WARFIGHTER UNITS

00 UNIT NITTO

SYSTEMS OPERATOR

NITTO UNMANNED AIRCRAFT SYSTEMS OPERATORS REMOTELY PILOT LOITERING MUNITIONS, PROVIDING DECISIVE OVERMATCH AGAINST OPPONENTS ENGAGED WITH FRIENDLY FORCES IN CLOSE COMBAT, STRIKING WITH POINT FIRE ACCURACY. THEIR UAS LEAD THE GROUND FORCE—IDENTIFYING AND ENGAGING THREATS AS THEY EMERGE IN REAL-TIME.

CORE STATS

CAPABILITY VALUE 50 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **8** MISS	≤ **14** KILL
≥ **9** DIRECT LOS HIT	≥ **15** STAGGER
≥ **11** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

QUADROTOR

When this unit is first positioned in the battlespace, add 2x Quadrotor Fires Cards to the player's hand.

GLINT

When activated in the Maneuver Phase, once per turn, this unit can call down a Fires Card on any exterior point within its line of sight at any point during its activation.

MULTIPLIER

If this unit is used to conduct a Swarm Controller's attack, it can drop two Fires Cards on its target rather than one.

If this unit conducts a Glint strike while it is the active unit in the Maneuver Phase and there is a friendly unit with the Swarm Controller alive on the battlespace, it can also call down two Fires Cards, but must end its activation immediately after impact, and gains an ACT Token.

UNFLINCHING

When this unit fails a save roll, it becomes Mortally Wounded rather than Killed. A Mortally Wounded unit has no save roll when attacked and is killed at the end of the Finishing Phase.

00 UNIT NITTO

RIFLEMAN

FAST MOVING CLOSE COMBAT SPECIALISTS, NITTO RIFLEMAN SPEARHEAD DIRECT ACTION RAIDS AND COMBAT PATROLS. SPECIALLY SELECTED AND TRAINED, THEY COMBINE EXTREME VIOLENCE AND SHOCK TO CLOSE WITH, AND DESTROY OPPONENT FORCES USING INDIVIDUAL SMALL ARMS.

COMMITTED WARFIGHTERS, EACH NITTO RIFLEMAN WILL CONTINUALLY DELIVER LETHAL WELL-AIMED FIRE, UNDER ALMOST ANY CONDITION, UNTIL THEY ARE DECISIVELY ENGAGED THEMSELVES.

CORE STATS

CAPABILITY VALUE 30 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **8** MISS	≤ **14** KILL
≥ **9** DIRECT LOS HIT	≥ **15** STAGGER
≥ **10** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

