

THE FRENZY

+25 pts
Unique

7 SP | 5 DF | 5 WP | 8 AR

Blood in the Water: After a Fireteam in this Squad resolves a ⫽ Action, it may discard a Reinforcement Token to take the Action again.

⫽ **Sharp Claws** (7 v Df | 2"): Strength 4.

- ***Toss Around:*** If the target is a non-Titan, Place it into base contact with another Fireteam in this Squad.

Nipping At Their Heels (6 v 12): Move all friendly non-Commander Fireteams within ⓫6 of this Fireteam up to 3" in any direction. Then move all Fireteams in this Squad up to 3" in any direction.

1 TA — Fireteam (50mm), Squad (3), Commander, Champion

THE FRENZY

8 SP | 5 DF | 5 WP | 9 AR

Blood in the Water: After a Fireteam in this Squad resolves a ⫽ Action, it may discard a Reinforcement Token to take the Action again.

Prove Your Worth: When this unit Reinforces, if the new Fireteam is engaged with an enemy, it may immediately take a ⫽ Action.

⫽ **Sharp Claws** (7 v Df | 2"): Strength 4.

- ***Toss Around:*** If the target is a non-Titan, Place it into base contact with another Fireteam in this Squad.
- ***The Feeding:*** This unit gains a Reinforcement Token.
- ***Tear Apart:*** This Action immediately gains Piercing.

Nipping At Their Heels (8 v 12): Move all friendly non-Commander Fireteams within ⓫6 of this Fireteam up to 3" in any direction. Then move all Fireteams in this Squad up to 3" in any direction.

- ***Motivated:*** One non-Commander Fireteam moved by this Action can take a ⫽ Action.

Errata: August 2019

2 TA — Fireteam (50mm), Squad (3), Commander, Champion