

**THIRD  
OFFENSIVE  
TROOP PROFILES**

CORVUS BELLI  
iNFiNITY

# PANOCEANIA

## ISC: KAMAU AMPHIBIAN INTERVENTION TEAMS

Line Troops



### KAMAU Amphibian Intervention Teams

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 13 | 11 | 13  | 1   | 6   | 1 | 2 | 2   |

Special Skills: Aquatic Terrain · CH: Mimetism · Shock Immunity · Stealth

| Name                           | BS Weapons                            | CC Weapons    | SWC | C  |
|--------------------------------|---------------------------------------|---------------|-----|----|
| KAMAU                          | Combi Rifle                           | Pistol, Knife | 0   | 20 |
| KAMAU                          | HMG                                   | Pistol, Knife | 1   | 28 |
| KAMAU                          | Heavy Rocket Launcher, Submachine Gun | Pistol, Knife | 1.5 | 23 |
| KAMAU (Fireteam: Haris)*       | Combi Rifle                           | Pistol, Knife | 0.5 | 21 |
| KAMAU Hacker (Hacking Device)  | Combi Rifle                           | Pistol, Knife | 0.5 | 28 |
| KAMAU (Forward Observer)       | Combi Rifle                           | Pistol, Knife | 0   | 21 |
| KAMAU Paramedic (MediKit)      | Combi Rifle                           | Pistol, Knife | 0   | 22 |
| KAMAU (Multispectral Visor L2) | MULTI Sniper                          | Pistol, Knife | 1.5 | 32 |
| KAMAU Lieutenant*              | Combi Rifle                           | Pistol, Knife | 0   | 20 |

NOTE\*: This option is only available in the Varuna Sectorial Army.

## ISC: ECHO-BRAVO, RAPID REACTION UNIT

Spec. Trained Troops

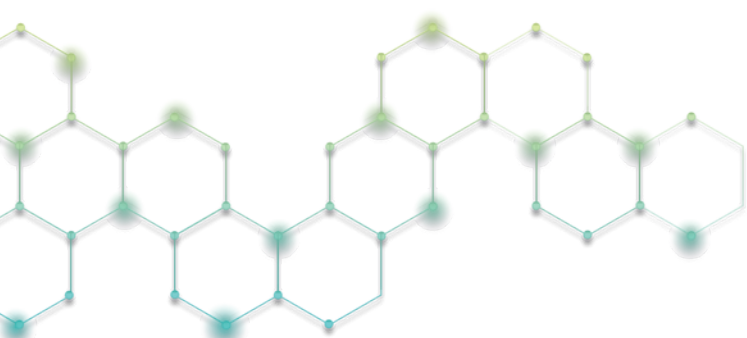


### ECHO-BRAVO, Rapid Reaction Unit

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 13 | 11 | 12  | 1   | 3   | 1 | 2 | 2   |

Special Skills: AD: Airborne Infiltration · Aquatic Terrain

| Name                                       | BS Weapons                              | CC Weapons    | SWC | C  |
|--|---|---------------|-----|----|
| ECHO-BRAVO                                 | Boarding Shotgun, Light Rocket Launcher | Pistol, Knife | 0.5 | 25 |
| ECHO-BRAVO                                 | Red Fury                                | Pistol, Knife | 1   | 25 |
| ECHO-BRAVO Paramedic (MediKit)             | Combi Rifle + Light Shotgun, WildParrot | Pistol, Knife | 0.5 | 27 |
| ECHO-BRAVO Hacker (Assault Hacking Device) | Combi Rifle, D.E.P.                     | Pistol, Knife | 0.5 | 27 |



ISC: ZULU-COBRA, RECON AND SPECIAL INTERVENTION GROUP

Veteran Troops



ZULU-COBRA, Recon and Special Intervention Group

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 13 | 11 | 13  | 1   | 0   | 1 | 2 | 1   |

Special Skills: CH: Camouflage · Forward Deployment L1 · Multiterrain

| Name                                      | BS Weapons           | CC Weapons            | SWC  | C  |
|---|----------------------|-----------------------|------|----|
| ZULU-COBRA (Sensor)                       | Combi Rifle, Jammer  | Assault Pistol, Knife | 0    | 29 |
| ZULU-COBRA                                | Spitfire             | Pistol, Knife         | 1.5  | 28 |
| ZULU-COBRA Hacker (Killer Hacking Device) | Breaker Combi Rifle  | Pistol, Knife         | 0    | 28 |
| ZULU-COBRA (Forward Observer)             | Breaker Combi Rifle  | Pistol, Knife         | 0    | 26 |
| ZULU-COBRA (X Visor)                      | Shock Marksman Rifle | Pistol, Knife         | 0    | 25 |
| ZULU-COBRA Lieutenant (Sensor)            | Combi Rifle, Jammer  | Assault Pistol, Knife | 1/0* | 29 |

NOTE: The second SWC value for the Zulu Cobra Lieutenant can only be used in the Varuna Sectorial Army.

ISC: ORC TROOPS

Veteran Troops



ORC TROOPS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 14 | 14 | 12  | 4   | 3   | 2 | 2 | 3   |

| Name   | BS Weapons                                   | CC Weapons    | SWC | C  |
|--|--|---------------|-----|----|
| ORC  | MULTI Rifle                                  | Pistol, Knife | 0   | 40 |
| ORC  | MULTI Rifle + 1 TinBot A (Deflector L1)      | Pistol, Knife | 0.5 | 41 |
| ORC  | HMG  | Pistol, Knife | 2   | 44 |
| ORC  | Boarding Shotgun                             | Pistol, Knife | 0   | 35 |
| ORC  | Combi Rifle                                  | Pistol, Knife | 0   | 36 |
| ORC Hacker (Assault Hacking Device)  | Combi Rifle                                  | Pistol, Knife | 0.5 | 42 |
| ORC Lieutenant   | MULTI Rifle                                  | Pistol, Knife | 0   | 40 |
| ORC Lieutenant   | HMG  | Pistol, Knife | 2   | 44 |
| ORC (Fireteam: Haris)  | Boarding Shotgun                             | Pistol, Knife | 0.5 | 36 |
| ORC (Fireteam: Duo)  | MULTI Rifle                                  | Pistol, Knife | 0   | 41 |
| ORC (Fireteam: Duo)  | MULTI Rifle                                  | Pistol, Knife | 0   | 41 |
| ORC  | Feuerbach                                    | Pistol, Knife | 2   | 42 |
| ORC  | Boarding Shotgun + 1 TinBot A (Deflector L1) | Pistol, Knife | 0.5 | 36 |
| ORC (Varuna Div.) (Multiterrain: Aquatic/Jungle, Stealth)                  | Feuerbach                                    | Pistol, Knife | 2   | 43 |
| ORC (Varuna Div.) (Multiterrain: Aquatic/Jungle, Stealth)                  | MULTI Rifle                                  | Pistol, Knife | 0   | 41 |
| ORC (Varuna Div.) (Multiterrain: Aquatic/Jungle, Stealth)                  | HMG  | Pistol, Knife | 2   | 45 |
| ORC (Varuna Div.) (Multiterrain: Aquatic/Jungle, Stealth)                  | Boarding Shotgun + 1 TinBot A (Deflector L1) | Pistol, Knife | 0.5 | 37 |
| ORC (Varuna Div.) (Fireteam: Haris, Multiterrain: Aquatic/Jungle, Stealth) | Boarding Shotgun + 1 TinBot A (Deflector L1) | Pistol, Knife | 1   | 38 |
| ORC Hacker (AHD) (V. Div.) (Multiterrain: Aquatic/Jungle, Stealth)         | Combi Rifle                                  | Pistol, Knife | 0.5 | 43 |
| ORC (Varuna Div.) Lieutenant (Multiterrain: Aquatic/Jungle, Stealth)       | HMG  | Pistol, Knife | 2   | 45 |

NOTE: The Orcs of the Varuna Division are only available in the Varuna Sectorial Army.

