THE DISHONORED 6



SP	DF	WP	AR
6	5	5	6

Fearless: This unit cannot gain Shaken or Pinned Tokens.

Last Stand: When a Fireteam in this unit would be Killed by a Action, the Attacking Fireteam suffers a Strength 2 Hit, which may not be cheated. Once per Activation, If this Hit Kills any models, the friendly Fireteam is not Killed, and is instead left with 1 model.

Dao (5 v Df | 2"): Strength 2.

Dishonorable Strike: If the target is in Glory, this Action immediately gains +1 Strength and Piercing.

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

THE DISHONORED

SP	DF	WP	AR
7	5	5	7

Fearless: This unit cannot gain Shaken or Pinned Tokens.

Agile Maneuvers: This unit gains +1 **Df** and **Ar** against Actions.

Last Stand: When a Fireteam in this unit would be Killed by a Action, the Attacking Fireteam suffers a Strength 2 Hit, which may not be cheated. Once per Activation, If this Hit Kills any models, the friendly Fireteam is not Killed, and is instead left with 1 model.

Dao (6 v Df | 2"): Strength 2.

Dishonorable Strike: If the target is in Glory, this Action immediately gains +1 Strength and Piercing.

Faceless Assassin: The target suffers 1 damage (there is no Penetration Flip).

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