



GROUP 1 10



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	24
									1.5	

Special Skills: Fireteam: Core, G: Autotool, V: Dogged
Plasma Sniper Rifle I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	20
									1.5	

Special Skills: Fireteam: Core, G: Autotool, V: Dogged
Missile Launcher, Light Shotgun I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	15
									0	

Special Skills: Fireteam: Core, Forward Observer, G: Autotool, V: Dogged
Plasma Carbine I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	15
									0	

Special Skills: Fireteam: Core, Forward Observer, G: Autotool, V: Dogged
Plasma Carbine I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	15
									0	

Special Skills: Fireteam: Core, Forward Observer, G: Autotool, V: Dogged
Plasma Carbine I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	5	11	10	12	1	6	1	2	15
									0	

Special Skills: Fireteam: Core, Forward Observer, G: Autotool, V: Dogged
Plasma Carbine I Pistol, Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	TAG	
4	4	14	13	14	13	6	6	3	6	74
									2	

Equipment: ECM, TinBot A (Deflector L1), TinBot D (Albedo)
Special Skills: G: Remote Presence
Hyper-Rapid Magnetic Cannon



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI	
6	2	21	12	13	14	1	3	1	2	43
									0.5	

Equipment: Hacking Device Plus
Special Skills: CH: Mimetism, Forward Deployment L1, Kinematika L1, Martial Arts L4, V: No Wound Incapacitation
Boarding Shotgun, Flash Pulse I Pistol, DA CCW



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
4	4	10	10	13	0	0	1	1	0	0

Special Skills: G: Remote Presence, Remote Pilot, Specialist Operative
Flash Pulse I Knife



MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	REM	
6	4	8	8	10	13	0	3	1	1	3
									0	

Special Skills: CH: Mimetism, G: Servant
Electric Pulse



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI	
6	4	13	11	10	14	1	0	1	3	23
									0	

Equipment: MediKit
Special Skills: Doctor, Engineer
Combi Rifle, D-Charges I Pistol, Knife



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI	
4	4	14	12	12	12	1	3	1	2	29
									0	

Special Skills: AD: Combat Jump, Transmutation, V: Courage



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI	
4	2	14	12	10	12	2	6	1	2	LI

Special Skills: V: Courage
Combi Rifle, Nanopulser I Pistol, Knife

GROUP 2 1



MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI	
4	4	13	12	11	13	1	3	1	2	24
									0.5	

Equipment: EI Hacking Device
Special Skills: Hyper-Dynamics L1, Lieutenant, V: Courage
Combi Rifle, Nullifier I Pistol, Knife

