STRIPED SKULKERS 7 9



6 SP | 5 DF | 3 WP | 5 AR

Adaptive Camouflage: When a Fireteam from this unit is in base contact with terrain, it flips two cards for Opposed Duels and chooses one (discarding the other).

These Things Are Everywhere: This unit may use Endless Numbers to Summon anywhere on the table that is not in the opponent's Deployment Zone, but it may not use Endless Numbers to move after doing so.

Sharp Teeth (5 v Df | 2"): Strength 3.

Venomous: This Action Immediately gains Piercing.

Fireteam (100mm | 3x40mm), Squad (3)

STRIPED SKULKERS

7 SP | 5 DF | 3 WP | 6 AR

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These Things Are Everywhere: This unit may use Endless Numbers to Summon anywhere on the table that is not in the opponent's Deployment Zone, but it may not use Endless Numbers to move after doing so.

Ambush: When taking a Action that targets a Fireteam in base contact with terrain, the target may not Cheat Fate during that duel.

Sharp Teeth (5 v Df | 2"): Strength 3.

Venomous: This Action Immediately gains Piercing.

Wave After Wave: Take this Action again.

Fade Into Surroundings (6 v 12): Place this Fireteam anywhere on the table. If there are any other Fireteams in this unit, this Fireteam must still remain in Formation.

Biding Our Time: Kill this Fireteam. This unit gains a Reinforcement Token.

Fireteam (100mm | 3x40mm), Squad (3)