

XV26 SHAS'VRE



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Pulse pistol (ranged)	4	4+	4/5	Range 8"
Pulse pistol (point-blank)	3	4+	4/5	Accurate 1

XV26 Drone Controller: **STRATEGIC GAMBIT** whenever this operative is in the killzone. Select one friendly **XV26 STEALTH BATTLESUIT DRONE** operative in the killzone. Until the end of that operative's next activation, ignore the first two bullet points of its Drone rule (this takes precedence over that rule).

RULES CONTINUE ON OTHER SIDE ►

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SAVE

3+

WOUNDS

13

For the Greater Good: Whenever determining the value of Accurate X for the Kauyon faction rule, if this operative is in the killzone, add 1 to the result if 2 or more friendly **XV26 STEALTH BATTLESUIT** operatives (excluding **DRONE**) are incapacitated (to a maximum of Accurate 3). Note that you must have a minimum of Accurate 1 to use this rule.

XV26 DESIGNATOR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

Markerlight: Whenever an enemy operative is a valid target for this operative, or is visible to this operative and within 2" of your Ambush marker (see Prepare Ambush strategy ploy), it's marked. Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an operative that's marked, that friendly operative's ranged weapons have the Severe weapon rule. Note that an operative can be a valid target for this operative even if this operative isn't the active operative.

XV26 INFILTRATOR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

Covert Protocols: This operative can counteract regardless of its order, but if it has a Conceal order during that counteraction, it cannot perform any actions other than **Pick Up Marker**, **Place Marker** or mission actions.

XV26 LIBERATOR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
💣 Burst cannon (focused)	5	4+	3/4	Ceaseless
💣 Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
💣 EMP bomb	5	3+	2/2	Range 4", Blast 2", Devastating 1, Heavy (Reposition only), Lethal 4+, Limited 1, Saturate
💣 Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
💣 Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
➔ Fists	3	4+	3/4	-

Grenadier: This operative can use frag, krak, smoke and stun 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 this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

XV26 LODESTAR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

XV26 LODESTAR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

Electrochaff Launcher: Once per turning point, when an enemy operative is performing the **Shoot** action and your opponent selects a valid target (excluding **DRONE**), you can use this rule, providing this operative isn't within control range of enemy operatives. If you do, until the end of that action, whenever an enemy operative is shooting a friendly **XV26 STEALTH BATTLESUIT** operative that's both visible to and within 3" of this operative and more than 2" from that enemy operative:

- Ignore the Piercing weapon rule.
- That friendly operative is obscured.

Homing Beacon: This operative is carrying your Homing Beacon marker. Operatives (excluding **DRONE**) can perform the **Pick Up Marker** action on that marker. The first time an enemy operative performs the **Pick Up Marker** action on your Homing Beacon marker, discard that marker (remove it from the battle).

In the Ready step of each Strategy phase, when you gain CP, if your Homing Beacon marker is in the killzone, roll one D6 if it's more than 6" from your drop zone; roll two D6 instead if it's within your opponent's territory; roll three D6 instead if it's within 6" of your opponent's drop zone. If any result is a 4+, you gain one additional CP.

XV26 NEUTRALISER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
💣 Burst cannon (focused)	5	4+	3/4	Ceaseless
💣 Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
💣 Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
💣 Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
➔ Fists	3	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

XV26 NEUTRALISER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

12

Multispectrum Sensor Package: SUPPORT. Once per turning point, when an enemy operative visible to and within 8" of this operative is activated, you can use this rule. If you do, each friendly **XV26 STEALTH BATTLESUIT** operative within 3" of this operative can immediately do one of the following:

- Perform a free **Dash** action (in an order of your choice).
- Change its order.

Each friendly operative that performs the **Dash** action cannot end that move within 3" of an enemy operative. Note that a Comms Device from universal equipment only affects the second distance of this rule.

SYSTEM JAM

1/2AP

► Select one enemy operative visible to this operative. Until the end of that operative's next activation, subtract 1 from its APL stat. Whenever this operative has a Conceal order, you must spend 1 additional AP to perform this action.

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

MV15 GUN DRONE



APL	MOVE	SAVE	WOUNDS
▼ 2	► 6"	4+	7

NAME	ATK	HIT	DMG	WR
■■■ 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, Photon Grenade Launcher, Reposition and Shoot**.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- This operative cannot use any weapons that aren't on its datacard.

- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.
- This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

RULES CONTINUE ON OTHER SIDE ►

MV15 GUN DRONE



APL

▼ 2

MOVE

► 6"

SAVE

4+

WOUNDS

7

PHOTON GRENADE LAUNCHER

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.

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

MV75 MARKER DRONE

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
7

NAME	ATK	HIT	DMG	WR
Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge, Dash, Fall Back, Fight, Reposition and Shoot**.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- This operative cannot use any weapons that aren't on its datacard.

- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.
- This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

RULES CONTINUE ON OTHER SIDE ►

MV75 MARKER DRONE



APL
▼ 2

MOVE
► 6"

SAVE
4+

WOUNDS
7

Markerlight: Whenever an enemy operative is a valid target for this operative, or is visible to this operative and within 2" of your Ambush marker (see Prepare Ambush strategy ploy), it's marked.

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an operative that's marked, that friendly operative's ranged weapons have the Severe weapon rule. Note that an operative can be a valid target for this operative even if this operative isn't the active operative.