STALKING PORTALS 3



6 SP | 3 DP | 4 WP | 5 AR

Sentient Portals: Fireteams in this unit count as Portal Markers for the purposes of friendly Actions, Abilities, and Triggers (including the Allegiance and Envoy cards).

Draw In (3 v Wp | 2"): Strength 1.

- ***One After Another:*** Target discards all Reinforcement Tokens.
- ***...and Spit Out:*** Place the target into base contact with any Fireteam in this unit.

Fireteam (120mm | 3x50mm), Squad (2)

STALKING PORTALS

7 SP | 4 DP | 4 WP | 5 AR

Sentient Portals: Fireteams in this unit count as Portal Markers for the purposes of friendly Actions, Abilities, and Triggers (including the Allegiance and Envoy cards).

Draw In (5 v Wp | 2"): Strength 1.

- ***One After Another:*** Target discards all Reinforcement Tokens.
- ***...and Spit Out:*** Place the target into base contact with any Fireteam in this unit.

Cascading Despair (5 v Wp | 8"): If target Fireteam's unit is in Glory, that unit immediately from Glory. Then, take this Action against a different target, drawing Line of Sight and range from the previous target of this Action.

Fireteam (120mm | 3x50mm), Squad (2)