


XV26 STEALTH BATTLESUIT

FACTION EQUIPMENT

XV26 MULTITRACKERS

These support systems rapidly generate targeting solutions, enabling warriors to engage multiple targets with their rapid-firing burst cannons.

Once per turning point, when a friendly **XV26 STEALTH BATTLESUIT ** operative is performing the **Shoot** action and you select a burst cannon (sweeping), you can use this rule. If you do, until the end of that action, that weapon has the Torrent 2" weapon rule.

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COUNTER-NETWORK JAMMERS

Closely packed enemies can be thrown into disarray with a burst of multiwave infrasound from these devices. With the foe's senses and communications equipment disrupted, even outnumbered battlesuit pilots can exploit the resultant confusion to devastating effect.


Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if only one friendly **XV26 STEALTH BATTLESUIT💀** operative and only two enemy operatives contest it. That friendly **XV26 STEALTH BATTLESUIT💀** operative cannot be a **DRONE** operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.

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ADVANCED BLACKSUN FILTERS

Battlesuit and drone bodies augmented with these advanced optical systems are granted incredible target identification clarity, even if confronted by the most unnatural and blinding of conditions.

Whenever a friendly **XV26 STEALTH BATTLESUIT ** operative is shooting an operative that's obscured, you don't have to discard one success as a result of that rule. All other effects of obscured apply as normal.

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FACTION EQUIPMENT

HARDWIRED TARGET LOCKS

These target-acquisition systems prioritise the parameters of enemy threats and provide their user with automatic locks. They may be embedded into neural interfaces or implanted into pilots' bodies.

Whenever you would counteract, you can do so with one friendly **XV26 STEALTH BATTLESUIT💀** operative that has a Conceal order and is more than 3" from enemy operatives, but before it counteracts, you must change its order to Engage and it cannot perform any actions other than **Shoot** during that counteraction.