SUSTAINED FIRE

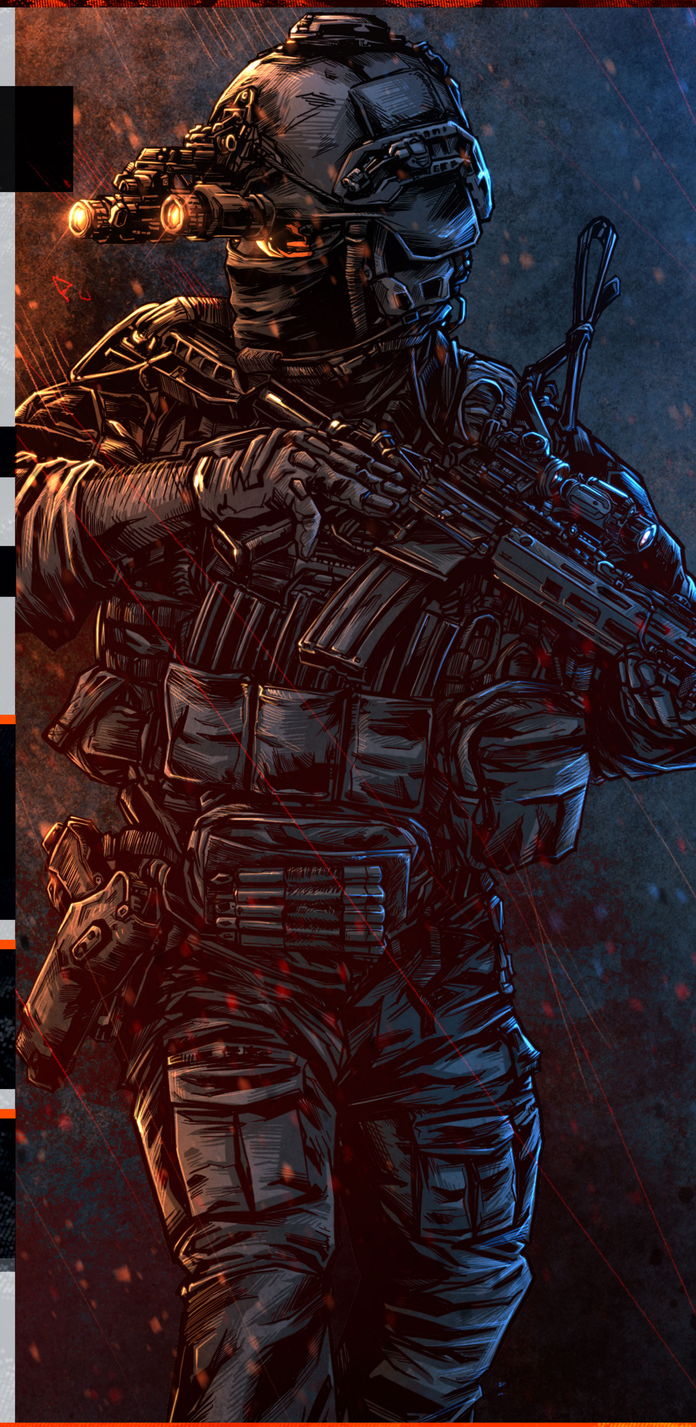
If this unit misses an attack, and there is a friendly present that has LOS on the same target and does not yet have an ACT Token, the active player can give the friendly unit an ACT Token to immediately initiate an attack against the target. Then, end both units' activations.

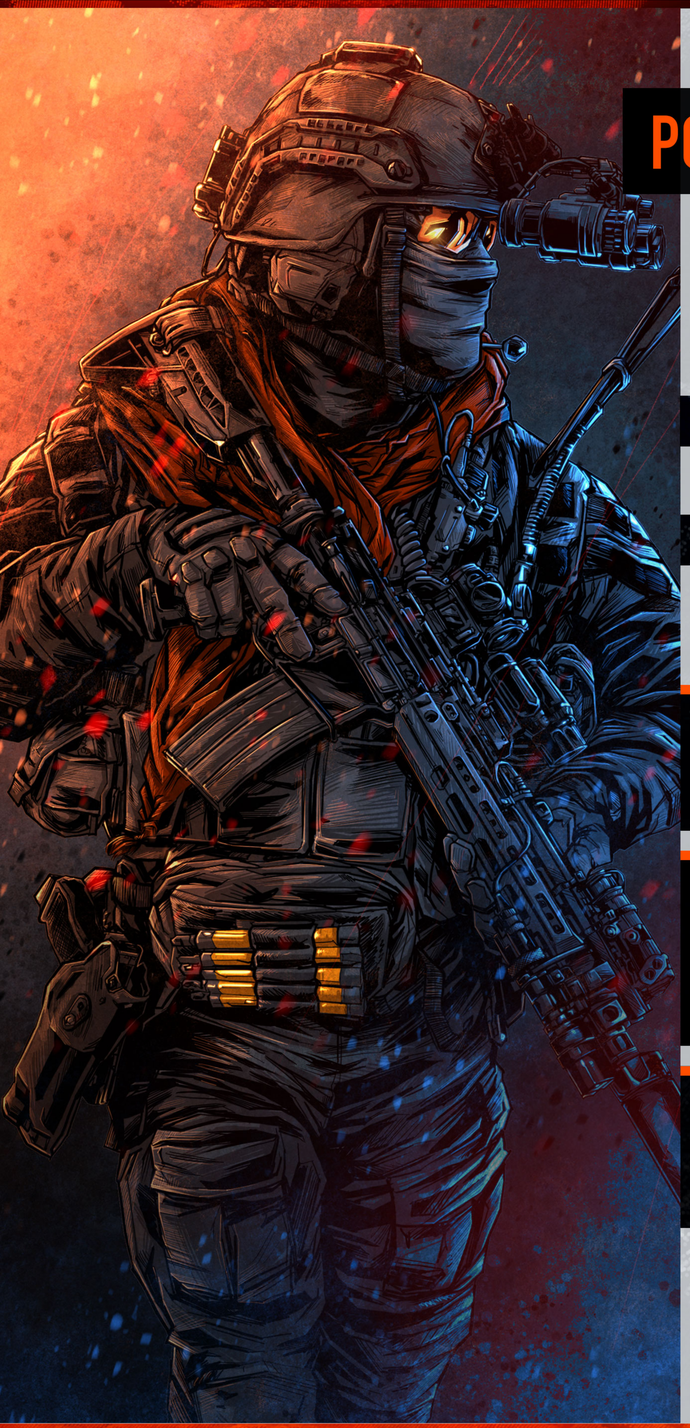
FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

