CROW RUNNERS

6 9



6 Sp | 5 Df | 5 Wp | 6 Ar

Scout Ahead: At the start of the Turn, Fireteams in this unit may move up to their **Sp**.

Serrated Knives (5 v Df | 2"): Strength 2. Target gains a Shaken Token.

Precision: This Action Immediately gains Accurate.

Flechette Shotguns (5 v Df | 12"): Strength 2.

Pinning Fire: The target gains a Pinned Token.

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

CROW RUNNERS

6 Sp | 6 Df | 6 Wp | 7 Ar

Scout Ahead: At the start of the turn, Fireteams in this unit may move up to their **Sp**.

Resourceful: When this unit Activates, it may discard a card to gain two Inspired Tokens.

Serrated Knives (5 v Df | 2"): Strength 2. Target gains a Shaken Token.

Precision: This Action Immediately gains Accurate.

Flechette Shotguns (6 v Df | 12"): Strength 2.

Pinning Fire: The target gains a Pinned Token.

Lead the Way (6 v 12 | 12"): Target friendly Fireteam in another unit moves up to its **Sp**.

Go Go Go!: The target may take an Action.

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