







Datacards

BREACHER TEAM SHAS'UI			APL 2	MOVE 6"	SAVE 4+	WNDS 8
Name	ATK	HIT	DMG	WEAPON RULES		
 Pulse Blaster - Close Range (Rng 8", Prc1) - Long Range  Gun Butt	4 4 3	3+ 3+ 4+	4/5 3/4 2/3	— — —		
<p>Exemplar of the Mont'ka (Breacher Team Shas'ui) Once per battle STRATEGIC GAMBIT. Select one objective token that is either in enemy territory or on the center line. That objective gains a Priority Target token. Each enemy operative contesting the selected objective counts as if it has a Priority Target token. Additionally, while this operative is in the killzone, when a friendly FIRE WARRIOR operative is shooting an enemy operative with a Priority Target token, that operative's weapons have the Devastating 1 weapon rule.</p>						

STRIKE TEAM SHAS'UI			APL 2	MOVE 6"	SAVE 4+	WNDS 8
Name	ATK	HIT	DMG	WEAPON RULES		
 Pulse Carbine  Pulse Rifle  Gun Butt	4 3 3	3+ 3+ 4+	4/5 4/5 2/3	Ceaseless		
<p>Art Of War Once per battle STRATEGIC GAMBIT. Select one of the following Art of War Options (See faction rules) and apply its rules until the end of the turning point. Ta'lissera Bonded See the TA'LISSERA BOND faction rule.</p>						

BREACHER TEAM SHAS'LA			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
 Pulse Blaster - Close Range						

(Rng 8", Prc1)	4	4+	4/5	—
- Long Range	4	4+	3/4	—
Gun Butt	3	5+	2/3	—

Ta'lissera Bonded

When any friendly **FIRE WARRIOR** (excluding **DRONE**) operative activates within 3" of this operative, that operative's ranged weapons have the balanced weapon rule.

BREACHER TEAM GRENADIER			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
Pulse Blaster						
- Close Range (Rng 8", Prc1)	4	4+	4/5	—		
- Long Range	4	4+	3/4	—		
EMP Grenade	3	4+	2/3	Range 6", Blast 2", Stun, Saturate		
Gun Butt	3	5+	2/3	—		

Grenadier Specialist

This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it is doing so, improve the hit stat of that weapon by 1.

BREACHER TEAM MEDICAL TECHNICIAN			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
Pulse Blaster						
- Close Range (Rng 8", Prc1)	4	4+	4/5	—		
- Long Range	4	4+	3/4	—		
Gun Butt	3	5+	2/3	—		

Medic!

The first time during each turning point that another friendly **FIRE WARRIOR** operative (excluding **DRONE**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during

that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.




Ta'lissera Bonded

See the **TA'LISSERA BOND** faction rule.

Medkit (1AP)




● Select one friendly **FIRE WARRIOR** operative (excluding **DRONE**) within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! Rule was used on during this turning point.

● This operative cannot perform this action while within control range of an enemy operative.

STRIKE TEAM SHAS'LA			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
 Pulse Carbine	4	4+	4/5	Ceaseless		
 Pulse Rifle	3	4+	4/5			
 Gun Butt	3	5+	2/3			

Ta'lissera Bonded

When any friendly **FIRE WARRIOR** (excluding **DRONE**) operative activates within 3" of this operative, that operative's ranged weapons have the balanced weapon rule.

STRIKE TEAM COMMS SPECIALIST			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
 Pulse Carbine	4	4+	4/5	Ceaseless		
 Pulse Rifle	3	4+	4/5			
 Gun Butt	3	5+	2/3			

Ta'lissera Bonded

See the **TA'LISSERA BOND** faction rule.

Signal (1AP)

● **SUPPORT**. Select one other friendly **FIRE WARRIOR** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

● This operative cannot perform this action while within control range of an enemy operative.

STRIKE TEAM RECON SPECIALIST			APL 2	MOVE 6"	SAVE 4+	WNDS 7
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Name	ATK	HIT	DMG	WEAPON RULES
Pulse Carbine	4	4+	4/5	Ceaseless
Pulse Rifle	3	4+	4/5	
Gun Butt	3	5+	2/3	

Preliminary Targeting Intelligence

Once during the first turning point, **STRATEGIC GAMBIT** place one of your Priority Target tokens on an enemy operative.

