SLEEPWALKERS

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6 SP | 4 DF | 3 WP | 4 AR

Camouflage: This unit may deploy during Scouting. If it does, it may deploy anywhere on the table that is not in the opponent's Deployment Zone.

Sleeper Agents: When targeting this Fireteam, enemy Fireteams may discard a card. If they do not, they flip two cards during their duel and discard the highest.

Twist Reality (5 v * | 2"): Strength 2. This Fireteam chooses whether this Action is resisted with **Df** or **Wp**.
- ***"Something in My Pocket?"***: Gain a Tactics Token.

Sweet Dreams (7 v 12 | 6"): Remove a Token from this unit. The target gains the removed Token.

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

SLEEPWALKERS

7 SP | 5 DF | 5 WP | 7 AR

Lucid Dreaming: After receiving an Order, this unit may remove a Token from itself to gain any non-Tactics Token.

Don't Mind Me: Fireteams in this unit are never considered engaged.

Twist Reality (6 v * | 2"): Strength 2. This Fireteam chooses whether this Action is resisted with **Df** or **Wp**.
- ***Pawns of Nytemare:*** Immediately, increase the AV and Strength of this Action by +2. After resolving the Action, this Fireteam suffers a Strength 2 Hit.

Sweet Dreams (5 v 12 | 6"): Remove a Token from this unit. The target gains the removed Token.
- ***"We Had the Same Dream!"***: Summon a Sleepwalkers into base contact with target enemy Fireteam. Then this unit from Glory and gains a Shaken Token.

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