



GROUP 1 9

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	13/0

Special Skills: Fireteam: Core
Combi Rifle I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	12/0

Special Skills: Fireteam: Core
Boarding Shotgun I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	17/1

Special Skills: Fireteam: Core
Combi Rifle + Light Grenade Launcher I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	21/1.5

Special Skills: Fireteam: Core
MULTI Sniper Rifle I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	19/1

Special Skills: Fireteam: Core
Spitfire I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	13/0.5

Equipment: Kuang Shi Control Device
Special Skills: Fireteam: Core
Combi Rifle + Light Smoke Grenade Launcher I Pistol, Knife

CELESTIAL GUARD Hacker LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	21/0.5

Equipment: Hacking Device
Special Skills: Fireteam: Core
Combi Rifle I Pistol, Knife

CELESTIAL GUARD LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	13/0

Special Skills: Fireteam: Core, Forward Observer
Boarding Shotgun I Pistol, Knife

CELESTIAL GUARD Lieutenant LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	10	14	1	3	1	2	13/0

Special Skills: Fireteam: Core, Lieutenant
Combi Rifle I Pistol, Knife

GROUP 2 10

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	28/0

Special Skills: Bioimmunity, Sensor, Sixth Sense L2
Breaker Combi Rifle, Nimbus Grenades, MadTraps I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	30/1

Special Skills: Bioimmunity, Sixth Sense L2
HMG I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	27/0.5

Special Skills: Bioimmunity, Fireteam: Haris, Sensor, Sixth Sense L2
Breaker Combi Rifle, Nimbus Grenades I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	28/1.5

Special Skills: Bioimmunity, Sixth Sense L2
Missile Launcher, Nanopulser, Nimbus Grenades I Pistol, Electric Pulse

ZHÀNYING Hacker LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	32/0.5

Equipment: Hacking Device
Special Skills: Bioimmunity, Sixth Sense L2
Breaker Combi Rifle, D-Charges I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	25/0

Special Skills: Bioimmunity, Forward Observer, Sixth Sense L2
Breaker Combi Rifle I Pistol, Electric Pulse

ZHÀNYING Lieutenant LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	30/1

Special Skills: Bioimmunity, Lieutenant, Sixth Sense L2
HMG I Pistol, Electric Pulse

ZHÀNYING Lieutenant LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	26/0

Special Skills: Bioimmunity, Lieutenant, Sensor, Sixth Sense L2
Breaker Combi Rifle, Nimbus Grenades I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	26/0

Special Skills: Bioimmunity, Sensor, Sixth Sense L2
Breaker Combi Rifle, Nimbus Grenades I Pistol, Electric Pulse

ZHÀNYING LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	16	12	10	13	2	3	1	2	23/0

Special Skills: Bioimmunity, Sensor, Sixth Sense L2
Boarding Shotgun, Nimbus Grenades I Pistol, Electric Pulse

GROUP 3 7

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	34
									0

Equipment: X Visor**Special Skills:** Chain of Command, Fireteam: Duo, Free Agent, Kinematika L1, Martial Arts L2

Combi Rifle + E/Mitter, Stun Grenades | Pistol, DA CC Weapon

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	36
									0

Equipment: X Visor**Special Skills:** Chain of Command, Fireteam: Duo, Free Agent, Kinematika L1, Martial Arts L2

Combi Rifle + E/Mitter, MadTraps | Pistol, DA CC Weapon

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	32
									1.5

Equipment: Multispectral Visor L1**Special Skills:** Fireteam: Duo, Free Agent, Kinematika L1, Marksmanship LX, Martial Arts L2

MULTI Sniper Rifle | Pistol, CC Weapon

**PHEASANT IMPERIAL AGENT Hacker**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	32
									0.5

Equipment: Hacking Device**Special Skills:** Fireteam: Duo, Free Agent, Kinematika L1, Martial Arts L2

Combi Rifle | Pistol, DA CC Weapon

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	29
									0

Special Skills: Chain of Command, Fireteam: Duo, Free Agent, Kinematika L1, Martial Arts L2

Boarding Shotgun, Stun Grenades | Pistol, DA CC Weapon

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	35
									1

Special Skills: Chain of Command, Fireteam: Duo, Free Agent, Kinematika L1, Martial Arts L2

Red Fury | Pistol, DA CC Weapon

**PHEASANT IMPERIAL AGENT**

LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	12	10	14	2	3	1	2	36
									1.5

Special Skills: Chain of Command, Fireteam: Duo, Fireteam: Haris, Free Agent, Kinematika L1, Martial Arts L2

Red Fury | Pistol, DA CC Weapon

GROUP 4 6**CRANE IMPERIAL AGENT**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	52
									0

Equipment: X Visor**Special Skills:** Kinematika L2, Martial Arts L3, Sensor

MULTI Rifle, 2 Nanopulsers | Pistol, DA CCW

**CRANE IMPERIAL AGENT**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	47
									0

Equipment: X Visor**Special Skills:** Kinematika L2, Martial Arts L3, Sensor

Boarding Shotgun, 2 Nanopulsers | Pistol, DA CCW

**CRANE IMPERIAL AGENT**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	54
									2

Equipment: X Visor**Special Skills:** Kinematika L2, Martial Arts L3

Spitfire, 2 Nanopulsers | Pistol, DA CCW

**CRANE IMPERIAL AGENT Hacker**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	53
									0.5

Equipment: Assault Hacking Device**Special Skills:** Kinematika L2, Martial Arts L3

