

# 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	Ammo	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	




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	Ammo	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	



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	Ammo	Traits
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Impermeable (1)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3), (1)
Light Shotgun	0-8": +6 8-16": 0 16-24": -6	7	2	N	
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	
Pulzar (+18)		7	1	N	Infinite Mass, Direct Template (Large Template)

# 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, Mimicry (-3), Terrain (Desert)

Weapon Name	Range	PS	B	Ammo	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), Impermeable (1)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3), (1)
Pistol	0-8": +3 8-16": 0 16-24": -6	9	2	N	



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	Ammo	Traits
CC Weapon		8	1	N	CC
Heavy Rifle	0-8": +3 8-16": 0 16-24": -6	6	2	Shock	Suppressive Fire
MULTI Markman Rifle [AP Mode]	0-8": +3 8-16": 24-40": 48-64": +3 -3 -6	7	3	AP	Suppressive Fire
MULTI Markman Rifle [Anti-Material Mode]	0-8": +3 8-16": 24-40": 48-64": +3 -3 -6	7	1	DA	Anti-material
MULTI Markman Rifle [Shock Mode]	0-8": +3 8-16": 24-40": 48-64": +3 -3 -6	7	3	Shock	Suppressive Fire
Nanopulser		7	1	N	Direct Template (Small Template), State (Shock), Non-lethal
Stun Pistol (+18)	0-8": +3 8-16": 0 16-24": -6	8	2	Stun	



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, Mimicry (-3), Number 2, Parachutist (Exp. Zone), Terrain (Total)

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Impermeable (1)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3), (1)
Flash Pulse (+18)	0-8": 0 8-16": 24-40": 48-64": +3 -3 -6	7	1	Stun	All Weapons (WP), State (Shock), Non-lethal
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 -3 -6	7	3	N	Suppressive Fire

# 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	Ammo	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	




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, Mimicry (-4), Stealth, Surprise Attack (-3)

Weapon Name	Range	PS	B	Ammo	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 (Circular)
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	E/M	Infinite Mass, Disposable (1), Direct Template (Small Template), Disposable, Penetrator (1)



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
4-4	17	13	11	13	2	3	1	2

**Equipment:** Albedo (-4)

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

Weapon Name	Range	PS	B	Ammo	Traits
AP Mine		7	1	AP	Infinite Mass, Corrosive, Disposable (3), Direct Template (Small Template), Disposable, (1)
CC Weapon		8	1	N	CC
D-Charges [CC Mode]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Impermeable (1)
D-Charges [Demolition Mode]		6	1	AP+Exp	Anti-material, Disposable (3), (1)
Panzersuif	0-8": +3 8-16": 16-32": 32-48": 0 +3 -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 16-32" 32-48" +3 0	6	2	AP+DA	Anti-material
Feuerbach [Explosive Mode]	0-8" -3 0-10" 0 16-32" 32-48" +3 0	6	1	Exp	Anti-material
Pistol	0-8" +3 0-10" 0 16-32" -6	9	2	N	Initiative Attack, Direct Template (Large Template)
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 Template)
Boarding Pistol [Hit Mode]	0-8" +3 0-10" 0 16-32" -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 -6	7	2	N	Continuous Damage, Impact Template (Strike)
Light Rocket Launcher [Hit Mode]	0-8" 0 0-24" 24-32" 32-48" +3 -3 -6	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 16-32" -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 Template)
Silenced Pistol	0-8" +3 0-10" 0 16-32" -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		-	1	-	Disposable (S), Deployable
E/M Mine		7	1	E/M	Initiative Attack, Camouflage, Disposable (S), Direct Template (Small Template), Non-Jetted, Deployable (T)
Nanopulser		7	1	N	Direct Template (Small Template)
Plasma Carbine [Blast Mode]	0-10" 16-32" 32-48" +3 -3 -6	7	2	N	Impact Template (Strike)
Plasma Carbine [Hit Mode]	0-10" 16-32" 32-48" +3 -3 -6	6	2	N	
Vital Pistol (+10)	0-8" +3 0-10" 0 16-32" -6	8	2	N	Reweapon (24+14000)

# 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 Template)
Boarding Pistol [Hit Mode]	0-8" +3 0-10" 0 16-32" -6	7	2	N	
CC Weapon		8	1	N	CC
Panzerbaust	0-8" -3 0-10" 0 16-32" 32-48" +3 0	6	1	AP+Exp	Anti-material, Disposable (S)
Submachine Gun	0-8" +3 0-10" 0 16-32" 32-48" -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-Jetted, Non-ARM'd