INFILTRATORS 5§



SP 6 | DF 4 | WP 4 | AR 6

Camouflage: This unit may deploy during Scouting. If it does, it may deploy anywhere on the table that is not in the opponent's Deployment Zone.

Pistols (5 vs Df | 12"): Strength 2.

- ***Lucky Shot***: This Action Immediately gains +1 Strength.

Confuse (5 v Wp | 18"): Target enemy Fireteam discards a Token of your choice from its unit. Give the target a Token of your choice.

Fireteam (80mm | 3x30mm), Squad (3)

INFILTRATORS

SP 7 | DF 4 | WP 4 | AR 6

Pistols (5 vs Df | 12"): Strength 2.

- ***Lucky Shot***: This Action Immediately gains +1 Strength.
- ***Distracting Shot***: Take the Confuse Action against the same target.

Confuse (5 v Wp | 18"): Target enemy Fireteam discards a Token of your choice from its unit. Give the target a Token of your choice.

- ***Deja Vu***: Give the target an additional Token of the same type.

Place Mines (6 v 14): Create a 120mm Hazardous (3) [Low] Landmine terrain piece within 2" of this Fireteam, not touching any other Fireteams or terrain.

- ***We're Gone***: Move this Fireteam up to its **Sp**.

Fireteam (80mm | 3x30mm), Squad (3)