



SHADOW RST-V

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Replacing the Hum-Vee, the Shadow is a hybrid transport capable of mounting many weapon systems.

Shadow RST-V w/CKEM

None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

Transport

Weapons

CKEM

Range: 40" Damage: D10+3

CKEM: The CKEM may only fire into the Shadow's forward facing. This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Transport: The Shadow may carry up to six Size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6 Damage Dice.

Tough: The Shadow will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Shadow is immune to Suppression. It will also ignore the effects of smoke (see main rulebook).

Army List: Up to two Shadows may be purchased for each Transport slot.

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Material

Options

Statistics

Special Rules