

ADRENALINE SURGE COST 1

When this unit uses a Dodge (🛡️) defense, you can discard this card to push this unit 4" instead of 2".

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BULWARK COST 1

You can discard this card at the start of the Apply Defense Modifiers step of an attack targeting this unit.

If you do so, attack modifiers are not applied during this attack.

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CONCEALMENT GRENADE COST 1

As a free action during this unit's activation, you can discard this card to place a Size 40 marker completely within 6" of it.

The marker is obscuring terrain. Remove at the start of your first activation next round.

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HIGH-EX GRENADE COST 1

When this unit performs an **ATTACK** action, you can discard this card to perform that attack using the High-Ex Grenade weapon:

HIGH-EX GRENADE					
RNG	AOE	ACC	2+	5+	8+
6"	2"	4	6	9	12


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NANOWEAVE COMPOSITE COST 1

When this unit uses an Armor (🛡️) defense, you can discard this card to increase the value of that defense by 4.


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ONSLAUGHT COST 2

Immediately after a melee attack performed by this unit that hits is resolved, you can exhaust this card to move it 3".

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TACTICAL COST 2

Immediately after a ranged attack performed by this unit that hits is resolved, you can exhaust this card to move it 3".

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SHARP-SHOOTER COST 3

Targets of this unit's ranged attacks are not considered to be in cover or obscured during its attacks.

When this unit targets an enemy that would otherwise be in cover, the attack suffers -1 Acc instead.

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BRAZEN

COST
1

Reduce the damage of enemy ranged and AOE attacks targeting this unit by 2 if it was not in cover or obscured during the attack.

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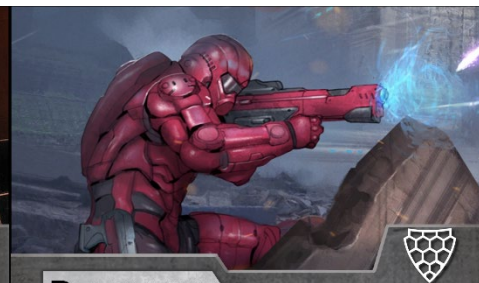
CAUTIOUS

COST
1

Reduce the damage of enemy ranged and AOE attacks targeting this unit by 2 if it was in cover or obscured during the attack.

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DEFENSIVE STANCE

COST
1

Reduce the damage of enemy melee attacks targeting this unit by 2.

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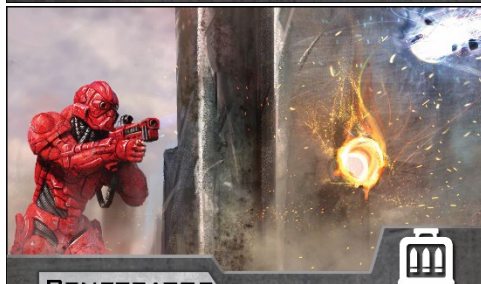
RESILIENT

COST
2

During the Apply Damage Modifiers step of an attack targeting this unit, you can exhaust this card to reduce the damage of that attack by 4.

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PENETRATOR AMMUNITION

COST
1

During the Apply Attack Modifiers step of a ranged attack performed by this unit, you can exhaust this card to add Armor Piercing (🔪) and Rend (🩸) to the attack.

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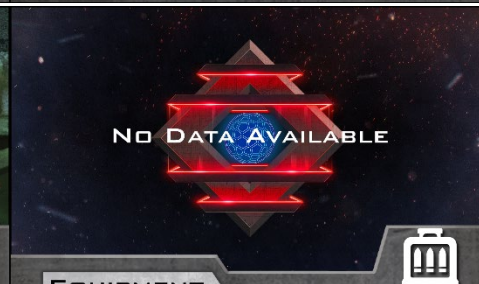
TRACELock AMMUNITION

COST
2

Immediately after a ranged attack performed by this unit that hits is resolved, you can exhaust this card to assign the target one Concentrated Fire token (🔥).

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NO DATA AVAILABLE

EQUIPMENT RESUPPLY CACHE

COST
1

As a free action during their activation, friendly units in base contact with this unit can re-equip or ready one of their upgrades.

A unit may only have one upgrade readied or re-equipped this way each round.

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OATH OF RESOLUTION

COST
2

Reduce the damage of enemy attacks targeting this unit by 1 for each Fury token assigned to it (🔥).

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