

XV26 STEALTH BATTLESUIT[®]

FIREFIGHT PLOY

VECTORED RETRO-THRUSTERS

XV26 battlesuit pilots are expert at firing unconventional bursts from their multidirectional thrusters to rapidly disengage from aggressive enemies, leaving their foe vulnerable to the rest of the team.

Use this firefight ploy when an enemy operative ends the **Charge** action within control range of a friendly **XV26 STEALTH BATTLESUIT[®]** operative (excluding **DRONE**). Interrupt that action to use this rule. If you do, that friendly operative can immediately perform a free **Fall Back** action, but it cannot move more than 3" during that action. Then, that enemy operative can immediately perform a free **Reposition** action using any remaining move distance it had from that first **Charge** action, and can do so even if it's performed an action that prevents it from performing the **Reposition** action.

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GHOSTSHROUD

Readily rerouting power from their weapons to their stealth fields, these operatives appear to vanish after sowing sudden death.

Use this firefight ploy at the end of a friendly **XV26 STEALTH BATTLESUIT[•]** operative's activation. If that operative has an Engage order, change it to Conceal. You cannot use this ploy for each friendly operative more than once per battle.

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ENGAGE JET PACK

The potent jet packs built into each XV26 battlesuit provide exceptional mobility, allowing their veteran pilots to secure advantageous positions.

Use this firefight ploy when a friendly **XV26 STEALTH BATTLESUIT[®]** operative (excluding **DRONE**) is activated or counteracts. Until the end of that activation/counteraction, you can ignore the vertical distance they move during one climb and one drop.

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SAVIOUR PROTOCOLS

The drones of this kill team are hard-coded to prioritise the safety of their comrades, even at the cost of their own existence.

Use this firefight ploy when a friendly **XV26 STEALTH BATTLESUIT[•]** operative (excluding **DRONE**) is selected as the valid target of a **Shoot** action. Select one friendly **XV26 STEALTH BATTLESUIT[•] DRONE** 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 weapon rule.