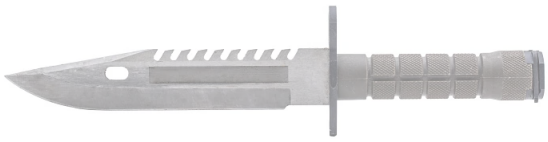
M11 COMBAT KNIFE

CC
RANGE



ESD: Removes 1 Shield.
AP: Ignores 2 Armor.

M392 DMR

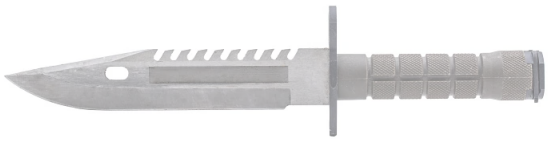
6
RANGE



Optics: +1 dice, add a dice on 7 or 8.
Lethal: +1 Wound.

M11 COMBAT KNIFE

CC
RANGE



ESD: Removes 1 Shield.
AP: Ignores 2 Armor.

VK78 COMMANDO

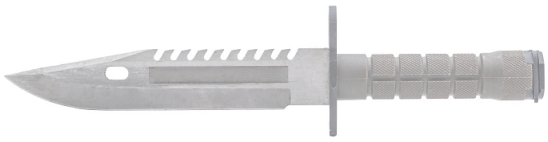
6
RANGE



Optics: +1 dice, add a dice on 7 or 8.
Rapid Fire: Roll 4 dice. Unaffected by crouching. Success = target loses 1 Shield and is pinned.

M11 COMBAT KNIFE

CC
RANGE



ESD: Removes 1 Shield.
AP: Ignores 2 Armor.

CQS48 BULLDOG

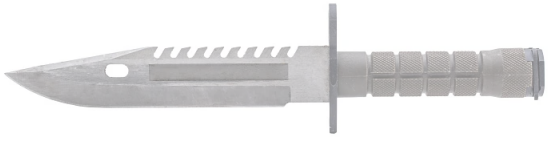
2
RANGE



AP: Ignores 2 Armor.
Lethal: +1 Wound.
Knockback: Success = Move target 1 cube directly away.

M11 COMBAT KNIFE

CC
RANGE



ESD: Removes 1 Shield.
AP: Ignores 2 Armor.

MA40 ASSAULT RIFLE

4
RANGE



Weight of Fire: May reroll 2 dice.
Rapid Fire: Roll 4 dice. Unaffected by crouching. Success = target loses 1 Shield and is pinned.