

MERCENARY

• CARDS •

LEGEND:



Front weapon



Rear weapon



Side weapon



Turret weapon



B 1x Psychic Scream
(Limited Ammunition)

3

▲/1 ▲/4 ▲/4 ▲/4 ▲/3



Weapon Special Rule

Limited ammo check box

Fire Ark



7
AP



TANYA

SISTER TATYANA FEDOROVA,
MERCENARY

DEFENSIVE TACTICS: Gains Damage Resilient when in Cover.

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 Machinegun	6	5/1	5/1	4/1	3/1	3/2	2/1	2/1	1/1			2/2	1/2	1/1

A 1x Machinegun

+ 4



* Hero

→ **3** → **4** → **1**

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ME100

**4
AP****EMMA****NURSE EMMA DONOVAN,
RED CROSS****DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x Pistol	2	3/1	3/1	2/1		2/1									

A 1x Pistol**+ 3**

* Hero

→ 2 → 5**1**

**4
AP****UNIT LEADER**

JUSTINE & CO MAINTENANCE CONTRACTORS

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	1/2	1/2	1/2

**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 vehicle for each rolled. Does not apply to Units Joined.



→ **3** → **4** → **1**

**4
AP**

UNIT LEADER



JUSTINE & CO II

MAINTENANCE CONTRACTORS

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	1/2	1/2

A 4x Mechanics' Tools**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 vehicle for each rolled. Does not apply to Units Joined.**3** **4** **1**

**10
AP****A C A C A C****UNIT LEADER**

MERCENARY CLEANING TEAM

DUST 1947

- A** 3x Auto Grenade Launcher
- B** 2x Flamethrower
- C** 3x Demo Charge (Limited Ammunition)

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3	↓/1	↓/1	↓/1	↓/1	2/2	2/1	1/1							
B	1	↓/1	↓/1	↓/1	↓/1	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2
C	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2			

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.

→ **3** → **4** → **1**

**4
AP**

UNIT LEADER



MERCENARY HEAVY MACHINE GUN SQUAD

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											

A 1x Heavy Machinegun
B 1x Bar Automatic Rifle
C 1x Submachine Gun

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.

+ 3

**4
AP****A C B****UNIT LEADER**

MERCENARY HEAVY MACHINE GUN SQUAD II

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												

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**

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ME134

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.

**11
AP****A****B****WRECKER****MERCENARY KV-47 LIGHT
(ANTI-AIRCRAFT WALKER)**

		DUST 1947														
		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					2/2	1/2	1/1

+ 4**3 4 3**

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ME700

14 AP**PULVERIZER****MERCENARY RECON MICKEY IV
(ANTI-TANK WALKER)****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**

**13
AP****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	↓/1	↓/1	2/2	1/2	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					2/2	1/2	1/1

+ 6

12
AP



LIJISA

SISTER LUISA MENDOZA,
MERCENARY

DUST 1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x Recoilless Rifle	8	↓/1	↓/1	↓/1	↓/1	1/2	1/3	1/3	1/2	1/2	1/1	1/1	1/1	1/1

A 1x Recoilless Rifle

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.

+ 4



* Hero

→ **3** → **4** → **1**

**13
AP****DEMOLISHER****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.

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 be fielded.

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
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					2/2	1/2	1/1
C 1x Recoilless Rifle	8	↓/1	↓/1	↓/1	↓/1	1/1	1/2	1/3	1/3	1/2	1/2	1/1			

+ 3**3****4****3**