

K-9 ENGINEERING CORPS

SPECIAL:
Handler (Guard Dog)
[Action]

RANGE

3 1 1

ATTACK

1 1 1 0 0 0

MOUNTAINEER

SPECIAL:
None

RANGE

1 2 1

ATTACK

1 1 3 2 1 0

SLAMMER TURRET

SPECIAL:
None

RANGE

3 0

ATTACK

1 1 2 3 2 1

LT. MACLEOD

SPECIAL:
Runner (+1)

RANGE

1 1 3

ATTACK

2 1 0 0 0

GUARD DOG

SPECIAL:
Fortify (1) [Action]

RANGE

1 0

ATTACK

1 1 0 0 0 0

LT. EDWINA BRASSEELDUN

SPECIAL:
Tunneler

RANGE

2 2 2

ATTACK

1 1 2 3 1 0

M-20 BASE

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

RANGE

1 2

ATTACK

LT. MACLEOD

SPECIAL:
+1

RANGE

1 1

ATTACK

ANGRIFF-HUNDEFÜHRER

FLAME 3 **WOUND** 1 **ARMOR** 1

RANGE 1 **CLOUD** 0

SPECIAL: Handler (Kampfhund) [Action]

ATTACK 1 1 1 0 0 0

TRENCH RAIDER

FLAME 1 **WOUND** 1 **ARMOR** 1

RANGE 1 **CLOUD** 0

SPECIAL: Runner (+1)

ATTACK 1 4 0 0 0 0

BARON MUNCHEN

FLAME 3 **WOUND** 1 **ARMOR** 3

RANGE 2 **CLOUD** 1

SPECIAL: None

ATTACK 2 2 1 1 1 1

FLAMME TURRET

FLAME 2

RANGE 2 **CLOUD** 0

SPECIAL: None

ATTACK 1 2 1 0 0 0

KAMPFHUND

FLAME 2 **WOUND** 1 **ARMOR** 1

RANGE 1 **CLOUD** 0

SPECIAL: None

ATTACK 1 2 1 0 0 0

LT. DORA ROLLEN

FLAME 2 **WOUND** 2 **ARMOR** 2

RANGE 1 **CLOUD** 0

SPECIAL: Springboard (+1)

ATTACK 2 2 1 0 0 0

BARON MUNCHEN

FLAME 2 **WOUND** 2 **ARMOR** 2

RANGE 2 **CLOUD** 0

SPECIAL: None

ATTACK 1 2 2 1 1 1

MARK IV MOUNT

FLAME 1 **WOUND** 2 **ARMOR** 2

RANGE 1 **CLOUD** 0

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

ATTACK 1 2 1 0 0 0

