STEEL LEGION

12 §



6 SP | 6 DF | 7 WP | 9 AR

Buzzsaws (7 v Df | 2"): Strength 3. Target gains a Shaken Token.

Machine Guns (7 v Df | 14"): Strength 3.

Shock Troops: One friendly Fireteam within 8" may take a Action.

Fireteam (80mm | 3x30mm), Squad (2), Combined Arms (Cutter)

STEEL LEGION

7 SP | 7 DF | 8 WP | 9 AR

Perfect Coordination: This unit does not need to discard a card to shoot into an engagement its own Fireteams are involved in. This unit is unaffected by friendly Area.

Buzzsaws (8 v Df | 2"): Strength 3. Target gains a Shaken Token.

Brutal Dismemberment: All enemy units with a Fireteam within (↕)3 of this Fireteam gain a Shaken Token.

Machine Guns (7 v Df | 14"): Strength 3.

Tough As Steel: Immediately, this unit Reinforces.

Shock Troops: One friendly Fireteam within 8" may take a Action.

Recalibrate (8 v 11): Discard any number of cards, then draw the same number. For each discarded, this unit gains a non-Tactics Token of its choice.

Errata: June 2026

Fireteam (80mm | 3x30mm), Squad (2), Combined Arms (Cutter)