

Hexed: After resolving a successful Action from a Fireteam in this unit, the target gains a non-Tactics Token of your choice.

Ancient Runes: When a Fireteam in this unit declares a Action, the Action gains your choice of Piercing, Accurate, or Area until the Action is resolved.

Runed Bows (6 v Df | 16"): Strength 3.

Fireteam (80mm | 3x30mm), Squad (1)

HEX BOWS
7 SP
7 DF
5 WP
6 AR

Hexed: After resolving a successful Action from a Fireteam in this unit, the target gains a non-Tactics Token of your choice.

Ancient Runes: When a Fireteam in this unit declares a Action, the Action gains your choice of Piercing, Accurate, or Area until the Action is resolved.

Runed Bows (6 v Df | 16"): Strength 3.

- ***Screaming Arrows:*** This Action immediately gains your choice of Piercing, Accurate, or Area.
- ***Power of Blood:*** This unit gains a non-Tactics Token of your choice.

Fireteam (80mm | 3x30mm), Squad (1)