





EXPERT - GRENADE LAUNCHER: Hit on rolls of as well as . Does not apply to Units Joined.

INFANTRY ACE: When the Infantry Ace Activates, roll

a die. On a 🕱 or 🕀 Unit gains a third Action. LUCKY: Once per game, may re-roll all of the dice for

one weapon during her Attack action.

MERCENARY OFFICER: Can be fielded by any Bloc. May take Officer Special Actions to reactivate or rearm Mercenary Units, or call in Mercenary reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TM262













5151 ENS UF DEMOLITION MERCENARY CLEANING TEAM

COORDINATED FIRE: All Auto Grenade Launchers in or Joined to this Unit targeting the same Unit must select the same target square or the same position for the centre of their Blast templates. Resolve all of their attacks at the same time, rolling 1 die for each Auto Grenade launcher against each miniature under the combined templates.

MERCENARY: Can be fielded by any Bloc. Non-Mercenary Command Squad Special Actions cannot target a Mercenary Unit.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

FLAME: Targets get no Saves from this weapon and are Suppressed. WA006 2014



SISTERS OF DEMOLITION









MERCENARY HEAVY MACHINE GUN SQUAD

MERCENARY: Can be fielded by any Bloc. Non-Mercenary Command Squad Special Actions cannot target a Mercenary Unit.

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.



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MERCENARY
HEAVY MACHINE GUN SQI
MERCENARY
- ADVANCED REACTIVE FIR



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	-	A 1x DSHK 12.7MM HMG	9/2 9/2 7/1 5/1 5/2 4/1 1/1	B 1x M47 BAR AUTOMATIC RIFLE	4/1 3/1 2/1 1/1 2/1 1/1 -	O 1x MP 47 SUBMACHINE-GUN	6/1 5/1 3/1 -	×









JUSTINE & CO MAINTENANCE CONTRACTORS

MERCENARY: Can be fielded by any Bloc. Non-Mercenary Command Squad Special Actions cannot target a Mercenary Unit.

MECHANIC CREW: Perform a Makeshift Repair Action to roll four dice plus one additional die for each Miniature in the Unit. Cancel one point of damage on an adjacent vehicle for each rolled. Does not apply to Units loined.



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• MERCENARY • • MECHANIC CREW



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• MECHANIC CREW



