


KEISOTSU



LI

MOV

CC

BS

PH

WIP

ARM

BTS

VITA

S


Line4-41711101210012

Equipment:

Skills: Courage

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|--------------------------|----|-----|-----|-----|-----|-----|------|----|---|--------|---|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Missile Launcher [Blast] | -3 | 0 | 0 | +3 | +3 | -3 | -3 | 6 | 1 | Exp | Anti-materiel, Impact Template (Circular) |
| Missile Launcher [Hit] | -3 | 0 | 0 | +3 | +3 | -3 | -3 | 6 | 1 | AP+Exp | Anti-materiel |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |

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Line4-41711101210012

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

Skills: Courage, Hacker

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------|----|-----|-----|-----|-----|-----|------|----|---|-------|--|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Combi Rifle | +3 | +3 | -3 | -3 | -6 | -6 | | 7 | 3 | N | Suppressive Fire |
| Crazykoala | | | | | | | | 5 | 1 | Shock | Disposable (2), Boost, Perimeter, Deployable |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

KEPPEI



LI

Spec.

Trained


Line4-41712101410012

Equipment: Multispectral Visor L2

Skills: Courage, Number 2, Sixth Sense

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|----------------------|----|-----|-----|-----|-----|-----|------|----|---|-------|--------------------------|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| PARA CC Weapon (-3) | | | | | CC | | | - | 1 | PARA | Non-lethal, State: IMM-A |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Shock Marksman Rifle | -3 | +3 | +3 | -3 | -3 | -6 | | 7 | 3 | Shock | Suppressive Fire |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

SENKU



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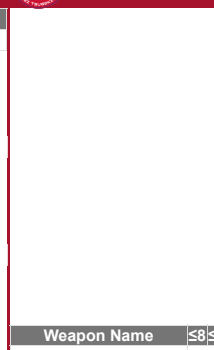
Line4-4151110120312

Equipment:

Skills: Courage

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------|----|-----|-----|-----|-----|-----|------|----|---|------|------------------|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Combi Rifle | +3 | +3 | -3 | -3 | -6 | -6 | | 7 | 3 | N | Suppressive Fire |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

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Veteran4-4231113133312

Equipment:

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

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|----------------------|----|-----|-----|-----|-----|-----|------|----|---|----------|--|
| AP + Shock CC Weapon | | | | | CC | | | 5* | 1 | AP+Shock | |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Grenades | +3 | -3 | | | | | | 7 | 1 | N | Speculative Attack, BS Weapon (PH), Impact Template (Circular) |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Submachine Gun | +3 | 0 | -3 | -6 | | | | 7 | 3 | N | Suppressive Fire |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

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Line4-4151110120312

Equipment:

Skills: Courage, Forward Observer

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------|----|-----|-----|-----|-----|-----|------|----|---|------|--|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Combi Rifle | +3 | +3 | -3 | -3 | -6 | -6 | | 7 | 3 | N | Suppressive Fire |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Flash Pulse | 0 | +3 | +3 | -3 | -3 | -3 | -6 | 7 | 1 | Stun | BS Weapon (WIP), State: Stunned, Non-lethal |
| Forward Observer | 0 | 0 | 0 | -3 | -3 | -3 | -6 | - | 2 | * | BS Weapon (WIP), Non-lethal, State: Targeted |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

TOKUSETSU KOHEI



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Support4-41511101310012

Equipment: Deactivator, GizmoKit

Skills: Courage, Engineer

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------------|----|-----|-----|-----|-----|-----|------|----|---|--------|---|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Combi Rifle | +3 | +3 | -3 | -3 | -6 | -6 | | 7 | 3 | N | Suppressive Fire |
| D-Charges [CC] | | | | | CC | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3), Improvised |
| D-Charges [Demolition] | | | | | | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3) |
| Deactivator | +6 | +3 | -6 | | | | | - | 1 | * | BS Weapon (WIP) |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| GizmoKit | +3 | 0 | -6 | | | | | - | 1 | * | Non-lethal |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

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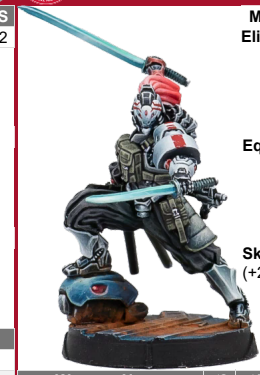
Support4-41511101310012

