GATLING GUNNERS 49



5 SP | 6 Df | 4 WP | 6 AR

Ready for a Charge: After an enemy Fireteam resolves movement generated by the Rush Order within 2 of a Fireteam in this unit, the enemy Fireteam suffers a Strength 3 Hit, which may not be Cheated.

Infantry Swords (5 v Df | 2"): Strength 1.

Bullet Storm (6 v Df | 20"): Strength 3. This Action loses 1 Strength for every full 7" the target is from this Fireteam.
Armor-Piercing: This Action immediately gains Piercing.

Fireteam (100mm | 3x40mm), Squad (2)

GATLING GUNNERS

5 SP | 6 Df | 5 WP | 7 AR

Ready for a Charge: After an enemy Fireteam resolves movement generated by the Rush Order within 2 of a Fireteam in this unit, the enemy Fireteam suffers a Strength 3 Hit, which may not be Cheated.

Hail of Bullets: When a Fireteam in this unit takes a Action as a result of the Focused Effort Order, that Action gains Strength +1.

Infantry Swords (6 v Df | 2"): Strength 1.

Bullet Storm (6 v Df | 20"): Strength 3. This Action loses 1 Strength for every full 7" the target is from this Fireteam.
Armor-Piercing: This Action immediately gains Piercing.
Rapid Fire: Take this Action again.

Fireteam (100mm | 3x40mm), Squad (2)