MIDNIGHT MAW

2 9



Sp	Df	Wp	Ar
6	7	7	8

Wakeflow: Before this unit moves from an effect other than the Rush Order, it may discard a Tactics or Reinforcement Token to choose another friendly Squad within ❶3" with two or fewer remaining Fireteams. After moving, Place the chosen Squad within ❶1" of this unit.

Gaping Maw (5 v Df | 2"): Strength 2, or Strength 4 if the target Fireteam has a model with base size 40mm or less.
☠ ***Like the Wind:*** Move this Fireteam up to its **Sp**.

Launch Barbs (6 v Df | 14"): Strength 2. The target gains a Pinned Token.

Fireteam (80mm), Squad (1)

MIDNIGHT MAW

Sp	Df	Wp	Ar
10	7	7	10

Glide: Fireteams in this unit may ignore non-Titan Fireteams and Low terrain while moving.

Wakeflow: Before this unit moves from an effect other than the Rush Order, it may discard a Tactics or Reinforcement Token to choose another friendly Squad within ❶3" with two or fewer remaining Fireteams. After moving, Place the chosen Squad within ❶1" of this unit.

Gaping Maw (6☠ v Df | 2"): Strength 2, or Strength 4 if the target Fireteam has a model with base size 40mm or less.
☠ ***Like the Wind:*** Move this Fireteam up to its **Sp**.

Launch Barbs (6 v Df | 14"): Strength 2. The target gains a Pinned Token.
❷ ***Nailed Down:*** The target gains a Pinned Token. This trigger may be declared multiple times.
☠ ***Like the Wind:*** Move this Fireteam up to its **Sp**.

Fireteam (80mm), Squad (1)