

M-TAC FIRETEAM LEADER

FIELD OFFICER / M-TAC

26

DCE22 ASSAULT RIFLE

RNG	ACC	2+	5+	8+
10"	3	4	8	10

COMBAT BLADE

RNG	ACC	3+	5+	8+
1"	4	6	10	14

ACT 4 EV 6 MV 4" SZ 30 ORD 3 RAD 8"

Shield 1, Armor 2



M-TAC FIRETEAM LEADER

V1 HWC

COST 15

MOVE ∞

ATTACK ∞

INTERACT

STORM

Shield 1, Armor 2

ABILITIES

SET FIRING MODE

Choose one of the following benefits; this unit's DCE22 Assault Rifle weapon gains that benefit until the end of this activation:

- AIRBURST** - Targets of this unit's ranged attacks are not considered to be in cover or obscured during its attacks.
- RAPID FIRE** - This weapon gains the Rapid Fire special weapon attribute.

TACTICAL REPOSITION

This unit and other friendly M-TAC units currently within Rad can immediately Move up to 2" in the order you choose.

Reminder; after a weapon with Rapid Fire attacks, it can make one additional attack for free. This attack can target a different enemy, but does not generate additional attacks.

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SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (CF) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

V1

CAPT. JOHAN LUKAS

FIELD OFFICER / M-TAC, [LUKAS]

26

DCE24 MARKSMAN RIFLE

RNG	ACC	3+	5+	8+
12"	4	6	7	12

COMBAT BLADE

RNG	ACC	3+	5+	8+
1"	4	6	10	14

ACT 4 EV 6 MV 4" SZ 30 ORD 3 RAD 8"

Shield 1, Armor 2



CAPT. JOHAN LUKAS

V1 HWC

COST 20

MOVE ∞

ATTACK ∞

INTERACT

Shield 1, Armor 2

ABILITIES

ADVISE

The attacks of friendly regular Infantry that are commanded by this unit gain +1 Acc until the end of this activation.

RALLY

You can immediately heal up to 4 damage from this unit and each other friendly regular within Rad.

Reminder; effects that apply to friendly 'regular' units affect any friendlies that are not Contractors.

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SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (CF) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

Reminder; Concentrate Fire tokens are not assigned to this unit's targets until its activation, and the activations of any Infantry it commanded, are over.

V1

MAJ. BASTIEN KHARA-KHA

FIELD OFFICER / M-TAC, (BASTIEN)

28

DCE-68P COMBAT SHOTGUN

RNG	ACC	3+	5+	9+
8"	4	6	10	12

TACTICAL SABER

RNG	ACC	2+	5+	8+
1"	4	7	10	14

ACT 4
EV 7
MV 5"
SZ 30
ORD 3
RAD 10"

V1

COST 22

MOVE

ATTACK

INTERACT

ASSAULT

STORM

ABILITIES

INTO THE BREACH

Until the end of the round, the attacks of friendly regulars gain +1 Acc if they target an enemy within 6' of this unit.

PRESS FORWARD

Until the end of this activation, regulars commanded by this unit can move up to 3" at the start of their own activations.

Reminder; this unit also receives the benefit of *Into the Breach* when attacking enemies that are within 6' of it.

SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (🔥) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

VENGEFUL

Assign this unit one Fury token (👊) the first time each round another friendly regular within 6" is incapacitated by an enemy.

Reminder; Fury tokens may be spent to perform Assault actions or attacks using melee weapons.

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V1

M-TAC BREACHER

INFANTRY / M-TAC

26

DCE-68 COMBAT SHOTGUN

RNG	ACC	1+	4+	8+
8"	3	6	9	11

COMBAT BLADE

RNG	ACC	3+	5+	8+
1"	4	6	10	14

ACT 2/+1
EV 6
MV 4"
SZ 30

V1

COST 11

MOVE

ATTACK

INTERACT

STORM

ABILITIES

AUTONOMOUS BREACH

Choose one:

- Place a size-30 ABM marker in base contact with this unit, then move it up to 6" as if it were a friendly unit.
- Move a friendly ABM marker up to 6" as if it were a friendly unit.

After an ABM marker is moved in this way, this unit can perform one AOE attack using the Breaching Munitions weapon, treating that ABM marker as the AOE marker of the attack. Remove the marker after the attack is resolved.

BREACHING MUNITIONS

RNG	AOE	ACC	1+	5+	7+
NA	1"	4	3	4	5

INDIRECT BREACHING

Reminder; if the AOE marker of a *Breaching* weapon touches an Obstruction, friendlies can move through that terrain feature (as long as they don't end inside it) for the rest of the game.

SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (🔥) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

POINT BLANK

Ranged attacks performed by this unit that target enemies within 4" of it gain +1 Acc.

COORDINATE (POINT BLANK)

When this unit is commanded, other activated M-TAC units gain Point Blank until the end of the commanding Field Officer's activation (see above).

COVERT OPS BREACHING DRONE

This unit gains +2 to Breaching test rolls, and an additional +2 if an ABM Marker is touching the mission element.

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V1

M-TAC RIFLEMAN

INFANTRY / M-TAC

26

DCE22 ASSAULT RIFLE				
RNG	ACC	2+	5+	8+
10"	3	4	8	10

COMBAT BLADE				
RNG	ACC	3+	5+	8+
1"	4	6	10	14

ACT
EV
MV
SZ

2/+1
6
4"
30

M-TAC RIFLEMAN

ABILITIES

SET FIRING MODE

Choose one of the following benefits; this unit's DCE22 Assault Rifle weapon gains that benefit until the end of this activation:

- **AIRBURST** - Targets of this unit's ranged attacks are not considered to be in cover or obscured during its attacks.
- **RAPID FIRE** - This weapon gains the Rapid Fire special weapon attribute.

*Reminder; After a weapon with **Rapid Fire** attacks, it can make one additional attack for free. This attack can target a different enemy, but does not generate additional attacks.*

MOVE

∞

ATTACK

∞

INTERACT

STORM

COST 9

SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (🔥) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

M-TAC SUPPORT GUNNER

INFANTRY / M-TAC

26

DCE112 HEAVY MACHINE GUN				
RNG	ACC	1+	5+	9+
12"	3	4	8	10

RAPID FIRE

COMBAT BLADE				
RNG	ACC	3+	5+	8+
1"	4	6	10	14

ACT
EV
MV
SZ

1/+1
6
4"
30

M-TAC SUPPORT GUNNER

ABILITIES

DEFENSIVE FIRE

You can perform this action when an enemy ends a move within 12" and LOS of this unit.

Immediately perform a ranged attack targeting that enemy. The Dodge (🛡️) defense may not be applied against this attack and any additional attacks it generates.

*Reminder; after a weapon with **Rapid Fire** attacks, it can make one additional attack for free. This attack can target a different enemy, but does not generate additional attacks.*

*Note that this also applies to attacks performed using **Defensive Fire**.*

MOVE

∞

ATTACK

∞

INTERACT

COST 14

SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (🔥) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

SPECIALIZED AMMUNITION

Immediately before performing each ranged attack with this unit, choose one of the following attack modifiers:

- **MARKER** (🎯)
- **REND** (🔪)
- **SUPPRESSION** (👇)

Until the attack is resolved all hit levels of that attack gain the chosen attack modifier.

*PREPARATION

At the start of each Upkeep phase assign this unit one Action token (⚡).

TITAN FSL

INFANTRY / M-TAC, DRONE

24

ABLATIVE ARMOR

GAURING RA99 AUTOCANNON

RNG	ACC	2+	5+	9+
12"	4	6	8	10

RAPID FIRE

MANIPULATOR ARMATURE

RNG	ACC	3+	6+	9+
1"	5	8	12	16

MPS-3 GUIDED MISSILE

RNG	AOE	ACC	2+	5+	8+
12"	1"	4	6	8	10

INDIRECT SLOW

ACT
EV
MV
SZ

2/+1
5
4"
40

v1
HWC

COST
24

MOVE

∞

ATTACK

∞

INTERACT

3

6

4

*

ABILITIES

DEPLOY STABILIZERS

Add 2 to the total of the Result Pool of attacks performed by this unit until the end of this activation.

*Reminder; effects like **Deploy Stabilizers** that add to the result pool, are added to the total value of the 3 dice you choose to use for the result of your attacks.*

SPECIAL RULES

CONCENTRATE FIRE

At the end of this unit's activation assign 1 Concentrate Fire token (🔥) to each enemy it targeted with a ranged attack during that activation.

During this unit's activation its ranged attacks gain +1 Acc for each Concentrate Fire token currently assigned to the target.

*ABLATIVE ARMOR

This unit has the **ABLATIVE ARMOR** enhancement:

ABLATIVE ARMOR
Activate this enhancement when this unit is deployed. While this enhancement is active this unit has the **6** defense on its profile.

When this unit would be incapacitated, instead heal all damage assigned to it and deactivate this enhancement.

GRIT

This unit may not be pushed by enemy effects.

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