

"Hold It Steady!": Other friendly Fireteams within ❶6 add +4" to the ranges of their ⌐ Actions

Recover Soulstone: After this Fireteam is killed by an opponent's Action or Ability, draw a card.

Stomp (5 v Df | 2"): Strength 2.
Crushed: This Action immediately gains Accurate.

Battle Cannon (6 v Df | 28"): Strength 3, Piercing.
Bombardment: Target discards a Token of your choice.

Combined Arms Fireteam,
Fireteam (80mm), Titan



Versatile Tactics: Once per duel, Fireteams in this unit may reduce their Margin Value by 2 to add a suit of their choosing to their duel total.

"Hold It Steady!": Other friendly Fireteams within ❶6 add +4" to the ranges of their ⌐ Actions.

Recover Soulstone: After this Fireteam is killed by an opponent's Action or Ability, draw a card.

Stomp (6 v Df | 2"): Strength 2.
Crushed: This Action immediately gains Accurate.

Battle Cannon (7 v Df | 28"): Strength 3, Piercing.
Bombardment: Target discards a Token of your choice.
Relentless Assault: Take this Action again.

Errata: July 2024

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