

### RIFLEMAN



1 1

1 1

RANGE: 2 0

SPECIAL: Runner (+1)

ATTACK: 1

3 0 0 0 0

### ROCKET CYCLE



2 2

1 1

RANGE: 2 1

SPECIAL: None

ATTACK: 2

1 2 2 1 0

### MT-1 OSTRICH



4 3 2

4 4

RANGE: 2 0

SPECIAL: Rapid Assault (2)  
Tank Shock (1)

ATTACK: 1 1

3 2 1 0 0  
0 2 2 0 0

### HACKSAW TURRET



2

RANGE: 2 1

SPECIAL: None

ATTACK: 1

2 2 2 0 0

### HAMMER 65 POUNDER



2 1

1 1

RANGE: 4 0

SPECIAL: None

ATTACK: 1

2 1 1 0 0

### M2 WOLVERINE



3 1 1

2 2

RANGE: 2 1

SPECIAL: Buff: Bolster Defense (-1)

ATTACK: 1

2 2 2 1 0

### CAPTAIN W. PARMAN



3 1 3

2 2

RANGE: 1 0

SPECIAL: Buff: Rapid Assault (3)

ATTACK: 1

3 2 1 0 0

### GENERAL G. PATSTON



2 1

RANGE: 2 1

SPECIAL: Tank Shock (+1)



### PANZERFAUST



   
 

RANGE:  

SPECIAL: Runner (+1)

ATTACK:     

1 1 3 2 0 0

### MONOWHEEL DRAGONS



   
 

RANGE:  

SPECIAL: Rapid Assault (2)

ATTACK:     

1 2 1 0 0 0

### STURMPANZER



   
 

RANGE:  

SPECIAL:  Dash (2) [Action], Tank Shock (2)

ATTACK:     

2 1 3 3 2 0

### DER CYCLOPS





RANGE:  

SPECIAL: None

ATTACK:     

2 3 0 0 0 0

### MG08 SCHLITTEN



   
 

RANGE:  

SPECIAL: None

ATTACK:     

3 2 0 0 0 0

### BARON GASTON TANKKEN



   
 

RANGE:  

SPECIAL: Buff: 

ATTACK:     

1 2 2 2 2 2

### JAGER ERWIN KONIG



   
 

RANGE:  

SPECIAL: Sniper, Buff: 

ATTACK:     

2\* 3 0 0 0 0

\*Targets must be in the same grid

### GENERAL E. ROMLER



 

RANGE:  

SPECIAL:  Precision (+1)



**CORPORAL  
CHER AMI**



2 2 1

2 2

RANGE

SPECIAL: Runner (+1), Forward Observer

3 0

ATTACK

2 2 2 1 0 0

**MACLEOD'S  
GUARD**



1 1

2 1

RANGE

SPECIAL: Runner (+1)

2 0

ATTACK

1 3 0 0 0 0

**M3 VERTICAL TANK**



3 1 2

2 2

RANGE

SPECIAL: Tank Shock (1)

3 0

ATTACK

1 2 2 2 0 0

**M7 BOSS**



3 1 1

2 3

RANGE

SPECIAL: Barrage.

2 0

ATTACK

1 2 2 2 1 0

**CORPORAL  
CHER AMI**



2 1

RANGE

SPECIAL: Precision (+1), Forward Observer

ATTACK

**THE VETERAN**



3 1 2

2 3

RANGE

SPECIAL: Troubled Warrior

2 1

ATTACK

1 2 2 1 1 1

**THE VETERAN**



2 1

RANGE

SPECIAL: Troubled Warrior

2 1

ATTACK

1 2 2 1 1 1

**TREASURE HUNTER**



3 1 2

2 2

RANGE

SPECIAL: We Found Gold!

