



### CUIRASSIER

WITH SSW5500 ROCKER LAUNCHER



**3**

ATC

ATC

ATC

**COMMANDO, AI**

Armor 1

*Explosive Ammo* - If BARRACUDA 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

**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 has golden order token, you can buy golden command card back for free. If he has silver order token, you can buy silver command card back for free. If he has bronze order token, you can buy bronze command card back for free.

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**CHEMIMAN**  
 WITH SR 3500 SNIPER RIFLE AND GRANADE LAUNCHER

**AI**

**3**

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

**INFANTRY, AI**

**2**

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

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**MACHINATOR LMG SPECIALIST**  
 WITH LMG TSW4000

**INFANTRY, AI**

**2**

Armor 1

"Aiming" - 1 Action :  
 MACHINATOR 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

**COMMANDO**

**2**

"Shock granages" - 2 Actions :  
 Select enemy unit 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

ATC

ATC

ATC

### COMMANDO, COMMANDER

Armor 1

"Shock grenades" - 2 Action :  
Select enemy unit in range of view of 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 2 hexes.

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## EXPERIENCED SHOCK TROOPER

WITH PISTOL P1000



3

ATC


ATC

### COMMANDO

Armor 1

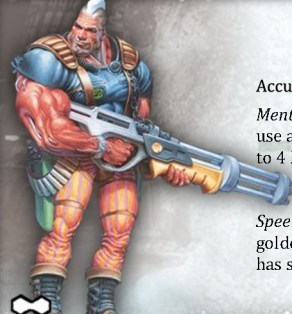
"Shock grenades" - 1 Action :  
Select enemy unit in a range of view of EXPERIENCED SHOCK TROOPER. Enemy Player must put on the selected unit order token.

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## VINCE DIAMOND

WITH HMG SW4200P



4


ATC

ATC

ATC

### COMMANDER

Accuracy + 2

*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.

*Speed booster* - If VINCE DIAMOND has golden order token, he get +2 Speed. If he has silver order token, he get +1 Speed.

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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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