

8SP



2



**CT-9904, ELITE SQUAD LEADER**

CT-9904 • Primary Unit (2)

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# CT-9904, ELITE SQUAD LEADER





## MOVE TO POSITION

One character in this Unit may  or . Then choose an allied character within 3. The chosen character may .







## REFLECTOR DISCS

When a character in this Unit makes a  attack, before it chooses a target, this Unit may use this ability. Choose an allied character within 4 and LOS. During this attack, measure range and LOS from the chosen allied character.








## EXPENDABLE DISTRACTION

When a character in this Unit makes a  attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied Units. The chosen Unit suffers .



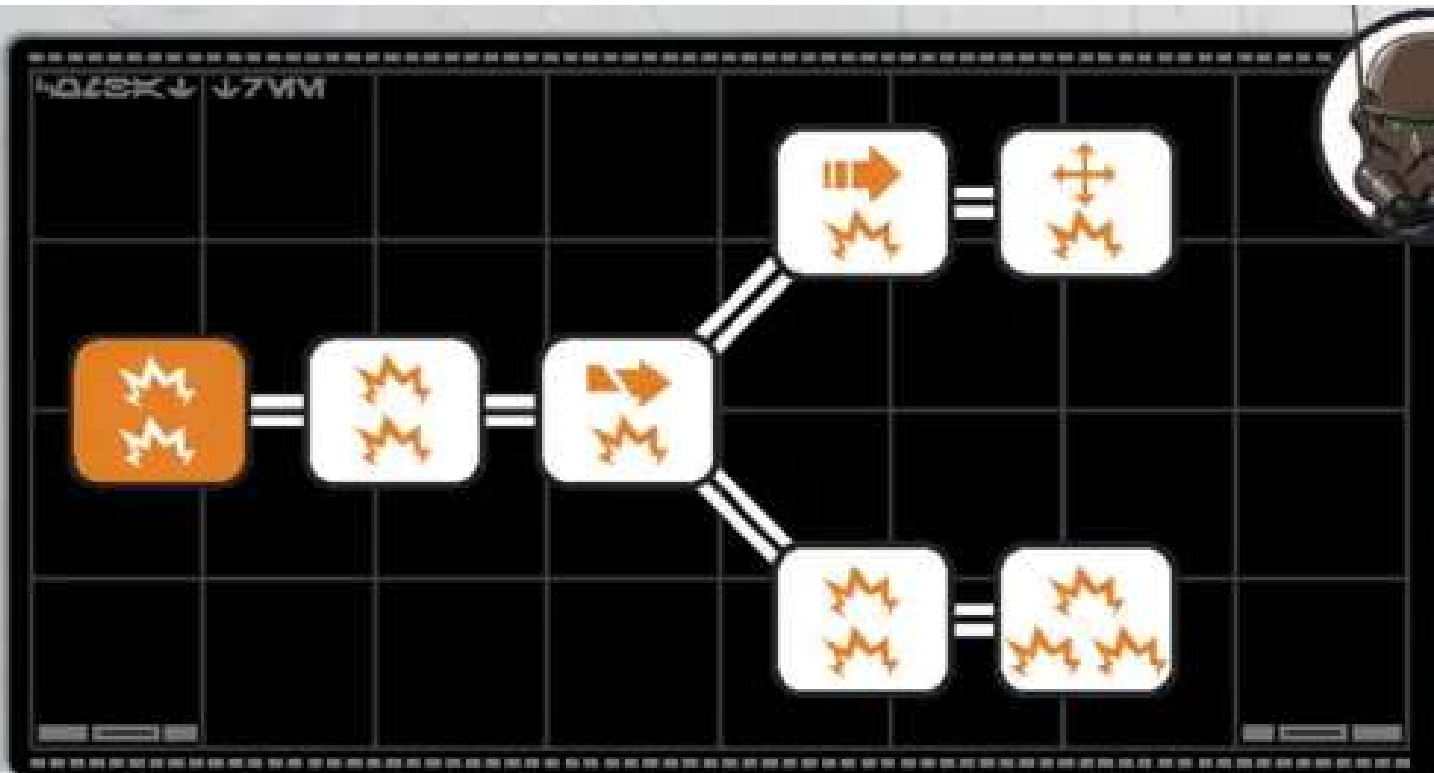
## GENETICALLY BRED DEADEYE

When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit** with a  attack as part of a combat action, after the effect is resolved, refresh .

Additionally, when a character in this Unit makes a  attack, before dice are rolled, it may remove one or more conditions from the defending Unit. Add  to the attack roll for each removed condition.



