SOVEREIGN GUARD 8



SP 6 | DF 6 | WP 5 | AR 8

Personal Guard: Friendly Champions within 3 of a Fireteam in this unit gain +1 **Df** and may ignore the effects of the Accurate special damage type.

To The Last Solider: When this unit would gain an Inspired Token, it may gain a Reinforcement Token instead.

Wushu Weaponry (6 v Df | 2"): Strength 3.

Machine Gun (6 v Df | 14"): Strength 2. Target gains a Pinned Token.

Fireteam (80mm | 3x30mm), Squad (3)

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To The Last Solider: When this unit would gain an Inspired Token, it may gain a Reinforcement Token instead.

Defensive Fighting: When the opponent Cheats Fate in a duel or Penetration flip against this unit, the new card's value is reduced by 2.

Wushu Weaponry (6 v Df | 2"): Strength 3.

Protect: Move a friendly Champion within 12" of this Fireteam up to 6". If you do, gain a Tactics Token.

Machine Gun (6 v Df | 14"): Strength 2. Target gains a Pinned Token.

Fireteam (80mm | 3x30mm), Squad (3)