REO EDWARDS

+25 §
Unique



SP	DF	WP	AR
7	6	5	8

Point Blank: Fireteams in this unit may take ⌐ Actions against targets they are engaged with without penalty.

⌐**Custom Pistols** (7 v Df | 12"): Strength 3.

❶ ***Strafe:*** Move this Fireteam 1". This Trigger may be declared any number of times.

❷ ***In the Sore Spots:*** Target gains a non-Tactics Token of your choice.

⬆**Commandeer** (7 v Wp | 12"): Target must discard a random card. Then, draw any one card in your discard pile; the drawn card must share a suit with the discarded card, if able.

TA	
2	Fireteam (40mm), Commander, Champion

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SP	DF	WP	AR
7	6	6	8

Infiltration: The opposing player plays with their Stratagem Deck revealed. Once per Game, after this unit 🚪 to Glory, add the Steal Battle Plans Stratagem to your hand.

Point Blank: Fireteams in this unit may take ⌐ Actions against targets they are engaged with without penalty.

⌐**Custom Pistols** (8 v Df | 12"): Strength 3.

❶ ***Strafe:*** Move this Fireteam 1". This Trigger may be declared any number of times.

❷ ***In the Sore Spots:*** Target gains a non-Tactics Token of your choice.

⬆**Commandeer** (8 v Wp | 12"): Target must discard a random card. Then, draw any one card in your discard pile; the drawn card must share a suit with the discarded card, if able.

❻ ***Raid their Supply:*** If the Steal Battle Plans Stratagem is not in your hand, add it to your hand.

TA	
2	Fireteam (40mm), Commander, Champion