**Tracer Rounds:** Each time a Fireteam in this unit takes a Action, other Fireteams in this unit gain +1 AV when taking an Action against the same target this Activation.

**Battle Spear** (5 v Df | 2"): Strength 3.

**Machine Guns** (6 v Df | 14"): Strength 3.

*Open Wound*: Immediately increase the Strength of this Action by +1 per ♨️ in the final duel total.

Fireteam (80mm | 3x30mm), Squad (2), Combined Arms (Walker)
**Salvaged Parts:** If this unit’s Combined Arms Fireteam is killed, it may discard a card to gain a Reinforcement Token.

**Tracer Rounds:** Each time a Fireteam in this unit takes a Action, other Fireteams in this unit gain +1 AV when taking an Action against the same target this Activation.

- **Battle Spear (5 v Df | 2"):** Strength 3.

- **Machine Guns (6 v Df | 14"):** Strength 3.
  - **Open Wound:** Immediately increase the Strength of this Action by +1 per in the final duel total.
  - **Rapid Fire:** Take this Action again.

Fireteam (80mm | 3x30mm), Squad (2), Combined Arms (Walker)