CHASSEUR
Trooper

	DP	SP
	4	0

♟ SPECIAL ABILITIES
Networked

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)

DP	SP
4	0

☻ SPECIAL ABILITIES
Networked, Tactical

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

FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20

SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	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.

☻ **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

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

DP | SP
4 | -3

⊘ 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)

DP 5 | **SP** +4

👤 SPECIAL ABILITIES
Command (Chasseurs), Inspire, Networked

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.

👤 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

MIRRORMAN Trooper

⊘ 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

CSA 404 SWORD // Reach (1), Vicious

+1	ST+6	—	—	—	—	—	—	20

SA-SG72001 SHOTGUN

—	—	6"	+1	13x2	18"	-2	12	20

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

	DP	SP
	8	0

☻ SPECIAL ABILITIES

Aggressive, Firing Stance, Nerves of Steel, Networked

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

DP 8 | **SP** -3

👤 SPECIAL ABILITIES
Aggressive, Firing Stance, Nerves of Steel, Networked

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

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.