Equipment: MediKit

Skills: Courage, Doctor

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------|----|-----|-----|-----|-----|-----|------|----|---|------|------------------|
| CC Weapon | | | | | CC | | | 8 | 1 | N | |
| Combi Rifle | +3 | +3 | -3 | -3 | -6 | -6 | | 7 | 3 | N | Suppressive Fire |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| MediKit | +3 | 0 | -6 | | | | | - | 1 | * | Non-lethal |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

JIZAMURAI



MI

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Elite6-223121313133312

Equipment:

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

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|---------------|----|-----|-----|-----|-----|-----|------|----|---|------|---------------|
| DA CC Weapon | | | | | CC | | | 5* | 1 | DA | Anti-materiel |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Light Shotgun | +6 | 0 | -3 | | | | | 7 | 2 | N | |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |

TEISHIN

MI Spec. Trained

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 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 | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------------|----|-----|-----|-----|-----|-----|------|----|---|--------|---|
| Boarding Shotgun | +6 | 0 | -3 | | | | | 6 | 2 | AP | |
| D-Charges [CC] | | | | | CC | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3), Improvised |
| D-Charges [Demolition] | | | | | | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3) |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Shock CC Weapon | | | | | CC | | | 7* | 1 | Shock | |

DAIYŌKAI

HI Headquarters

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 4-4 | 21 | 13 | 14 | 13 | 5 | 3 | 2 | 5 |

Equipment:

Skills: Courage, Martial Arts L2, NCO, No Wound Incapacitation, Stealth

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|--------------------------------------|----|-----|-----|-----|-----|-----|------|----|---|--------|-------------------------------|
| AP + DA CC Weapon | | | | | CC | | | 4* | 1 | AP+DA | Anti-materiel |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| MULTI Marksman Rifle [Anti-Materiel] | -3 | +3 | +3 | -3 | -3 | -6 | | 6* | 1 | DA | Anti-materiel |
| MULTI Marksman Rifle [AP] | -3 | +3 | +3 | -3 | -3 | -6 | | 6* | 3 | AP | Suppressive Fire |
| MULTI Marksman Rifle [Shock] | -3 | +3 | +3 | -3 | -3 | -6 | | 6* | 3 | Shock | Suppressive Fire |
| Panzerfaust | -3 | 0 | +3 | +3 | -3 | -3 | | 5* | 1 | AP+Exp | Anti-materiel, Disposable (2) |
| Pistol | +3 | 0 | -6 | | | | | 8* | 2 | N | |
| Suppressive Fire | 0 | 0 | -3 | | | | | * | 3 | * | |

OYAMA

Character

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 6-2 | 24 | 12 | 14 | 14 | 3 | 6 | 2 | 2 |

Equipment:

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

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|----------------|----|-----|-----|-----|----------------|-----|------|----|---|-------|--|
| Breaker Pistol | +3 | 0 | -6 | | | | | 7* | 2 | AP | |
| Chain Rifle | | | | | Large Teardrop | | | 6* | 1 | N | Intuitive Attack, Direct Template |
| Contender | 0 | +3 | +3 | 0 | | | | 6* | 2 | T2 | Anti-materiel |
| DA CC Weapon | | | | | CC | | | 4* | 1 | DA | Anti-materiel |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| E/M CC Weapon | | | | | CC | | | 4* | 1 | N+E/M | |
| E/M Grenades | +3 | -3 | | | | | | 6* | 1 | E/M | Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal |

KURAYAMI NINJA

SK Spec. Trained

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 4-4 | 22 | 11 | 13 | 13 | 0 | 3 | 1 | 2 |

Equipment: Bangbomb (+4), Hacking Device

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

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|------------------------|----|-----|-----|-----|----------------|-----|------|----|---|--------|--|
| D-Charges [CC] | | | | | CC | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3), Improvised |
| D-Charges [Demolition] | | | | | | | | 6 | 1 | AP+Exp | Anti-materiel, Disposable (3) |
| DA CC Weapon | | | | | CC | | | 6* | 1 | DA | Anti-materiel |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| Light Shotgun | +6 | 0 | -3 | | | | | 7 | 2 | N | |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Viral Mine | | | | | Small Teardrop | | | 7 | 1 | N | Intuitive Attack, Bioweapon (DA+SHOCK), Concealed, Disposable (3), Direct Template, Deployable |

