

MAJOR MARY

3 SG
Unique

6 SP | 6 DF | 5 WP | 8 AR

Camouflage: This unit may deploy during Scouting. If it does, it may deploy anywhere on the table that is not in the opponent's Deployment Zone.

Machine Gun Pistol (5 v Df | 12"): Strength 3. +2 AV if there are three or more enemy Fireteams within 6".
- ***The Sound of Music:*** Take this Action again.

Pop In (5 v 12): Place this Fireteam within 6". This Fireteam may declare an Action.
- ***A Box, Full of Ammo Makes the Enemy, Fall Down!:*** Give an Inspired Token to two different units within 12".

0 TA

Fireteam (40mm), Champion

MAJOR MARY

8 SP | 7 DF | 6 WP | 8 AR

Don't Mind Me: Fireteams in this unit are never considered engaged.

Don't Worry About the Bullets, I Have an Umbrella!: Enemy Fireteams that target friendly Fireteams within 6" with non-Actions suffer -2 AV.

Machine Gun Pistol (6 v Df | 12"): Strength 3. +2 AV if there are three or more enemy Fireteams within 6".
- ***Hole in the World:*** Place the target within 6" of this Fireteam.
- ***The Sound of Music:*** Take this Action again.

Pop In (7 v 12): Place this Fireteam within 6". This Fireteam may declare an Action.
- ***A Box, Full of Ammo Makes the Enemy, Fall Down!:*** Give an Inspired Token to two different units within 12".
- ***I Love the Smell of Napalm:*** Create a 120mm Hazardous (3) [Low] Landmine terrain piece within 6" of this Fireteam.

1 TA

Fireteam (40mm), Champion