UNFLINCHING

When this unit fails a save roll, it becomes Mortally Wounded rather than Killed. A Mortally Wounded unit has no save roll when attacked and is killed at the end of the Finishing Phase.





00 UNIT NITTO

POINTMAN

POINTMEN THAT ARE MOVING ARE ATTACKING. POINTMEN THAT ARE NOT ATTACKING, ARE PREPARING TO ASSAULT. INFILTRATORS RAPIDLY BREACHING ENEMY LINES, NITTO POINTMEN STORM CRITICAL INFRASTRUCTURE, AND DESTROY ENEMY FORCES WITH INDIVIDUAL SMALL ARMS AND EXPLOSIVES. QUICKLY DELIVERING WELL-AIMED, EFFECTIVE FIRE ACROSS AN ENTIRE OPPONENT FORCE, THE NITTO POINTMAN IS CONSTANTLY OPENING FLANKS AND EXPLOITING THEM WITH LETHAL EFFECT.

CORE STATS

CAPABILITY VALUE 30 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **6** MISS	≤ **14** KILL
≥ **7** DIRECT LOS HIT	≥ **15** STAGGER
≥ **9** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

DOORKICKER

Once per turn while activated during the Maneuver Phase, this unit can open a door with no movement penalty.

BREACHER

When active in the Maneuver Phase and adjacent to a closed exterior-to-interior doorway on its exterior side, this unit can spend 4" of movement range to breach the doorway, destroying the door and creating an explosion that radiates out 2" from the interior side of the door.

UNFLINCHING

When this unit fails a save roll, it becomes Mortally Wounded rather than Killed. A Mortally Wounded unit has no save roll when attacked and is killed at the end of the Finishing Phase.

CRISIS TROOP SCORCH

ASSAULT TECH

KINETIC UAS INTEGRATORS. THE ASSAULT TECH BRINGS LETHALITY ON DEMAND TO THE ENTIRE LINE OF ADVANCE, COMBINING THE EFFECTS OF AIR AND GROUND WEAPONS SYSTEMS TO SWIFTLY DESTROY OPPONENT FORCES, ENABLING AN OVERWHELMING TEMPO OF VIOLENCE. THE CTS ASSAULT TECH PREVENTS EVEN SKILLED OPPONENTS FROM EXPLOITING ANY SLIVER OF OPPORTUNITY TO SHAPE THE OUTCOME OF A FIGHT WITH IMMEDIATE EFFECT.