ISC: MACHINISTS

Support Troops



MACHINISTS

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 13 | 12 | 10 | 12  | 1   | 3   | 1 | 2 | 1   |

Special Skills: Engineer

| Name  | BS Weapons             | CC Weapons    | SWC | C  |
|---|------------------------|---------------|-----|----|
| MACHINIST   | Combi Rifle, D-Charges | Pistol, Knife | 0   | 15 |
| MACHINIST (Varuna Div.) (CH: Mimetism, Stealth, Aquatic Terrain)* | Combi Rifle, D-Charges | Pistol, Knife | 0   | 17 |
| MACHINIST (NCA) (Bioimmunity, Veteran L1)*                        | Combi Rifle, D-Charges | Pistol, Knife | 0   | 16 |
| MACHINIST (SAA) (CH: Mimetism, Multiterrain)*                     | Combi Rifle, D-Charges | Pistol, Knife | 0   | 18 |

NOTE: The Varuna Division option is only available in the Varuna Sectorial Army. They can be part of any Fireteam Core or Haris of Kamaus.  
 NOTE: The NCA option is only available in the Neoterra Sectorial Army. They can be part of any Fireteam of Neoterra Bolts.  
 NOTE: The SAA option is only available in the Acontecimiento Sectorial Army. They can be part of any Fireteam of Bagh-Maris.

ISC: HELOT MILITIA

Garrison Troops



HELOT MILITIA

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 12 | 11 | 10 | 12  | 0   | 0   | 1 | 2 | 1   |

Special Skills: Aquatic Terrain · CH: Limited Camouflage/Decoy · Neurocinetics · Shock Immunity

| Name          | BS Weapons                            | CC Weapons    | SWC | C  |
|---------------|---------------------------------------|---------------|-----|----|
| HELOT MILITIA | Shock Marksman Rifle                  | Pistol, Knife | 0   | 13 |
| HELOT MILITIA | MULTI Sniper                          | Pistol, Knife | 1.5 | 17 |
| HELOT MILITIA | Red Fury                              | Pistol, Knife | 1   | 14 |
| HELOT MILITIA | Submachine Gun, Light Rocket Launcher | Pistol, Knife | 0.5 | 9  |

ISC: CLIPPER DRONBOT

Support Troops



'CLIPPER' DRONBOTS

|     |    |    |    |     |     |     |     |   |     |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
| 6-4 | 8  | 12 | 10 | 13  | 0   | 3   | 1   | 3 | 2   |

Special Skills: G: Remote Presence

| Name   | BS Weapons             | CC Weapons     | SWC | C  |
|--|------------------------|----------------|-----|----|
| CLIPPER DRONBOT                                  | Smart Missile Launcher | Electric Pulse | 1.5 | 18 |
| CLIPPER DRONBOT                                  | Missile Launcher       | Electric Pulse | 1.5 | 17 |
| CLIPPER DRONBOT (Varuna Div.) (Aquatic Terrain)* | Missile Launcher       | Electric Pulse | 1.5 | 18 |

NOTE: The Varuna Division option is only available in the Varuna Sectorial Army. They can be part of any Fireteam in the Sectorial.

ISC: PATSY GARNETT, ORC TROOPS' VARUNA DIV. NCO

Character



PATSY GARNETT, Orc Troops' Varuna Div. NCO

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 16 | 14 | 14 | 13  | 4   | 3   | 2 | 2 | 1   |

Special Skills: Fireteam: Duo · Fireteam: Haris · Forward Observer · Multiterain: Aquatic/Jungle · NCO · Stealth

| Name          | BS Weapons                                      | CC Weapons    | SWC | C  |
|---------------|---|---------------|-----|----|
| PATSY GARNETT | Submachine Gun, Nimbus Plus Grenades, D-Charges | Pistol, Knife | 0   | 37 |

ISC: MILITARY ORDER FATHER-KNIGHTS

Veteran Troops



Military Order FATHER-KNIGHTS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 23 | 14 | 14 | 13  | 5   | 9   | 2 | 2 | 2   |

Special Skills: Assault · Fireteam: Duo · Kinematika L1 · Religious Troop

| Name  | BS Weapons             | CC Weapons                   | SWC | C  |
|---|------------------------|------------------------------|-----|----|
| FATHER-KNIGHT                                 | Boarding Shotgun       | Breaker Pistol, DA CC Weapon | 0   | 43 |
| FATHER-KNIGHT                                 | Missile Launcher       | Breaker Pistol, DA CC Weapon | 1.5 | 49 |
| FATHER-KNIGHT                                 | Spitfire               | Breaker Pistol, DA CC Weapon | 2   | 50 |
| FATHER-KNIGHT Hacker (Assault Hacking Device) | Combi Rifle, D-Charges | Breaker Pistol, DA CC Weapon | 0.5 | 50 |
| FATHER-KNIGHT (Forward Observer)              | Combi Rifle            | Breaker Pistol, DA CC Weapon | 0   | 45 |
| FATHER-KNIGHT Lieutenant (Forward Observer)   | Combi Rifle            | Breaker Pistol, DA CC Weapon | 0   | 45 |
| FATHER-KNIGHT Lieutenant                      | Spitfire               | Breaker Pistol, DA CC Weapon | 2   | 50 |

ISC: KNIGHTS HOSPITALLER

Elite Troops



Holy Order of HOSPITALLER KNIGHTS of Saint John of Skovorodino

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 21 | 14 | 14 | 13  | 4   | 6   | 2 | 2 | 1   |

Special Skills: Martial Arts L2 · Religious Troop

| Name   | BS Weapons       | CC Weapons           | SWC | C  |
|--|------------------|----------------------|-----|----|
| KNIGHT HOSPITALLER                                   | MULTI Rifle      | Pistol, DA CC Weapon | 0   | 35 |
| KNIGHT HOSPITALLER                                   | HMG              | Pistol, DA CC Weapon | 2   | 39 |
| KNIGHT HOSPITALLER                                   | Boarding Shotgun | Pistol, DA CC Weapon | 0   | 31 |
| KNIGHT HOSPITALLER                                   | Combi Rifle      | Pistol, DA CC Weapon | 0   | 32 |
| KNIGHT HOSPITALLER Doctor (MediKit)                  | MULTI Rifle      | Pistol, DA CC Weapon | 0   | 39 |
| KNIGHT HOSPITALLER Doctor (MediKit)                  | Combi Rifle      | Pistol, DA CC Weapon | 0   | 35 |
| KNIGHT HOSPITALLER Doctor (Fireteam: Haris, MediKit) | Combi Rifle      | Pistol, DA CC Weapon | 0.5 | 36 |
| KNIGHT HOSPITALLER Lieutenant                        | MULTI Rifle      | Pistol, DA CC Weapon | 0   | 35 |

