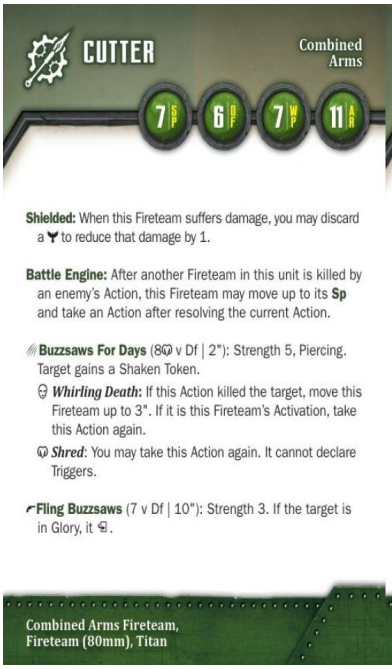
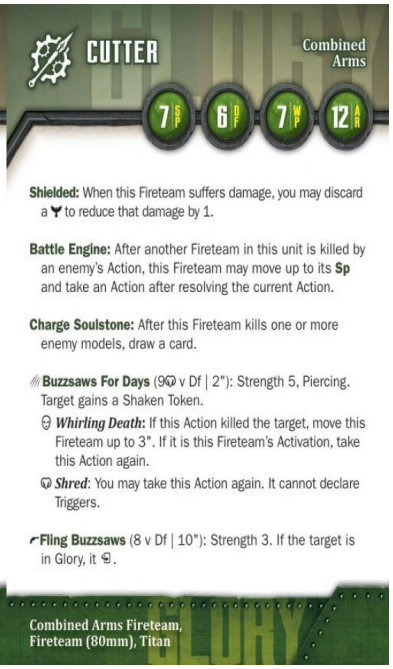

CUTTER
Combined Arms
7 SP
6 DF
7 WP
11 AR
Shielded: When this Fireteam suffers damage, you may discard a to reduce that damage by 1.
Battle Engine: After another Fireteam in this unit is killed by an enemy's Action, this Fireteam may move up to its Sp and take an Action after resolving the current Action.
Buzzsaws For Days (8 v Df | 2"): Strength 5, Piercing. Target gains a Shaken Token.
Whirling Death: If this Action killed the target, move this Fireteam up to 3". If it is this Fireteam's Activation, take this Action again.
Shred: You may take this Action again. It cannot declare Triggers.
Fling Buzzsaws (7 v Df | 10"): Strength 3. If the target is in Glory, it .
Combined Arms Fireteam, Fireteam (80mm), Titan


CUTTER
Combined Arms
7 SP
6 DF
7 WP
12 AR
Shielded: When this Fireteam suffers damage, you may discard a to reduce that damage by 1.
Battle Engine: After another Fireteam in this unit is killed by an enemy's Action, this Fireteam may move up to its Sp and take an Action after resolving the current Action.
Charge Soulstone: After this Fireteam kills one or more enemy models, draw a card.
Buzzsaws For Days (9 v Df | 2"): Strength 5, Piercing. Target gains a Shaken Token.
Whirling Death: If this Action killed the target, move this Fireteam up to 3". If it is this Fireteam's Activation, take this Action again.
Shred: You may take this Action again. It cannot declare Triggers.
Fling Buzzsaws (8 v Df | 10"): Strength 3. If the target is in Glory, it .
Combined Arms Fireteam, Fireteam (80mm), Titan