M168 DEMO CHARGE

CC
RANGE



Ignores 2 Armor. +1 Wound.
Removes all Shields from all figures in this cube (and 1 from figures in adjacent cubes).
One use.

M90 SHOTGUN

3
RANGE



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

M168 DEMO CHARGE

CC
RANGE



Ignores 2 Armor. +1 Wound.
Removes all Shields from all figures in this cube (and 1 from figures in adjacent cubes).
One use.

M7057 FLAMETHROWER

2
RANGE



Roll 5 (RA) no modifiers against all figures in cube. May reroll 2 dice. 3+ successes = remove all Shields from 1 figure. Ignores 1 Armor. After attacking, roll 3 (SV). If fail, attacker takes 1 unblockable Wound.

ODST COMBAT KNIFE

CC
RANGE



AP: Ignores 1 Armor.

M7S SMG

4
RANGE



Optics: +1 dice, add a dice on 7 or 8.
Weight of Fire: May reroll 2 dice.

ODST COMBAT KNIFE

CC
RANGE



AP: Ignores 1 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.