

<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Davion Merc Unit: Mech: Archer Name: Cpt. Ansel Graham Mech Name: Archeron IX Bonus to AO: 4 Ability: You, and all allied Archers within 3 Hexes of you, may reroll 1 die when defending.</p>		<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Davion Merc Unit: Mech: Catapult Name: Mw. Walter Finney Mech Name: Jackpot Bonus to AO: 2 Ability: When you are successfully hit by an attack, gain 1 focus token.</p>	
<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Davion Merc Unit: Mech: Awesome Name: Mw. Danielle Peterson Mech Name: Pretty Baby Bonus to AO: 2 Ability: Your action bar gains the Evade x1 action.</p>		<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Davion Merc Unit: Mech: Crusader Name: Cpt. Miko Umcizi Mech Name: Shaka Bonus to AO: 4 Ability: Any mech in your lance that has all of its armor and external dots filled may increase its walking and running speed by 1.</p>	
<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Davion Merc Unit: Mech: Battlemaster Name: Maj. Thompson "Tommy" Dale Mech Name: Dark Death Bonus to AO: 5 Ability: The first two points of damage on your External do not force you to draw a minor critical card.</p>		<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Davion Merc Unit: Mech: Shadow Hawk Name: Maj. Sergei Vang Mech Name: The Death's Head Bonus to AO: 5 Ability: When you spend a target lock, gain 1 evade token. When you spend an evade token, gain 1 target lock.</p>	
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Davion Merc Unit: Mech: Battlemaster Name: Maj. Wade Fitzwarin Mech Name: Prodigal Bonus to AO: 5 Ability: At the end of the heat phase, if you have any heat cards remaining, you may flip one face down.</p>		<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Davion Merc Unit: Mech: Stinger Name: Mw. Bors Sillader Mech Name: Lots of Luck Bonus to AO: 1 Ability: If one or more of your allies have been killed, you can perform +1 action every activation.</p>	

<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Davion Merc Unit: Mech: Valkyrie Name: Mw. Anne Simpson Mech Name: The Victory Bonus to AO: 1 Ability:</p>	<p>During the cleanup phase, you may spend a focus token to perform an action on a minor critical card.</p>	<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Kurita Merc Unit: Mech: Catapult (CPLT-C1) Name: Lt. Conan Davis Mech Name: Avenger Bonus to AO: 3 Ability:</p>	<p>Whenever you run you must draw 1 heat card, then, you may perform 1 Target Lock action.</p>
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Davion Merc Unit: Mech: Valkyrie Name: Mw. Karl Kruger Mech Name: Angel of the Mornin' Bonus to AO: 4 Ability:</p>	<p>During setup, do not place this mech. Do not plan its moves for turns 1 or 2. On turn 3, at the start of the planning phase, you may place this mech on either your side or your opponent's side, then plan its moves as normal.</p>	<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Kurita Merc Unit: Mech: Griffin Name: Tai-i Sigtrygg Poulsen Mech Name: Light Show Bonus to AO: 4 Ability:</p>	<p>When making an attack with your PPC TIC, you may change all eye results to medium hits.</p>
<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Kurita Merc Unit: Mech: Awesome Name: Lt. Giles "The Banger" Barners Mech Name: Kwik Killer Bonus to AO: 3 Ability:</p>	<p>If an allied Awesome is within short range, the Intimidation ability for both you and that ally is increased to Medium range.</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Kurita Merc Unit: Mech: Phoenix Hawk Name: Lt. David Kellam Mech Name: The Knife Bonus to AO: 3 Ability:</p>	<p>At the start of the activation phase, roll a green die. On an evade result, increase your AO by +3</p>
<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Kurita Merc Unit: Mech: Battlemaster Name: Cpt. Jenny Circi Mech Name: The Hawk Bonus to AO: 4 Ability:</p>	<p>When you end your movement and are flanking at least one enemy at short or medium range, you may make 1 free action.</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Kurita Merc Unit: Mech: Urbanmech Name: Lt. Patricia Wellseley Mech Name: Short and Stout Bonus to AO: 3 Ability:</p>	<p>If this mech's lance has a Command Ability with Command Tokens, place one Command Token on this mech's sheet. You may exhaust that Command Token in place of those on the Command Ability.</p>

