



GROUP 1 10



Q-DRONE

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	8	11	10	13	0	3	1	3	25 1

Equipment: 360° Visor
Special Skills: CH: Mimetism, G: Remote Presence, Total Reaction
 Plasma Rifle I Electric Pulse



MALIGNOS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	12	12	14	1	3	1	2	36 0

Equipment: AutoMediKit
Special Skills: CH: TO Camouflage, Forward Observer, Infiltration, Multiterain, Shasvastii
 Combi Rifle, Antipersonnel Mines I Pistol, Knife



MED-TECH OBSIDON MEDCHANOID

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
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



R-DRONE

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 6	8	8	11	13	0	3	1	3	8 0

Equipment: Repeater
Special Skills: CH: Mimetism, G: Remote Presence
 Flash Pulse, Sniffer I Electric Pulse



IKADRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 2	7	11	10	13	1	6	1	2	9 0

Equipment: Baggage, Repeater
Special Skills: G: Autotool
 2 Light Flamethrowers, Flash Pulse I Pistol, Electric Pulse



IMETRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
0 - 0	0	0	12	0	0	3	1	2	4 0

Equipment: AI Beacon
Special Skills: AD: Combat Jump



MALIGNOS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	12	12	14	1	3	1	2	36 0

Equipment: AutoMediKit
Special Skills: CH: TO Camouflage, Forward Observer, Infiltration, Multiterain, Shasvastii
 Combi Rifle, Antipersonnel Mines I Pistol, Knife



NEXUS Lieutenant Hacker

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
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



SLAVE DRONE

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

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



IKADRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 2	7	11	10	13	1	6	1	2	9 0

Equipment: Baggage, Repeater
Special Skills: G: Autotool
 2 Light Flamethrowers, Flash Pulse I Pistol, Electric Pulse



IMETRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
0 - 0	0	0	12	0	0	3	1	2	4 0

Equipment: AI Beacon
Special Skills: AD: Combat Jump

GROUP 2 6



UNIDRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
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



UNIDRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
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



UNIDRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
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



UNIDRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
4 - 4	5	11	10	12	1	6	1	2	14 0

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



UNIDRON

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
4 - 4	5	11	10	12	1	6	1	2	14 0

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



NOCTIFER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	12	10	13	1	3	1	2	32 1.5

Special Skills: CH: TO Camouflage, Shasvastii, V: Dogged
 Missile Launcher I Assault Pistol, Knife

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Antipersonnel Mines	-	13	1	Shock	Intuitive Attack, Concealed, Disposable (3), Direct Template (Small Teardrop), Deployable
Assault Pistol	0 8 16 24 +3 0 -6	13	4 (1 in CC)	N	CC
Combi Rifle	0 8 16 32 48 +3 +3 -3 -6	13	3	N	Suppressive Fire
D-Charges <i>CC Mode</i>	-	14	1	AP+Exp	Disposable (3), CC (-3)
D-Charges <i>Deployable Mode</i>	-	14	1	AP+Exp	Anti-materiel, Disposable (3), Deployable
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
Knife	-	PH-1	1	Shock	CC, Silent
Light Flamethrower	-	13	1	Fire	Intuitive Attack, Direct Template (Small Teardrop)
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>(Blast Mode)</i>	0 8 24 40 96 -3 0 +3 -3	14	1	Exp	Anti-materiel, Impact Template (Circular)
Missile Launcher <i>(Anti-tank Mode)</i>	0 8 24 40 96 -3 0 +3 -3	14	1	AP+Exp	Anti-materiel
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 Rifle <i>(Blast Mode)</i>	0 8 16 32 48 +3 +3 -3 -6	13	3	Plasma	Suppressive Fire, Impact Template (Small Teardrop)
Plasma Rifle <i>(Hit Mode)</i>	0 8 16 32 48 +3 +3 -3 -6	14	3	Plasma	Suppressive Fire
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		
Sniffer	-	-	-		

Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	EIHD	0	0	15	1	Comms Equipment	Short Skill//ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	EIHD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill//ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	EIHD	0	0	14	1	TAG	Short Skill//ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	EIHD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
GADGET-1	Fairy Dust	EIHD	-	-	-	1	HI	Entire Order	Entire Order 2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	EIHD	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	EIHD	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
SHIELD-1	Exorcism	EIHD	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	EIHD	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	EIHD	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SWORD-1	Brain Blast	EIHD	0	0	14	2	Hacker	Short Skill//ARO	Hacking Area. Loss of 1 Wounds/STR.
UPGRADE	Sucker Punch	EIHD	0	-3	16	1	Hacker	Short Skill// ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.

EIHD: EI Hacking Device