

THE STORMSIREN

+25 Unique

Sp	Df	Wp	Ar
6	6	6	8

Standing Water: During Scouting, Create an additional friendly Tide Pool terrain piece.

Grasping Tentacles (6 v Df | 2"): Strength 3, or Strength 5 if this Fireteam or the target is in base contact with a Tide Pool.

Siren's Call (7 v Wp | 24"): Target enemy Fireteam moves its **Sp** toward this Fireteam or a friendly Tide Pool.

Ta	
3	Fireteam (50mm), Commander, Champion

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Sp	Df	Wp	Ar
6	6	7	9

Lurking in the Depths: Enemy Fireteams consider this Company's Tide Pool terrain pieces to also be Hazardous 3.

Grasping Tentacles (6 v Df | 2"): Strength 3, or Strength 5 if this Fireteam or the target is in base contact with a Tide Pool.

- ***Throw the Scraps to the Young:*** A friendly Fireteam within 3" of this Fireteam gains a Reinforcement Token.

Siren's Call (8 v Wp | 24"): Target enemy Fireteam moves its **Sp** toward this Fireteam or a friendly Tide Pool.

- ***Come to Me:*** Immediately Increase the target's **Sp** by +1 for this movement. This Trigger may be declared multiple times.
- ***Entrancing Song:*** When moving the target, you may move every other Fireteam in the unit the full distance.

Endless Rain (6 v 16 | 30"): Create a Tide Pool terrain piece within range and LoS, not touching any enemy Fireteams.

Ta	
3	Fireteam (50mm), Commander, Champion