BASOTHO CAVALRY 4



SP	DF	WP	AR
11	5	5	5

Light Cavalry: After a Fireteam in this unit resolves an Action, it may move up to 5" in any direction.

Cavalry Spears (4 v Df | 2"): Strength 2, or Strength 3 if this Fireteam is in base contact with another Fireteam in its unit.

Suppressing Fire (7 v Wp | 15"): Target gains a Pinned Token.

Pinning Fire: The target gains a Pinned Token.

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

BASOTHO CAVALRY

SP	DF	WP	AR
12	6	6	5

Light Cavalry: After a Fireteam in this unit resolves an Action, it may move up to 5" in any direction.

Harriers: At the end of this unit's Activation, if at least one of its Fireteams is within 6" of the opponent's Deployment Zone, this unit gains a Reinforcement Token.

Cavalry Spears (5 v Df | 2"): Strength 2, or Strength 3 if this Fireteam is in base contact with another Fireteam in its unit.

Suppressing Fire (10 v Wp | 15"): Target gains a Pinned Token.

Pinning Fire: The target gains a Pinned Token.

High-Velocity Bullets: Target gains a Shaken Token.

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