



CUIRASSIER

WITH SSW5500 ROCKER LAUNCHER



3

ATC

ATC

ATC

ATC

COMMANDO, AI

Armor 1

Explosive Ammo - If CUIRASSIER hits enemy figure, than he damages all adjacent figures around enemy figure.

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CHASSEUR

WITH ASSAULT RIFLE AR3000



2

ATC

ARMORED INFANTRY

Mechanical arm - If CHASSEUR attacks on adjacent unit he add 2 red (light melee) dices to this attack.

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CHASSEUR HERO

WITH ASSAULT RIFLE AR3000



3

ATC

ATC

ATC

ATC

ARMORED INFANTRY, COMMANDER

Accuracy + 1, Armor 2

Psychical immunity - BROTHERHOOD units and DARK LEGION units cannot use command cards in range up to 4 hexes from CHASSEUR HERO.

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CHASSEUR SERGEANT

WITH ASSAULT RIFLE AR3000



2

ATC

ATC

ATC

ARMORED INFANTRY

Armor 1

Memory upgrade - If CHASSEUR SERGEANT or some other CYBERTRO - NIK unit played a command card in range up to 4 hexes from CHASSEUR SERGEANT, then you can buy this command card for free with this rule - golden command card - if he has golden order token , silver command card - if he has silver order token and bronze command card - if he has bronze order token.

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CHEMIMAN

WITH SR 3500 SNIPER RIFLE AND GRANADE LAUNCHER



3

MC

MC

Target icon

AI

Accuracy + 2

"Granade attack" - 2 Actions :
Attack on enemy unit in range up to 4 hexes with 2 red dices (light melee)
This is special attack, not counted as a normal attack action.

"Laser sight" - 1 Action :
Remove guard token from the enemy unit in a range of view of CHEMIMAN.

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MACHINATOR

WITH SWORD CSA404



2

MC

INFANTRY, AI

Long swing - MACHINATOR can attack on all adjacent enemy units in one action

CPU calculation - MACHINATOR has always 2 actions, no matter what order token he get.

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MACHINATOR LMG SPECIALIST

WITH LMG TSW4000



2

MC

INFANTRY, AI

Armor 1

"Aiming" - 1 Action :
MACHINATOR LMG SPECIALIST will get  for next attack in this phase.

CPU calculations - MACHINATOR LMG SPECIALIST has always 2 actions, no matter what order token he get.

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SHOCK TROOPER

WITH PISTOL P1000



2

MC

COMMANDO


" Shock granages " - 2 Actions :
Select enemy unit in range up to 4 hexes and in range of view of SHOCK TROOPER. Ignore text on this enemy unit reference card (he cannot use any abilities).

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ELITE SHOCK TROOPER

WITH PISTOL P1000



3

MC

MC

MC

COMMANDO, COMMANDER

Armor 1

"Shock grenades" - 2 Action :
Select enemy unit in range of view and of in range up to 4 hexes from ELITE SHOCK TROOPER. Selected enemy unit cannot be activated in next enemy phase.

Hidden in terrain - Enemy units can attack on ELITE SHOCK TROOPER only from range up to 4 hexes.

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EXPERIENCED SHOCK TROOPER

WITH PISTOL P1000



3

MC


MC

COMMANDO

Armor 1

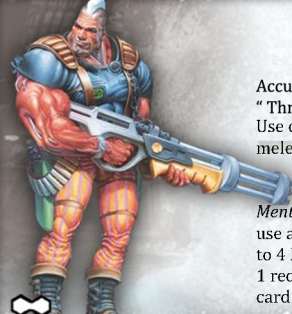
"Shock grenades" - 1 Action :
Select enemy unit in up to 4 hexes and in range of view of EXPERIENCED SHOCK TROOPER. Enemy Player must put on the selected unit order token.

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VINCE DIAMOND

WITH HMG SW4200P AND CYBERNETIC ARM



4

MC

MC


MC

MC

COMMANDER

Accuracy + 2

"Throwing" - 1 Action :
Use only on one hexed enemy unit in melee range. Move enemy unit up to 4 hexes from VINCE DIAMOND in one direction.

Mental immunity - When enemy player use any command card in a range up to 4 hexes from VINCE DIAMOND, roll 1 red dice. If you roll , command card has no effect.

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VOLUNTEER
 WITH SA SC7201 SHOTGUN








2


INFANTRY, REGULAR

Guardian - If VOLUNTEER attacks from the guard, he can add 2 red (light melee) dice to this attack.

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VOLUNTEER CAPTAIN
 WITH SA SC7201 SHOTGUN








2



INFANTRY, REGULAR

Armor piercing

Shotgun ammo - VOLUNTEER CAPTAIN can attack on 2 enemy units, which are together adjacent units, in one action.

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