HWACHA

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SP	DF	WP	AR
3	2	4	5

Defensive Fire: After an enemy Fireteam resolves movement generated by the Rush Order within 12, it suffers a Strength 1 Hit, which may not be cheated.

Singijeon Arrows (3 v Df | 24"): Strength 5. This Action ignores Cover and receives +1 AV and -1 Strength for every full 8" the target is from this Fireteam.

Fireteam (120mm | 3x50mm)

HWACHA

SP	DF	WP	AR
3	2	5	5

Defensive Fire: After an enemy Fireteam resolves any movement generated from the Rush Order within 12, it suffers a Strength 1 Hit, which may not be cheated.

Steel-Tipped Rockets: This unit's Fireteams receive + to Actions targeting enemy Fireteams at least 16" away from them.

Singijeon Arrows (3 v Df | 24"): Strength 5. This Action ignores Cover and receives +1 AV and -1 Strength for every full 8" the target is from this Fireteam.

Explosive Rounds: This Action immediately gains Area.

Pinning Fire: Target gains a Pinned Token.

Bodkin Rockets: This Action immediately gains Piercing.

Fireteam (120mm | 3x50mm)