•	Warren l	Lord	<u>Req.</u> 95	•	Kingpin		<u>Req.</u> 105	•	Aristocr	at	<u>Req.</u> 100
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
6	6	6	4+	6	5	7	3+	7	6	5	3+
Abilities	Abilities: <u>Resilient 6+</u> Abilities: <u>Resilient 5+</u>				Abilities: <u>Hulking</u>						
Weapon	S:			Weapon	s:			Weapo	ns:		
Seismos	(Ruinous)			Suppres	sor (Burst)		Negotia	tor (Arcing	g)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12"	2	7	2	12"	4	5	1	18"	4	6	2
Drill Fist	s (Ruinous	5)		Silencer	(Ruinous)			Heirloo	m Blades (I	Precise)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	2	7	2	們	2	7	3	們	2	5	2
	Mineralo	ogist	<u>Req.</u> 90		Infirmer		<u>Req.</u> 100		Augmen	tor	<u>Req.</u> 95
Health	Mineralo <u>Speed</u>	ogist <u>Defense</u>		Health	Infirmer <u>Speed</u>	<u>Defense</u>		Health		tor <u>Defense</u>	
			90			Defense 7	100	Health 5			95
Health 5	<u>Speed</u>	Defense 6	90 Resist	Health 5	<u>Speed</u>	7	100 <u>Resist</u>	5	<u>Speed</u>	Defense 5	95 Resist 4+
Health 5 Abilities: Weapon	<u>Speed</u> 6 : <u>Vanguai</u> s:	<u>Defense</u> 6 r <u>d</u>	90 Resist	Health 5 Abilities Weapon	<u>Speed</u> 5 : <u>Regene</u>	7	100 <u>Resist</u>	5 Abilitie: Weapo	Speed 8 5: Agile, M	Defense 5	95 Resist 4+
Health 5 Abilities: Weapon Minerali:	Speed 6 Vanguar s: zer(Burst)	Defense 6 rd	90 <u>Resist</u> 4+	Health 5 Abilities Weapon Injecter (Speed 5 Regener s: (Precise)	7 rate	100 Resist 4+	5 Abilities Weapor	Speed 8 s: Agile, M ns:	<u>Defense</u> 5 <u>lomentum</u>	95 <u>Resist</u> 4+
Health 5 Abilities: Weapon Minerali: Range	<u>Speed</u> 6 : <u>Vanguai</u> s:	<u>Defense</u> 6 r <u>d</u>	90 Resist	Health 5 Abilities Weapon Injecter (Range	<u>Speed</u> 5 : <u>Regene</u>	7	100 <u>Resist</u>	5 Abilities Weapo Arclight Range	Speed 8 5: Agile, M	Defense 5	95 Resist 4+
Health 5 Abilities: Weapon Minerali:	Speed 6 Vanguar s: zer(Burst)	Defense 6 rd	90 <u>Resist</u> 4+	Health 5 Abilities Weapon Injecter (Speed 5 Regener s: (Precise)	7 rate	100 Resist 4+	5 Abilities Weapor	Speed 8 s: Agile, M ns:	<u>Defense</u> 5 <u>lomentum</u>	95 <u>Resist</u> 4+
Health 5 Abilities: Weapon Minerali: Range	Speed 6 Vanguar s: zer (Burst) Attacks	Defense 6 rd Power	90 Resist 4+ Damage	Health 5 Abilities Weapon Injecter (Range	Speed 5 Regene S: (Precise) Attacks	7 rate Power	100 Resist 4+ Damage	5 Abilities Weapor Arclight Range	Speed 8 s: Agile, M ns: s Attacks	<u>Defense</u> 5 <u>lomentum</u> <u>Power</u>	95 Resist 4+ Damage
Health 5 Abilities: Weapon Minerali: Range 12" Multi-too Range	Speed 6 Vanguar s: zer (Burst) Attacks	Defense 6 rd Power	90 Resist 4+ Damage	Health 5 Abilities Weapon Injecter (Range 8" Surgical Range	Speed 5 Regene S: (Precise) Attacks	7 rate Power	100 Resist 4+ Damage	5 Abilities Weapon Arclight Range 12" Scythe Range	Speed 8 s: Agile, M ns: s Attacks	<u>Defense</u> 5 <u>lomentum</u> <u>Power</u>	95 Resist 4+ Damage
Health 5 Abilities: Weapon Minerali: Range 12" Multi-too	Speed 6 : Vangual s: zer (Burst) Attacks 3	Defense 6 rd Power 6	90 Resist 4+ Damage	Health 5 Abilities Weapon Injecter (Range 8"	Speed 5 : Regener s: (Precise) Attacks 1 Tools	7 rate Power 6	100 Resist 4+ Damage	5 Abilities Weapon Arclight Range 12" Scythe	Speed 8 s: Agile, M ns: :s Attacks 2	<u>Defense</u> 5 <u>Iomentum</u> <u>Power</u> 5	95 Resist 4+ Damage

