

MERCENARY

• CARDS •

LEGEND:



Front weapon



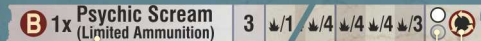
Rear weapon



Side weapon



Turret weapon



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

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

4
AP





A




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

A 1x Pistol

2 3/1 3/1 2/1 2/1

+ 3



* Hero

→ 2 →→ 5

 1

4
AP

UNIT LEADER

A

A

A


A



JUSTINE & CO

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 vehicle 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

1/2

1/2

1/2

➔ **3**

➔➔ **4**



1

4
AP



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

DUST 1947

RANGE

A 4x Mechanics' Tools

C

1	2	3	4	1	2	3	4	5	6	7	1	2	3
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

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			
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



4
AP



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



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



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AP

A


B



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

A 1x Quad
Anti-Aircraft Guns

B 1x Machinegun

																
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	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	
	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

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/♣	1/♣	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)

ARTILLERY (Heavy Mortar): Can fire under control of an Artillery Observer.

MERCENARY: Unit can be fielded by any Bloc.

OVER 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

12
AP



LUISA
SISTER LUISA MENDOZA,
MERCENARY

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.

DUST 1947

RANGE

A 1x Recoilless Rifle

8

1

2

3

4

1

2

3

4

5

6

7

1

2

3

8

↓/1

↓/1

↓/1

↓/1

1/2

1/3

1/3

1/2

1/2

1/1

1/1

* 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.

OVER 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/	1/3	1/3	1/2	1/2	1/1	1/1				

+ 3 + + +

→ 3 → → 4 3