Evasive: This unit’s Fireteams are immune to Area damage.

Gang Up: Fireteams in this unit within 3" of another Fireteam in this unit may flip two cards in duels when resolving their Actions. If within 3" of two other Fireteams in this unit, the Acting Fireteam may also add any one suit to these duels.

DISABLE 2

When a Fireteam in this unit suffers damage, you may ✩ this Asset to reduce that damage by 2.
DISABLED

Scrap (1): When a Fireteam in this unit suffers damage, you may remove this Asset from the game to reduce that damage by 1.