ISC: TEUTONIC KNIGHTS

Elite Troops



Sacred Military Order of TEUTONIC KNIGHTS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 21 | 14 | 14 | 13  | 3   | 6   | 2 | 2 | 1   |

Special Skills: Berserk · Jungle Terrain · Religious Troop

| Name  | BS Weapons               | CC Weapons           | SWC | C  |
|---|--------------------------|----------------------|-----|----|
| TEUTONIC KNIGHT   | Combi Rifle, Panzerfaust | Pistol, AP CCW       | 0   | 34 |
| TEUTONIC KNIGHT   | Combi Rifle, Panzerfaust | Pistol, EXP CCW      | 0   | 36 |
| TEUTONIC KNIGHT   | Spitfire                 | Pistol, AP CCW       | 2   | 37 |
| TEUTONIC KNIGHT Lieutenant                              | Combi Rifle, Panzerfaust | Pistol, AP CCW       | 1   | 34 |
| TEUTONIC KNIGHT (Fireteam: Haris, Specialist Operative) | Combi Rifle, Panzerfaust | Pistol, AP CC Weapon | 0.5 | 36 |
| TEUTONIC KNIGHT (NCO)                                   | Spitfire                 | Pistol, AP CC Weapon | 2   | 39 |

ISC: KNIGHTS OF THE HOLY SEPULCHRE

Elite Troops



Equestrian Order of KNIGHTS OF THE HOLY SEPULCHRE

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 22 | 14 | 13 | 14  | 3   | 6   | 2 | 2 | 1   |

Equipment: Holoprojector L2  
Special Skills: Martial Arts L2 · Religious Troop

| Name   | BS Weapons                           | CC Weapons           | SWC | C  |
|--|--------------------------------------|----------------------|-----|----|
| KNIGHT OF THE HOLY SEPULCHRE (Forward Deployment L2) | Combi Rifle + Light Grenade Launcher | Pistol, DA CC Weapon | 0.5 | 55 |
| KNIGHT OF THE HOLY SEPULCHRE (Forward Deployment L2) | Spitfire                             | Pistol, DA CC Weapon | 2   | 57 |
| KNIGHT OF THE HOLY SEPULCHRE (Chain of Command)      | Breaker Combi Rifle                  | Pistol, DA CC Weapon | 0   | 52 |
| KNIGHT OF THE HOLY SEPULCHRE (Chain of Command)      | Spitfire                             | Pistol, DA CC Weapon | 2   | 56 |

ISC: KNIGHTS OF SANTIAGO

Elite Troops



Sacred Military Order of KNIGHTS OF SANTIAGO

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 21 | 14 | 13 | 13  | 4   | 3   | 2 | 2 | 1   |

Equipment: 360° Visor  
Special Skills: Fireteam: Duo · Kinematika L1 · Martial Arts L1 · Religious Troop · Terrain: Zero-G

| Name   | BS Weapons  | CC Weapons           | SWC | C  |
|--|---|----------------------|-----|----|
| KNIGHT OF SANTIAGO (Specialist Operative)            | Spitfire, Nanopulser, E/M Grenades, D-Charges                 | Pistol, DA CC Weapon | 1.5 | 43 |
| KNIGHT OF SANTIAGO Hacker (Killer Hacking Device)    | Combi Rifle, Nanopulser D-Charges + 1 TinBot A (Deflector L1) | Pistol, DA CC Weapon | 0   | 38 |
| KNIGHT OF SANTIAGO Lieutenant (Specialist Operative) | Spitfire, Nanopulser, E/M Grenades, D-Charges                 | Pistol, DA CC Weapon | 1   | 43 |

ISC: SERAPHS

Mechanized Troops



SERAPHS, Armoured Cavalry of Military Order

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 20 | 15 | 16 | 12  | 7   | 6   | 3   | 7 | 1   |

Equipment: ECM  
 Special Skills: G: Remote Presence · Kinematika L2 · Religious Troop · Super-Jump

| Name   | BS Weapons                      | CC Weapons    | SWC | C  |
|--------|---------------------------------|---------------|-----|----|
| SERAPH | Spitfire, Nanopulser + AUXBOT_3 | EXP CC Weapon | 2   | 81 |
| SERAPH | HMG, 2 Nanopulsers              | EXP CC Weapon | 2   | 79 |



AUXBOT

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 8  | 10 | 10 | 11  | 0   | 3   | 1   | 1 | -   |

Special Skills: G: Synchronized · Super-Jump

| Name     | BS Weapons         | CC Weapons     | SWC | C |
|----------|--------------------|----------------|-----|---|
| AUXBOT_3 | Heavy Flamethrower | Electric Pulse | --  | 4 |

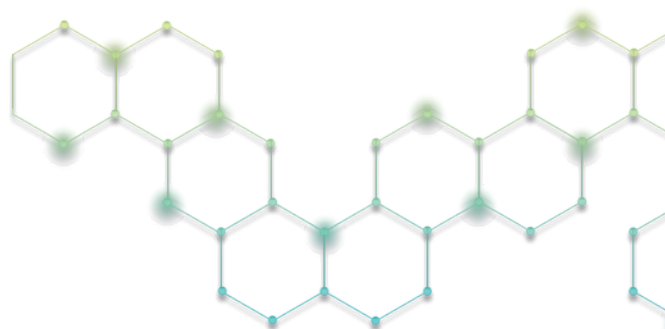


Crabbot Ancillary Remote Unit

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 4-4 | 12 | 10 | 10 | 10  | 0   | 0   | 1   | 1 | -   |

Special Skills: G: Remote Presence · Remote Pilot · Specialist Operative

| Name    | BS Weapons  | CC Weapons | SWC | C |
|---------|-------------|------------|-----|---|
| CRABBOT | Flash Pulse | Knife      |     | 0 |



ISC: TIKBALANGS, ARMORED CHASSEURS OF ACONTECIMENTO

Mechanized Troops



TIKBALANGS, Armoured Chasseurs of Acontecimento

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 17 | 15 | 15 | 12  | 6   | 6   | 3   | 6 | 1   |

Equipment: ECM

Special Skills: CH: Mimetism · Climbing Plus · G: Remote Presence · Jungle Terrain

| Name                                    | BS Weapons                                   | CC Weapons   | SWC | C  |
|---|--|--------------|-----|----|
| TIKBALANG                               | HMG, Heavy Flamethrower, Antipersonnel Mines | AP CC Weapon | 2   | 85 |
| TIKBALANG (Fireteam: Duo)               | HMG, Heavy Flamethrower, Antipersonnel Mines | AP CC Weapon | 2   | 86 |
| TIKBALANG DE MONTESA (Religious Troop)* | AP HMG, Heavy Flamethrower                   | DA CC Weapon | 2   | 92 |



