EMPIRE DRAGOONS 8



SP	DF	WP	AR
10	6	6	8

Hand-Picked by the King: After Cheating Fate, this Fireteam may draw a card.

Cavalry Sabers (6 v Df | 2"): Strength 3, or Strength 4 if this Action is taken as part of a Rush Order.

Ride Through: Immediately place only this Fireteam anywhere in base contact with the target.

Machine Gun (6 v Df | 14"): Strength 2. Target gains a Pinned Token.

Nimble: Move this Fireteam up to its **Sp**.

Fireteam (120mm | 3x50mm), Squad (2)

EMPIRE DRAGOONS

SP	DF	WP	AR
11	6	6	9

Hand-Picked by the King: After Cheating Fate, this Fireteam may draw a card.

Furious Charge: This unit may receive the Rush Order while Engaged. When this unit receives the Rush Order, it gains an Inspired Token for every Fireteam in this unit.

Unstoppable Momentum: When Fireteams from this unit Disengage, they do not suffer a Hit.

Cavalry Sabers (6 v Df | 2"): Strength 3, or Strength 4 if this Action is taken as part of a Rush Order.

Ride Through: Immediately place only this Fireteam anywhere in base contact with the target.

Machine Gun (6 v Df | 14"): Strength 2. Target gains a Pinned Token.

Nimble: Move this Fireteam up to its **Sp**.

Fireteam (120mm | 3x50mm), Squad (2)