MULTI Rifle, 2 Nanopulsers | Pistol, DA CCW

**CRANE IMPERIAL AGENT Lieutenant**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	52
									0

Equipment: X Visor**Special Skills:** Kinematika L2, Lieutenant, Martial Arts L3, Sensor

MULTI Rifle, 2 Nanopulsers | Pistol, DA CCW

**CRANE IMPERIAL AGENT Lieutenant**

HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	13	13	14	4	6	2	2	54
									2

Equipment: X Visor**Special Skills:** Kinematika L2, Lieutenant, Martial Arts L3

Spitfire, 2 Nanopulsers | Pistol, DA CCW

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Boarding Shotgun (Blast Mode)		14	2	N	Impact Template (Small Teardrop)
Boarding Shotgun (AP Mode)		14	2	AP	
Breaker Combi Rifle		13	3	Breaker	Suppressive Fire
CC Weapon	-	PH	1	N	CC
Combi Rifle		13	3	N	Suppressive Fire
D-Charges Deployable Mode	-	14	1	AP+Exp	Anti-materiel, Disposable (3), Deployable
D-Charges CC Mode	-	14	1	AP+Exp	Anti-materiel, Disposable (3), CC (-3)
DA CC Weapon	-	PH	1	DA	Anti-materiel, CC
Discover		-	-		
Electric Pulse	-	-	1		2 Turns, CC, IMM-2, Non-Lootable, Non-lethal, Automatic (7)
E Mitter		13	1	E/M2	
Flash Pulse		13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer		-	2		Technical Weapon, Non-lethal, Non-Lootable
HMG		15	4	N	Suppressive Fire
Knife	-	PH-1	1	Shock	CC, Silent
Light Grenade Launcher		13	1	N	Speculative Fire, Impact Template (Circular)
MadTrap	MOV 6-4, ARM 0, BTS 0, STR 1	-	1	Adhesive	Disposable (2), Non-lethal, Non-Lootable, Deployable, Perimeter
Missile Launcher (Blast Mode)		14	1	Exp	Anti-materiel, Impact Template (Circular)
Missile Launcher (Anti-tank Mode)		14	1	AP+Exp	Anti-materiel
MULTI Rifle (Burst Mode)		13	3	AP/Shock	Suppressive Fire, Light MULTI
MULTI Rifle (Anti-materiel Mode)		13	1	DA	Anti-materiel, Light MULTI
MULTI Rifle (Stun Mode)		13	1	Stun	Light MULTI, Non-lethal
MULTI Sniper (AP Mode)		15	2	AP	Medium MULTI
MULTI Sniper (Anti-materiel Mode)		15	2	DA	Anti-materiel, Medium MULTI
MULTI Sniper (Stun Mode)		15	1	Stun	Medium MULTI, Non-lethal
Nanopulser	-	13	1	Nanotec	Intuitive Attack, Non-Lootable, Direct Template (Small Teardrop)
Nimbus Grenades		-	1	Nimbus	Throwing Weapon, Speculative Fire, Non-lethal, Impact Template (Circular), Reflective, Targetless
Pistol		11	2 (1 in CC)	N	CC
Red Fury		13	4	Shock	Suppressive Fire
SF Mode		*	3		
Smoke Light Grenade Launcher		-	1	Smoke	Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Spitfire		14	4	N	Suppressive Fire
Stun Grenade		15	1	Stun	Throwing Weapon, Speculative Fire, Impact Template (Circular), Non-lethal

Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	HD, AHD	0	0	15	1	Comms Equipment	Short Skill//ARO	Hacking Area. State: Disabled.
CLAW-1	Gotchal	HD, AHD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill//ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	HD, AHD	0	0	14	1	TAG	Short Skill//ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	HD, AHD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-2	Expel	AHD	0	0	13	1	Manned TAG	Short Skill//ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	AHD	0	0	16	1	TAG, HI, REM, Hacker	Short Skill//ARO	Hacking Area. State: Isolated
CLAW-3	Basilisk	AHD	0	0	13	3	TAG, HI, REM, Hacker	Short Skill//ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-3	Carbonite	AHD	+3	0	13	2	TAG, HI, REM, Hacker	Short Skill//ARO	Hacking Area. DT Spec. Ammo. State: IMM-1.
CLAW-3	Total Control	AHD	0	0	16	1	TAG	Short Skill//ARO	Hacking Area. DT Spec. Ammo. State: POS
GADGET-1	Fairy Dust	HD	-	-	-	1	HI	Entire Order	Entire Order 2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	HD	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	HD	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	HD	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	HD	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
SHIELD-1	Exorcism	HD	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	HD	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	HD	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SWORD-1	Brain Blast	HD	0	0	14	2	Hacker	Short Skill//ARO	Hacking Area. Loss of 1 Wounds/STR.

HD: Hacking Device, AHD: Assault Hacking Device