MECHANIZED INFANTRY 9



6 SP | 5 DF | 5 WP | 8 AR

Salvaged Parts: If this unit's Combined Arms Fireteam is killed, it may discard a card to gain a Reinforcement Token.

Battle Spear (5 v Df | 2"): Strength 3.

Machine Guns (5 v Df | 14"): Strength 3.

Open Wound: Immediately increase the Strength of this Action by +1 per in the final duel total.

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

MECHANIZED INFANTRY

6 SP | 5 DF | 6 WP | 8 AR

Salvaged Parts: If this unit's Combined Arms Fireteam is killed, it may discard a card to gain a Reinforcement Token.

Tracer Rounds: After a Fireteam in this unit fails a Action, this unit gains +1 AV when taking Actions against the target's unit this Activation.

Battle Spear (5 v Df | 2"): Strength 3.

Machine Guns (6 v Df | 14"): Strength 3.

Open Wound: Immediately increase the Strength of this Action by +1 per in the final duel total.

Rapid Fire: Take this Action again.

Errata: July 2024

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