<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Kurita Merc Unit: Mech: Wasp Name: Mw. Ross Malone Mech Name: Nightshroud Bonus to AO: 2 Ability:</p>	<p>During setup, you may place this unit in any woods beyond medium range of any enemy units.</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Liao Merc Unit: Mech: Locust Name: Mw. George McPhearson Mech Name: Garbage Can with Firepower Bonus to AO: 3 Ability:</p>	<p>Treat all starred* entries on your TICs as non-starred.</p>
<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Kurita Merc Unit: Mech: Wolverine Name: Tai-i Maksim Kuznetsov Mech Name: Fur Elise Bonus to AO: 1 Ability:</p>	<p>After performing a Special Evade Action from jumping, you may perform a free focus action.</p>	<p>UNIQUE PILOT</p> <p>COST: 5</p>	<p>Faction: Liao Merc Unit: Mech: Locust Name: Subcommander Zhen Zheng Mech Name: Chengdu Bonus to AO: 4 Ability:</p>	<p>When attacking with your Lasers TIC, one of your double hit results when attacking counts as three hits instead of two.</p>
<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Liao Merc Unit: Mech: Catapult Name: Mw. Janice Abermann Mech Name: Headlong Bonus to AO: 2 Ability:</p>	<p>At setup, choose 1 negative trait normally on your mech. You may ignore its effects.</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Liao Merc Unit: Mech: Stinger Name: Cpt. Scope Kinugau Mech Name: Centrallan Hope Bonus to AO: 4 Ability:</p>	<p>Whenever you or an ally within short range is target locked by an ally, you or that ally gain 1 focus.</p>
<p>UNIQUE PILOT</p> <p>COST: 6</p>	<p>Faction: Liao Merc Unit: Mech: Catapult Name: Cpt. Piers Ballantine Mech Name: Omicron Bonus to AO: 5 Ability:</p>	<p>If you stand still on your turn, any hits to enemy armor with your lasers TIC deal 1 minor critical, and any hits to externals with your lasers TIC deal 1 major critical (instead of a minor).</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Liao Merc Unit: Mech: Thunderbolt Name: Mw. Clare Sarton Mech Name: Wild One Bonus to AO: 2 Ability:</p>	<p>When there are more enemy mechs within long range of you than allied mechs, you gain +1 attack die on all attack rolls, to a max of 4 red dice.</p>

<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Liao Merc Unit: Mech: Urbanmech Name: Mw. Gordon Stuart Mech Name: Gallant Bonus to AO: 1 Ability:</p>	<p>Liao</p> <p>Urbanmech Mw. Gordon Stuart Gallant 1 If fighting Kurita, all units in your lance (including Mw. Stuart) gain an additional AO + 2.</p>	<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Marik Merc Unit: Mech: Rifleman Name: Cpt. General Janos Marik Mech Name: Atreus One Bonus to AO: 6 Ability:</p>	<p>Marik</p> <p>Rifleman Cpt. General Janos Marik Atreus One 6 Anytime you would perform an action, you may allow an ally within long range to perform an action instead.</p>
<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Liao Merc Unit: Mech: Wolverine Name: Mw. Lib August Mech Name: Point Guard Bonus to AO: 1 Ability:</p>	<p>Liao</p> <p>Wolverine Mw. Lib August Point Guard 1 Your walking speed is +1.</p>	<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Marik Merc Unit: Mech: Thunderbolt Name: Cpt. Simon Beckner Mech Name: Designated Hitter Bonus to AO: 2 Ability:</p>	<p>Marik</p> <p>Thunderbolt Cpt. Simon Beckner Designated Hitter 2 Your mech gains Battlefists: Treat size as +1 when attacking or defending in melee with mechs</p>
<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Marik Merc Unit: Mech: Awesome Name: Mw. Slavomir Kladivo Mech Name: Heavy Recon Bonus to AO: 4 Ability:</p>	<p>Marik</p> <p>Awesome Mw. Slavomir Kladivo Heavy Recon 4 You may run at +2 your running speed. If you run more than your printed value, you may make no attacks this turn.</p>	<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Marik Merc Unit: Mech: Wolverine Name: Sgt. Anton "The Rock" Karlevski Mech Name: Solid Bonus to AO: 3 Ability:</p>	<p>Marik</p> <p>Wolverine Sgt. Anton "The Rock" Karlevski Solid 3 When firing your SRM TIC, you may count short hits as hits at medium range.</p>
<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Marik Merc Unit: Mech: Battlemaster Name: Cpt. Art Mitchell Mech Name: Ol' Faithful Bonus to AO: 4 Ability:</p>	<p>Marik</p> <p>Battlemaster Cpt. Art Mitchell Ol' Faithful 4 At setup, you start with one point of internal damage. Once per attack, you may reroll any or all attack dice with your Lasers or R Lasers TIC.</p>	<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Merc Merc Unit: Waco Rangers Mech: Archer Name: Mw. Ted "Slim" Atkins Mech Name: Six-Gun Slim Bonus to AO: 2 Ability:</p>	<p>Merc</p> <p>Waco Rangers Archer Mw. Ted "Slim" Atkins Six-Gun Slim 2 You may reroll one attack die when making an attack with a Lasers TIC.</p>

