



CHASSEUR
Trooper

SPECIAL ABILITIES

Networked

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	9	+1	24	2	10	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AR3000 ASSAULT RIFLE

—

—

12"

+1


13

36"

-1

13

20

 **Networked** // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.



CHASSEUR OPERATOR

Specialist (1:Chasseurs)

SPECIAL ABILITIES

Networked, Tactical

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	9	+1	24	2	10	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AR3000 ASSAULT RIFLE

—	—	12"	+1	13	36"	-1	13	20
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FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Tactical // Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

Cloud (X) // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Indirect // This Weapon may perform Indirect Fire Shoot Actions.

Smoke // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.



CHASSEUR HMG

Support

SPECIAL ABILITIES

Networked

DP | SP
4 | -3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	9	+1	24	2	10	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

SSW4200P HMG // Burst (3), Recoil (4)

—

—

24"

+1

13

48"

-2

13

18

Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



CHASSEUR LEADER

Leader (1:Chasseurs)

SPECIAL ABILITIES

Command (Chasseurs), Inspire, Networked

DP | SP
5 | +4

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	14	9	+1	24	2	10	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AR3000 ASSAULT RIFLE

—

—

12"

+1

13

36"

-1

13

20

🎯 Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

🎯 Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

🎯 Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.



MIRRORMAN
Trooper

SPECIAL ABILITIES

Blur (-2), Camouflage (2), Networked

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	15	8	-1	21	2	10	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CSA 404 SWORD // Reach (1), Vicious

+1

ST+6

—

—

—

—

—

—

20

P1000 HANDGUN

+0

12

6"

+1

12

18"

-1

12

20

Blur (X) // This Unit receives a bonus of X to its DEF Characteristic against Shoot Action Tests targeting it as part of any Reaction.

Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



MIRRORMAN LEADER
Leader (1:Mirrormen)

SPECIAL ABILITIES

Blur (-2), Camouflage (2), Command (Mirrormen), Inspire, Networked

DP | SP
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	16	8	-1	21	2	10	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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CSA 404 SWORD // Reach (1), Vicious

+1	ST+6	—	—	—	—	—	—	20
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SA-SG72001 SHOTGUN

—	—	6"	+1	13x2	18"	-2	12	20
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FLASH GRENADES // Concussive, Explosive (3), Indirect

—	—	—	—	—	ST+4"	+0	—	20
---	---	---	---	---	-------	----	---	----

Blur (X) // This Unit receives a bonus of X to its DEF Characteristic against Shoot Action Tests targeting it as part of any Reaction.

Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements

when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Concussive // All Units in the Threat Zone created when this weapon performs a Shoot Action receive a Pinned Counter after the action, regardless of the Success of the Shoot Action.

Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Indirect // This Weapon may perform Indirect Fire Shoot Actions.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



ATILLA
Trooper

SPECIAL ABILITIES

Aggressive, Firing Stance, Nerves of Steel,
Networked

DP | SP
8 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
3	13	12	12	+1	25	3	10	10

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AR3000 ASSAULT RIFLE

—

—

12"

+1

13

36"

-1

13

20

Aggressive // After this Unit completes a Shoot Action it may be moved 2" toward any Enemy Unit to which it has non-Blocked LOS.

Firing Stance // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.



ATILLA HMG

Support

SPECIAL ABILITIES

Aggressive, Firing Stance, Nerves of Steel, Networked

DP | SP
8 | -3

MV	MW	CC	ST	DEF	AR	W	PW	LD
3	13	12	12	+1	25	3	10	10

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

SSW4200P HMG // Burst (3), Recoil (4)

—

—

24"

+1

13

48"

-2

13

18

Aggressive // After this Unit completes a Shoot Action it may be moved 2" toward any Enemy Unit to which it has non-Blocked LOS.

Firing Stance // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS

requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



ATILLA FLAMETHROWER

Support

SPECIAL ABILITIES

Aggressive, Firing Stance, Nerves of Steel, Networked

DP | SP
8 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
3	13	12	12	+1	25	3	10	10

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

GEHENNA PUKER // Continous, Projected

—

—

10"

+3

13

—

—

—

17

Ⓜ Aggressive // After this Unit completes a Shoot Action it may be moved 2" toward any Enemy Unit to which it has non-Blocked LOS.

Ⓜ Firing Stance // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

Ⓜ Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

Ⓜ Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS

requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

Ⓜ Continuous // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

Ⓜ Projected // This Weapon is subject to the Projected Area of Effect Weapon rules.