



## SPECIAL ABILITIES

Aggressive, Fearless, Rebreather (0)

DP | SP  
8 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	12	8	+1	23	3	14	12

## WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
—		8"			—			20
—		+2			—			20
—		10			—			20
—		8"			—			20
—		+2			—			20
—		10			—			20
—		8"			—			20
—		+2			—			20
—		10			—			20

**SOULLESS SHRIEK** // Concussive, Projected, Symmetry

**SOULSHEARER** // Gruesome (3), Terrifying, Vicious

**🔴 Aggressive //** After this Unit completes a Shoot Action it may be moved 2" toward any Enemy Unit to which it has non-Blocked LOS.

**🔴 Fearless //** This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

**🔴 Rebreather (X) //** When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

**🔵 Concussive //** All Units in the Threat Zone created when this weapon performs a Shoot Action receive a Pinned Counter after the action, regardless of the Success of the Shoot Action.

**🔵 Gruesome (X) //** When an Enemy Unit is removed as a Casualty due to a Shoot or Strike Action Test performed

with this Weapon, all Enemy Units within X inches of the Casualty must Succeed at a TN (LD) Test or receive a Pinned Counter.

**🔵 Projected //** This Weapon is subject to the Projected Area of Effect Weapon rules.

**🔵 Symmetry //** Shoot and Strike Action Tests with this Weapon are TN (PW) Tests, instead of TN (MW) or TN (CC) as normal.

**🔵 Terrifying //** Armor Tests performed against this Weapon's Shoot and Strike Actions are TN (LD) Tests, instead of TN (AR) as normal.

**🔵 Vicious //** This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.