ELECTROCUTIONERS 10 pts



7 SP | 5 DF | 6 WP | 8 AR

Technophiles: Fireteams in this unit do not need to discard a card to use Actions on Prototype Assets.

Charged Claws (9 v Df | 2"): Strength 2.
- ***Arcing Electricity:*** This Action Immediately gains +1 Strength. This Trigger may be declared multiple times.
- ***Electrocute:*** Target gains a Shaken Token.

Lightning Rifles (6 v Df | 12"): Strength 3, Area.

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

ELECTROCUTIONERS

8 SP | 6 DF | 6 WP | 8 AR

Technophiles: Fireteams in this unit do not need to discard a card to use Actions on Prototype Assets.

Charged Claws (10 v Df | 2"): Strength 2.
- ***Arcing Electricity:*** This Action Immediately gains +1 Strength. This Trigger may be declared multiple times.
- ***Electrocute:*** Target gains a Shaken Token.

Lightning Rifles (6 v Df | 12"): Strength 3, Area.
- ***Electric Storm:*** Every enemy unit within (↑)6 of the target gains a Pinned Token.

1.21 Gigawatts (6 v 14): Once per turn. Enemy Fireteams within (↑)6 suffer a Strength 3 Hit that cannot be Cheated and gain a Shaken Token. Then Place this unit within 6".
- ***Rampage:*** This Fireteam takes a ⫽ Action against a target in range.
- ***We Changed History!:*** Discard a Tactics Token. Remove one Marker within 6" of this unit.

Errata: June 2026

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