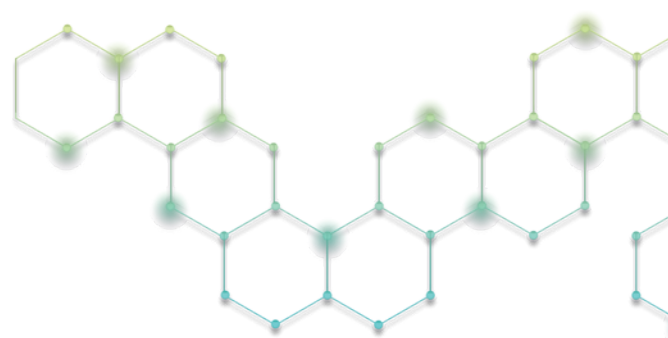
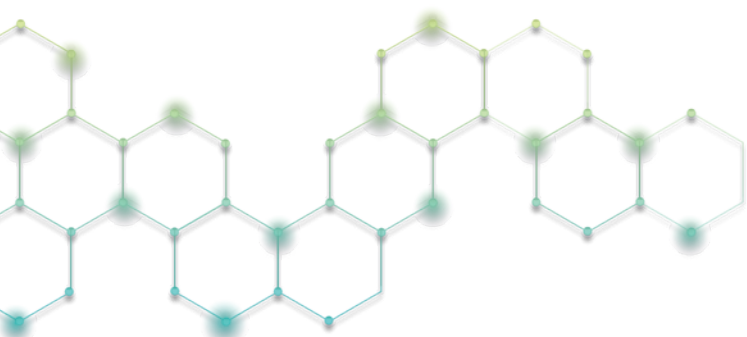
Crabbot Ancillary Remote Unit

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 4-4 | 12 | 10 | 10 | 10  | 0   | 0   | 1   | 1 | 0   |

Special Skills: G: Remote Presence · Remote Pilot · Specialist Operative

| Name    | BS Weapons  | CC Weapons | SWC | C |
|---------|-------------|------------|-----|---|
| CRABBOT | Flash Pulse | Knife      |     | 0 |

NOTE\*: This option is only available in the Military Orders Sectorial Army. Only this option for the Tikbalang is allowed in this Sectorial.





ISC: SQUALOS, PANOCEANIAN ARMORED CAVALRY HEAVY LANCERS Mechanized Troops



### SQUALOS, PanOceanian Armored Cavalry Heavy Lancers

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 18 | 15 | 17 | 12  | 8   | 6   | 3   | 7 | 2   |

Special Skills: G: Remote Presence

| Name   | BS Weapons                        | CC Weapons      | SWC | C  |
|--|-----------------------------------|-----------------|-----|----|
| SQUALO (Armored Cav.)  | MULTI HMG                         | AP Heavy Pistol | 2   | 93 |
| SQUALO (Armored Cav.)  | MULTI HMG, Heavy Grenade Launcher | AP Heavy Pistol | 2.5 | 95 |
| SQUALO (Armored Cav.) Lieutenant                                 | MULTI HMG                         | AP Heavy Pistol | 2   | 93 |
| SQUALO (Varuna Div.) (Fireteam: Duo, Aquatic Terrain)            | MULTI HMG, Zapper                 | AP Heavy Pistol | 2   | 94 |
| SQUALO (Varuna Div.) (Fireteam: Duo, Aquatic Terrain)            | MULTI HMG, Heavy Grenade Launcher | AP Heavy Pistol | 2.5 | 96 |
| SQUALO Lieutenant (Varuna Div.) (Fireteam: Duo, Aquatic Terrain) | MULTI HMG, Zapper                 | AP Heavy Pistol | 2   | 94 |



### Crabbot Ancillary Remote Unit

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 4-4 | 12 | 10 | 10 | 10  | 0   | 0   | 1   | 1 | -   |

Special Skills: G: Remote Presence · Remote Pilot · Specialist Operative

| Name    | BS Weapons  | CC Weapons | SWC | C |
|---------|-------------|------------|-----|---|
| CRABBOT | Flash Pulse | Knife      |     | 0 |

ISC: FATHER-OFFICER GABRIELE DE FERSEN Character



### FATHER-OFFICER GABRIELE DE FERSEN

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 22 | 14 | 14 | 14  | 4   | 6   | 2 | 2 | 1   |

Equipment: Assault Hacking Device. UPGRADE: Trinity  
Special Skills: Hacker · Martial Arts L3 · Religious Troop

| Name                 | BS Weapons | CC Weapons                       | SWC | C  |
|----------------------|------------|----------------------------------|-----|----|
| DE FERSEN            | Spitfire   | Pistol, Templar CCW (AP + Shock) | 2   | 56 |
| DE FERSEN Lieutenant | Spitfire   | Pistol, Templar CCW (AP + Shock) | 2   | 56 |

# PANOCEANIA: SECTORIAL ARMY CHART

## VARUNA IMMEDIATE REACTION DIVISION THE SNAKE EATERS

|   |  | AVA   | FIRETEAMS                 |
|---|--|-------|---------------------------|
|    | FUSILIERS  | TOTAL | CORE, SPECIAL             |
|    | KAMAU, AMPHIBIAN INTERVENTION TEAMS                | 5     | CORE, HARIS, SPECIAL      |
|    | ECHO-BRAVO, RAPID REACTION UNIT                    | 3     |                           |
|    | ZULU-COBRA, RECON AND SPECIAL INTERVENTION GROUP   | 3     |                           |
|    | ORC TROOPS   | 5     | CORE, HARIS, DUO, SPECIAL |
|   | SQUALOS, PANOCEANIAN ARMORED CAVALRY HEAVY LANCERS | 2     | DUO                       |
|  | CUTTERS, VARUNA NAVAL CHASSEURS                    | 2     |                           |
|  | PARADISO CROC MEN                                  | 4     |                           |
|  | HELOT MILITIA                                      | 3     |                           |
|  | MOTORIZED KNIGHTS OF MONTESA                       | 1     |                           |
|  | PATSY GARNETT, ORC TROOPS' VARUNA DIV. NCO         | 1     | SPECIAL                   |
|  | INDIGO FUSILIER BIPANDRA                           | 1     | SPECIAL                   |

|   |                                   | AVA | FIRETEAMS |
|---|-----------------------------------|-----|-----------|
|    | "PATHFINDER" DRONBOTS             | 2   |           |
|    | "SIERRA" DRONBOTS                 | 2   |           |
|    | CLIPPER DRONBOTS                  | 2   | SPECIAL   |
|    | FUGAZI DRONBOTS                   | 2   |           |
|    | BULLETEER ARMBOTS                 | 2   |           |
|   | PEACEMAKER ARMBOTS                | 1   |           |
|  | PALBOTS                           | 2   |           |
|  | MULEBOTS                          | 2   |           |
|  | TRAUMA-DOCS                       | 1   |           |
|  | MACHINISTS                        | 2   | SPECIAL   |
|  | WARCORS, WAR CORRESPONDENTS       | 1   |           |
|  | TECH-BEES, MAINTENANCE BATTALIONS | 1   |           |

### FUSILIERS

Special Fireteam: Core. Up to 3 Fusiliers and up to 2 Orc Troops (Varuna Div.).

### KAMAU, AMPHIBIAN INTERVENTION TEAMS

Special Fireteam. Wildcard trooper: the Kamaus can join any Fireteam of this Sectorial Army.

### ORC TROOPS

Special Fireteam: Core. Up to 3 Fusiliers and up to 2 Orc Troops (Varuna Div.).

### PATSY GARNETT, ORC TROOPS' VARUNA DIV. NCO

Special Fireteam. Wildcard trooper: Patsy Garnett can join any Fireteam of this Sectorial Army.

### FUSILIER INDIGO BIPANDRA

Special Fireteam. Bipandra counts as a Fusilier for Fireteam composition.

