



GROUP 1 ▲ 10 ● 2



KAELTAR ▲ ■ LI

Chain of Command

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	11	14	1	3	1	2	28 0.5

Combi Rifle, Flash Pulse | 2x SymbioMate / Pistol, PARA CC Weapon(-3)



MAKAUL ▲ ■ WB

Support Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	23	11	13	13	1	3	1	2	13 0

Special Skills: CC Attack (-3) • Courage• Dodge (+2") • Impetuous• Martial Arts L2
Heavy Flamethrower, Contender, Eclipse Grenades / Pistol, Viral CC Weapon



TAQEUL ▲ ■ MI

Lieutenant [+1 Command Token]

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	13	11	14	3	6	1	2	39 0

Special Skills: Courage• Immunity (Shock) • Transmutation (W)

Inactive Symbiont Armor

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

Special Skills: Courage• Immunity (Shock) • Regeneration

Viral Combi Rifle, Nanopulser, Pheroware Tactics: Endgame, Pheroware Tactics: Mirrorball / Pistol, CC Weapon



SUKEUL ▲ ■ LI

Veteran Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	17	13	11	13	2	3	1	2	34 1.5

Special Skills: Courage• Immunity (Shock) • Mimetism (-3) • Stealth• Terrain (Total) • Transmutation (W) • Veteran

Inactive Symbiont Armor

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	17	13	10	13	0	0	1	2	

Special Skills: Courage• Immunity (Shock) • Stealth• Terrain (Total) • Veteran

Heavy Machine Gun, D-Charges / Pistol, Breaker Pistol(+1B), CC Weapon



SUKEUL ▲ ■ LI

Veteran Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	17	13	11	13	2	3	1	2	35 1.5

Special Skills: Courage• Immunity (Shock) • Mimetism (-3) • Stealth• Terrain (Total) • Transmutation (W) • Veteran

Inactive Symbiont Armor

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	17	13	10	13	0	0	1	2	

Special Skills: Courage• Immunity (Shock) • Stealth• Terrain (Total) • Veteran

Missile Launcher, Light Shotgun / Pistol, Breaker Pistol(+1B), CC Weapon



SAKIEL ▲ ■ LI

Veteran Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	18	12	11	13	2	0	1	2	22 1

Special Skills: Courage• Frenzy• Immunity (Shock) • Transmutation (W)

Inactive Symbiont Armor

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	18	12	11	13	0	0	1	2	

Special Skills: Courage• Frenzy• Immunity (Shock)

Combi Rifle, Light Rocket Launcher / Pistol, CC Weapon



KAMAEL ▲ ■ LI

Commlink [+1], Specialist Operative

Line Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	11	13	1	0	1	2	22 0.5

Combi Rifle / Pistol, CC Weapon



MAKAUL ▲ ■ WB

Support Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	23	11	13	13	1	3	1	2	13 0

Special Skills: CC Attack (-3) • Courage• Dodge (+2") • Impetuous• Martial Arts L2
Heavy Flamethrower, Contender, Eclipse Grenades / Pistol, Viral CC Weapon



KUMOTAIL ▲ ■ LI

Support Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	11	11	14	1	0	1	2	21 0

Equipment: Deactivator• GizmoKit• Medikit

Special Skills: Doctor• Engineer

Combi Rifle, D-Charges / Pistol, CC Weapon



GREIF-OP ▲ ■ SK

Forward Deployment [+8"], Mimetism [-3]

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	17	11	11	13	1	0	1	2	23 0

Equipment: Multispectral Visor L1

Special Skills: Courage• Stealth

Shock Marksman Rifle / Breaker Pistol(+1B), CC Weapon



Reinforcements Section

Deras kaar

REINFORCEMENTS GROUP 1 ▲ 4



IGAO REINF.

▲ ■ SK

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4	4	23	11	13	13	0	3	1	2
18	0.5								

Special Skills: CC Attack (-3) • CC Attack (Shock) • Courage • Dodge (+1*) • Frenzy • Martial Arts L3 • Mimetism (-3) • Stealth • Terrain (Total)

Combi Rifle, Nanopulser, Pheroware Tactics: Mirrorball / Pistol, DA CC Weapon



DRAAL REINF.

▲ ■ SK

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
6	2	16	13	12	13	2	6	1	2
37	0.5								

Special Skills: Dodge (+3) • Immunity (Shock) • Mimetism (-6) • Specialist Operative • Stealth • Terrain (Total) • Transmutation (W)

Inactive Symbiont Armor

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

Special Skills: Immunity (Shock) • Specialist Operative • Stealth • Terrain (Total)

AP Marksman Rifle, D-Charges, Shock Mines / Viral Pistol, CC Weapon



KOSUIL REINF.

