


TRAUMA-DOCS'



MOV CC BS PH WP ARM BTS VITA S

4-4 13 12 10 12 1 0 1 2

Equipment: MedKit

Skills: Doctor

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16": +3 16-32": -3 32-48": -6	7	3	N	Suppressive Fire
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	

MACHINISTS



MOV CC BS PH WP ARM BTS VITA S

4-4 13 12 10 12 1 3 1 2

Equipment: Deactivator, GismoKit

Skills: Engineer, Minimalism (-3), Terrain (Desert)

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16": +3 16-32": -3 32-48": -6	7	3	N	Suppressive Fire
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (3)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3) (3)
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	

FENNEC Fusiliers



MOV CC BS PH WP ARM BTS VITA S

4-4 13 12 10 12 0 3 1 2

Equipment:

Skills: Terrain (Desert)

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16": +3 16-32": -3 32-48": -6	7	3	N	Suppressive Fire
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	

FENNEC Fusiliers



MOV CC BS PH WP ARM BTS VITA S


4-4 13 12 10 12 0 3 1 2

Equipment: MedKit

Skills: Paramedic, Terrain (Desert)

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	0-16": +3 16-32": -3 32-48": -6	7	3	N	Suppressive Fire
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	

BCA Magistrates



MOV CC BS PH WP ARM BTS VITA S


4-4 15 12 10 13 1 3 1 2

Equipment: Biometric Visor

Skills: Counterintelligence, FT Master (Jackals), Immunity (Shock), Lieutenant, Specialist Operative, Strategic L1

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
Heavy Pistol	0-8": +3 8-16": 0 16-24": -6	6	2	Shock	
MULTI Markman Rifle [AP Mode]	0-8": +3 8-24": 24-40": 40-48": +3 -3 -6	7	3	AP	Suppressive Fire
MULTI Markman Rifle [Anti-Material Mode]	0-8": +3 8-24": 24-40": 40-48": +3 -3 -6	7	1	DA	Anti-material
MULTI Markman Rifle [Shock Mode]	0-8": +3 8-24": 24-40": 40-48": +3 -3 -6	7	3	Shock	Suppressive Fire
Nanopulser		7	1	N	Direct Template (Small Template)
Stun Pistol (+1B)	0-8": +3 8-16": 0 16-24": -6	8	2	Stun	State (Stunned), Non-lethal

BLINK Team



MOV CC BS PH WP ARM BTS VITA S


4-4 15 13 10 12 1 3 1 2

Equipment: X Visor

Skills: Camouflage, Hidden Deployment, Minimalism (-4), Stealth, Surprise Attack (-3)

Weapon Name	Range	PS	B	Armo	Traits
Assault Pistol	0-8": +3 8-16": 0 16-24": -6	7	4	N	
CC Weapon		8	1	N	CC
Heavy Rocket Launcher [Blast Mode] (PS=5)	0-8": 8-16": 16-32": 32-48": -3 0 +3 -3	6	2	N	Continuous Damage, Impact Template (Cinder)
Heavy Rocket Launcher [Hit Mode] (PS=5)	0-8": 8-16": 16-32": 32-48": -3 0 +3 -3	6	2	N	Continuous Damage
WildParrot		7	1	EM	Indirect Attack, Disposable (3), Direct Template (Small Template), Deployable, Penetrator (3)

BANSHEES, Airborne Assault Unit



MOV CC BS PH WP ARM BTS VITA S


4-4 15 12 12 13 2 3 1 2

Equipment: Multispectral Visor L1

Skills: Combat Jump, Parachutist, Super-Jump (Jet Propulsion)

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (3)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3) (3)
Light Shotgun	0-8": +6 8-16": 0 16-24": -3	7	2	N	
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	
Pulzar (+1B)		7	1	N	Indirect Attack, Direct Template (Large Template)

BLACK A.I.R.



MOV CC BS PH WP ARM BTS VITA S


4-4 17 13 11 13 2 3 1 2

Equipment: Killer Hacking Device, Multispectral Visor L2

Skills: Combat Instinct, Hacker, Minimalism (-3), Number 2, Parachutist (Exp. Zone), Terrain (Total)

Weapon Name	Range	PS	B	Armo	Traits
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (3)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3) (3)
Flash Pulse (+1B)	0-8": 0 8-24": 24-40": 40-48": +3 -3 -6	7	1	Stun	All Weapons (WP), State (Stunned), Non-lethal
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	
Submachine Gun	0-8": +3 8-16": 16-24": -3 24-32": -6	7	3	N	Suppressive Fire

FIREFLIES Clandestine Demo Squad



MOV CC BS PH WP ARM BTS VITA S

4-4 17 13 11 13 2 6 1 2

Equipment: Abeto (-4)

