

5
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 3
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FLIP CYBORG DOLPHIN

A Armament: Electrified Harpoon Gun

S Special: Swimmer, Agile, Leap



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UDT LEAD

A Armament: LMG, Grenades

S Special: Swimmer, Satchel Charge, Commander



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UDT NCO I

A Armament: LMG, Grenades

S Special: Swimmer, Satchel Charge, NCO in Charge



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UDT TROOPER I

A Armament: LMG, Grenades

S Special: Swimmer, Satchel Charge



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UDT TROOPER II

A Armament: LMG, Grenades

S Special: Swimmer, Satchel Charge



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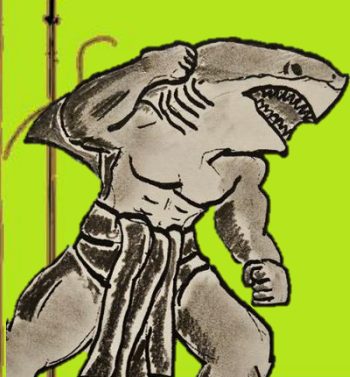
UDT TROOPER III

A Armament: LMG, Grenades

S Special: Swimmer, Satchel Charge



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KAGEWANI I

A Armament: Bite, Iron Fist

S Special: Unstoppable, Swim*4



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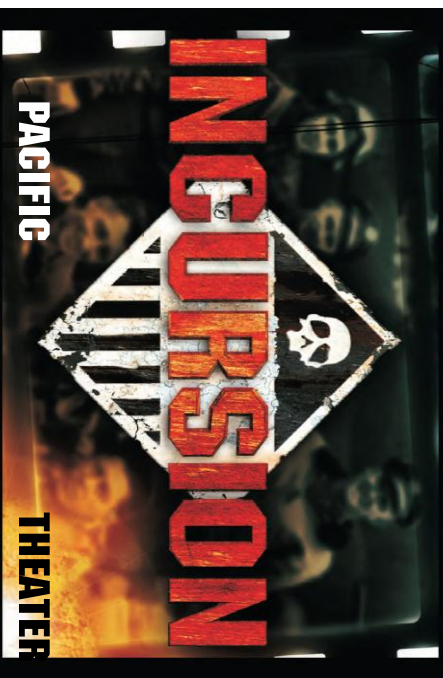
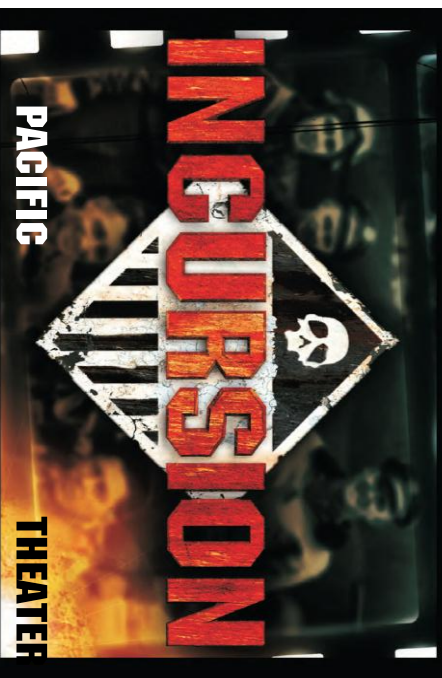
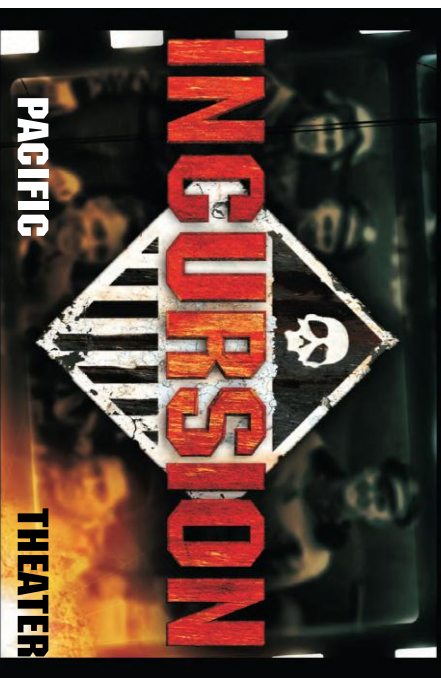
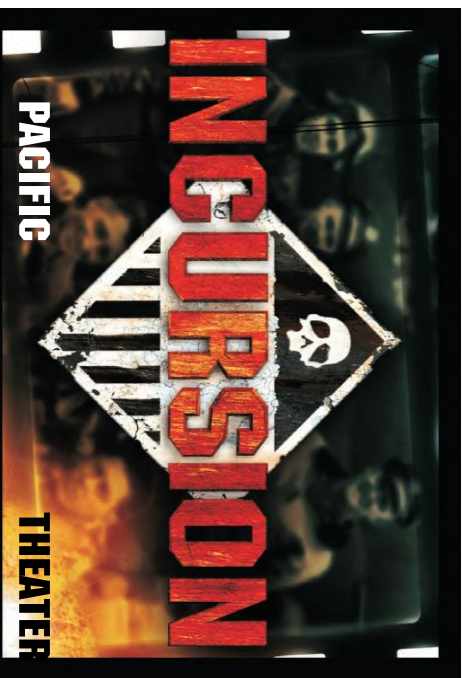
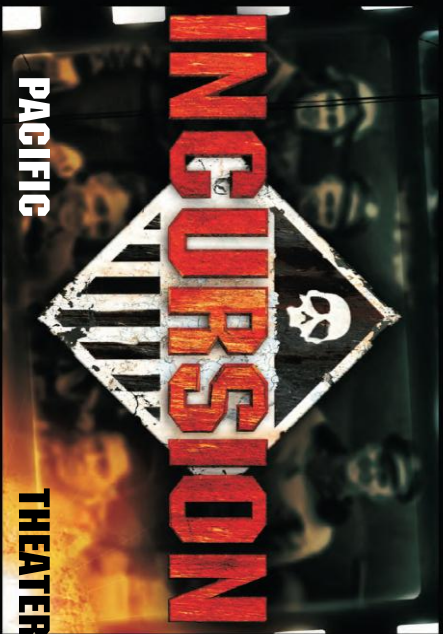
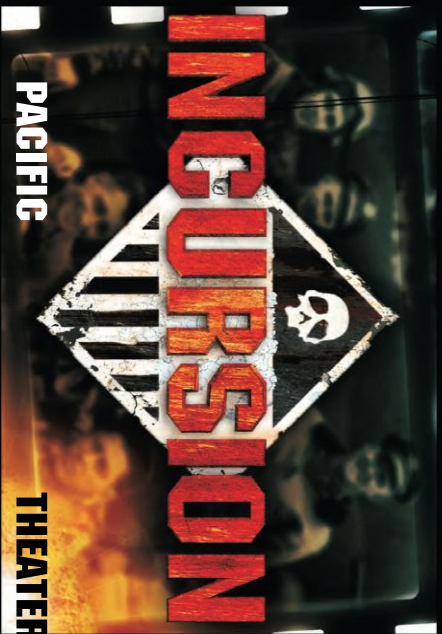
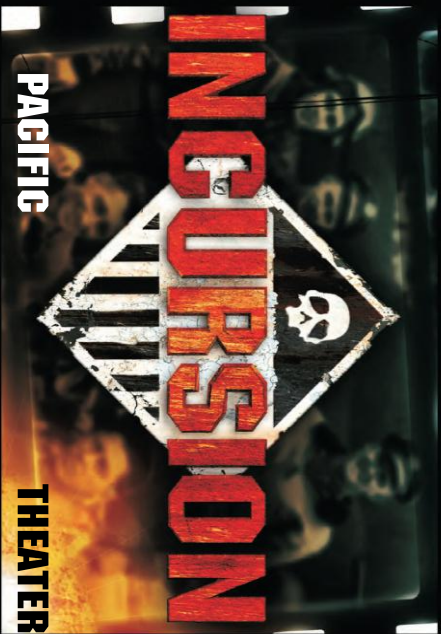
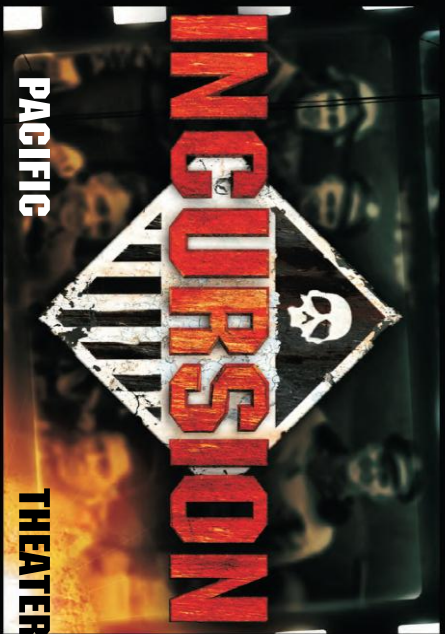