	Sanner		<u>Req.</u>		Agitator		<u>Req.</u>		Venator		<u>Req.</u>
4	Sapper		85	W	Agitator		90	w	venator		80
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+	4	5	7	4+	4	6	4	5+
Abilities	s: <u>Vangua</u>	<u>rd, Stealth</u>	<u>1</u>	Abilities	<u>Momen</u>	<u>tum, Resil</u>	ient 5+	Abilities	: <u>Stealth</u>		
Weapoi				Weapon	s:			Weapon	ıs:		
Doom G Ruinous	lobe (Arcin ;)	g, Powerf	ul,	None				Longsho	t (Precise	, Powerful	, Ruinous)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
10"	1	2+	5	⊕	-	-	-	24"	1	2+	4
Climbin	g Claws			Spiked Ca Ruinous)		cise, Powe	rful,	Ostenta [.]	tious Blad	e	
Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	2	5	1	鬥	4	7	2	們	1	5	2
	Condem	ned	<u>Req.</u> 60		Maniacs	;	<u>Reg.</u> 70		Arsonist	:S	<u>Req.</u> 65
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	7	4+	3	5	6	4+	3	5	6	4+
Abilities	s: <u>Momen</u>	<u>tum, Resil</u>	ient 6+	Abilities	<u>Resilien</u>	<u>ıt 6+</u>		Abilities	: <u>Resilien</u>	<u>ıt 6+</u>	
Weapoi	15:			Weapon	s:			Weapon	ıs:		
None				Felony (F	Ruinous)			Arson (E	Burst, Engu	ılf)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
•	-	-	-	18"	1	8	3	12"	3	6	1
Contrab	and Weapo	onry (Burs	st)	Jagged S	hiv			Jagged S	Shiv		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	5	7	1	們	2	5	1	們	2	5	1
Ι΄΄				l ''							