### MACHINISTS

Special Fireteam. The Varuna Div. option can join any Fireteam: Core or Haris of Kamau.

### CLIPPER DRONBOTS

Special Fireteam. Wildcard trooper: the Varuna Div. option can join any Fireteam of this Sectorial Army.

MILITARY ORDERS

|   |  | AVA   | FIRETEAMS            |
|---|--|-------|----------------------|
|    | ORDER SERGEANTS  | TOTAL | CORE, SPECIAL        |
|    | BLACK FRIARS   | 2     | SPECIAL              |
|    | CRUSADER BRETHERN  | 4     |                      |
|    | MILITARY ORDER FATHER-KNIGHTS                                  | 3     | DUO, SPECIAL         |
|    | MAGISTER KNIGHTS   | 6     | CORE, SPECIAL        |
|    | HOLY ORDER OF KNIGHTS HOSPITALLER OF SAINT JOHN OF SKOVORODINO | 5     | CORE, HARIS, SPECIAL |
|    | HOLY MILITARY ORDER OF THE KNIGHTS OF SANTIAGO                 | 3     | DUO, SPECIAL         |
|   | HOLY MILITARY ORDER OF THE TEUTONIC KNIGHTS                    | 3     | CORE, HARIS, SPECIAL |
|  | MILITARY ORDER OF THE HOLY SEPULCHRE                           | 2     |                      |
|  | SERAPHS, MILITARY ORDER ARMORED CAVALRY                        | 2     |                      |
|  | TIKBALANGS, ACONTECIMENTO ARMORED CHASSEURS *                  | 1     |                      |
|  | MOTORIZED KNIGHTS OF MONTESA                                   | 1     |                      |
|  | FATHER-OFFICER GABRIELE DE FERSEN                              | 1     | SPECIAL              |
|  | INDIGO BROTHER KONSTANTINOS                                    | 1     | SPECIAL              |

|   |                                   | AVA | FIRETEAMS |
|---|-----------------------------------|-----|-----------|
|    | JOAN OF ARC                       | 1   | SPECIAL   |
|    | DART, OPTIMATE HUNTRESS           | 1   |           |
|    | "PATHFINDER" DRONBOTS             | 2   |           |
|    | "SIERRA" DRONBOTS                 | 2   |           |
|    | CLIPPER DRONBOTS                  | 1   |           |
|    | FUGAZI DRONBOTS                   | 1   |           |
|    | BULLETEER ARBOTS                  | 2   |           |
|   | PEACEMAKER ARBOTS                 | 2   |           |
|  | PALBOTS                           | 2   |           |
|  | MULEBOTS                          | 2   |           |
|  | TRAUMA-DOCS                       | 1   |           |
|  | MACHINISTS                        | 1   |           |
|  | WARCORS, WAR CORRESPONDENTS       | 1   |           |
|  | TECH-BEES, MAINTENANCE BATTALIONS | 1   |           |

NOTE\*: ONLY THE TIKBALANG OF MONTESA OPTION.

ORDER SERGEANT

Special Fireteam: Up to 1 Order Sergeant can join a Knights Hospitallers or a Teuton Knights Fireteam. Except Crusade Fireteams.  
 Special Fireteam: Core. Up to 1 Black Friar (Albedo, Biometric Visor L1) can join a Fireteam: Core of Order Sergeants.  
 Special Fireteam: Core. Father-Knights can join a Fireteam: Core of Order Sergeants.

BLACK FRIARS

Special Fireteam: Core. Up to 1 Black Friar (Albedo, Biometric Visor L1) can join a Fireteam: Core of Order Sergeants.

MAGISTER KNIGHTS

Special Fireteam. Magister Knights count as Teuton Knights for Fireteam composition.

FATHER-OFFICER DE FERSEN

Special Fireteam. De Fersen counts as a Knight Hospitaller for Fireteam composition.

MILITARY ORDER FATHER-KNIGHTS

Special Fireteam: Core. Father-Knights can join a Fireteam: Core of Order Sergeants.

INDIGO BROTHER KONSTANTINOS

Special Fireteam. Konstantinos (non-Infiltrating option) counts as an Order Sergeant for Fireteam composition.

KNIGHTS OF SANTIAGO

Special Fireteam. Wildcard trooper: the Knights of Santiago can join any Fireteam of this Sectorial Army.

JOAN OF ARC

Special Fireteam: Core. Crusade Fireteam. Joan of Arc (any version) + 4 Knights Hospitallers.  
 Example: Joan of Arc (any version) + De Fersen + 1 K. of Santiago + 2 K. Hospitallers.  
 Special Fireteam. Joan of Arc (any version) can join any Fireteam: Duo of this Sectorial Army.

KNIGHTS HOSPITALLER




Special Fireteam: Up to 1 Order Sergeant can join a Knights Hospitallers or a Teuton Knights Fireteam. Except Crusade Fireteams.

TEUTON KNIGHTS

Special Fireteam: Up to 1 Order Sergeant can join a Knights Hospitallers or a Teuton Knights Fireteam. Except Crusade Fireteams.  
 Special Fireteam. Magister Knights count as Teuton Knights for Fireteam composition.

SHOCK ARMY OF ACONTECIMENTO

|   |   | AVA   | FIRETEAMS                 |
|---|---|-------|---------------------------|
|    | ACONTECIMENTO REGULARS                      | TOTAL | CORE, SPECIAL             |
|    | AKALIS, SIKH COMMANDOS                      | 4     |                           |
|    | BAGH-MARI UNIT                              | 5     | CORE, HARIS, SPECIAL      |
|    | ORC TROOPS                                  | 4     | DUO, HARIS, CORE, SPECIAL |
|    | GUARDA DE ASSALTO                           | 4     |                           |
|    | MOTORIZED KNIGHTS OF MONTESA                | 1     |                           |
|    | DRAGONES, ACONTECIMENTO DRAGOONS            | 1     |                           |
|  | TIKBALANGS, ACONTECIMENTO ARMORED CHASSEURS | 2     | DUO                       |
|  | ALEPH OPERATIVE: NAGAS                      | 2     |                           |
|  | KIRPAL SINGH, AKALIS SERGEANT               | 1     |                           |
|  | LIEUTENANT STEPHEN RAO, BAGH-MARI UNIT      | 1     | SPECIAL                   |
|  | TEUCER, AGÊMA WARRANT OFFICER               | 1     |                           |
|  | DRAKIOS, STEEL PHALANX NCO                  | 1     |                           |
|  | SCYLLA, STEEL PHALANX NCO                   | 1     |                           |

|   |                                   | AVA | FIRETEAMS |
|---|-----------------------------------|-----|-----------|
|    | DART, OPTIMATE HUNTRESS           | 1   |           |
|    | "PATHFINDER" DRONBOTS             | 1   |           |
|    | "SIERRA" DRONBOTS                 | 1   |           |
|    | CLIPPER DRONBOTS                  | 1   |           |
|    | FUGAZI DRONBOTS                   | 3   |           |
|    | BULLETEER ARMBOTS                 | 2   |           |
|    | PEACEMAKER ARMBOTS                | 2   |           |
|  | PALBOTS                           | 4   |           |
|  | MULEBOTS                          | 2   |           |
|  | TRAUMA-DOCS                       | 1   |           |
|  | MACHINISTS                        | 2   | SPECIAL   |
|  | WARCORS, WAR CORRESPONDENTS       | 1   |           |
|  | TECH-BEES, MAINTENANCE BATTALIONS | 1   |           |

ACONTECIMENTO REGULARS

Special Fireteam. Up to 2 Bagh-Maris can join any Fireteam Core of Regulars.  
Special Fireteam. Up to 1 Orc Troop can join any Fireteam Core of Regulars.

