Blood in the Water: After a Fireteam in this Squad resolves a \( \equiv \) Action, it may discard a Reinforcement Token to take the Action again.

\( \equiv \) Sharp Claws (7 v Df | 2\( ^\prime \)): Strength 4.

\( \equiv \) Toss Around: If the target is a non-Titan, Place it into base contact with another Fireteam in this Squad.

\( \equiv \) Nipping At Their Heels (6 v 12): Move all friendly non-Commander Fireteams within 1\( ^\equiv \)6 of this Fireteam up to 3\( ^\prime \) in any direction. Then move all Fireteams in this Squad up to 3\( ^\prime \) in any direction.

Fireteam (50mm), Squad (3), Commander, Champion
Blood in the Water: After a Fireteam in this Squad resolves a \slash Action, it may discard a Reinforcement Token to take the Action again.

Prove Your Worth: When this unit Reinforces, if the new Fireteam is engaged with an enemy, it may immediately take a \slash Action.

\slash Sharp Claws (7 v Df | 2\): Strength 4.

\fire Toss Around: If the target is a non-Titan, Place it into base contact with another Fireteam in this Squad.

\ gast The Feeding: This unit gains a Reinforcement Token.

\ova Tear Apart: This Action immediately gains Piercing.

\down Nipping At Their Heels (8 v 12): Move all friendly non-Commander Fireteams within \(\times 6\) of this Fireteam up to 3\" in any direction. Then move all Fireteams in this Squad up to 3\" in any direction.

\che Motivated: One non-Commander Fireteam moved by this Action can take a \slash Action.