - Infiltrators, Reanimation Protocols, Stealth

Flesh Hunger

Each time a model in this unit makes a melee attack, if the target of that attack is Below Half-strength, a successful Hit roll scores a Critical Hit.

WEAPON RULES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