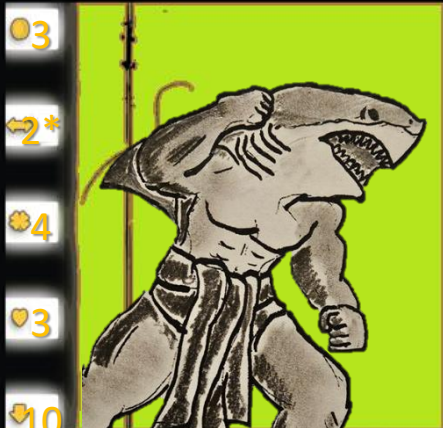
KAGEWANI II

A Armament: Bite, Iron Fist

S Special: Unstoppable, Swim*4







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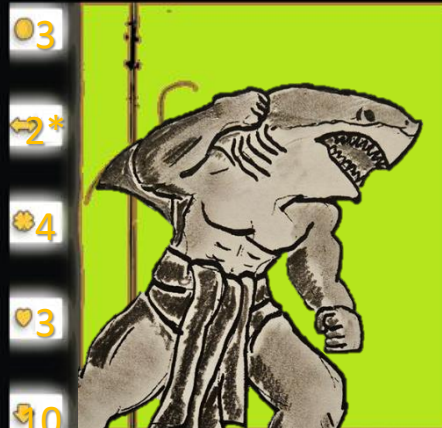
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KAGEWANI III**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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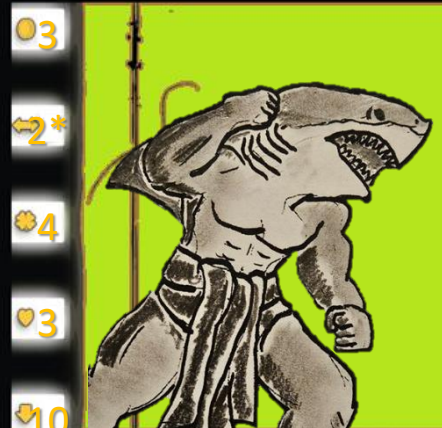
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KAGEWANI IV**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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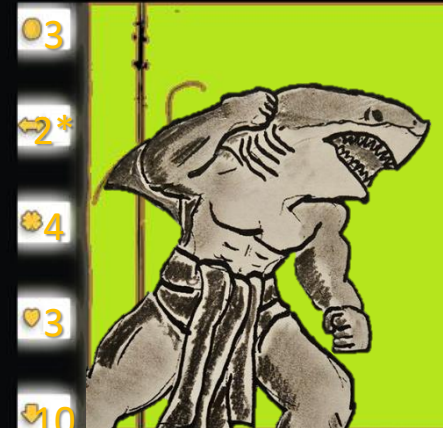
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KAGEWANI V**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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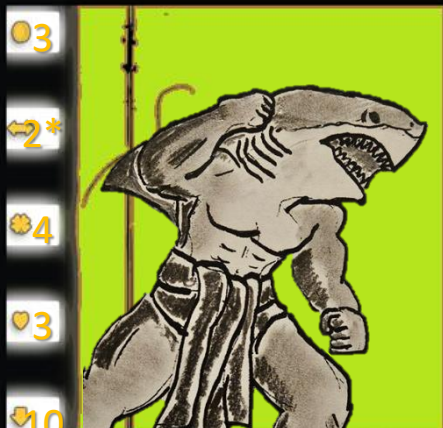
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KAGEWANI VI**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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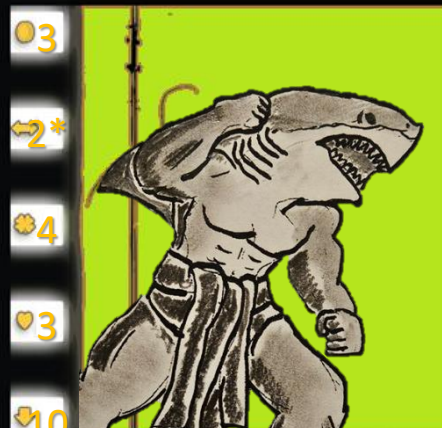
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KAGEWANI VII**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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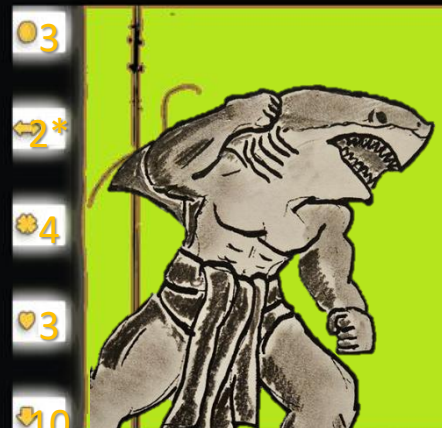
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KAGEWANI VIII**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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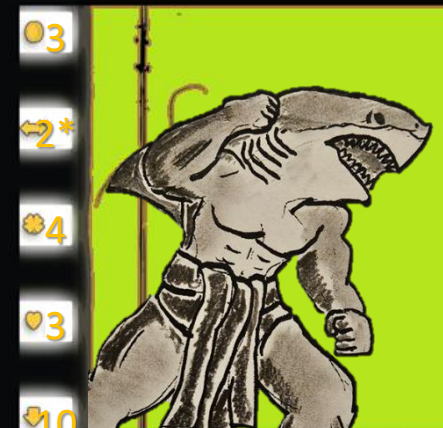
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KAGEWANI IX**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4