LIEUTENANT STEPHEN RAO, BAGH-MARI UNIT

Special Fireteam. Wildcard trooper: Rao can join any Fireteam of this Sectorial Army.

BAGH-MARI UNIT

Special Fireteam. Up to 2 Bagh-Maris can join any Fireteam Core of Regulars.

MACHINISTS

Special Fireteam. The SAA option can join any Fireteam of Bagh-Mari.

ORC TROOPS

Special Fireteam. Up to 1 Orc Troop can join any Fireteam Core of Regulars.

# YU JING

## ISC: DǎOYĪNG OPERATIVE CONTROL UNIT

Spec. Trained Troops



### DǎOYĪNG Operative Control Unit

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

Special Skills: Bioimmunity · CH: Camouflage

| Name  | BS Weapons                        | CC Weapons            | SWC | C  |
|---|-----------------------------------|-----------------------|-----|----|
| DǎOYĪNG                                       | Boarding Shotgun                  | Breaker Pistol, Knife | 0   | 21 |
| DǎOYĪNG Hacker (Hacking Device)               | Boarding Shotgun                  | Breaker Pistol, Knife | 0.5 | 29 |
| DǎOYĪNG (Minelayer)                           | MULTI Sniper, Antipersonnel Mines | Breaker Pistol, Knife | 1.5 | 32 |
| DǎOYĪNG Lieutenant N2                         | Boarding Shotgun                  | Breaker Pistol, Knife | 0   | 21 |
| DǎOYĪNG Lieutenant N2 Hacker (Hacking Device) | Boarding Shotgun                  | Breaker Pistol, Knife | 0.5 | 29 |
| DǎOYĪNG Lieutenant N2 (Minelayer)             | MULTI Sniper, Antipersonnel Mines | Breaker Pistol, Knife | 1.5 | 32 |

## ISC: HǎIDÀO SPECIAL SUPPORT GROUP

Spec. Trained Troops



### HǎIDÀO Special Support Group

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

Special Skills: Free Agent · Shock Immunity · Terrain: Zero-G · V: No Wound Incapacitation

| Name                                  | BS Weapons             | CC Weapons            | SWC | C  |
|---------------------------------------|------------------------|-----------------------|-----|----|
| HǎIDÀO                                | Combi Rifle, D-Charges | Breaker Pistol, Knife | 0   | 24 |
| HǎIDÀO                                | Red Fury               | Breaker Pistol, Knife | 1   | 29 |
| HǎIDÀO (Chain of Command)*            | Combi Rifle, D-Charges | Breaker Pistol, Knife | 0   | 29 |
| HǎIDÀO Hacker (Killer Hacking Device) | Boarding Shotgun       | Breaker Pistol, Knife | 0   | 26 |
| HǎIDÀO Engineer                       | Combi Rifle, D-Charges | Breaker Pistol, Knife | 0   | 28 |
| HǎIDÀO (Multispectral Visor L2)       | MULTI Sniper           | Breaker Pistol, Knife | 1.5 | 37 |

NOTE\*: This option is only available in the Invincible Sectorial Army.

ISC: LIÚ XĪNG JUMP INFANTRY

Veteran Troops



LIÚ XĪNG Jump Infantry

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 13 | 12 | 13  | 3   | 3   | 1 | 2 | 1   |

Special Skills: AD: Combat Jump · Bioimmunity · Explode Level X · Kinematika L1 · V: No Wound Incapacitation

| Name                                     | BS Weapons             | CC Weapons        | SWC | C  |
|--|------------------------|-------------------|-----|----|
| LIÚ XĪNG                                 | Boarding Shotgun       | Pistol, CC Weapon | 0   | 32 |
| LIÚ XĪNG                                 | Spitfire               | Pistol, CC Weapon | 2   | 39 |
| LIÚ XĪNG (Specialist Operative)          | MULTI Rifle, D-Charges | Pistol, CC Weapon | 0   | 38 |
| LIÚ XĪNG Hacker (Assault Hacking Device) | Boarding Shotgun       | Pistol, CC Weapon | 0.5 | 38 |

ISC: ZÚYǒNG INVINCIBLES, TERRA-COTTA SOLDIERS

Line Troops



ZÚYǒNG Invincibles, Terra-Cotta Soldiers

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 13 | 12 | 13  | 3   | 3   | 2 | 2 | 5   |

Special Skills: Kinematika L1

| Name   | BS Weapons                              | CC Weapons               | SWC | C  |
|--|---|--------------------------|-----|----|
| ZÚYǒNG                                       | Combi Rifle                             | 2 Breaker Pistols, Knife | 0   | 27 |
| ZÚYǒNG                                       | Combi Rifle + 1 TinBot B (Deflector L2) | 2 Breaker Pistols, Knife | 0.5 | 30 |
| ZÚYǒNG                                       | HMG                                     | 2 Breaker Pistols, Knife | 1.5 | 35 |
| ZÚYǒNG                                       | Boarding Shotgun                        | 2 Breaker Pistols, Knife | 0   | 26 |
| ZÚYǒNG                                       | MULTI Rifle                             | 2 Breaker Pistols, Knife | 0   | 31 |
| ZÚYǒNG                                       | Missile Launcher, Light Shotgun         | 2 Breaker Pistols, Knife | 2   | 36 |
| ZÚYǒNG (AutoMedikit)                         | HMG                                     | 2 Breaker Pistols, Knife | 2   | 39 |
| ZÚYǒNG (Forward Observer)                    | Combi Rifle                             | 2 Breaker Pistols, Knife | 0   | 28 |
| ZÚYǒNG Paramedic (MediKit)                   | Combi Rifle                             | 2 Breaker Pistols, Knife | 0   | 29 |
| ZÚYǒNG Lieutenant                            | Combi Rifle                             | 2 Breaker Pistols, Knife | 0   | 27 |
| ZÚYǒNG Lieutenant (AutoMedikit)              | HMG                                     | 2 Breaker Pistols, Knife | 1   | 39 |
| ZÚYǒNG (Fireteam: Haris, Tactical Awareness) | Combi Rifle + 1 TinBot B (Deflector L2) | 2 Breaker Pistols, Knife | 0.5 | 34 |
| ZÚYǒNG (Fireteam: Duo, Tactical Awareness)   | HMG                                     | 2 Breaker Pistols, Knife | 1.5 | 38 |
| ZÚYǒNG (Number 2)                            | Combi Rifle                             | 2 Breaker Pistols, Knife | 0   | 28 |

ISC: SHÀNG JÍ

Line Troops



SHÀNG JÍ INVINCIBLES

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 18 | 13 | 14 | 13  | 4   | 6   | 2 | 2 | 3   |

