Rangers
Cygnar Unit

SWIFT SGT				CMD	8
SPD	STR	MAT	RAT	DEF	ARM
7	5	7	7	14	11

SCOUT				CMD	6
SPD	STR	MAT	RAT	DEF	ARM
7	5	6	6	14	11

KNIFE		
Special	POW	P+S
-	2	7

MILITARY RIFLE			
RNG	ROF	AOE	POW
10	1	-	11

Grenadier
@ Dig In

Unit
@ Advance Deploy
@ Pathfinder

Unit
@ Camoflauge
@ Mark Target
@ Signal

Point Costs

Rangers

Leader and 5 Troops **62**

Field Allowance **1**   Victory Points **2**

Grenadier
• **Dig In**--*+4 ARM, DEF until moves or is engaged*
Unit
• **Advance Deploy**--*12"*
• **Pathfinder**--+ *friendly models w/in 3"*
Unit
• **Camoflauge**--+*Friendly models w/in 3"*
 +2 DEF with conceal or cover
• **Mark Target**--*1 ranger per activation, 1 target w/in 12" and LOS. Immediately measure range to any friendly cygnar model. +2 to AOE attacks from FCMs.*
• **Signal**--*During Control Phase, deploy reserves 3" from table edge, 3" from Rangers. Can only advance, must forfeit actions.*

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