ARMORED WHELKS 7



7 Sp | 5 Df | 6 Wp | 10 Ar

Independent: This unit's Fireteams do not need to remain within 8" of each other. They cannot gain Pinned Tokens.

Mobile Shield: Friendly units with at least one Fireteam within 3 cannot gain Pinned Tokens.

Heavy Claws (6 v Df | 2"): Strength 4.
***Snapper*:** Take this Action again.

Fireteam (120mm | 3x50mm), Squad (2)

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Mobile Shield: Friendly units with at least one Fireteam within 3 cannot gain Pinned Tokens.

Massive Shell: Actions targeting Fireteams in this unit gain no benefit from the Piercing rule and cannot declare the Powerful Attack Trigger.

Heavy Claws (6 v Df | 2"): Strength 4.
***Snapper*:** Take this Action again.

Spit Mucus (8 v Sp | 8"): Target loses up to one Token of your choice and gains a Pinned Token.
Fast Acting Toxins: The Target Immediately from Glory.
Creeping In: Another Fireteam within 8" of this Fireteam may move up to 3" toward the target.

Fireteam (120mm | 3x50mm), Squad (2)