CORE STATS

CAPABILITY VALUE 60 CP
MOVEMENT RANGE 6"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **5** MISS	≤ **14** KILL
≥ **6** DIRECT LOS HIT	≥ **15** STAGGER
≥ **7** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

KINETIC ISR

When this unit is first positioned in the battlespace, add 1x Scoria RS Fires Card to the player's hand.

GLINT

When activated in the Maneuver Phase, once per turn, this unit can call down a Fires Card on any exterior point within its line of sight at any point during its activation.

SWARM CONTROLLER

When active in the Maneuver Phase, this unit can call a Fires Card down on an exterior point in any friendly unit's LOS (including its own), provided that the friendly does not yet have an ACT Token. Then, this unit and the friendly both gain ACT Tokens.

COGNITIVE JAMMERS

When a Fires Card is called down within 3" of this unit, and this unit does not have an ACT Token, roll 2D10. On 6 or higher, this unit's player can redirect the fires to any exterior point within 5" of this unit. Then, the unit gains an ACT Token. On 5 or lower, this unit gains an ACT Token with no ability to redirect the Fires Card.

SPEAR BRIGADE

SYSTEMS OPERATOR

THE SPEAR SYSTEMS OPERATOR IS AN INTEL. AND KINETIC ENABLER TRANSFORMING EVERY MEMBER OF THEIR KILL TEAM INTO A LETHAL SENSOR. ENGAGING TARGETS WITH SUAS LOITERING MUNITIONS AS WELL AS DEGRADING THE RELIABILITY OF OPPONENT UAS SYSTEMS, THE SYSOP CREATES A ROLLING KILL BOX DESTROYING FIGHTING POSITIONS AND BREAKING OPPOSING FORMATIONS AS THEIR GROUND FORCE SWEEPS THE BATTLESPACE.

CORE STATS

CAPABILITY VALUE 50 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE SYS OP PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS, CANNOT BE FIELDED WITH AAYARI GUARD UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **6** MISS	≤ **14** KILL
≥ **7** DIRECT LOS HIT	≥ **15** STAGGER
≥ **9** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

QUADROTOR

When this unit is first positioned in the battlespace, add 2x Quadrotor Fires Cards to the player's hand.

SWARM CONTROLLER

When active in the Maneuver Phase, this unit can call a Fires Card down on an exterior point in any friendly unit's LOS (including its own), provided that the friendly does not yet have an ACT Token. Then, this unit and the friendly both gain ACT Tokens.

COGNITIVE JAMMERS

When a Fires Card is called down within 3" of this unit, and this unit does not have an ACT Token, roll 2D10. On 6 or higher, this unit's player can redirect the fires to any exterior point within 5" of this unit. Then, the unit gains an ACT Token. On 5 or lower, this unit gains an ACT Token with no ability to redirect the Fires Card.

LASER DETECTOR

When this unit performs an Immediate Action on an opponent that has a Save Roll, it only suffers a -2 debuff rather than a -3.

SPEAR BRIGADE

MARKSMAN

SELECTED FOR HIS DEMONSTRATED INDIVIDUAL WEAPON PROFICIENCY, RELIABILITY, AND COMBAT EXPERIENCE, THE SPEAR MARKSMAN FIGHTS WITH A RIFLE ENHANCED FOR SHORT AND MEDIUM RANGE ENGAGEMENT. PRIORITIZING ADVISORS, SYSTEMS OPERATORS, AND OTHER OPPONENT SPECIALISTS, THE MARKSMAN RAPIDLY ENGAGES VISIBLE POINT TARGETS THAT ARE OBSTRUCTED AND/OR MOVING, WITH DECISIVE EFFECT ENABLING AGILE AND AGGRESSIVE MANEUVER BY THE REST OF THEIR KILL TEAM AS THEY PROSECUTE A GIVEN TASKING.