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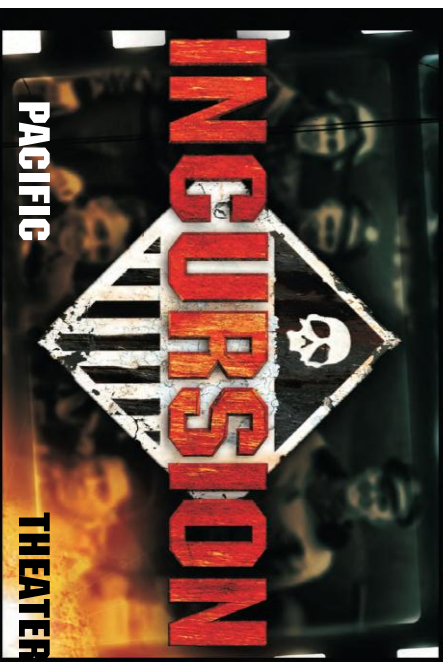
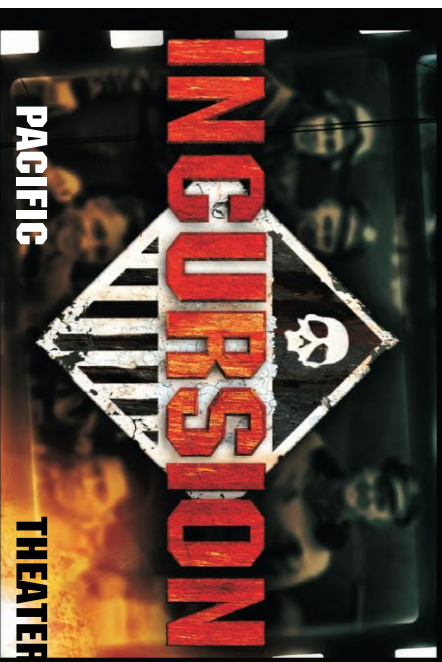
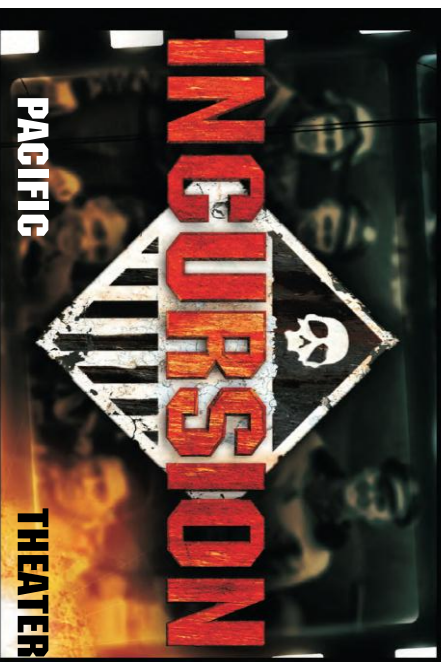
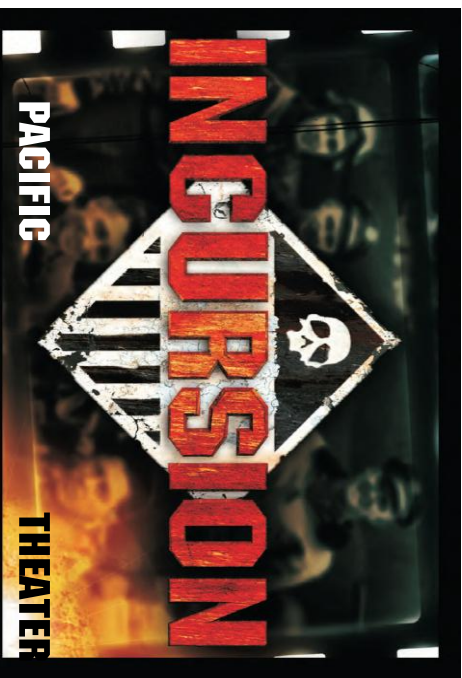
