MERCENARY

• CARDS •

LEGEND:

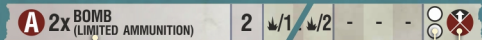 **Front weapon**

 Rear weapon

 Side weapon

 Turret weapon

| A | 2x | BOMB (LIMITED AMMUNITION) | 2 | ↯/1 | ↯/2 | - | - | - | ○ ○ | ✖ |

Weapon Special Rule

Limited ammo check box

Fire Ark

7 AP

• DEFENSIVE TACTICS •
Gains Damage Resilient when in Cover.

• MERCENARY •
Unit can be fielded by any Bloc.

TANYA
SISTER TATYANA FEDOROVA, MERCENARY

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	2/1	1/1	-	-	-	2/2	1/2	1/1

+ 4 ◆◆◆◆   * Hero

➡ **3** ➡➡ **4** 🏃 **1**

© DUST STUDIO LTD.2016   ME100

4 AP

Ⓐ

EMMA
NURSE EMMA DONOVAN, RED CROSS

• **BRAVE** •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• **CHEAT DEATH** •
If eliminated, roll a die. On a 🎯 or 🛡, cancel one point of Damage and Hero survives, but gains a Stunned token.

• **COMBAT MEDIC** •
Can use the Medic Special Actions like a Command Squad Medic. Can be used on a unit joined.

• **LUCKY** • ☐
Once per game, may re-roll all of the dice for one weapon during his Attack action.

• **MERCENARY** •
Unit can be fielded by any Bloc.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x 45 ACP PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

+3 ▪▪▪   *Hero   ➡ 2 ➡➡ 5   🏃 1

ME101

4 AP

UNIT LEADER

Ⓐ Ⓐ Ⓐ Ⓐ Ⓐ

• MERCENARY •
Unit can be fielded by any Bloc.

• MECHANIC CREW •
Perform a Makeshift Repair Action to roll one die for each Miniature in the Unit. Cancel one point of damage on an adjacent vechicle for each 🔲 rolled. Does not apply to Units Joined.

JUSTINE & CO
MAINTENANCE CONTRACTORS

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 4x MECHANICS' TOOLS	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

➡ 3 ➡➡ 4 🚶 1

© DUST STUDIO LTD.2016   ME130

4 AP

A **A** **A** **A**

A

UNIT LEADER

JUSTINE & CO II
MAINTENANCE CONTRACTORS

• **MERCENARY** •

Unit can be fielded by any Bloc.

• **MECHANIC CREW** •

Perform a Makeshift Repair Action to roll one die for each Miniature in the Unit. Cancel one point of damage on an adjacent vechicle for each 🎲 rolled. Does not apply to Units Joined.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x MECHANICS' TOOLS	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

→ **3** ⇒ **4** 🚶 **1**

ME131

10 AP

UNIT LEADER

MERCENARY CLEANING TEAM

- **FLAME** • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

- **GRENADE** • (Auto Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

- **MERCENARY** •
Unit can be fielded by any Bloc.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x AUTO GRENADE LAUNCHER	3	⚒/1	⚒/1	⚒/1	⚒/1	2/2	2/1	1/1	-	-	-	-	-	-	-
B	2x FLAMETHROWER	1	⚒/1	⚒/1	⚒/1	⚒/1	☠/2	☠/2	⚒/2	⚒/2	⚒/2	⚒/2	⚒/2	-	-	-
C	3x DEMO CHARGE (LIMITED AMMUNITION)	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	○○○ ○○○

→ **3** ⇒ **4** 🚶 **1**

© DUST STUDIO LTD.2016   ME132

4 AP

A **B** **C**

UNIT LEADER

MERCENARY HEAVY MACHINE GUN SQUAD

• ADVANCED REACTIVE FIRE •

Can attempt a Reactive Attack at up to Range 6, counting 🛡 as 🎯 when rolling for number of actions. Does not apply to units joined.

• SUPPORT WEAPON •

Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

• MERCENARY •

Unit can be fielded by any Bloc.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x HEAVY MACHINEGUN	8	9/1	9/1	7/1	5/1	5/2	4/1	1/1	-	-	-	-	-	-	-
B	1x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
C	1x SUBMACHINE GUN	2	6/1	5/1	3/1	-										

+ 3 ◆◆◆

➡ 1 ➡➡ 3 🏃 1

© DUST STUDIO LTD.2016   ME133

4 AP

UNIT LEADER

MERCENARY HEAVY MACHINE GUN SQUAD II

• ADVANCED REACTIVE FIRE •
Can attempt a Reactive Attack at up to Range 6, counting 🛡 as 🎯 when rolling for number of actions. Does not apply to units joined.