1 0

ATTACK

1 2 0 0 0 0

**CAPTAIN ELSA FROST**



2 1 1

2



**RANGE**

3 1

**SPECIAL:**  
Runner (+1),  
Buff: Precision (+1)

**ATTACK**

1 2 2 1 0 0

**BARON MUNCHEN GUARD**



1 1

1



**RANGE**

2 1

**SPECIAL:**  
Runner (+1)

**ATTACK**

1 1 3 2 0 0

**LANDKRIEGER**



3 1 2

2



**RANGE**

1 0

**SPECIAL:**



**ATTACK**

2 2 3 1 0 0

**STURMRAD**



2 2

2



**RANGE**

2 1

**SPECIAL:**  
None

**ATTACK**

1 1 2 3 2 1

**CAPTAIN ELSA FROST**



2 1



**RANGE**

**SPECIAL:**  
Precision (+1)

**ATTACK**

1 2 2 1 0 0

**R-100**



3 1 2

3



**RANGE**

1 0

**SPECIAL:**  
Programmed, 

**ATTACK**

3 1 2 2 1 1

**R-100**



2 1



**RANGE**

1 0

**SPECIAL:**  
Programmed

**ATTACK**

2 1 2 2 1 1

### THE JETPACKER



3 1 3

2

#### RANGE

2 2

**SPECIAL:**  
Tank Shock (1),  
Jump Jets

#### ATTACK

1 1 2 1 0 0

### ROSIE THE RIVETER



2 1 2

2

#### RANGE

1 0

**SPECIAL:**  
Field Repair [Action]

#### ATTACK

1 1 2 1 1

### MAN IN CHARGE



3 1 2

2

#### RANGE

2 0

**SPECIAL:**  
Intense Stare!  
[Action]

#### ATTACK

2 2 0 0 0

### BABY GIRL



3 1 2

2

#### RANGE

1 0

**SPECIAL:**  
Rapid Assault (2),  
Runner (+1)

#### ATTACK

1 3 0 0 0 0

### THE JETPACKER



2 1

#### RANGE

**SPECIAL:**  
Tank Shock (+1)

#### ATTACK

1 1 2 1 0 0

### ROSIE THE RIVETER



2 1

#### RANGE

**SPECIAL:**  
Field Repair [Action]

#### ATTACK

1 1 2 1 1

### MAN IN CHARGE



2 1

#### RANGE

**SPECIAL:**  
Intense Stare!  
[Action]

#### ATTACK

2 2 0 0 0

### BABY GIRL



2 1

#### RANGE

**SPECIAL:**  
Rapid Assault (2)

#### ATTACK

1 3 0 0 0 0

**MOUNTAINEER**



1 2

1

RANGE

1 0

SPECIAL: None

ATTACK

1 1 3 2 1 0

**LT. MACLEOD**



3 1 1

3

RANGE

1 1

SPECIAL: Runner (+1)

ATTACK

2 2 1 0 0 0

**K-9 ENGINEERING CORPS**



3 1

1

RANGE

1 0

SPECIAL: Handler (Guard Dog) [Action]

ATTACK

1 1 1 0 0 0

**GUARD DOG**



2

1

RANGE

1 0

SPECIAL: Fortify (1) [Action]

ATTACK

1 1 0 0 0 0

**LT. EDWINA BRASSELDUN**



2 1 2

2

RANGE

2 0

SPECIAL: Tunneler

ATTACK

1 1 2 3 1 0

**SLAMMER TURRET**



2

RANGE

3 0

SPECIAL: None

ATTACK

1 1 2 3 2 1

**M-20 BASE**



1

2

RANGE

SPECIAL: Can't hold hero plug. Must be placed in a deployment grid.

ATTACK

1 1 1 0 0 0

**LT. MACLEOD**



1 1

RANGE

SPECIAL: +1

ATTACK

1 1 0 0 0 0

**TRENCH RAIDER**



1 1

1 1

1

1

RANGE

1 0

SPECIAL: Runner (+1)

ATTACK

1 4 0 0 0 0

**BARON MUNCHEN**



3 1 1

3 3

1

RANGE

2 1

SPECIAL: None

ATTACK

2 2 1 1 1

**ANGRIFF HUNDEFÜHRER**



3 1 1

1 1

1

RANGE

1 0

SPECIAL: Handler (Kampfhund) [Action]

ATTACK

1 1 0 0 0

**KAMPFHUND**



2 1

1

1

RANGE

1 0

SPECIAL: None

ATTACK

1 2 1 0 0 0

**LT. DORA ROLLEN**



2 1 2

2 2

1

RANGE

1 0

SPECIAL: Springboard (+1)

ATTACK

2 2 1 0 0 0

**FLAMME TURRET**



2

1

RANGE

2 0

SPECIAL: None

ATTACK

1 2 1 0 0 0

**MARK IV MOUNT**



1 2

1 2

RANGE

SPECIAL: Can't hold hero plug. Must be placed in a deployment grid.

ATTACK

1 2 1 0 0 0

**BARON MUNCHEN**



2 1

1 2

1

RANGE

2 0

SPECIAL: None

ATTACK

1 2 2 1 1 1

**UNCLE RIVET**



3 2 1

3



RANGE

1 1

SPECIAL:  
Rally Point,  
War Bonds!

ATTACK

1 2 1 0 0 0

**TERROR NOVA**



3 1 2

2



RANGE

2 1

SPECIAL:  
Reinforcements  
(Rifleman) [Action]

ATTACK

2 2 2 1 1 0

**GENERAL G. PATSTON**



3 1 2

2



RANGE

2 1

SPECIAL:  
Dash (1) [Action],  
Tank Shock (1)

ATTACK

1 2 2 2 0 0

**ATOMIC ROBO**



4 2 2

4



RANGE

2 0

SPECIAL:  


ATTACK

2 2 2 2 2

**CRUEL MINIE**



3 1 2

2



RANGE

2 1

SPECIAL:  
Sacrifice! [Action]

ATTACK

1 3 1 1 1 0

**IRON CHANCELLOR**



3 2 1

2



RANGE

1 1

SPECIAL:  
Rally Point,  
War Bonds!

