

XV26 STEALTH BATTLESUITS

STRATEGY PLOYS

PATIENT HUNTERS

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting against or fighting against an expended enemy operative, that friendly operative's weapons have the Balanced weapon rule and its ranged weapons have the Saturate weapon rule.

BONDS OF UNITY

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is activated (excluding **DRONE**), if it's visible to and within 6" of another friendly **XV26 STEALTH BATTLESUIT** operative (excluding **DRONE**), you can ignore any changes to that first friendly operative's APL stat and select one of the following:

- Ignore any changes to that first friendly operative's Move stat from being injured until the end of that activation.
- Ignore any changes to the Hit stat of that first friendly operative's weapons from being injured until the end of that activation.

PREPARE AMBUSH

Place one of your Ambush markers wholly within your territory and more than 2" from enemy operatives. Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an enemy operative that's within 2" of that marker, you can use this rule. If you do, remove that marker and that friendly operative's ranged weapons have the Seek weapon rule until the end of the action. In the Ready step of the next Strategy phase, if that marker is still in the killzone, remove that marker.

HOLOWAVE COUNTERMEASURES

Whenever an operative is shooting a friendly **XV26 STEALTH BATTLESUIT** operative more than 6" from it, in the Roll Attack Dice step, the attacker must discard one of their unresolved normal successes (or one of their critical successes if there are none). This isn't cumulative with being obscured.

FIREFIGHT PLOYS

VECTORED RETRO-THRUSTERS

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.

GHOSTSHROUD

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.

ENGAGE JET PACK

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.

SAVIOUR PROTOCOLS

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.

FACTION RULES

STEALTH FIELDS

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative has a Conceal order, it's not visible to enemy operatives more than 3" from it (taking precedence over all other rules).

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative has a Conceal order, it can perform the **Fall Back** action for 1 less AP.

KAUYON

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an enemy operative, its ranged weapons have the Accurate X weapon rule. X is determined by that enemy operative's location.

ENEMY OPERATIVE LOCATION	ACCURATE X
Within 3" of your territory	Accurate 1
Within your territory	Accurate 2
Within 3" of your drop zone	Accurate 3

FACTION EQUIPMENT

XV26 MULTITRACKERS

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.

COUNTER-NETWORK JAMMERS

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.

ADVANCED BLACKSUN FILTERS

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.

HARDWIRED TARGET LOCKS

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.

OPERATIVES

ARCHETYPE: INFILTRATION / RECON / SECURITY / SEEK AND DESTROY

1 **XV26 STEALTH BATTLESUIT SHAS'VRE** with pulse pistol and one of the following options:

- Burst cannon or fusion blaster

1 **XV26 STEALTH BATTLESUIT MV75 MARKER DRONE**

1 **XV26 STEALTH BATTLESUIT MV15 GUN DRONE**

4 **XV26 STEALTH BATTLESUIT** operatives from the following list:

- **DESIGNATOR***
- **INFILTRATOR***
- **LIBERATOR***
- **LODESTAR***
- **NEUTRALISER***

Other than **INFILTRATOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two fusion blasters.

*With one of the following options:

- Burst cannon; fists
- Fusion blaster; fists

XV26 STEALTH BATTLESUITS

SHAS'VRE	APL 3	MV 6"	SV 3+	W 13
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X Pulse pistol (ranged)	4	4+	4/5	Rng 8"
X 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).

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 you must have a minimum of Accurate 1 to use this rule.

DESIGNATOR	APL 3	MV 6"	SV 3+	W 12
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X 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.

LIBERATOR	APL 3	MV 6"	SV 3+	W 12
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ EMP bomb	5	3+	2/2	Rng 4", Blast 2", Devastating 1, Heavy (Reposition only), Lethal 4+, Limited 1, Saturate
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X 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.

LODESTAR	APL 3	MV 6"	SV 3+	W 12
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X Fists	3	4+	3/4	-

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.

NEUTRALISER	APL 3	MV 6"	SV 3+	W 12
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X Fists	3	4+	3/4	-

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.

INFILTRATOR	APL 3	MV 6"	SV 3+	W 12
A HT D WR				
⊕ Burst Cannon				
- Focused	5	4+	3/4	Ceaseless
- Sweeping	4	4+	3/4	Ceaseless, Torrent 1"
⊕ Fusion Blaster				
- Short range	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
- Long range	4	4+	4/5	Rng 12", Piercing 1
X 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.

MV15 GUN DRONE	APL 2	MV 6"	SV 4+	W 7
A HT D WR				
⊕ Twin pulse carbine	4	4+	4/5	Ceaseless
X 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.).

MV75 MARKER DRONE	APL 2	MV 6"	SV 4+	W 7
A HT D WR				
X Ram	3	5+	2/3	-

Drone: See **MV15 GUN DRONE**, but cannot perform **Photon Grenade Launcher** action.

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.

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.

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.