


TRAUMA-DOLLS



Equipment: MedKit

Skills: Doctor

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	5-16": +3 15-32": -3 32-48": -6	7	3	N	Suppression Fire
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	

MACHINISTS



Equipment: Deactivator, GismoKit

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

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	5-16": +3 15-32": -3 32-48": -6	7	3	N	Suppression Fire
D-Charges [CC]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (7)
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3), (7)
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	

FENNEC Fusiliers



Equipment:

Skills: Terrain (Desert)

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	5-16": +3 15-32": -3 32-48": -6	7	3	N	Suppression Fire
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	

FENNEC Fusiliers



Equipment: MedKit

Skills: Paramedic, Terrain (Desert)

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Combi Rifle	5-16": +3 15-32": -3 32-48": -6	7	3	N	Suppression Fire
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	

BCA Magistrates



Equipment: Biometric Visor

Skills: Counterintelligence, FT Master (Jacks), Immunity (Shock), Lieutenant, Special Operative, Strategy L1

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
Heavy Pistol	5-8": +3 8-16": 0 16-24": -6	6	2	Shock	
MULTI Marksmen Rifle [Anti-Material]	5-8": +3 5-24": 24-48": 48-60": -6	7	1	DA	Anti-material
MULTI Marksmen Rifle [AP]	5-8": +3 5-24": 24-48": 48-60": -6	7	3	AP	Suppression Fire
MULTI Marksmen Rifle [Shock]	5-8": +3 5-24": 24-48": 48-60": -6	7	3	Shock	Suppression Fire
Nanopulser		7	1	N	Direct Template (Small, Tracking)
Stun Pistol	5-8": +3 8-16": 0 16-24": -6	8	2+1	Stun	Radio Element, Non-lethal

BLINK Team



Equipment: X Visor

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

Weapon Name	Range	PS	B	Ammo	Traits
Assault Pistol	5-8": +3 8-16": 0 16-24": -6	7	4	N	
CC Weapon		8	1	N	CC
Heavy Rocket Launcher [Blast]	5-8": +3 5-16": 16-32": 32-48": -6	5'	2	N	Continuous Damage Impact Template (Circular)
Heavy Rocket Launcher [HE]	5-8": +3 5-16": 16-32": 32-48": -6	5'	2	N	Continuous Damage
WildPancat		7	1	EM	Infliction Shock, Disposable (1), Direct Template (Small, Tracking), Deployable Priority (2)

BANSHEES, Airborne Assault Unit




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]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (7)
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3), (7)
Light Shotgun	5-8": +3 5-16": 16-32": -3	7	2	N	
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	
Pulzar		7	1+1	N	Infliction Shock, Direct Template (Large, Tracking)

BLACK A.I.R.

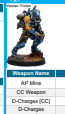


Equipment: Killer Hacking Device, Multispectral Visor L2

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

Weapon Name	Range	PS	B	Ammo	Traits
CC Weapon		8	1	N	CC
D-Charges [CC]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (7)
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3), (7)
Flash Pulse	5-8": 0 5-24": 24-48": 48-60": -6	7	1+1	Stun	80 Weapons (80%), Radio Element, Non-lethal
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	
Submachine Gun	5-8": +3 5-16": 16-32": 32-48": -6	7	3	N	Suppression Fire

FIREFLIES Clandestine Demo Squad



Equipment: Albedo (-6)

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	
CC Weapon		8	1	N	CC
D-Charges [CC]		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improved (7)
D-Charges [Demolition]		6	1	AP+Exp	Anti-material, Disposable (3), (7)
Panzerfaust	5-8": +3 5-16": 16-32": 32-48": -6	6	1	AP+Exp	Anti-material, Disposable (3)
Pistol	5-8": +3 8-16": 0 16-24": -6	9	2	N	
Submachine Gun	5-8": +3 5-16": 16-32": 32-48": -6	7	3	N	Suppression Fire

GRIFFIN Troops, Heavy Tactical Regiment



MOV	CC	BS	PH	WP	ARM	BTS	VITA	S
6-2	16	14	12	12	4	6	2	2

Equipment: Multiplexed 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)	0-8" -3 0-10" 0 16-24" +3 32-48" 5	6	2	AP+DA	Anti-material
Feuerbach (Explosive)	0-8" -3 0-10" 0 16-24" +3 32-48" 5	6	1	Exp	Anti-material
Pistol	0-8" +3 0-10" 0 16-24" -6	9	2	N	Initiative Attack, Great Template (Large Shooting)
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)		7	1	N	Initiative Attack, Great Template (Small Shooting)
Boarding Pistol (Hit)	0-8" +3 0-10" 0 16-24" -6	7	2	N	
CC Weapon		8	1	N	CC
Light Rocket Launcher (Blast)	0-8" 0 0-24" 24-32" 32-48" +3 -3 -6	7	2	N	Continuous Damage, Impact Template (Grenade)
Light Rocket Launcher (Hit)	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
6-6	15	13	12	13	1	3	1	2

Equipment: Deployable Repeater

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

Weapon Name	Range	PS	B	Ammo	Traits
Boarding Shotgun	0-8" -6 0-10" 0 16-24" -3	6	2	AP	
CC Weapon		8	1	N	CC
D-Charges (CC)		6	1	AP+Exp	Anti-material, CC, Disposable (3), Improvised (3)
D-Charges (Demolition)		6	1	AP+Exp	Anti-material, Disposable (3), (3)
Nanopulser		7	1	N	Great Template (Small Shooting)
Silenced Pistol	0-8" +3 0-10" 0 16-24" -6	8	2	AP+Shock	Stealth (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 (3), Deployable
E.M. Mine		7	1	E.M.	Initiative Attack, Concealed, Disposable (3), Great Template (Small Shooting), Non-Jetted, Deployable (3)
Nanopulser		7	1	N	Great Template (Small Shooting)
Plasma Carbine (Blast)	0-10" +3 0-16" 16-32" 32-48" -6	7	2	N	Impact Template (Circular)
Plasma Carbine (Hit)	0-10" +3 0-16" 16-32" 32-48" -6	6	2	N	
Viral Pistol	0-8" +3 0-10" 0 16-24" -6	8	2+1	N	Recharge (24+ SHOCK)

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)		7	1	N	Initiative Attack, Great Template (Small Shooting)
Boarding Pistol (Hit)	0-8" +3 0-10" 0 16-24" -6	7	2	N	
CC Weapon		8	1	N	CC
Panzerfaust	0-8" -3 0-10" 0 16-24" 16-32" +3 -3	6	1	AP+Exp	Anti-material, Disposable (3)
Submachine Gun	0-8" +3 0-10" 0 16-24" 16-32" -6	7	3	N	Suppression Fire

PALBOTS



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

Equipment:

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

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