

Dragon's Breath Rocket – Crucible Guard Force Book

Crucible Guard Weapon Crew Unit

GUNNER

SPD	STR	MAT	RAT	DEF	ARM	CMD
2	6	6	5	12	13	5

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	5	12	13	5

FA: 2

Point Cost: Gunner & 2 Grunts: 6

Base Size: Gunner: Large Base
Grunt: Small Base

GUNNER

Immunity: Corrosion

Immunity: Fire

Officer

Breather - This model does not suffer gas effects.

Man-Sized - This model is treated as a small-based model and occupies the space from the bottom of its base to a height of 1.75".

Mobile Artillery - When this model advances as part of its Normal Movement, it gains +1" movement for each Grunt in this unit within 2" of it at the start of its advance.

Take Up - If this model is destroyed, you can choose a Grunt in this unit within 1" of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [GUNNER]

Rocket [1x] (None) gun icon RNG: 14 ROF: 1 AOE: 4 POW: 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Withering Humor - Living and undead models hit by this attack suffer -2 ARM and lose Tough XICONX for one turn unless they can ignore gas effects.

Sword [1x] (None) sword icon RNG: POW: 3P+S: 9

GRUNTS

Immunity: Corrosion

Immunity: Fire

Breather - see above

WEAPONS [GRUNTS]

Carbine [1x] (None) gun icon RNG: 10 ROF: 1 AOE: - POW: 10

Sword [1x] (None) sword icon RNG: POW: 3P+S: 9

end of line