GWISIN

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SP	DF	WP	AR
6	6	6	5

Independent: This unit's Fireteams do not need to remain within 8" of each other. They cannot gain Pinned Tokens.

Revenge: After resolving an Action in which a friendly Fireteam within ❗3 suffered a Hit, the acting Fireteam suffers a Strength 2 Hit, which may not be Cheated. This Ability does not stack.

♂ **Ethereal Viscera** (5 v Wp | 2"): This Action's Strength is equal to the Turn number.

Fireteam (40mm), Squad (3)

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Revenge: After resolving an Action in which a friendly Fireteam within ❗3 suffered a Hit, the acting Fireteam suffers a Strength 2 Hit, which may not be Cheated. This Ability does not stack.

♂ **Ethereal Viscera** (5 v Wp | 2"): This Action's Strength is equal to the Turn number.

♂ **Haunting** (6 v Wp | 12"): Target gains your choice of either a Shaken or Pinned Token.

Old Spirit: Target gains a Shaken or Pinned Token, whichever wasn't gained by this Action.

Fireteam (40mm), Squad (3)