


KEISOTSU




LI MOV CC BS PH WP ARM BTS VITA S
Line 4-4 17 11 10 12 1 0 1 2

Equipment:

Skills: Courage

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Missile Launcher (Blast)	0-8: +3 0-24: 0 24-40: +3 -3	6	1	Exp	Anti-matter, Impact Template (Cover)
Missile Launcher (Hit)	0-8: +3 0-24: 0 24-40: +3 -3	6	1	AP+Exp	Anti-matter
Pistol	0-8: +3 0-16: 0 16-24: -4	9	2	N	

KEISOTSU




LI MOV CC BS PH WP ARM BTS VITA S
Line 4-4 17 11 10 12 1 0 1 2

Equipment: ECM: Hacker (-6), Hacking Device

Skills: Courage, Hacker

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16: +3 16-32: -3 32-48: -8	7	3	N	Suppression Fire
Crazykoda		5	1	Shock	Dispensable (2), Burst, Polymerize, Deployable
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

KEMPEI




LI Spec. Trained MOV CC BS PH WP ARM BTS VITA S
Line 4-4 17 12 10 14 1 0 1 2

Equipment: Multippectral Visor L2

Skills: Courage, Number 2, Sixth Sense

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
PARA CC Weapon (-3)		-	1	PARA	CC, Non-lethal, State (MMA)
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Shock Marksman Rifle	0-8: -3 0-24: +3 24-48: -3 48-96: -4	7	3	Shock	Suppression Fire
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

SENKU




LI MOV CC BS PH WP ARM BTS VITA S
Line 4-4 15 11 10 12 0 3 1 2

Equipment:

Skills: Courage

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16: +3 16-32: -3 32-48: -8	7	3	N	Suppression Fire
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

SŌHEI



ME MOV CC BS PH WP ARM BTS VITA S
Veteran 4-4 23 11 13 13 3 3 1 2

Equipment:

Skills: Dodge (+2*), Frenzy, Immunity (Shock), Martial Arts L3, Religious Troop, Stealth

Weapon Name	Range *	PS	S	Ammo	Traits
AP + Shock CC Weapon		5*	1	AP+Shock	CC
Grenades	0-8: +3 0-16: -3	1	1	N	Operational Attack, BS Weapon (PH), Impact Template (Cover)
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Submachine Gun	0-8: +3 0-16: +3 16-24: 34-32: -8	7	3	N	Suppression Fire
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

SENKU



LI MOV CC BS PH WP ARM BTS VITA S
Line 4-4 15 11 10 12 0 3 1 2

Equipment:

Skills: Courage, Forward Observer

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16: +3 16-32: -3 32-48: -8	7	3	N	Suppression Fire
Flash Pulse	0-8: 0 0-24: +3 24-48: 48-96: -3 -8	7	1	Stun	BS Weapon (MP), State (Stunned, Non-lethal)
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

TOKUSETSU KOHEI




LI Support MOV CC BS PH WP ARM BTS VITA S
Support 4-4 15 11 10 13 1 0 1 2

Equipment: Deactivator, Glomokit

Skills: Courage, Engineer

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16: +3 16-32: -3 32-48: -8	7	3	N	Suppression Fire
D-Charges [CC]		6	1	AP+Exp	Anti-matter, CC, Dispensable (3), Improved
D-Charges (Demolition)		6	1	AP+Exp	Anti-matter, Dispensable (3)
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

TOKUSETSU EISEI




LI Support MOV CC BS PH WP ARM BTS VITA S
Support 4-4 15 11 10 13 1 0 1 2

Equipment: MedKit

Skills: Courage, Doctor

Weapon Name	Range *	PS	S	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16: +3 16-32: -3 32-48: -8	7	3	N	Suppression Fire
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	
Suppressive Fire	0-16: 0 16-24: -3	* 3	*		

JIZAMURAI



MI Elite MOV CC BS PH WP ARM BTS VITA S
Elite 6-2 23 12 13 13 3 3 1 2

Equipment:

Skills: Climbing Plus, Combat Instinct, Courage, Dodge (+3), Dodge (+2*), Immunity (Shock), Martial Arts L3, Mmesian (-3), Stealth

Weapon Name	Range *	PS	S	Ammo	Traits
DA CC Weapon		5*	1	DA	Anti-matter, CC
Light Shotgun	0-8: +8 0-16: 0 16-24: -3	7	2	N	
Pistol	0-8: +3 0-16: 0 16-24: -8	9	2	N	



MI	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Spec. Trained	4-4	21	11	12	13	2	3	1	2

Equipment: Killer Hacking Device

Skills: Combat Jump, Courage, Dodge (+1*), Hacker, Martial Arts L1, Parachutist, Stealth, Super-Jump (Jet Propulsion)