Forward Scout

At the beginning of this operative's activation, each friendly operative within 3" of this operative may perform a free **Dash** action.

BLOODED FIRE WARRIOR			APL 2	MOVE 6"	SAVE 4+	WNDS 8
Name	ATK	HIT	DMG	WEAPON RULES		
Pulse Blaster	4	4+	4/5	-		
- Close Range (Rng 8", Prc1)						
- Long Range	4	4+	3/4	-		
Pulse Carbine	4	4+	4/5	-		
Pulse Rifle	3	4+	4/5	Ceaseless		
Gun Butt	3	5+	2/3	-		

Veteran

When this operative is shooting an enemy operative with a Priority Target token, this operative's ranged weapons can gain either the Severe or Devastating 1 weapon rules, regardless of which Shas'ui operative is in play. This ability is still in effect even if the selected Shas'ui has been removed from the battlefield.

Ta'lissera Bonded

When any friendly **FIRE WARRIOR** (excluding **DRONE**) operative activates within 3" of this operative, that operative's ranged weapons have the balanced weapon rule.



DS8 SUPPORT TURRET			APL 2	MOVE -	SAVE 4+	WNDS 8
Name	ATK	HIT	DMG	WEAPON RULES		
Missile Pod	4	4+	3/4	Heavy, Piercing 1		
Smart Missile System	4	5+	2/3	Heavy, Piercing 1, Seek Light		

Turret

This operative can perform two Shoot actions during its activation.


Stationary Drone

- This operative is not set up during the Set Up Operatives step. Instead, any friendly **FIRE WARRIOR** operative may perform a 1 AP action to place this operative in the Killzone within 3" of it.
- This operative cannot perform any actions other than Shoot. It cannot retaliate, assist in a fight, or use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

MV1 GUN DRONE			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
 Twin Pulse Carbine	4	4+	4/5	Ceaseless		
 Ram	3	5+	2/3	-		

Drone

- This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, Reposition, and Shoot. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

MV4 SHIELD DRONE			APL 2	MOVE 6"	SAVE 4+	WNDS 7
Name	ATK	HIT	DMG	WEAPON RULES		
 Ram	3	5+	2/3	-		


Drone

- This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, and Reposition. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

Shield Generator

- This operative ignores the Piercing weapon rule
- Once per turning point, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.
- You can use the Saviour Protocols firefight play for OCP if this is the specified **DRONE** operative.



MV7 MARKER DRONE			APL 2	MOVE 6"	SAVE 4+	WNDS 7
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Name	ATK	HIT	DMG	WEAPON RULES
 Ram	3	5+	2/3	–


Drone

- This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, and Reposition. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

Markerlight (1AP)

-  Select one enemy operative visible to this operative. Place a Priority Target token on that operative.
-  This operative cannot perform this action while within control range of an enemy operative. You cannot take this action if there are three or more of your Priority Target tokens on any enemy operatives.

MV36 GUARDIAN DRONE	APL	MOVE	SAVE	WNDS
	2	6"	4+	7

Name	ATK	HIT	DMG	WEAPON RULES
 Ram	3	5+	2/3	–

Drone

- This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, and Reposition. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

Guardian Field

When an enemy operative is performing a **Shoot** action against a friendly **FIRE WARRIOR** operative within 3" of this operative, reduce the damage dealt by 1 (to a minimum of 1).

Operative Selection

1 **FIRE WARRIOR** operative selected from the following list

- **BREACHER TEAM SHAS'UI**
- **STRIKE TEAM SHAS'UI**
operative with one of the following options:
 - Pulse Carbine; Gun Butt
 - Pulse Rifle; Gun Butt

10 **FIRE WARRIOR** operatives selected from the following list:

