MEHAL SEFARI

9



6 SP | 5 DF | 6 WP | 8 AR

Imperial Bodyguard: After any models are removed from a Fireteam in this unit as a result of the Champion special rule, this unit gains a Reinforcement Token.

Takoba (6 v Df | 2"): Strength 4.

Machine Guns (6 v Df | 14"): Strength 3.

Protect: Move a friendly Champion within 12" of this Fireteam up to 6". If you do, gain a Tactics Token.

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

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Takoba (6 v Df | 2"): Strength 4.

Battle Formation: This Action immediately gains Strength +1 per other Fireteam in this unit.

Machine Guns (6 v Df | 14"): Strength 3.

Protect: Move a friendly Champion within 12" of this Fireteam up to 6". If you do, gain a Tactics Token.

Serve: A friendly Champion within 6" gains an Inspired Token.

Defensive Force (6 v 11): If this Fireteam is entirely on its Company's side of the board, draw a card.

Skirmishers: Move this Fireteam up to 5". It may take a Action, if in range.

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