

KEISOOTSU Butai

Unit Name:  **MOV** 4-4 **CC** 17 **BS** 11 **PH** 10 **WP** 12 **ARM** 1 **BTS** 0 **VITA** 1 **S** 2

Equipment:

Skills: Courage

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Missile Launcher (Blas)	0-8": -3 0-24": 0 24-40": -3	6	1	Exp	Anti-material, Impact Template (Circular)
Missile Launcher (H&I)	0-8": -3 0-24": 0 24-40": -3	6	1	AP+Exp	Anti-material
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

KEISOOTSU Butai


Unit Name:  **MOV** 4-4 **CC** 17 **BS** 11 **PH** 10 **WP** 12 **ARM** 1 **BTS** 0 **VITA** 1 **S** 2

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

Skills: Courage, Hacker

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	Suppression Fire
Crazykoka	0-8": -3 0-16": 0 16-24": -6	5	1	Shock	Disposable (2), Shock, Promote, Deployable (1)
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

KEMPEITAI

Unit Name:  **MOV** 4-4 **CC** 17 **BS** 12 **PH** 10 **WP** 14 **ARM** 1 **BTS** 0 **VITA** 1 **S** 2

Equipment: Multispectral Visor L2

Skills: Courage, Number 2, Sixth Sense

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
PARA CC Weapon (-3)		-	1	PARA	CC, Non-lethal, State (M&A)
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	
Shock Markman Rifle	0-8": -3 0-24": -3 24-40": -6	7	3	Shock	Suppression Fire

SENKU Troops


Unit Name:  **MOV** 4-4 **CC** 15 **BS** 11 **PH** 10 **WP** 12 **ARM** 0 **BTS** 1 **VITA** 1 **S** 2

Equipment:

Skills: Courage

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	Suppression Fire
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

SŌHEI Tsegukitai

Unit Name:  **MOV** 4-4 **CC** 23 **BS** 11 **PH** 13 **WP** 13 **ARM** 3 **BTS** 3 **VITA** 1 **S** 2

Equipment:

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

Weapon Name	Range	PS	B	Ammo	Traits
AP + Shock CC Weapon		5*	1	AP+Shock	CC
Grenades	0-8": -3 0-16": -3	7	1	N	Specialist Attack, All Weapon (H&I), Impact Template (Circular)
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	
Submachine Gun	0-8": 0-16": 0 16-24": 24-32": -3	7	3	N	Suppression Fire

SENKU Troops


Unit Name:  **MOV** 4-4 **CC** 15 **BS** 11 **PH** 10 **WP** 12 **ARM** 0 **BTS** 3 **VITA** 1 **S** 2

Equipment:

Skills: Courage, Forward Observer

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	Suppression Fire
Flash Pulse	0-8": 0-24": -3 24-40": 40-48": -6	7	1	Stun	Stun Weapon (M&I), State: Blinded, Non-lethal
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

TOKUSETSU Butai

Unit Name:  **MOV** 4-4 **CC** 15 **BS** 11 **PH** 10 **WP** 13 **ARM** 1 **BTS** 1 **VITA** 1 **S** 2

Equipment: Deactivator, GizmoK&

Skills: Courage, Engineer

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	Suppression Fire
D-Charges (JC)		6	1	AP+Exp	Anti-material, CC, Disposable (2), Improved (1)
D-Charges (Demolition)		6	1	AP+Exp	Anti-material, Disposable (2), (1)
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

TOKUSETSU Butai


Unit Name:  **MOV** 4-4 **CC** 15 **BS** 11 **PH** 10 **WP** 13 **ARM** 1 **BTS** 1 **VITA** 1 **S** 2

Equipment: MediK&

Skills: Courage, 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	Suppression Fire
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

JIZAMURAI Hanryōdan

Unit Name:  **MOV** 6-2 **CC** 23 **BS** 12 **PH** 13 **WP** 13 **ARM** 3 **BTS** 3 **VITA** 1 **S** 2

Equipment:

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

Weapon Name	Range	PS	B	Ammo	Traits
DA CC Weapon		5*	1	DA	Anti-material, CC
Light Shotgun	0-8": -6 0-16": 0 16-24": -3	7	2	N	
Pistol	0-8": -3 0-16": 0 16-24": -6	9	2	N	

TEISHUN GUNTAI



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

KURAYAMI NINJA



MOV	CC	BS	PH	WP	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, 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 (1)
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3), (1)
DA CC Weapon		6*	1	DA	Anti-material, CC
Light Shotgun	0-8* +3 8-16* 5 16-24* -3	7	2	N	
Pistol	0-8* +3 8-16* 5 16-24* -6	9	2	N	
Vital Mine		7	1	N	Inactive Block, Widespread (Self-Healing), Connected, Disposable (3), Great Template (Small Template), Deployable (1)

DAIYŌKAI DEKIDAI



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
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 Markman Rifle [Anti-Material]	0-8* -3 8-24* 24-48* +3 -6	7	1	DA	Anti-material
MULTI Markman Rifle [AP]	0-8* -3 8-24* 24-48* +3 -6	7	3	AP	Suppression Fire
MULTI Markman Rifle [Shock]	0-8* -3 8-24* 24-48* +3 -6	7	3	Shock	Suppression Fire
Panzerfaust	0-8* -3 8-16* 5 16-32* 32-48* +3 -3	6	1	AP+Exp	Anti-material, Disposable (3)
Pistol	0-8* +3 8-16* 5 16-24* -6	9	2	N	

MIYAMOTO MUSHASHI



MOV	CC	BS	PH	WP	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	Range	PS	B	Ammo	Traits
Chain Rifle		7	1	N	Inactive Block, Great Template (Large Template)
EXP CC Weapon		4*	1	Exp	Anti-material, CC
Flash Pulse	0-8* 0 8-24* 24-48* +3 -6	7	1	Stun	BS Weapon (AP), State Stunned, Nonlethal
Pistol	0-8* +3 8-16* 5 16-24* -6	9	2	N	
Tactical Bow	0-8* +3 8-16* 5 16-24* -6	8	1	DA	Anti-material, Silent (3)

DAIYŌKAI DEKIDAI



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

Equipment:

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

Weapon Name	Range	PS	B	Ammo	Traits
Breaker Pistol	0-8* +3 8-16* 5 16-24* -6	8	2	AP	
Chain Rifle		7	1	N	Inactive Block, Great Template (Large Template)
Contender	0-8* 0 8-24* 24-32* +3 0	7	2	T2	Anti-material
DA CC Weapon		4*	1	DA	Anti-material, CC
E/M CC Weapon		4*	1	N+E/M	CC (1)
E/M Grenades	0-8* +3 8-16* -3	7	1	E/M	Specialist Attack, BS Weapon (PH), Impact Template (Circular), Nonlethal (1)

DOMARU BUTAI



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

Equipment:

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

Weapon Name	Range	PS	B	Ammo	Traits
Chain Rifle		7	1	N	Inactive Block, Great Template (Large Template)
Contender	0-8* 0 8-24* 24-32* +3 0	7	2	T2	Anti-material
E/M CC Weapon		4*	1	N+E/M	CC (1)
E/M Grenades	0-8* +3 8-16* -3	7	1	E/M	Specialist Attack, BS Weapon (PH), Impact Template (Circular), Nonlethal (1)
Pistol	0-8* +3 8-16* 5 16-24* -6	9	2	N	