ATTACK

1 2 1 0 0 0

**GENERAL E. ROMLER**



3 1 2

2



RANGE

2 1

SPECIAL:  
  
Buff: 

ATTACK

2 1 2 2 1 0

**DR. VORNE**



2 1 1

2



RANGE

2 1

SPECIAL:  
The Healing Atom!  
[Action]

ATTACK

1 3 2 1 1 1



**M11 DOUBLE PLAY**

6 3 2

6

RANGE

2 0

SPECIAL: Juggernaut (2)

ATTACK

1 1

3	1	1	0	0
0	1	3	3	2

**PNEUMATIC REVOLVER**

2

RANGE

2 0

SPECIAL: None

ATTACK

1

3	1	0	0	0
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**SHADY DURGLE**

2 1

RANGE

2 0

SPECIAL: Precision (+1), Runner (+1)

ATTACK

1

1	1	1	2	2
---	---	---	---	---

**CLOCKWORK SOLDIER**

2 1

2

RANGE

1 0

SPECIAL: Dash (2) [Action], Can't capture strategic objective

ATTACK

1

3	1	0	0	0
---	---	---	---	---

**GRYPHON'S HAMMER**

6 3 2

6

RANGE

3 0

SPECIAL: Juggernaut (2)

ATTACK

1

3	3	3	3	2
---	---	---	---	---

**GRENADE TURRET**

2

RANGE

2 0

SPECIAL: None

ATTACK

1

3	1	0	0	0
---	---	---	---	---

**OTTO KULEMAN**

2 1

RANGE

2 0

SPECIAL: Dash (1) [Action], Forward Observer

ATTACK

1

1	1	1	2	2
---	---	---	---	---

**PLAGUE TROOPER**

2 1

1

RANGE

1 0

SPECIAL: Infect, Dash (2) [Action], Can't capture strategic objective

ATTACK

1

3	1	0	0	0
---	---	---	---	---

**B-12 DORCHESTER**

3 3(1)

3

Shield icon, Turret icon

**F-4 BUCCANEER**

2 3(1)

2

Shield icon, Bomb icon

**X-5 GYROPLANE**

2 2(0)

2

Light icon

**REME FUNCK**

2 1 3(1)

3

Bomb icon

**RANGE**

1 1

**SPECIAL:**  
Turret

**ATTACK**

1 1 2 2 2

1 2 0 0 0

**RANGE**

2 3

**SPECIAL:**  
Rapid Assault (2)

**ATTACK**

1 2 1 1 0 0

**RANGE**

1 0

**SPECIAL:**  
Nimble

**ATTACK**

1 2 2 2 0 0

**RANGE**

2 3

**SPECIAL:**  
Rapid Assault (3),  
Barrel Roll [Action]

**ATTACK**

1 3 1 1 0 0

**CHARLES YOOPER**

2

Bomb icon

**X-3 ROCKET**

2

Bomb icon

**POLSTEN QUAD GUN**

2 1 1

2

Shield icon, Bomb icon

**RANGE**

1 1

**SPECIAL:**  
Eagle Eyes

**ATTACK**

2 2 0 0 0

**RANGE**

1 1

**SPECIAL:**  
None

**ATTACK**

2 2 2 0 0 0

**RANGE**

2 2

**SPECIAL:**  
None

**ATTACK**

2 2 1 0 0 0

**ZEPPELIN BOMBER**



3 2<sup>(0)</sup>



3



**RANGE**

1 0

**SPECIAL:**  
None

**ATTACK**

1

3 3 2 2 2

**OSPREY BIPLANE**



2 3<sup>(1)</sup>



2



**RANGE**

2 3

**SPECIAL:**  
Rapid Assault (2)

**ATTACK**

1

2 1 1 0 0

**ZEPPELIN SCOUT**



2 2<sup>(0)</sup>



2



**RANGE**

1 1

**SPECIAL:**  
Turret

**ATTACK**

1

2 2 2 0 0

**THE RED BARON**



2 1 3<sup>(1)</sup>



3



**RANGE**

2 3

**SPECIAL:**  
Rapid Assault (3),  
Immelmann [Action]

**ATTACK**

1

3 1 1 0 0

**VOLKER HAWKEN**



2



1



**RANGE**

1 1

**SPECIAL:**  
Bolster Defense (-1)

**ATTACK**

2

1 2 0 0 0

**MG ANTI AIR**



2



1



**RANGE**

1 1

**SPECIAL:**  
None

**ATTACK**

2

1 2 0 0 0

**88 FLAKKER**



2 1 1



2



**RANGE**

2 2

**SPECIAL:**  
None

**ATTACK**

1

2 1 0 0 0