FIELD INTELLIGENCE CORPS 7§



SPD 6 | DF 4 | WP 4 | AR 6

Espionage: When your opponent Cheats Fate in a duel involving one of this unit's Fireteams, draw a card.

SMLE Mk II Rifle (5 v Df | 20"): Strength 2. This Action doesn't need to discard a card to shoot into an Engagement.
Headshot: This Action immediately gains Accurate.

Analyze Enemy Tactics (6 v Wp | 24"): Target's controller must reveal their Control Hand to you. You may discard a card from their hand.

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

FIELD INTELLIGENCE CORPS

SPD 6 | DF 5 | WP 5 | AR 6

Espionage: When your opponent Cheats Fate in a duel involving one of this unit's Fireteams, draw a card.

SMLE Mk II Rifle (5 v Df | 20"): Strength 2. This Action doesn't need to discard a card to shoot into an Engagement.
Headshot: This Action immediately gains Accurate.

Analyze Enemy Tactics (6 v Wp | 24"): Target's controller must reveal their Control Hand to you. You may discard a card from their hand.
I Read Their Book: They must discard an additional card.

Signal Flags (6 vs 17 | 8"): Discard two Tactics Tokens. If the Operation uses Objective Markers, you may place a new unclaimed Objective Marker completely within range, not within 6" of any other Markers. If the Operation does not use Objective Markers, gain 1 VP.

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