<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Merc Merc Unit: Redjack Ryan Mech: Griffin Name: Mw. Pers Stromsky Mech Name: Dirge Bonus to AO: 2 Ability: Once per round, if you damage an adjacent enemy with a weapon or mixed TIC, you may make an immediate melee attack on that unit.</p>	<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Merc Merc Unit: Hansen's Roughriders Mech: Shadow Hawk Name: Mw. Celeste Rio Mech Name: Skeet Bonus to AO: 1 Ability: Your mech gains AAGuns: When attacking, defenders may not spend evade tokens.</p>
<p>UNIQUE PILOT</p> <p>COST: 6</p>	<p>Faction: Merc Merc Unit: Bounty Hunter Mech: Marauder ("Money Shot") Name: The Bounty Hunter Mech Name: Money Shot Bonus to AO: 6 Ability: Once per round, after resolving a PPC TIC attack, if you miss, you may roll one red die, but may not modify it. All units (friend and foe) adjacent to your target and in the same hex suffer any Long and Double hits shown (no defense roll). This pilot costs 2 less for Marik.</p>	<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Merc Merc Unit: Eridani Light Horse Mech: Thunderbolt Name: Cpt. "Dashing John" MacAllister Mech Name: Toujours L'Audace Bonus to AO: 4 Ability: On any turn when you run, you temporarily gain the ability: Intimidating: Enemies in the forward firing arc and at short range of this unit during the attack phase cannot spend focus tokens.</p>
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Merc Merc Unit: Eridani Light Horse Mech: Phoenix Hawk Name: Lt. Abraham Ibn Faud Mech Name: Moon Rising Bonus to AO: 3 Ability: When you perform the evade action, you gain +1 evade tokens. Your jump distance is increased by +3 hexes. You gain 1 heat card if you jump more than your printed value.</p>	<p>UNIQUE PILOT</p> <p>COST: 7</p>	<p>Faction: Merc Merc Unit: Wolf's Dragoons Mech: Warhammer (WHM-6R) Name: Cpt. Natasha Kerensky Mech Name: Black Widow Bonus to AO: 5 Ability: Increase your PPC TIC by +2/+1/+1. Your PPC TIC generates one additional heat.</p>
<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Merc Merc Unit: Wolf's Dragoons Mech: Rifleman Name: Lt. Gentleman Johnny Clavell Mech Name: Tuxedo Bonus to AO: 3 Ability: If you run, you may gain 1 focus token at the end of your movement. If you do, gain 1 heat card.</p>	<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Merc Merc Unit: Smithson's Chinese Bandits Mech: Wasp Name: Mw. Jodi Okigama Mech Name: Dobber III Bonus to AO: 2 Ability: You may run in reverse.</p>