CORE STATS

CAPABILITY VALUE 35 CP
MOVEMENT RANGE 6"

LIMITATIONS CANNOT BE FIELDED WITH AAYARI GUARD UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **9** MISS	≤ **14** KILL
≥ **10** DIRECT LOS HIT	≥ **15** STAGGER
≥ **10** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

MARKSMAN

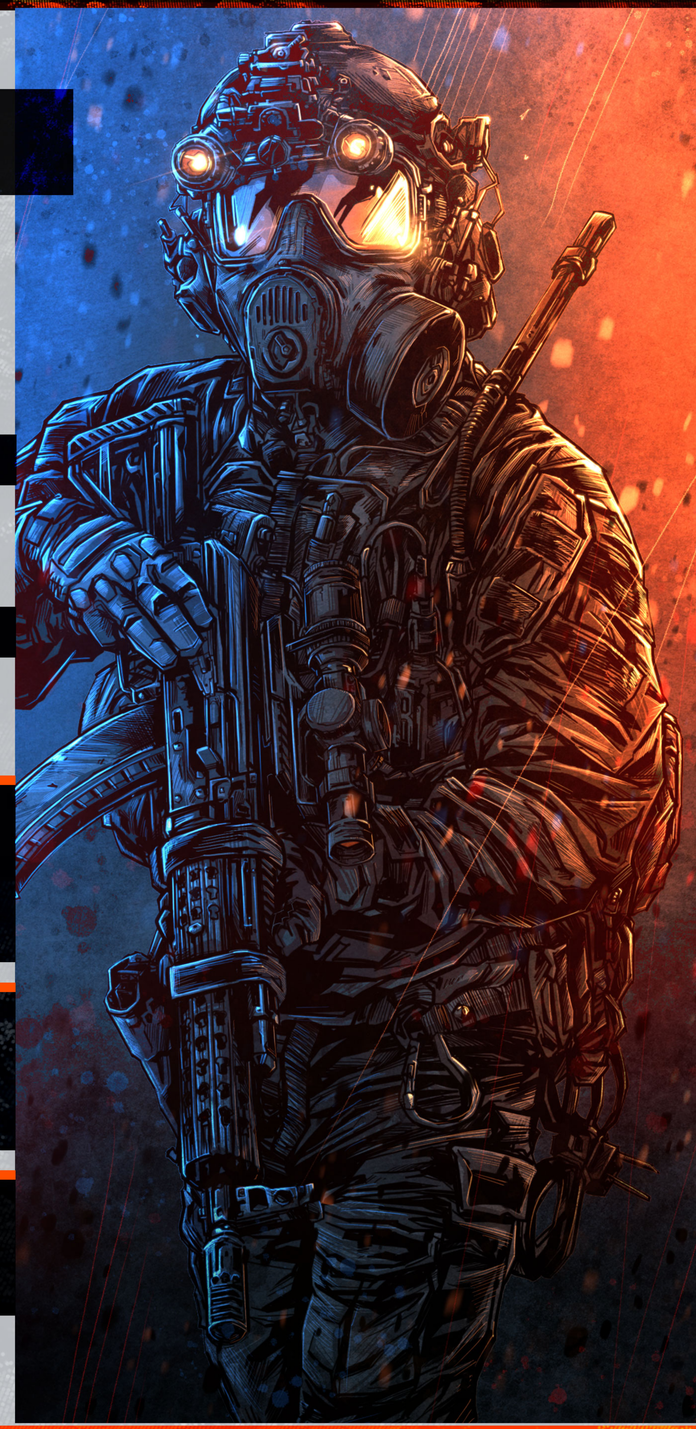
This unit can be activated twice in the Direct Fire Phase; any number of ACT Chits accumulated prevents activation in the Maneuver Phase. When activated in the Finishing Phase, this unit can engage a single opponent in LOS at any range.

SUPPORTED FIRE

When taking an Immediate Action that passes through waist-high cover that this unit is adjacent to, it attacks with a +1 modifier rather than any debuff that would otherwise be applied.

LASER DETECTOR

When this unit performs an Immediate Action on an opponent that has a Save Roll, it only suffers a -2 debuff rather than a -3.