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Boarding Shotgun <i>(AP Mode)</i>	0 8 16 24 +6 0 -3	14	2	AP	
Boarding Shotgun <i>(Blast Mode)</i>	0 8 16 24 +6 0 -3	14	2	N	Impact Template (Small Teardrop)
Combi Rifle	0 8 16 32 48 +3 +3 -3 -6	13	3	N	Suppressive Fire
D-Charges <i>Deployable Mode</i>	-	14	1	AP+Exp	Anti-materiel, Disposable (3), Deployable
D-Charges <i>CC Mode</i>	-	14	1	AP+Exp	Disposable (3), CC (-3)
Deactivator	0 8 16 24 +6 +3 -6	-	1		Technical Weapon, BS Attack, Non-Lootable
Discover	0 8 32 48 96 +3 0 -3 -6	-	-		
Electric Pulse	-	-	1		2 Turns, CC, IMM-2, Non-Lootable, Non-lethal, Automatic (7)
Flash Pulse	0 8 24 48 96 0 +3 -3 -6	13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer	0 8 24 48 96 0 0 -3 -6	-	2		Technical Weapon, Non-lethal, Non-Lootable
Hyper-Rapid Magnetic Cannon <i>(Burst Mode)</i>	0 8 16 32 48 -3 0 +3 0	15	5	AP/Shock	Suppressive Fire, Light MULTI, Non-Lootable
Hyper-Rapid Magnetic Cannon <i>(Anti-materiel Mode)</i>	0 8 16 32 48 -3 0 +3 0	15	1	DA	Anti-materiel, Light MULTI, Non-Lootable
Knife	-	PH-1	1	Shock	CC, Silent
Light Shotgun	0 8 16 24 +6 0 -3	13	2	N	Impact Template (Small Teardrop)
MediKit	0 8 16 24 +3 0 -6	-	1		Non-lethal
Missile Launcher <i>(Anti-tank Mode)</i>	0 8 24 40 96 -3 0 +3 -3	14	1	AP+Exp	Anti-materiel
Missile Launcher <i>(Blast Mode)</i>	0 8 24 40 96 -3 0 +3 -3	14	1	Exp	Anti-materiel, Impact Template (Circular)
Nanopulser	-	13	1	Nanotec	Intuitive Attack, Non-Lootable, Direct Template (Small Teardrop)
Nullifier	-	-	1		
Pistol	0 8 16 24 +3 0 -6	11	2 (1 in CC)	N	CC
Plasma Carbine <i>(Hit Mode)</i>	0 8 16 32 40 +3 +3 -3 -6	14	2	Plasma	
Plasma Carbine <i>(Blast Mode)</i>	0 8 16 32 40 +3 +3 -3 -6	13	2	Plasma	Impact Template (Small Teardrop)
Plasma Sniper <i>(Blast Mode)</i>	0 8 16 48 96 -3 0 +3 -3	14	2	Plasma	Impact Template (Small Teardrop)
Plasma Sniper <i>(Hit Mode)</i>	0 8 16 48 96 -3 0 +3 -3	15	2	Plasma	
SF Mode	0 8 16 24 0 0 -3	*	3		

Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	HD+, EIHD	0	0	15	1	Comms Equipment	Short Skill//ARO	Hacking Area. State: Disabled.
CLAW-1	Gotchal	HD+, EIHD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill//ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	HD+, EIHD	0	0	14	1	TAG	Short Skill//ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	HD+, EIHD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-2	Expel	HD+, EIHD	0	0	13	1	Manned TAG	Short Skill//ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	HD+, EIHD	0	0	16	1	TAG, HI, REM, Hacker	Short Skill//ARO	Hacking Area. State: Isolated
GADGET-1	Fairy Dust	HD+, EIHD	-	-	-	1	HI	Entire Order	Entire Order 2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	HD+, EIHD	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	HD+, EIHD	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	HD+, EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	HD+, EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
SHIELD-1	Exorcism	HD+, EIHD	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	HD+, EIHD	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	HD+, EIHD	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SHIELD-2	Breakwater	HD+	0	-6	-	1	Hacker	Short Skill//ARO	Nullifies Hacking Attack.
SWORD-1	Brain Blast	HD+, EIHD	0	0	14	2	Hacker	Short Skill//ARO	Hacking Area. Loss of 1 Wounds/STR.
SWORD-2	Redrum		0	-3	16	2	Hacker	Short Skill// ARO	Hacking Area. DT Special Ammo. Loss of 1 point of Wounds/STR.
SWORD-2	Skullbuster		+3	0	16	2	Hacker	Short Skill// ARO	Hacking Area. Breaker Special Ammo. Loss of 1 point of Wounds/STR.
SWORD-2	Trinity		0	0	16	3	Hacker	Short Skill// ARO	Hacking Area. Shock Special Ammo. Loss of 1 point of Wounds/STR.
UPGRADE	Cybermask	HD+	0	0	-	1		Entire Order	Replace user with Impersonation-2 Marker.
UPGRADE	White Noise	HD+	0	0	-	1		Short Skill// ARO	Turn. NFB. Hacking Area. Circular Template
UPGRADE	Sucker Punch	HD+, EIHD	0	-3	16	1	Hacker	Short Skill// ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.
UPGRADE	Maestro	EIKHD	+3	-3	14	2	Hacker	Short Skill// ARO	Hacking Area. Breaker Special Ammo. State: Unconscious.

HD+: Hacking Device Plus, EIHD: EI Hacking Device