Special Skills: Fireteam: Duo · Kinematika L1

| Name   | BS Weapons   | CC Weapons              | SWC | C  |
|--|--|-------------------------|-----|----|
| SHÀNG JÍ                                       | Combi Rifle + Light Flamethrower                             | Pistol, Shock CCW       | 0   | 37 |
| SHÀNG JÍ                                       | MULTI Rifle  | Pistol, Shock CCW       | 0   | 40 |
| SHÀNG JÍ                                       | Spitfire   | Pistol, Shock CCW       | 2   | 42 |
| SHÀNG JÍ Hacker (Assault Hacking Device)       | Combi Rifle + Light Flamethrower                             | Pistol, Shock CCW       | 0.5 | 43 |
| SHÀNG JÍ Paramedic (Medikit)                   | Combi Rifle + Light Flamethrower                             | Pistol, Shock CCW       | 0   | 39 |
| SHÀNG JÍ Lieutenant                            | Combi Rifle + Light Flamethrower                             | Pistol, Shock CCW       | 0   | 37 |
| SHÀNG JÍ                                       | Combi Rifle + Light Flamethrower + 1 TinBot B (Deflector L2) | Pistol, Shock CCW       | 0   | 40 |
| SHÀNG JÍ                                       | Heavy Rocket Launcher, Light Shotgun                         | Pistol, Shock CCW       | 2   | 39 |
| SHÀNG JÍ (Fireteam: Haris, Tactical Awareness) | Combi Rifle + Light Flamethrower + 1 TinBot B (Deflector L2) | Pistol, Shock CC Weapon | 0.5 | 43 |
| SHÀNG JÍ (Number 2)                            | Combi Rifle + Light Flamethrower                             | Pistol, Shock CC Weapon | 0   | 38 |
| SHÀNG JÍ (Tactical Awareness)                  | Spitfire   | Pistol, Shock CC Weapon | 2   | 45 |

ISC: YĀN HUǒ INVINCIBLES, FIRE SUPPORT HEAVY REGIMENT



Invincibles YĀN HUǒ, Fire Support Heavy Regiment

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-2 | 15 | 14 | 13 | 13  | 5   | 3   | 2 | 5 | 2   |

Special Skills: Fireteam: Duo

| Name               | BS Weapons                                       | CC Weapons    | SWC | C  |
|--------------------|--|---------------|-----|----|
| YĀN HUǒ            | Hyper-Rapid Magnetic Cannon                      | Pistol, Knife | 2   | 54 |
| YĀN HUǒ            | 2 Missile Launchers + 1 TinBot C (Neurocinetics) | Pistol, Knife | 2   | 56 |
| YĀN HUǒ FTO        | MULTI HMG  | Pistol, Knife | 2   | 53 |
| YĀN HUǒ FTO        | 2 Missile Launchers                              | Pistol, Knife | 2   | 52 |
| YĀN HUǒ Lieutenant | MULTI HMG  | Pistol, Knife | 2   | 53 |
| YĀN HUǒ Lieutenant | Hyper-Rapid Magnetic Cannon                      | Pistol, Knife | 2   | 54 |

ISC: MÓWÁNG TROOPS

Elite Troops



MÓWÁNG Troops

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 16 | 13 | 14 | 13  | 5   | 6   | 2 | 5 | 1   |

Special Skills: CH: Mimetism · Fireteam: Duo · Multiterrain · V: No Wound Incapacitation

| Name              | BS Weapons                | CC Weapons          | SWC | C  |
|-------------------|---------------------------|---------------------|-----|----|
| MÓWÁNG (NCO)      | MULTI Rifle, Flammenspeer | Heavy Pistol, Knife | 0   | 52 |
| MÓWÁNG (NCO)      | Red Fury, Akrylat-Kanone  | Heavy Pistol, Knife | 1   | 52 |
| MÓWÁNG (NCO)      | Spitfire, Flammenspeer    | Heavy Pistol, Knife | 2   | 54 |
| MÓWÁNG Lieutenant | MULTI Rifle, Flammenspeer | Heavy Pistol, Knife | 0   | 50 |
| MÓWÁNG Lieutenant | Red Fury, Akrylat-Kanone  | Heavy Pistol, Knife | 0   | 50 |
| MÓWÁNG Lieutenant | Spitfire, Flammenspeer    | Heavy Pistol, Knife | 1   | 52 |

ISC: HÚLÁNG SHOCKTROOPERS

Veteran Troops



HÚLÁNG Shocktroopers

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 22 | 12 | 12 | 13  | 3   | 3   | 1 | 2 | 1   |

Special Skills: CH: Mimetism · Forward Deployment L2 · Kinematika L2 · Martial Arts L3 · Shock Immunity · Specialist Operative · V: No Wound Incapacitation

| Name                   | BS Weapons  | CC Weapons                            | SWC | C  |
|------------------------|---|---------------------------------------|-----|----|
| HÚLÁNG (Fireteam: Duo) | 2 Submachine Guns, E/M Grenades, D-Charges                | Pistol, Monofilament CC Weapon, Knife | 0   | 41 |
| HÚLÁNG (Fireteam: Duo) | Combi Rifle + Light Flamethrower, E/M Grenades, D-Charges | Pistol, Monofilament CC Weapon, Knife | 0   | 44 |

ISC: ZHENCHÁ, ARMORED RECONNAISSANCE REGIMENT

Spec. Trained Troops



ZHENCHÁ, Armored Reconnaissance Regiment

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 12 | 13 | 13  | 3   | 3   | 1 | 2 | 1   |

Special Skills: CH: Camouflage · Climbing Plus · Infiltration · Multiterrain · V: No Wound Incapacitation

| Name                                    | BS Weapons                                  | CC Weapons    | SWC | C  |
|---|---|---------------|-----|----|
| ZHENCHÁ (Forward Observer)              | Boarding Shotgun, D-Charges                 | Pistol, Knife | 0   | 37 |
| ZHENCHÁ (Forward Observer)              | Submachine Gun, D.E.P., Antipersonnel Mines | Pistol, Knife | 0   | 34 |
| ZHENCHÁ Hacker (Assault Hacking Device) | Boarding Shotgun                            | Pistol, Knife | 0.5 | 41 |



ISC: SON-BAE YAÓKÒNG

Support Troops



SON-BAE YAÓKÒNG

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 8  | 12 | 10 | 13  | 0   | 3   | 1   | 3 | 1   |

Special Skills: G: Remote Presence

| Name            | BS Weapons             | CC Weapons     | SWC | C  |
|-----------------|------------------------|----------------|-----|----|
| SON-BAE YAÓKÒNG | Smart Missile Launcher | Electric Pulse | 1.5 | 18 |
| YAÓKÒNG SON-BAE | Missile Launcher       | Electric Pulse | 1.5 | 17 |

ISC: YAÓPÚ PANGGULING

Support Troops



YAÓPÚ PANGGULING

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 4-4 | 8  | 11 | 10 | 13  | 2   | 3   | 1   | 4 | 2   |

Equipment: Baggage  
Special Skills: G: Remote Presence

| Name                                   | BS Weapons    | CC Weapons     | SWC | C  |
|--|---------------|----------------|-----|----|
| PANGGULING (Minesweeper, Repeater)     |               | Electric Pulse | 0   | 8  |
| PANGGULING Hacker (EVO Hacking Device) |               | Electric Pulse | 0.5 | 25 |
| PANGGULING (Total Reaction, Repeater)  | Combi Rifle   | Electric Pulse | 0   | 21 |
| PANGGULING FTO (Repeater)              | Light Shotgun | Electric Pulse | 0   | 13 |

