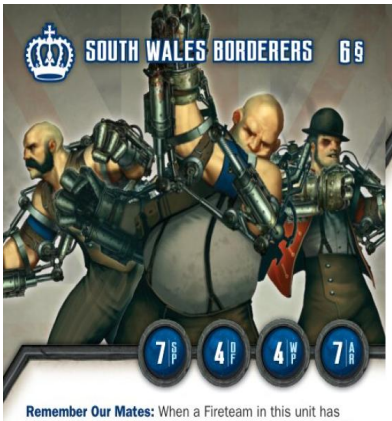
SOUTH WALES BORDERERS 6§



Sp	Df	Wp	Ar
7	4	4	7

Remember Our Mates: When a Fireteam in this unit has four or fewer models, that Fireteam gains +2💀 to all of its Acting Values.

SMLE Mk I Rifle (3 v Df | 16"): Strength 2.

Steam-Powered Fists (5 v Df | 2"): Strength 2.

💀 ***Open Wound:*** Immediately increase the Strength of this Action by +1 per 💀 in the final duel total.

Fireteam (100mm | 5x30mm), Squad (2). Reserves (1)

SOUTH WALES BORDERERS

Sp	Df	Wp	Ar
7	4	4	7

Remember Our Mates: When a Fireteam in this unit has four or fewer models, that Fireteam gains +2💀 to all of its Acting Values.

"Walk It Off!": When a Fireteam in this unit is Killed, you may discard a card to give this unit a Reinforcement Token.

SMLE Mk I Rifle (3 v Df | 16"): Strength 2.

Steam-Powered Fists (5 v Df | 2"): Strength 2.

💀 ***Open Wound:*** Immediately increase the Strength of this Action by +1 per 💀 in the final duel total.

Incomprehensible Insult (5 v Wp | 12"): Target enemy Fireteam moves its **Sp** toward this Fireteam, ending its movement as close to this Fireteam as possible.

Sucker Punch: This Fireteam may take a Action against the target, if in range.

Fireteam (100mm | 5x30mm), Squad (2), Reserves (1)