	Wardens	5	<u>Req.</u> 60	*	Boomers	5	<u>Req.</u> 50	*	Roughne	ecks	<u>Req.</u> 55
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>
3	4	7	3+	2	6	5	5+	2	6	6	5+
Abilities	: <u>Hulking</u>			Abilities	: <u>Vangua</u>	<u>'d</u>		Abilities	: <u>Vangua</u>	r <u>d</u>	
Weapon	s:			Weapon	s:			Weapon	s:		
None				Boomer	(Arcing, Ex	(plosive)		Seismo (Ruinous)		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
⊕	-	-	-	12"	2	6	1	12"	1	7	2
Power G	auntlets (F	Ruinous)		Multi-to	ol			Excavato	or		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	2	7	2	愕	2	5	1	們	1	6	2
*	Colonial	5	<u>Req.</u> 45	*	Daredev	ils	<u>Req.</u> 50	181	Rad Gan	g	<u>Req.</u> 15
Health	Colonial: <u>Speed</u>	S <u>Defense</u>		Health	Daredev <u>Speed</u>	ils <u>Defense</u>		Health	Rad Gan Speed	g <u>Defense</u>	
			45				50				15
<u>Health</u>	<u>Speed</u> 6	<u>Defense</u>	45 <u>Resist</u>	Health 2	Speed 8	<u>Defense</u>	50 Resist 5+	<u>Health</u> 1	<u>Speed</u>	<u>Defense</u> 3	15 Resist
Health 2 Abilities Weapon	<u>Speed</u> 6 : <u>-</u> s:	<u>Defense</u> 4	45 <u>Resist</u>	Health 2 Abilities	Speed 8 : Agile, M	Defense 5	50 Resist 5+	Health 1 Abilities Weapon	Speed 6 : Irradiat	<u>Defense</u> 3 <u>ed</u>	15 Resist
Health 2 Abilities Weapon Influence	Speed 6 : <u>-</u> s: er (Ruinou	Defense 4 s)	45 <u>Resist</u> 5+	Health 2 Abilities: Weapon Arclight	Speed 8 : Agile, M s:	<u>Defense</u> 5 <u>omentum</u>	50 <u>Resist</u> 5+	Health 1 Abilities Weapon Rad Tran	Speed 6 : Irradiat s:	Defense 3 ed /olatile)	15 <u>Resist</u> 6+
Health 2 Abilities Weapon Influence Range	<u>Speed</u> 6 : <u>-</u> s:	<u>Defense</u> 4	45 <u>Resist</u>	Health 2 Abilities: Weapon Arclight Range	Speed 8 : Agile, M	Defense 5	50 Resist 5+	Health 1 Abilities Weapon Rad Tran Range	Speed 6 : Irradiat	<u>Defense</u> 3 <u>ed</u>	15 Resist
Health 2 Abilities Weapon Influence	Speed 6 : <u>-</u> s: er (Ruinou	Defense 4 s)	45 <u>Resist</u> 5+	Health 2 Abilities: Weapon Arclight	Speed 8 : Agile, M s:	<u>Defense</u> 5 <u>omentum</u>	50 <u>Resist</u> 5+	Health 1 Abilities Weapon Rad Tran	Speed 6 : Irradiat s:	Defense 3 ed /olatile)	15 <u>Resist</u> 6+
Health 2 Abilities Weapon Influence Range 18"	Speed 6 : _ = s: er (Ruinou Attacks	Defense 4 S) Power 6	45 Resist 5+ Damage	Health 2 Abilities: Weapon Arclight Range	Speed 8 Agile, M S: Attacks	<u>Defense</u> 5 <u>omentum</u> <u>Power</u>	50 Resist 5+ Damage	Health 1 Abilities Weapon Rad Tran Range Hange 12"	Speed 6 Irradiat s: smitter(\ Attacks	Defense 3 ed /olatile) Power 5	15 Resist 6+ Damage
Health 2 Abilities Weapon Influence Range 18"	Speed 6 : <u>-</u> s: er (Ruinou Attacks	Defense 4 S) Power 6	45 Resist 5+ Damage	Health 2 Abilities: Weapon Arclight Range 12"	Speed 8 Agile, M S: Attacks	<u>Defense</u> 5 <u>omentum</u> <u>Power</u>	50 Resist 5+ Damage	Health 1 Abilities Weapon Rad Tran Range Hange 12"	Speed 6 Irradiat s: Ismitter (\ Attacks	Defense 3 ed /olatile) Power 5	15 Resist 6+ Damage
Health 2 Abilities Weapon Influence Range 18" Ostental	Speed 6 : _ s: er (Ruinou Attacks 2	Defense 4 S) Power 6	45 Resist 5+ Damage	Health 2 Abilities: Weapon Arclight Range 12" Scythe B	Speed 8 Agile, M s: Attacks 1	Defense 5 omentum Power 5	50 Resist 5+ Damage	Health 1 Abilities Weapon Rad Tran Range 12" Makeshi	Speed 6 : Irradiat s: ssmitter (\ Attacks 1 ft Weapor	Defense 3 ed /olatile) Power 5	15 Resist 6+ Damage