• SUPPORT WEAPON •
Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

• MERCENARY •
Unit can be fielded by any Bloc.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x HEAVY MACHINEGUN	8	9/1	9/1	7/1	5/1	5/2	4/1	1/1	-	-	-	-	-	-	-
B	1x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
C	1x SUBMACHINE GUN	2	6/1	5/1	3/1	-	-	-	-	-	-	-	-	-	-	-

+3 ◆◆◆

➡ 1 ➡➡ 3 🏃 **1**

ME134

11 AP

Ⓐ Ⓑ

WRECKER

MERCENARY KV-47 LIGHT (ANTI-AIRCRAFT WALKER)

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each 🎯 rolled. Does not apply to Units Joined.

• **MERCENARY** •
Unit can be fielded by any Bloc.

• **SMOKE LAUNCHERS** • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x **QUAD ANTI-AIRCRAFT GUNS**	8	9/1	9/1	9/1	7/1	5/3	5/2	3/2	1/1	1/1	-	-	4/2	3/2	1/1	⊗
Ⓑ 1x **MACHINEGUN**	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊗

+ 4 ■■■■

➡ 3 ➡➡ 4 🛡 3

ME700

14 AP

PULVERIZER
MERCENARY RECON MICKEY IV
(ANTI-TANK WALKER)

• SCOUT •
Take March Move Action as first Action of the game leaving one further Action for that Activation.

• MERCENARY •
Unit can be fielded by any Bloc.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 2x RECOILLESS GUN	8	☝/1	☝/1	☝/1	☝/1	1/2	1/2	1/4	1/3	1/3	1/2	1/2	-	-	-	⊗
B 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊗
C 1x TWIN HEAVY MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	⊗

+ 6 ✚✚✚✚✚✚   ➡ 3 ➡➡ 5 🛡 3

ME703

13 AP

- **ARTILLERY** • **(Heavy Mortar)**
Can fire under control of an Artillery Observer.

- **MERCENARY** •
Unit can be fielded by any Bloc.

MEATGRINDER
MERCENARY RECON MICKEY V
(ARTILLERY WALKER)

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x HEAVY MORTAR	4-12	�/1	/1	/1	/1	/2	/1	/1	/1	/1	-	-	-	-	-	⊗
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊗
C	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊗
D	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊗
E	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊗

+ 6 ✚✚✚✚✚✚

→ 3 ⇉ 5 🛡 3

© DUST STUDIO LTD.2017

ME704

13 AP

DEMOLISHER

MERCENARY KV-47 LIGHT (ANTI-AIRCRAFT WALKER)

DUST 1947

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ⊗ rolled. Does not apply to Units Joined.

• **GRENADE** • **(Recoilless Rifle)**
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **MERCENARY** •
Unit can be fielded by any Bloc.

• **PILOT: LUISA** •
Only Luisa can pilot the Demolisher, but it can be fielded without her. The Demolisher is unique so only one may de fielded.

• **SMOKE LAUNCHERS** • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x QUAD ANTI-AIRCRAFT GUNS	8	9/1	9/1	9/1	7/1	5/3	5/2	3/2	1/1	1/1	-	-	4/2	3/2	1/1	⊗
B	1x MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/1	1/2	1/1	⊗
C	1x RECOILLESS RIFLE	8	⬇/1	⬇/1	⬇/1	⬇/1	1/⊗	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-	⟳

+ 3 ◆◆◆

➡ 3 ➡➡ 4 🛡 **3**

ME900

12 AP

Ⓐ

LUISA
SISTER LUISA MENDOZA, MERCENARY

DUST 1947

• **GRENADE** • **(Recoilless Rifle)**
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **KILLING SPREE** •
When Hero hits with Ranged Weapon, roll again scoring another hit on 🎯. Continue rolling until fail to hit. Does not apply to Units Joined.

• **MERCENARY** •
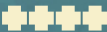Unit can be fielded by any Bloc.

• **OFFICER** •
May take Officer Special Actions to reactivate or rearm their troops.

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ **1x** RECOILLESS RIFLE	8	☘/1	☘/1	☘/1	☘/1	1/☒	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-

+4 ◆◆◆◆ * Hero ➡3 ➡➡4 🏃1

ME900