CLONE TROOPER • GALACTIC EMPIRE



**TARGET ELIMINATED**



**FIREPUNCHER SNIPER RIFLE**

1  
2-3  
4+

- 1: [Crosshair], [Star]
- 2-3: [Crosshair], [Star], [Flame]
- 4+: [Crosshair], [Star], [Flame]



**ADVANCED COMBAT TRAINING**

1-2  
3+

- 1-2: [Star], [Star]
- 3+: [Crosshair], [Crosshair]



**MODIFIED COMMANDO ARMOR**

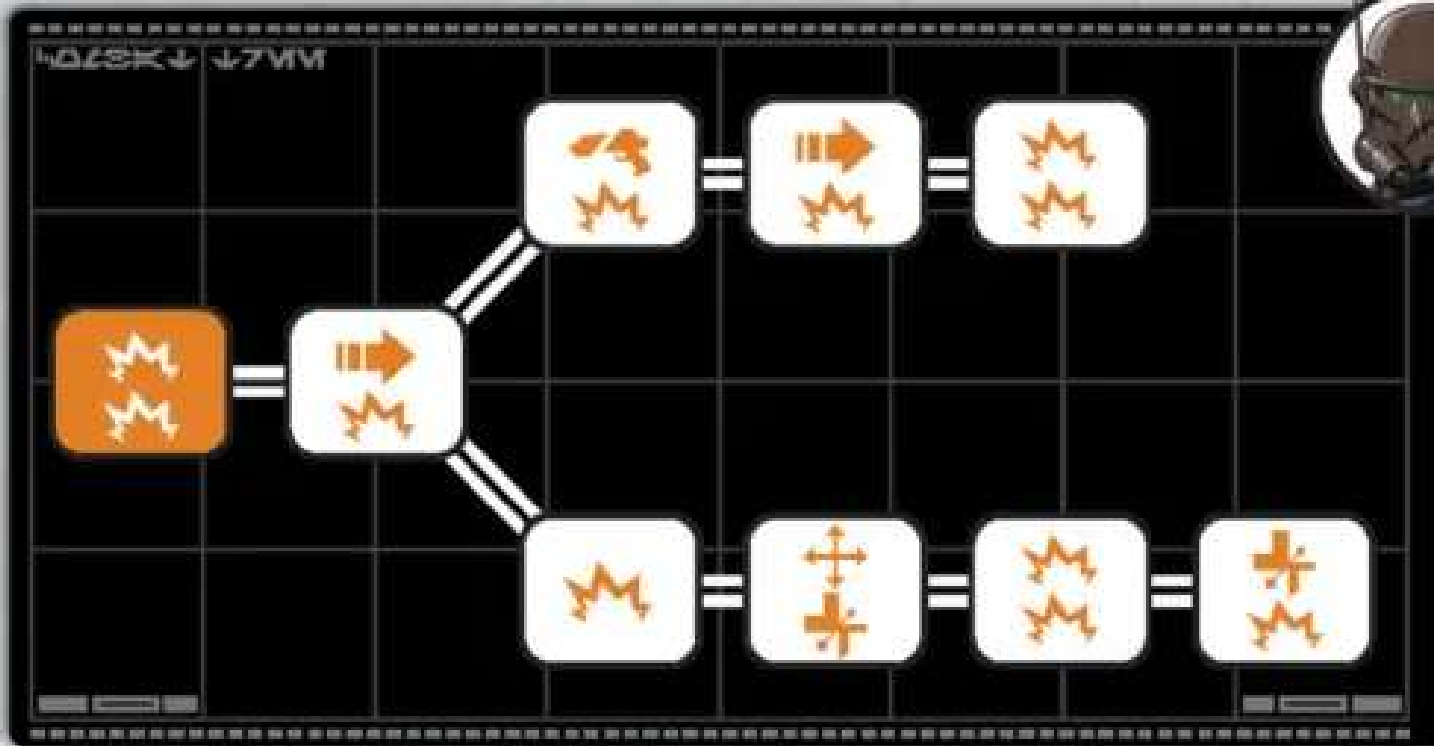
1-2  
3+

- 1-2: [Crosshair], [Star with Arrow], [Star]
- 3+: [Crosshair], [Crosshair], [Star with Arrow], [Star]

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### BAD PLAY



	<b>FIREPUNCHER SNIPER RIFLE</b>
1-2	
3	,  ,
4+	,  ,

	<b>ADVANCED COMBAT TRAINING</b>
1-2	,
3+	,

	<b>MODIFIED COMMANDO ARMOR</b>
1	,  ,
2-3	,  ,  ,
4+	,  ,  ,  ,

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