

● VINCE DIAMOND (Unique, 4H, 3CYB)



WITH SSWP4200 HMG

CYBER. COMMANDER.

“Critical Shot” - 2 Actions: Roll 1 red (light melee) die against an adjacent enemy unit. If a damage icon is rolled, count the damage and roll again. Continue until a blank is rolled. All counted damage is then applied to the target.

● CYRIL DENT (Unique, 3 H, 3CYB, 1 MAR)



WITH TSW4000 LMG

CYBER. COMMANDER.

Burst Fire: When Cyril Dent is attacking alone, all units adjacent to the target are dealt damage equal to that assigned to the target.

“Tactical Deception” - 2 Actions: Choose an opponent. That opponent can only activate 1 unit on his next turn.

● ERADICATOR DEATHDROID (4 H, 1CYB)



WITH SSW6000 MOUNTED AUTOCANNON AND CHAINWORD

CYBER. VEHICLE.

Armor 1. Grapple.

Anti-targeting device: Eradicator Deathdroid does not take damage from blue (heavy ranged) dice.

2 based figure

● MIRRORMAN (2H, 2 CYB)



WITH P1000 PISTOL AND CSA400 SWORD

CYBER. LEADER.

Cameleon Armor: While Mirrorman is in any terrain other than open terrain, it can only be attacked by adjacent enemy units.

Killing Blow: When Mirrorman damages an enemy unit, roll 1 green (light ranged) die. If a damage icon is rolled, the enemy unit is destroyed.

● DR DIANA (2 H, 2 CYB)



WITH P1000 PISTOL

INFANTRY. HEALER.

Melee.

“Healing” - Action: Choose an adjacent **CYBER** friendly unit. Roll 2 red (light melee) dice. For every damage icon rolled, that unit is healed one point of damage.

● TA-3500 RECON BIKE (4 H, 2 CYB)



WITH MOUNTED AUTOCANNON

CYBER. TACTICIAN.

After TA-3500 Recon Bike attacks and destroys an enemy unit, retrieve one of your used Cybertronic command cards.

2 based figure

● CHEMIMAN (2 H, 1 CYB, 1 MAR)



WITH SR3500 SNIPER RIFLE

CYBER. RANGER.

Accuracy +2 .

After Chemiman damages an enemy unit, Chemiman may make another free attack against that unit.

● MACHINATOR (1H, 1 CYB)



WITH CSA-400 SWORD

CYBER. INFANTRY.

Grapple.

When Fury Elite Guard is defeated, the enemy unit leading the attack takes 1 damage that cannot be soaked by armor or cover.

● SCORPION (3 H, 2 CYB)



WITH MOUNTED MORTAR AND CSA404 SWORD

CYBER. LEADER.

Accuracy +2 .

Barrage - 3 Actions: Roll 2 green (light ranged) dice against any enemy unit on the map, ignoring LOS restrictions. This attack must be accurate to damage the unit.

● SHOCK TROOPER (2 H, 1CYB)



WITH CAW2000 MACHINE PISTOL

CYBER. INFANTRY.

Sniper: Cover does not soak damage from Shock Trooper’s attacks.

Flashbang Grenade - Action: If Shock Trooper makes a successful attack this activation, the target enemy unit is dazed (laid down in place). It costs 2 actions to stand up from daze. A dazed unit can do nothing else until it stands.

● SHOCK TROOPERS SERGEANT (2 H, 1CYB)



WITH CAW2000 MACHINE PISTOL

CYBER. INFANTRY.

Sniper: Cover does not soak damage from Shock Trooper Sergeant’s attacks.

Demolition Charge - 3 Actions: Deal 2 armor piercing damage to each adjacent enemy unit.

● SHOCK TROOPERS OFFICER (3 H, 2 CYB, 1MAR)



WITH CAW2000 MACHINE PISTOL

CYBER. INFANTRY.

Infiltrate. Armor piercing.

● CHASSEUR (2 H, 1CYB)



WITH AR3000 ASSAULT RIFLE

CYBER. INFANTRY.

Double Strike: Chasseur may take up to 2 attack actions a turn, if able.

● ATILA CUIRASSIER (3 H, 2CYB, 1 TAC)



WITH DEATHLOCKDRUM AUTOCANNON

CYBER. INFANTRY.

Armor Piercing.

Tank Fighting: Attila Cuirassier rolls an additional 2 yellow (heavy melee) dice when targeting double-based units.

● CHASSEURS OFFICER (3 H, 2 CYB)



WITH AR3000 ASSAULT RIFLE

CYBER. INFANTRY.

Triple Strike: Chasseur Officer may take up to 3 attack actions a turn, if able.

● **LASER SIGHT** (1 CYB, ∞ ● ●)

Play after the chosen unit has rolled attack dice.

Roll an additional two green (light ranged) dice and add their result to this attack.

● **DISRUPTOR** (2 CYB)

Play when an enemy unit within 4 hexes of the chosen unit plays a command card.

Cancel the effects of that command card. The canceled command card can still be bought back, if possible.

● **MOLE** (3 CYB, ∞ ● ●)

Play as an action for the chosen unit.

Choose an enemy Bronze unit within LOS. That unit immediately makes one free attack against any unit controlled by any of your opponents within its LOS.

● **SMOKE AND MIRRORS** (2 CYB)

Play when the chosen unit is targeted for attack, before dice are rolled.

Your opponent must choose a different target for this attack, if one is eligible. If not, the attack fails.

● **SELF DESTRUCTION MECHANISM** (1 CYB)

Play as 3 actions for the chosen unit.

Destroy the chosen unit and any one adjacent enemy unit of equal or lower rank.

● **STRATEGIC INSIGHT** (3 CYB, ∞ ● ●)

Play at the end of the round.

You become first player.

● **HYPERACTIVATOR** (3 CYB, ∞ ● ● ●)

Play as an action for the chosen unit.

You may activate one additional unit this turn.

● **FALSE ORDERS** (1 CYB)

Play as an action for the chosen unit.

Choose an unactivated unit within 4 hexes of the chosen unit. Place an order token from that unit's controller's unused order pool on that unit.