181	Dirt Gan	g	<u>Req.</u> 15	•	Enforcer		<u>Req.</u> 170	•	Pit Beas	t	<u>Req.</u> 170
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
1	6	4	6+	10	6	8	3+	12	8	8	4+
Abilities:	<u>Vangua</u>	<u>rd</u>		Abilities:	Hulking	<u>, Resilient</u>	: <u>5+</u>	Abilities	: <u>Hulking</u> <u>Terror</u>	<u>, Moment</u>	<u>um,</u>
Weapon	s:			Weapon	s:			Weapon	s:		
None				Flamesp	itter (Engı	ulf)		Bile Spev	w (Ruinou	s)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
⊕	-	-	-	12"	10	6	1	12"	6	7	1
Salvaged	l Weaponi	ry (Burst)		Pummele	er (Ruinou	s)		Massive	Claws (Rı	uinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	1	5	1	愕	4	8	2	愕	4	9	2
l											
•	Terrafor	mer	<u>Req.</u> 180		Tunnelle	r	<u>Req.</u> 200		Sky Barg	ge	<u>Req.</u> 160
Health	Terrafor	mer <u>Defense</u>		Health	Tunnelle <u>Speed</u>	er <u>Defense</u>		Health	Sky Barg <u>Speed</u>	ge <u>Defense</u>	
			180				200			_	160
Health 12	Speed 5	<u>Defense</u>	180 <u>Resist</u> 4+	Health 15	<u>Speed</u> 6	Defense 9 Moment i	200 Resist 4+	Health 10	Speed	<u>Defense</u> 7	160 Resist
Health 12	Speed 5 Hulking 6+	<u>Defense</u> 10	180 <u>Resist</u> 4+	Health 15	Speed 6 Hulking Resilien	Defense 9 Moment i	200 Resist 4+	Health 10	Speed 8 : Hulking	<u>Defense</u> 7	160 Resist
Health 12 Abilities: Weapon	Speed 5 Hulking 6+	<u>Defense</u> 10 , <u>Terror, R</u>	180 <u>Resist</u> 4+	Health 15 Abilities: Weapon	Speed 6 Hulking Resilien	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 Resist 4+	Health 10 Abilities	Speed 8 : Hulking	<u>Defense</u> 7 <u>s, Agile</u>	160 Resist
Health 12 Abilities: Weapon: Airburst Range	Speed 5 Hulking 6+ s:	<u>Defense</u> 10 , <u>Terror, R</u>	180 <u>Resist</u> 4+	Health 15 Abilities: Weapon: Seismos Range	Speed 6 Hulking Resilien	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 Resist 4+	Health 10 Abilities: Weapon Broadsid	Speed 8 : Hulking s:	<u>Defense</u> 7 <u>s, Agile</u>	160 Resist
Health 12 Abilities: Weapon: Airburst	Speed 5 Hulking 6+ S: (Burst, Ex	<u>Defense</u> 10 , <u>Terror, Re</u> plosive)	180 <u>Resist</u> 4+ <u>esilient</u>	Health 15 Abilities: Weapon: Seismos	Speed 6 Hulking Resilien s: (Ruinous)	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 <u>Resist</u> 4+ <u>um,</u>	Health 10 Abilities: Weapon Broadsic	Speed 8 : Hulking s:	Defense 7 s, Agile	160 Resist 4+
Health 12 Abilities: Weapon: Airburst Range 18"	Speed 5 Hulking 6+ s: (Burst, Ex	Defense 10 Terror, Replosive) Power 5	180 Resist 4+ esilient Damage	Health 15 Abilities: Weapon: Seismos Range 12"	Speed 6 Hulking Resilien s: (Ruinous) Attacks	Defense 9 , Momento t 6+ Power	200 Resist 4+ um, Damage	Health 10 Abilities: Weapon Broadsic Range	Speed 8 Hulking s: Hes (Ruino Attacks	Defense 7 7 7 7 Agile ous) Power	Resist 4+ Damage
Health 12 Abilities: Weapon: Airburst Range 18"	Speed 5 Hulking 6+ s: (Burst, Ex Attacks	Defense 10 Terror, Replosive) Power 5	180 Resist 4+ esilient Damage	Health 15 Abilities: Weapon: Seismos Range 12"	Speed 6 Hulking Resilien s: (Ruinous) Attacks	Defense 9 , Momento t 6+ Power 7	200 Resist 4+ um, Damage	Health 10 Abilities Weapon Broadsic Range 18"	Speed 8 Hulking s: Hes (Ruino Attacks	Defense 7 7 7 7 Agile ous) Power	Resist 4+ Damage
Health 12 Abilities: Weapon: Airburst Range 18" Earthche	Speed 5 Hulking 6+ S: (Burst, Ex Attacks 8	Defense 10 Terror, Replosive) Power 5	180 Resist 4+ esilient Damage	Health 15 Abilities: Weapon: Seismos Range 12" Mega Dri	Speed 6 Hulking Resilien s: (Ruinous) Attacks 2	9, Momento t 6+ Power	200 Resist 4+ um, Damage 2	Health 10 Abilities: Weapon Broadsid Range 18" Bladed H Range	Speed 8 Hulking s: Hes (Ruino Attacks 3	Defense 7 7 7 7 7 7 Power 9	160 Resist 4+ Damage
Health 12 Abilities: Weapon: Airburst Range 18" Earthche	Speed 5 Hulking 6+ s: (Burst, Ex Attacks 8	Defense 10 Terror, Replosive) Power 5 Ous) Power	180 Resist 4+ esilient Damage 1	Health 15 Abilities: Weapon: Seismos Range 12" Mega Dri	Speed 6 Hulking Resilien s: (Ruinous) Attacks 2	Defense 9 , Momento t 6+ Power 7 Ful, Ruinou Power	200 Resist 4+ um, Damage 2	Health 10 Abilities: Weapon Broadsic Range 18"	Speed 8 Hulking s: Hes (Ruino Attacks 3 Hull Attacks	Defense 7 A Agile ous) Power 9	Pamage Damage