SPEAR BRIGADE

ASSAULTER

HARDENED CLOSE COMBAT FIGHTERS, SPEAR ASSAULTERS ARE VETERAN INFANTRY WITH THE EXPERIENCE TO PROSECUTE FIGHTS ON THEIR OWN INITIATIVE, PUSHING FLANKS ON OPPONENTS FIXED BY GRAZING FIRE. SPEAR ASSAULTERS FINISH ENEMIES WITH WELL-AIMED SHOTS FROM INDIVIDUAL WEAPONS OR BY DIRECTING SUAS MUNITIONS FOR THEIR KILL TEAM SYSOP. THEIR PRIMARY ROLE—DEFEAT HARD TARGETS BY EXPLOITING VULNERABILITIES IN TIME AND POSITION.

CORE STATS

CAPABILITY VALUE 20 CP
MOVEMENT RANGE 8"

LIMITATIONS CANNOT BE FIELDED WITH AAYARI GUARD UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **9** MISS	≤ **14** KILL
≥ **10** DIRECT LOS HIT	≥ **15** STAGGER
≥ **12** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

BREACHER

When active in the Maneuver Phase and adjacent to a closed exterior-to-interior doorway on its exterior side, this unit can spend 4" of movement range to breach the doorway, destroying the door and creating an explosion that radiates out 2" from the interior side of the door.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.

LASER DETECTOR

When this unit performs an Immediate Action on an opponent that has a Save Roll, it only suffers a -2 debuff rather than a -3.

HONGBIN

PKM GUNNER

WHEN POSITIONED CORRECTLY, THE HONGBIN PKM GUNNER DELIVERS A SCYTHING BASE OF FIRE THAT SUPPORTS FRIENDLY MOVEMENT, AND SUPPRESSES OPPONENT ACTIVITY. EXPERTS AT QUICKLY IDENTIFYING AND ESTABLISHING CONCEALED FIGHTING POSITIONS, THE HONGBIN PKM GUNNER IS THE ANCHOR OF EVERY TACTICAL DECISION, APPLYING DECISIVE LETHALITY TO ANY COURSE OF ACTION.

CORE STATS

CAPABILITY VALUE 65 CP
MOVEMENT RANGE 5"

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ **10** MISS	≤ **16** KILL
≥ **11** DIRECT LOS HIT	≥ **17** STAGGER
≥ **13** OBSTRUCTED LOS HIT	≥ **20** UNAFFECTED
≥ **20** HEADSHOT	

PKM PROFESSIONAL

This unit rolls five separate attack rolls aimed at a point in LOS when attacking in the Direct Fire Phase and Immediate Actions. Hits can be distributed to units up to 3" away from this point in the attacker's LOS. The opponent rolls for saves or kills the target unit immediately after a hit is rolled.

Hits can be assigned to units that were already hit in the ongoing attack (such as units that survived a hit via a save roll). Attacks can be modified to roll seven times using a unit with the Crew Served attribute. This unit can accumulate two ACT Tokens, but the second Token can only be gained via a Direct Fire or Immediate Action activation, and neither from Maneuver activation.

BIPOD

When taking an immediate action that passes through waist-high cover that this unit is adjacent to, it does not suffer from the -3 modifier.

FIRE FOR EFFECT

This unit can see through doors when choosing a target point, and can assign attacks to closed doors between itself and its target point. A hit door is immediately destroyed. If an opponent gains LOS from a door being destroyed, it cannot perform an Immediate Action unless it survives all of the active unit's attacks. Opponents hit by this unit suffer a -1 modifier to save rolls.

BLACK POWDER
RED EARTH
28MM
UNFORGIVING CLOSE COMBAT IN A FAILED STATE AT WAR

BLACK POWDER
RED EARTH
28MM
UNFORGIVING CLOSE COMBAT IN A FAILED STATE AT WAR

BLACK POWDER RED EARTH 28MM

UNFORGIVING CLOSE COMBAT IN A FAILED STATE AT WAR

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