▲ ■ MI

Engineer

Spec. Trained Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4	4	14	12	11	14	2	3	1	2
25	0								

Equipment: Deactivator

Special Skills: Immunity (Shock) • Terrain (Total) • Transmutation (W)

Inactive Symbiont Armor

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

Boarding Shotgun, D-Charges, Panzerfaust | GizmoKit / Pistol, CC Weapon



SAKIEL REINF.

▲ ■ LI

Paramedic

Veteran Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4	4	18	12	11	13	2	0	1	2
19	0								

Special Skills: Courage • Frenzy • Immunity (Shock) • Transmutation (W)

Inactive Symbiont Armor

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4	4	18	12	11	13	0	0	1	2

Special Skills: Courage • Frenzy • Immunity (Shock)

Combi Rifle, E/M Grenades | MediKit / Pistol, CC Weapon

Weapons Chart

Name	Range	Dam.	B	Ammo	S. Roll	Traits
AP Marksman Rifle		13	3	AP	ARM	Suppressive Fire
Boarding Shotgun Blast Mode		14	2	N	ARM	Direct Template (Small Teardrop)
Boarding Shotgun Hit Mode		14	2	AP	ARM	
Breaker Pistol Burst Mode		12	2	AP	BTS	
Breaker Pistol CC Mode		12	1	AP	BTS	CC
CC Weapon		PH	1	N	ARM	CC
Combi Rifle		13	3	N	ARM	Suppressive Fire
Contender		13	1	DA	ARM	Anti-materiel
DA CC Weapon		PH	1	DA	ARM	Anti-materiel - CC
D-Charges CC Mode		14	1	AP+Exp	ARM	Anti-materiel - CC - Disposable (3)
D-Charges Deployable Mode		14	1	AP+Exp	ARM	Anti-materiel - Disposable (3) - Deployable
Deactivator		-	1			Technical Weapon - BS Attack
Discover		-	-			
Eclipse Grenades		-	1	Eclipse	-	Speculative Attack - Throwing Weapon - Impact Template (Circular) - Non-lethal - Reflective - Targetless
E/M Grenades		13	1	E/M	BTS	Speculative Attack - Throwing Weapon - Impact Template (Circular) - Non-lethal
Flash Pulse		13	1	Stun	BTS	Technical Weapon - Non-lethal
GizmoKit		-	1			Non-lethal
Heavy Flamethrower		14	1	N	ARM	Intuitive Attack - Direct Template (Large Teardrop) - Continuous Damage
Heavy Machine Gun		15	4	N	ARM	Suppressive Fire
Light Rocket Launcher Blast Mode		13	2	N	ARM	Continuous Damage - Impact Template (Circular)

Name	Range	Dam.	B	Ammo	S. Roll	Traits
Light Rocket Launcher <i>Hit Mode</i>		14	2	N	ARM	Continuous Damage
Light Shotgun <i>Blast Mode</i>		13	2	N	ARM	Direct Template (Small Teardrop)
Light Shotgun <i>Hit Mode</i>		13	2	N	ARM	
MediKit		-	1			Non-lethal
Missile Launcher <i>Blast Mode</i>		14	1	Exp	ARM	Anti-materiel - Impact Template (Circular)
Missile Launcher <i>Hit Mode</i>		14	1	AP+Exp	ARM	Anti-materiel
Nanopulser		13	1	N	BTS	Intuitive Attack - Direct Template (Small Teardrop)
Panzerfaust		14	1	AP+Exp	ARM	Anti-materiel - Disposable (2)
PARA CC Weapon		-	1	PARA	PH-6	CC - Non-lethal - State: IMM-A
Pheroware Tactics: Endgame		13	2	AP	BTS	Bioweapon - Comms. Attack - No LoF - Technical Weapon - Zone of Control
Pheroware Tactics: Mirrorball		-	1	Eclipse	BTS	Comms. Attack - No LoF - Reflective - Targetless - Technical Weapon - Impact Template (Circular) - Zone of Control
Pistol <i>Burst Mode</i>		11	2	N	ARM	
Pistol <i>CC Mode</i>		11	1	N	ARM	CC
Shock Marksman Rifle		13	3	Shock	ARM	Suppressive Fire
Shock Mines		13	1	Shock	ARM	Intuitive Attack - Concealed - Disposable (3) - Direct Template (Small Teardrop) - Deployable
Suppressive Fire Mode Weapon		*	3		*	
Viral CC Weapon		PH	1	DA + Shock	BTS	CC
Viral Combi Rifle		13	3	DA + Shock	BTS	Suppressive Fire
Viral Pistol <i>Burst Mode</i>		12	2	DA + Shock	BTS	
Viral Pistol <i>CC Mode</i>		12	1	DA + Shock	BTS	CC