

GRENADIERS

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7 SP | 5 DF | 5 WP | 6 AR

Prepared For The Worst: Fireteams from this unit do not suffer a Hit from Hazardous Terrain. When a Fireteam from this unit is Killed, draw a card.

Grenade Launcher (5 v Df | 16"): Strength 3, Area.
High Yield: This Action Immediately gains Piercing.

Rocket Grenade (3 v Df | 12"): Strength 5, Piercing.

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

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Titan Hunters: If a Fireteam in this unit takes damage from an enemy Titan or causes an enemy Titan to discard an Asset to its Disabled side, this unit gains an Inspired Token.

Grenade Launcher (5 v Df | 16"): Strength 3, Area.
High Yield: This Action Immediately gains Piercing.
Salvo: Take this Action again.

Rocket Grenade (3 v Df | 12"): Strength 5, Piercing.
Massive Damage: Any Fireteam Hit by this Action must discard any Disabled Assets on them.

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