CHARLES EDMONTON

+25 pts
Unique



SP 6 | DF 5 | WP 6 | AR 8

SMLE Mk III Sniper Rifle (7 v Df | 28"): Strength 2, Piercing. This Action does not need to discard a card to shoot into an Engagement.

Out of Nowhere: Target gains a Shaken Token.

Headshot: This Action immediately gains Accurate.

"Volley Fire, On My Mark!" (6 v 11 | 8"): Target Squad gains an Inspired Token. One of its Fireteams may take a Action.

TA 2

Fireteam (50mm), Champion, Commander

CHARLES EDMONTON

SP 6 | DF 7 | WP 6 | AR 8

"Hold it Steady!": Other friendly Fireteams within 6 add +4" to the ranges of their Actions.

SMLE Mk III Sniper Rifle (8 v Df | 28"): Strength 2, Piercing. This Action does not need to discard a card to shoot into an Engagement.

Out of Nowhere: Target gains a Shaken Token.

Headshot: This Action immediately gains Accurate.

"Volley Fire, On My Mark!" (6 v 11 | 8"): Target Squad gains an Inspired Token. One of its Fireteams may take a Action.

Weak Points: The Action immediately gains Piercing.

"Where'd He Go?" (8 v 12 | 16"): Place this Fireteam in base contact with target unengaged friendly Fireteam.

Snapshot: Take a Action, even if engaged.

TA 2

Fireteam (50mm), Champion, Commander