Weapon Name	Range **	PS	B	Ammo	Traits
Boarding Shotgun	0-8: +8 5-16: 0 16-24: -3	6	2	AP	
D-Charges [CC]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3)
Pistol	0-8: +3 8-16: 0 16-24: -6	9	2	N	
Shock CC Weapon		7*	1	Shock	CC

KURAYAMI NINJA



SK	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Spec. Trained	4-4	22	11	13	13	0	3	3	1

Equipment: Bangbomb (+4), Hacking Device

Skills: Courage, Dodge (+1*), Hacker, Hidden Deployment, Infiltration, Martial Arts L2, Mimicry (-3), Stealth, Super-Jump, Surprise Attack (-3), Terrain (Total)

Weapon Name	Range **	PS	B	Ammo	Traits
D-Charges [CC]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3)
DA CC Weapon		6*	1	DA	Anti-material, CC
Light Shotgun	0-8: +8 8-16: 16-24: +6 0 -3	7	2	N	
Pistol	0-8: +3 8-16: 16-24: +3 0 -6	9	2	N	
Viral Mine	Small Teardrop	7	1	N	Hidden Attack, Resonance (2x-BLOCK), Concealed, Disposable (3), Direct Template, Disposable



MI	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Headquarters	4-4	21	13	14	13	5	3	2	5

Equipment:

Skills: BS Attack (SR-1), Courage, Martial Arts L2, NCO, No Wound Incapacitation, Stealth

Weapon Name	Range **	PS	B	Ammo	Traits
AP + DA CC Weapon		4*	1	AP+DA	Anti-material, CC
MULTI Marksmen Rifle [Anti-Material]	0-8: -3 8-24: 24-40: 40-60: +3 -3 -6	6*	1	DA	Anti-material
MULTI Marksmen Rifle [AP]	0-8: -3 8-24: 24-40: 40-60: +3 -3 -6	6*	3	AP	Suppression Fire
MULTI Marksmen Rifle [Shock]	0-8: -3 8-24: 24-40: 40-60: +3 -3 -6	6*	3	Shock	Suppression Fire
Paracraft	0-8: -3 8-16: 0 16-32: 32-48: +3 -3 -3	5*	1	AP+Exp	Anti-material, Disposable (2)
Pistol	0-8: +3 8-16: 0 16-24: -6	8*	2	N	
Suppressive Fire	0-16: 0 16-24: -3	4	3	+	+

MIYAMOTO MUSHASHI



MI	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Character	6-4	25	9	14	15	1	3	1	2

Equipment:

Skills: CC Attack (AP), Courage, Dodge (+2*), Immunity (ARM), Martial Arts L5, No Wound Incapacitation, Stealth

Weapon Name	Range **	PS	B	Ammo	Traits
Chain Rifle	Large Teardrop	7	1	N	Hidden Attack, Direct Template
EXP CC Weapon		4*	1	Exp	Anti-material, CC
Flash Pulse	0-8: 5 8-24: +3 24-40: 40-60: -3 -3 -6	7	1	Stun	BS Weapon (AP), State: Stunned, Non-lethal
Pistol	0-8: +3 8-16: 0 16-24: -6	9	2	N	
Tactical Bow	0-8: +3 8-16: 0 16-24: -6	8	1	DA	Anti-material, Silent (4)



MI	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Character	6-2	24	12	14	14	3	6	2	2

Equipment:

Skills: BS Attack (SR-1), Berserk, CC Attack (Shock), Courage, Dodge (+2*), Frenzy Lieutenant, Martial Arts L3, Stealth, Tactical Awareness

Weapon Name	Range **	PS	B	Ammo	Traits
Breaker Pistol	0-8: +3 8-16: 0 16-24: -6	7*	2	AP	
Chain Rifle	Large Teardrop	6*	1	N	Hidden Attack, Direct Template
Contender	0-8: 0 8-24: 24-32: +3 0	6*	2	T2	Anti-material
DA CC Weapon		4*	1	DA	Anti-material, CC
E/M CC Weapon		4*	1	N+E/M	CC
E/M Grenades	0-8: +3 8-16: -3	6*	1	E/M	Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal

DOMARU



MI	MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
Line	6-2	24	12	14	13	3	3	2	2

Equipment:

Skills: BS Attack (SR-1), Berserk, CC Attack (Shock), Courage, Dodge (+2*), Frenzy, Martial Arts L3, Stealth

Weapon Name	Range **	PS	B	Ammo	Traits
Chain Rifle	Large Teardrop	6*	1	N	Hidden Attack, Direct Template
Contender	0-8: 5 8-24: 24-32: +3 0	6*	2	T2	Anti-material
E/M CC Weapon		4*	1	N+E/M	CC
E/M Grenades	0-8: +3 8-16: -3	6*	1	E/M	Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal
Pistol	0-8: +3 8-16: 0 16-24: -6	8*	2	N	