



ADRENALINE SURGE COST 1

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

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



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.

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



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.

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



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.

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



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 turn next round.

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



DEFENSIVE STANCE COST 1

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

©2024 Breachstorm Entertainment LLC
V. D'Agia



DEPOSITOR SACS COST 1

Immediately after a non-AOE attack performed by this unit that hits is resolved, you can exhaust this card to assign the target one Infest token (🐛).

©2024 Breachstorm Entertainment LLC
Dion Lior | obspeichstudio.com



HIGH-EX GRENADE COST 1

When this unit performs an ATTACK action, you can discard this card to perform that attack using the following weapon:

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

©2024 Breachstorm Entertainment LLC
Dion Lior | obspeichstudio.com



INTERLOCKED CARAPACE COST 1

While this unit is unactivated, reduce the damage of attacks targeting it by 2.
(A unit is unactivated if it has not yet activated in the current round.)

©2024 Breachstorm Entertainment LLC
Dion Lior | obspeichstudio.com



LEAP COST 1

As a free action during this unit's activation, you can discard this card to place it completely within 3" of its current location.

©2024 Breachstorm Entertainment LLC
Dion Lior | obspeichstudio.com



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.

©2024 Breachstorm Entertainment LLC
Dion Lior | obspeichstudio.com



ONSLAUGHT COST 2

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

©2024 Breachstorm Entertainment LLC
Sam Dzianisak | samdzianisak.com



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 the Armor Piercing (🔪) and Rend (🩸) modifiers to the attack.

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



NUTRIENT RESERVES COST 1

When this unit is destroyed by an enemy, you can assign its Fury tokens to a friendly regular within 2".

In addition, this unit has **NUTRIENT STORE** (When a friendly performs a CONSUME action targeting this unit, that friendly heals up to 6 damage and can be assigned this unit's Fury tokens).

©2024 Breachstorm Entertainment LLC
David Lee | davidleedesigns.com



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.

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



OATH OF RESOLUTION COST 1

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

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



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.

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



OATH OF SERENITY COST 1

When this unit is assigned a Fury token (🔥), you can exhaust this card to assign that token to another friendly regular within 6" instead.

This unit cannot be assigned Fury tokens while this card is exhausted.

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



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.

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com



OATH OF THE SHIKAR COST 2

When this unit spends a Fury token (🔥) to pay the cost of the ATTACK action, the resulting attack can be performed with a ranged weapon instead of a melee weapon.

©2024 Breachstorm Entertainment LLC
V. D'Jaja



TACTICAL COST 2

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

©2024 Breachstorm Entertainment LLC
V. D'Jaja



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 (🔥).

©2024 Breachstorm Entertainment LLC
Sam Denmark | samdenmark.com