Skills: BS Attack (SR-1), Chain of Command, Immunity (Shock), NCO, Stealth, Terrain (Total)

Weapon Name	Range	PS	B	Armo	Traits
AP Mine		7	1	AP	Indirect Attack, Connected, Disposable (3), Direct Template (Small Template), Deployable (3)
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (3)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3) (3)
Panzerfaust	0-8": +3 8-16": 16-32": 32-48": 0 +3 -3	6	1	AP+Exp	Anti-material, Disposable (3)
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	
Submachine Gun	0-8": +3 8-16": 16-24": 24-32": +3 0 -3 -6	7	3	N	Suppressive Fire

GRIFFIN Troops, Heavy Tactical Regiment




MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
6-2	15	14	12	12	4	6	2	2

Equipment: Multispectral Visor L1

Skills: Courage, Immunity (Shock), Jump (+3*), Terrain (Desert)

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Feuerbach [Burst Mode]	0-8* -3 0-10* 0 15-32* 32-48* +3 0	6	2	AP+DA	Anti-material
Feuerbach [Explosive Mode]	0-8* -3 0-10* 0 15-32* 32-48* +3 0	6	1	Exp	Anti-material
Pistol	0-8* +3 0-10* 0 15-24* -6	9	2	N	Initiative Attack, Direct Template (Large Tearing)
Pulzar		7	1	N	

Minescorp JACKALS



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
4-4	14	11	10	12	0	0	1	2

Equipment:

Skills: Booty

Weapon Name	Range	PS	B	Ammo	Traits
Boarding Pistol [Blast Mode]		7	1	N	Initiative Attack, Direct Template (Small Tearing)
Boarding Pistol [Hit Mode]	0-8* +3 0-10* 0 15-24* -6	7	2	N	
CC Weapon		8	1	N	CC
Light Rocket Launcher [Blast Mode]	0-8* 0 0-24* 24-32* 32-48* +3 -3 0	7	2	N	Continuous Damage, Impact Template (Shocks)
Light Rocket Launcher [Hit Mode]	0-8* 0 0-24* 24-32* 32-48* +3 -3 0	6	2	N	Continuous Damage

SCARECROWS Active Recon Group




MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
4-4	15	13	12	13	1	3	1	2

Equipment: Deployable Repeater

Skills: Camouflage, Hidden Deployment, Infiltration, Minimalism (-6), Stealth, Surprise Attack (-3), Terrain (Total)

Weapon Name	Range	PS	B	Ammo	Traits
Boarding Shotgun	0-8* +3 0-10* 0 15-24* -3	6	2	AP	
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (S), Improvised (T)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (S), (T)
Nanopulser		7	1	N	Direct Template (Small Tearing)
Silenced Pistol	0-8* +3 0-10* 0 15-24* -6	8	2	AP+Shock	Alert (-4)

DR. PRIYA HARPER, ARCHEO-RAIDER



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
4-4	17	12	10	13	1	3	1	2

Equipment: Nanoscreen, X Visor

Skills: Booty, Dodge (+3), Immunity (Shock), No Cover, No Wound Incapacitation, Specialist Operative, Tactical Awareness

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Deployable Repeater		-	-	-	Disposable (S), Deployable
E/M Mine		7	1	E/M	Initiative Attack, Camouflage, Disposable (S), Direct Template (Small Tearing), Non-Jetted, Deployable (T)
Nanopulser		7	1	N	Direct Template (Small Tearing)
Plasma Carbine [Blast Mode]	0-10* 15-32* 32-48* +3 -3 -6	7	2	N	Impact Template (Crushes)
Plasma Carbine [Hit Mode]	0-10* 15-32* 32-48* +3 -3 -6	6	2	N	
Vital Pistol (+1B)	0-8* +3 0-10* 0 15-24* -6	8	2	N	Miniscreen (S)+HDD(S)

Minescorp JACKALS



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
4-4	14	11	10	12	0	0	1	2

Equipment:

Skills: Booty

Weapon Name	Range	PS	B	Ammo	Traits
Boarding Pistol [Blast Mode]		7	1	N	Initiative Attack, Direct Template (Small Tearing)
Boarding Pistol [Hit Mode]	0-8* +3 0-10* 0 15-24* -6	7	2	N	
CC Weapon		8	1	N	CC
Panzerbaust	0-8* -3 0-10* 0 15-32* 32-48* +3 0	6	1	AP+Exp	Anti-material, Disposable (S)
Submachine Gun	0-8* +3 0-10* 0 15-24* -3 -6	7	3	N	Suppressive Fire

PALBOTS



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

Equipment:

Skills: Courage, Minimalism (-3), Peripheral (Servant)

Weapon Name	Range	PS	B	Ammo	Traits
PARA CC Weapon (-3)		-	1	PARA	CC, Non-critical, State ABMA