<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Merc Merc Unit: Colby's Commandos Mech: Wolverine Name: Sgt. Delmar Clay Mech Name: Bulletfist Bonus to AO: 2 Ability: When making a physical attack, you may change 1 attack die result to a double-hit result.</p>		<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Steiner Merc Unit: Commando Mech: Mw. Seychelle Miladue Name: Seabreeze Mech Name: Seabreeze Bonus to AO: 1 Ability: When defending an attack, you may reroll blank defense dice while in water.</p>	
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Mercenary Merc Unit: Eridani Light Horse Mech: Commando Name: Mw. Fay Fetters Mech Name: Drift Bonus to AO: 4 Ability: When you run, you may change your destination hex to any hex adjacent to your written destination hex.</p>		<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Steiner Merc Unit: Commando Mech: Cpt. Bono Duganmare Name: The Death's Knell Mech Name: The Death's Knell Bonus to AO: 4 Ability: During the activation phase, you may perform a melee attack against an adjacent ally at the end of your move. Whether it hits or misses, that ally may make one immediate action. This melee does not prevent you from attacking during the attack phase.</p>	
<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Mercenary Merc Unit: Wolf's Dragoons Mech: Griffin Name: Mw. John Hayes Mech Name: Fast Hand Bonus to AO: 3 Ability: If a mech adjacent to you is destroyed, place a token on this card (max 1 token). You may discard the token to make a melee attack against a unit 2 spaces away. Short hits are considered misses during this attack.</p>		<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Steiner Merc Unit: Commando Mech: Lt. Burkhardt Ganz Name: Bolt Mech Name: Bolt Bonus to AO: 3 Ability: You may run at double your walking speed. You may not take actions or make attacks if you run more spaces than your printed value.</p>	
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Mercenary Merc Unit: Hansen's Roughriders Mech: Wolverine Name: Sgt. Erik Stendahl Mech Name: Logan Bonus to AO: 3 Ability: If there are no allies within medium range or line of sight of you, you may perform a target lock action during the cleanup phase.</p>		<p>UNIQUE PILOT</p> <p>COST: 3</p>	<p>Faction: Steiner Merc Unit: Griffin Mech: Mw. Dropkick Darwin Name: Hopalong Mech Name: Hopalong Bonus to AO: 2 Ability: When using the attack from the "Charge and DFA" elite ability, you may cancel one of your opponent's evade results.</p>	

<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Steiner Merc Unit: Mech: Locust Name: Mw. Savannah Johnson Mech Name: Jackrabbit Bonus to AO: 2 Ability:</p>	<p>When attacking a unit w/ lower AO, if you spend a focus, you immediately regain 1 focus. If being attacked by a unit of higher AO, you may not modify your defense dice.</p>	<p>NON-UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Any Merc Unit: Mech: Any Name: Seasoned Mechwarrior Mech Name: N/A Bonus to AO: 2 Ability: None</p>	
<p>UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Steiner Merc Unit: Mech: Locust Name: Lt. Martha Maveries Mech Name: Stomper Bonus to AO: 3 Ability:</p>	<p>Every time you enter a hex, you may make a free melee attack against units inside that hex, but you may not attack the same unit twice. This does not prevent you from any attacks during the attack phase.</p>	<p>NON-UNIQUE PILOT</p> <p>COST: 4</p>	<p>Faction: Any Merc Unit: Mech: Any Name: Veteran Mechwarrior Mech Name: N/A Bonus to AO: 4 Ability: None</p>	
<p>UNIQUE PILOT</p> <p>COST: 2</p>	<p>Faction: Steiner Merc Unit: Mech: Warhammer (WHM-6K) Name: Lt. Harvey Calahan Mech Name: Atherton Bonus to AO: 3 Ability:</p>	<p>Any Eridani Light Horse units are considered Steiner units for the purposes of lance creation.</p> <p>You may field a WHM-6K in your Steiner lance.</p>	<p>NON-UNIQUE PILOT</p> <p>COST: 6</p>	<p>Faction: Any Merc Unit: Mech: Any Name: Elite Mechwarrior Mech Name: N/A Bonus to AO: 6 Ability: None</p>	