- **BREACHER TEAM SHAS'LA**
- **BREACHER TEAM GRENADIER**
- **BREACHER TEAM MEDICAL TECHNICIAN**
- **STRIKE TEAM SHAS'LA**
operative with one of the following options:
 - Pulse Carbine; Gun Butt
 - Pulse Rifle; Gun Butt
- **STRIKE TEAM COMMS SPECIALIST** operative with one of the following options:
 - Pulse Carbine; Gun Butt
 - Pulse Rifle; Gun Butt
- **STRIKE TEAM RECON SPECIALIST** operative with one of the following options:
 - Pulse Carbine; Gun Butt
 - Pulse Rifle; Gun Butt
- **BLOODED FIRE WARRIOR** operative with one of the following options:
 - Pulse Blaster; Gun Butt
 - Pulse Carbine; Gun Butt
 - Pulse Rifle; Gun Butt
- **DS8 SUPPORT TURRET**
- **MV36 GUARDIAN DRONE**

- **MV1 GUN DRONE**
- **MV4 SHIELD DRONE**
- **MV7 MARKER DRONE**

Other than **SHAS'LA** operatives, your kill team can only include each operative on this list once.

Faction Rules

Mont'ka

Strategic Gambit. Remove one Priority Target token from an enemy operative, if able, then place one Priority Target token on a different enemy operative. If your opponent's kill team contains ten or more operatives, you may use this twice per round. Whenever a friendly **FIRE WARRIOR** operative is shooting an enemy operative, if the attacking operative has a Priority Target token, the attacking operative's ranged weapons have the Accurate 1 and Severe weapon rules.

Equipment

Photon Grenade

Once per turning point, a friendly **FIRE WARRIOR** operative (excluding **DRONE**) can perform the following unique action:

Photon Grenade (1AP)

● Select one enemy operative visible to this operative and roll one D6: on a 3+, until the end of that operative's next activation, subtract 2" from its Move stat.

● An operative cannot perform this action while within control range of an enemy operative.

Rapid Deployment System

At the beginning of the first turning point, each friendly **FIRE WARRIOR** operative may immediately perform a free **Dash** action.

Linked Targeting Array

When a friendly **FIRE WARRIOR** operative is shooting, during the Select Valid Target step, you may select a different friendly **FIRE WARRIOR** operative which also has the selected enemy operative as a valid target. You may draw line of sight from the friendly operative for the purposes of determining cover and obscurity for this attack.

Reinforced Pauldrons

Once per round, when an operative is shooting a friendly **FIRE WARRIOR** operative (excluding **DRONE**), in the roll defence dice step, you can retain one of your normal successes as a critical success instead.

Strategy Ploys

The Killing Blow

Whenever a friendly **FIRE WARRIOR** operative is shooting against a readied enemy operative, that friendly operative's ranged weapons have the Saturate weapon rule.

Overwhelming Firepower

Use this firefight ploy when a friendly **FIRE WARRIOR** operative is performing the **Shoot** action. After a ranged attack deals damage to an enemy operative, place a Firepower token next to that operative after that attack is completed. When an enemy operative with a Firepower token is being attacked, if it has one Firepower token, the weapon used to attack the operative gains the

Piercing 1 weapon rule, or Piercing 2 if it has two or more Firepower tokens. All Firepower tokens are removed at the end of the turning point.

Take Cover

Whenever an operative is shooting a friendly **FIRE WARRIOR** operative, if you can retain any cover saves, improve that friendly operative's Save stat by 1.

Covering Fire

During this turning point, whenever a **FIRE WARRIOR** operative makes a **Shoot** action, one allied **FIRE WARRIOR** operative within 3" of this operative may immediately perform a free **Dash** action.

Firefight Ploys

A Worthy Cause

Use this firefight ploy at the start of the Firefight phase. One friendly **FIRE WARRIOR** operative (excluding **DRONE**) can immediately perform a mission action.

Savior Protocols

Use this firefight ploy when a friendly **FIRE WARRIOR** operative (excluding **DRONE**) is selected as the valid target of a **Shoot** action. Select one friendly **FIRE WARRIOR** operative visible to and within 3" of that first friendly operative to become the valid target instead (even if it wouldn't normally be valid for this). That friendly **DRONE** operative is only in cover or obscured if the original target was. This ploy has no effect if the

ranged weapon has the Blast or Torrent rule.

Tactical Reevaluation

Remove one Priority Target token from an enemy operative. Place one Priority Target token on a different enemy operative.

Supporting Fire

Use this firefight ploy when a friendly **FIRE WARRIOR** operative is performing the Shoot action and you're selecting a valid target within 6" of it. Having other friendly **FIRE WARRIOR** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.