***	Archivist					
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>			
5	6	5	3+			

Abilities: Vanguard

Spells & Weapons:

- (4) Restore: Friendly within 12" Regenerates D3+2 Health.
- (2) Calm: Friendly within 12" immune to Terror until the end of the Round.
- (1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Channelling Staff

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
偔	2	6	2

44	Exhibitio	onist	<u>Req.</u> 105
Health	Sneed	Defense	Rociet

4

3+

Abilities: <u>Agile</u>

5

Spells & Weapons:

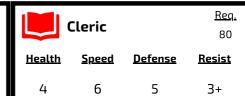
(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

8

- (2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.
- (1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Scythe Blades

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	4	6	1



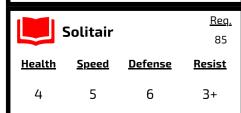
Abilities: <u>Vanguard</u>

Spells & Weapons:

- (2) Calm: Friendly within 12" immune to Terror until the end of the Round.
- (1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Soul Sceptre (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	1	6	2



Abilities: Stealth, Resilient 6+

Spells & Weapons:

- (2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.
- (1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Jagged Shivs

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	4	5	1

Core Feats:

Crushing Charge (Action Phase - Charging Activation)Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

Evasive Maneuver (Action Phase - Evade Reaction)A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

Suppressive Fire (Action Phase - Shooting Activation)A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

Vigilance (Action Phase - targeted by Shooting Activation)A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

Unique Faction Feats:

EXILES

Warren-Dwellers

Underground Ambush: In the Action Phase when a unit enters the battlefield from Vanguard, instead of making a Basic Move, it can perform any normal Action from any battlefield edge.

Colonists

DaVel Rounds (Dangerous Velocity): In the Action Phase when a unit performs a Shooting Activation, the targeted enemy units cannot perform the Return Fire Reaction.

Condemned

Prison Cocktail: In the Action Phase or Battle Phase when targeted by a Shooting or Battle Activation, a unit gains the Resilient 4+ ability until the end of the Phase.