

Pathfinders		Card A			Card B		
		Pathfinder's Markerlight			Arm to Arm		
Unit type	Subtype	Cost		move	armour	HP	unit size
Infantry	Fireteam	2		12"	1	4	10
name	Range	atk	hit	ap	dmg	Weapon Rules	
Pulse Carbine	20"	15/10/5	4+	6+	2/3	Mid Range	
Gun Butt	-	6/4/2	5+	-	2/2		

Fire Warriors		Card A			Card B		
		Fire Warrior's Guided Strike		Supression Fire			
Unit type	Subtype	Cost		move	armour	HP	unit size
Infantry	Fireteam	3		10"	2	5	8
name	Range	atk	hit	ap	dmg	Weapon Rules	
Pulse Rifle	25"	15/10/5	4+	5+	2/3	Scoped	
Gun Butt	-	6/4/2	5+	-	2/2		

Breachers		Card A			Card B		
		Breach			Point Blank Fussilade		
Unit type	Subtype	Cost		move	armour	HP	unit size
Infantry	Fireteam	3		10"	2	5	8
name	Range	atk	hit	ap	dmg	Weapon Rules	
Pulse Blaster	12"	12/8/4	3+	5+	2/4	Assault	
Gun Butt	-	6/4/2	5+	-	2/2		

Stealth Suits		Card A			Card B		
		Stealth Drone Supply			Forward Scouting		
Unit type	Subtype	Cost		move	armour	HP	unit size
Infantry	Fireteam	5		10"	4	8	5
name	Range	atk	hit	ap	dmg	Weapon Rules	
Burst Cannon	15"	20/14/8	3+	5+	2/3	Short Range	
Fusion Blaster	10"	5/3/1	3+	2+	3/4	Piercing 2	
Battlesuit Fists	-	8/6/4	5+	-	3/3		

Broadside		Card A			Card B		
		Surcharge			Artillery Support		
Unit type	Subtype	Cost		move	armour	HP	unit size
Heavy	Fireteam	6		6"	6	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules	
Heavy Rail Rifle	35"	20/15/10	3+	2+	4/5	Blast, Piercing 2	
Crushing Bulk	-	10/8/6	3+	-	2/2		

Crisis Suit		Card A			Card B		
		Rapid Reflexes			Tracking Targeting Systems		
Unit type	Subtype	Cost		move	armour	HP	unit size
Heavy	Fireteam	6		8"	5	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules	
Burst cannon	20"	20/15/10	4+	3+	3/4	Twinned, Piercing 1	
Battlesuit Fists	-	8/6/4	5+	-	3/3		

Hazard		Card A			Card B		
		Jammer			Frontline Support		
Unit type	Subtype	Cost		move	armour	HP	unit size
Heavy	Fireteam	8		8"	5	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules	
Hazard burst cannon	20"	20/15/10	4+	5+	3/4	Twinned, Assault, Short Range	
Battlesuit Fists	-	8/6/4	5+	-	3/3		