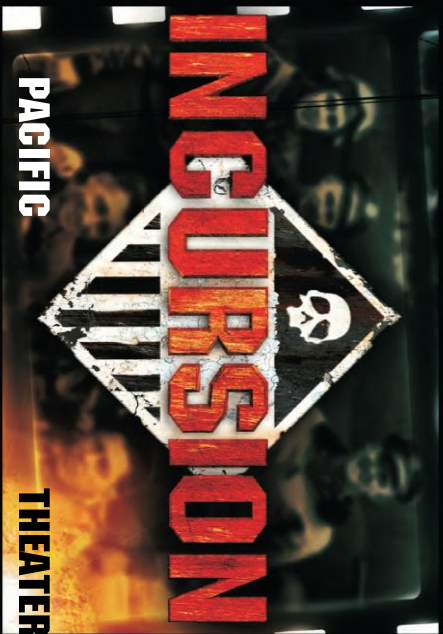
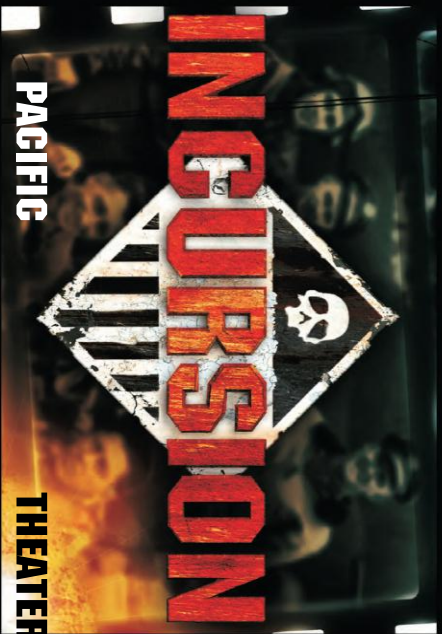
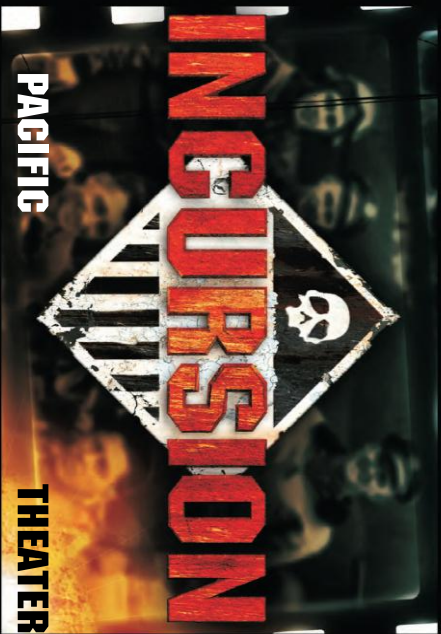
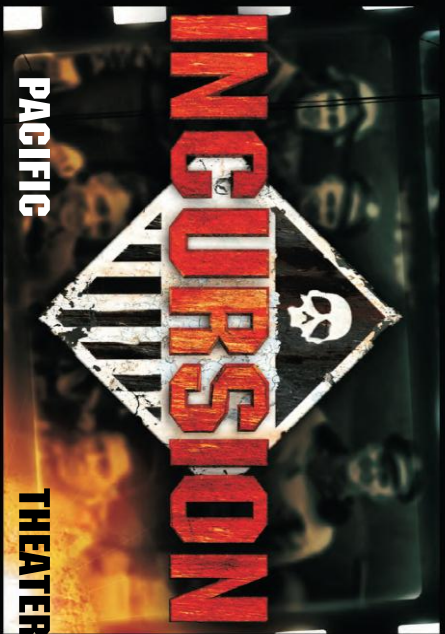
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KAGEWANI X**A** Armament:

Bite, Iron Fist

S Special:
Unstoppable, Swim*4



ROUGH SEAS

BATTLE CARD

Card type: Effect

4

PLAY THIS CARD IMMEDIATELY AFTER TURN BIDDING. FOR THE DURATION OF THE TURN, LOS IS LIMITED TO 1 SQUARE IN ANY DIRECTION FOR ALL MODELS

TSUNAMI

BATTLE CARD

Card type: Effect

2

ALL SIDES LOSE 1 BATTLE CARD WHEN THIS CARD IS PLAYED

BATTLE RAGE

BATTLE CARD

Card type: EFFECT

3

ROLL +1 DD FOR EVERY AP SPENT ON HTH BY THIS MODEL

THE DEEP

BATTLE CARD

Card type: Effect

3

ROLL +1 DD FOR EVERY AP SPENT ON HTH BY THIS MODEL

MAJOR INJURY

BATTLE CARD

Card type: EFFECT

4

THE MODEL HAS -2 AP PER TURN..

MINOR INJURY

BATTLE CARD

Card type: EFFECT

2

THE MODEL HAS -1 AP PER TURN..

NEED A BIGGER BOAT

BATTLE CARD

Card type: Effect

3

CP MAY NOT BE USED BY THIS MODEL

MEDIC KIT

BATTLE CARD

Card type: EVENT

3

PLAY ON ANY MODEL THAT HAS SUFFERED A DP BUT IS NOT YET DEAD. ALL DP COUNTERS ARE REMOVED FROM THAT MODEL.