MIYAMOTO MUSHASHI

WB

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 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 | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|---------------|----|-----|-----|-----|----------------|-----|------|----|---|------|---|
| Chain Rifle | | | | | Large Teardrop | | | 7 | 1 | N | Intuitive Attack, Direct Template |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| EXP CC Weapon | | | | | CC | | | 4* | 1 | Exp | Anti-materiel |
| Flash Pulse | 0 | +3 | +3 | -3 | -3 | -3 | -6 | 7 | 1 | Stun | BS Weapon (WIP), State: Stunned, Non-lethal |
| Pistol | +3 | 0 | -6 | | | | | 9 | 2 | N | |
| Tactical Bow | +3 | 0 | -6 | | | | | 8 | 1 | DA | Anti-materiel, Silent (-6) |

DOMARU

Character

| MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----|----|----|----|-----|-----|-----|------|---|
| 6-2 | 24 | 12 | 14 | 13 | 3 | 3 | 2 | 2 |

Equipment:

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

| Weapon Name | ≤8 | ≤16 | ≤24 | ≤32 | ≤40 | ≤48 | ≤96" | PS | B | Ammo | Traits |
|---------------|----|-----|-----|-----|----------------|-----|------|----|---|-------|--|
| Chain Rifle | | | | | Large Teardrop | | | 6* | 1 | N | Intuitive Attack, Direct Template |
| Contender | 0 | +3 | +3 | 0 | | | | 6* | 2 | T2 | Anti-materiel |
| Discover | +3 | 0 | 0 | 0 | -3 | -3 | -6 | - | - | * | |
| E/M CC Weapon | | | | | CC | | | 4* | 1 | N+E/M | |
| E/M Grenades | +3 | -3 | | | | | | 6* | 1 | E/M | Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal |
| Pistol | +3 | 0 | -6 | | | | | 8* | 2 | N | |

| Hacking Programs 1 | | | | | | |
|--------------------|-----------------------|-----------------|----|---|--------------------------|--------------|
| Name | Device | Attack/Opp. Mod | PS | B | Target | Skill Type |
| Carbonite | Hacking, Hacking Plus | 0/0 | 7 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Cybermask | Killer, Hacking Plus | -/- | - | - | | entire order |
| Oblivion | Hacking, Hacking Plus | 0/0 | 4 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Spotlight | Hacking, Hacking Plus | 0/0 | 5 | 2 | | short, aro |
| Total Control | Hacking, Hacking Plus | 0/0 | 4 | 1 | TAG | short, aro |
| Trinity | Killer | +3/0 | 6 | 3 | Hacker | short, aro |

| Name | Device | Attack/Opp. Mod | PS | B | Target | Skill Type |
|---------------|-----------------------|-----------------|----|---|--------------------------|--------------|
| Carbonite | Hacking, Hacking Plus | 0/0 | 7 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Cybermask | Killer, Hacking Plus | -/- | - | - | | entire order |
| Oblivion | Hacking, Hacking Plus | 0/0 | 4 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Spotlight | Hacking, Hacking Plus | 0/0 | 5 | 2 | | short, aro |
| Total Control | Hacking, Hacking Plus | 0/0 | 4 | 1 | TAG | short, aro |
| Trinity | Killer | +3/0 | 6 | 3 | Hacker | short, aro |

| Name | Device | Attack/Opp. Mod | PS | B | Target | Skill Type |
|---------------|-----------------------|-----------------|----|---|--------------------------|--------------|
| Carbonite | Hacking, Hacking Plus | 0/0 | 7 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Cybermask | Killer, Hacking Plus | -/- | - | - | | entire order |
| Oblivion | Hacking, Hacking Plus | 0/0 | 4 | 2 | TAG, HI, REM, Hacker, VH | short, aro |
| Spotlight | Hacking, Hacking Plus | 0/0 | 5 | 2 | | short, aro |
| Total Control | Hacking, Hacking Plus | 0/0 | 4 | 1 | TAG | short, aro |
| Trinity | Killer | +3/0 | 6 | 3 | Hacker | short, aro |