ISC: TAI SHENG, ZÚYONG INVINCIBLES NCO

Character
















TAI SHENG, ZÚYONG INVINCIBLES NCO

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 17 | 14 | 12 | 14  | 3   | 6   | 2 | 2 | 1   |

Special Skills: Forward Observer · Kinematika L2 · NCO · V: Courage

| Name                         | BS Weapons  | CC Weapons          | SWC | C  |
|------------------------------|---|---------------------|-----|----|
| TAI SHENG                    | Breaker Combi Rifle, Chain-colt + 1 TinBot B (Deflector L2) | Heavy Pistol, Knife | 0   | 45 |
| TAI SHENG                    | Mk12, Chain-colt, Stun Grenade                              | Heavy Pistol, Knife | 0   | 45 |
| TAI SHENG (Chain of Command) | Breaker Combi Rifle, Chain-colt + 1 TinBot B (Deflector L2) | Heavy Pistol, Knife | 0   | 49 |
| TAI SHENG (Chain of Command) | Mk12, Chain-colt, Stun Grenade                              | Heavy Pistol, Knife | 0   | 49 |

# YU JING: SECTORIAL ARMY CHART

| INVINCIBLE ARMY   |   |     |                              | INVINCIBLE ARMY   |  |     |           |
|---|---|-----|------------------------------|---|--|-----|-----------|
|   |   | AVA | FIRETEAMS                    |   |  | AVA | FIRETEAMS |
|    | ZHANSHI   | 4   | CORE                         |    | ZHANSHI YISHENG                          | 1   |           |
|    | DAOYING<br>OPERATIONAL<br>CONTROL UNIT                    | 3   |                              |    | MECH-ENGINEERS<br>(ZHANSHI<br>GONGCHENG) | 2   |           |
|    | HÄIDÄO SPECIAL<br>SUPPORT GROUP                           | 3   | SPECIAL                      |    | TAI SHENG, ZUYONG<br>INVINCIBLES NCO     | 1   | SPECIAL   |
|    | LIU XING JUMP<br>INFANTRY                                 | 4   |                              |    | RUI SHI YAOXIE                           | 2   |           |
|    | ZUYONG INVINCIBLES,<br>TERRACOTTA<br>SOLDIERS             | 5   | CORE, HARIS, DUO,<br>SPECIAL |    | LÜ DUÄN YAOXIE                           | 2   |           |
|    | SHANG JI INVINCIBLES                                      | 5   | CORE, HARIS, DUO,<br>SPECIAL |    | WEIBING YAOKONG<br>(GUARDIAN REMOTE)     | 2   |           |
|   | YÄN HUÖ<br>INVINCIBLES, HEAVY<br>SUPPORT FIRE<br>REGIMENT | 4   | DUO, SPECIAL                 |   | HÜSÖNG YAOKÖNG<br>(ESCORT REMOTE)        | 3   |           |
|  | HAC TAO SPECIAL<br>UNIT                                   | 1   |                              |  | SON-BAE YAOKÖNG                          | 1   | SPECIAL   |
|  | MÖWÄNG TROOPS   | 3   | DUO                          |  | CHÄYI YAOKÖNG<br>(COURIER REMOTE)        | 2   |           |
|  | GÜJIÄ SQUADRONS   | 2   |                              |  | YÄÖZÄÖ                                   | 4   |           |
|  | HÜLÄNG SHOCK<br>TROOPS                                    | 2   | DUO                          |  | YÄÖPÜ PANGGULING                         | 2   | SPECIAL   |
|  | ZHENCHÄ, ARMORED<br>RECONNAISSANCE<br>REGIMENT            | 4   |                              |  | WARCORS, WAR<br>CORRESPONDENTS           | 1   |           |

**HÄIDÄO SPECIAL SUPPORT GROUP**

Special Fireteam. Wildcard trooper: up to 1 Häidäo can join any Fireteam of this Sectorial Army.

**TAI SHENG, ZUYÖNG INVINCIBLES NCO**

Special Fireteam. Tai Sheng counts as a Zuyöng for Fireteam composition.

**ZUYÖNG INVINCIBLES, TERRA-COTTA SOLDIERS**

Special Fireteam: Haris. 1 Zuyöng (Fireteam: Haris) + 2 Yän Huö FTO.

**SON-BAE YAÖKÖNG**

Special Fireteam. Wildcard trooper: up to 1 Son-Bae can join any Fireteam of this Sectorial Army.

**YÄN HUÖ INVINCIBLES, FIRE SUPPORT HEAVY REGIMENT**

Special Fireteam: Haris. 1 Zuyöng (Fireteam: Haris) + 2 Yän Huö FTO.

**YÄÖPÜ PANGGULING**

Special Fireteam. Wildcard trooper: up to 1 Pangguling FTO can join any Fireteam of this Sectorial Army.

**SHANG JI INVINCIBLES**

Special Fireteam. Wildcard trooper: up to 1 Shang Ji can join any Fireteam of this Sectorial Army.

# ARIADNA

ISC: DYNAMO REG. OF KAZAK LIGHT CAVALRY

Spec. Trained Troops



## DYNAMO Reg. of Kazak Light Cavalry MOUNTED

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 8-4 | 14 | 12 | 12 | 13  | 1   | 0   | 1 | 4 | 2   |

Equipment: Motorcycle · BS Weapons: Mine Dispenser (Antipersonnel), Light Smoke Grenade Launcher  
Special Skills: Fireteam: Duo · Kinematika L1 · V: Dogged



## DYNAMO Reg. of Kazak Light Cavalry DISMOUNTED

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 12 | 12 | 13  | 1   | 0   | 1 | 2 | -   |

Special Skills: Fireteam: Duo · V: Dogged

| Name                       | BS Weapons             | CC Weapons                | SWC | C  |
|----------------------------|------------------------|---------------------------|-----|----|
| DYNAMO                     | Submachine Gun, D.E.P. | Pistol, CC Weapon         | 0   | 23 |
| DYNAMO                     | Molotok                | Pistol, CC Weapon         | 1   | 35 |
| DYNAMO (Forward Observer)  | Rifle                  | Assault Pistol, CC Weapon | 0.5 | 29 |
| DYNAMO Paramedic (MediKit) | Boarding Shotgun       | Pistol, CC Weapon         | 0.5 | 29 |

ISC: FRONTOVIKS, SEPARATE ASSAULT BAT.

Veteran Troops



## FRONTOVIKS, Separate Assault Bat.

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 12 | 11 | 13  | 2   | 0   | 1 | 2 | 2   |

Special Skills: CH: Mimetism · V: Courage · Veteran L1

| Name                               | BS Weapons                                 | CC Weapons            | SWC | C  |
|------------------------------------|--|-----------------------|-----|----|
| FRONTOVIK                          | T2 Rifle                                   | Assault Pistol, Knife | 0   | 23 |
| FRONTOVIK                          | Molotok                                    | Assault Pistol, Knife | 1   | 30 |
| FRONTOVIK                          | Heavy Rocket Launcher                      | Assault Pistol, Knife | 1.5 | 23 |
| FRONTOVIK (Fireteam: Haris)        | T2 Rifle                                   | Assault Pistol, Knife | 0.5 | 24 |
| FRONTOVIK Engineer                 | T2 Rifle, D-Charges                        | Assault Pistol, Knife | 0   | 27 |
| FRONTOVIK Engineer                 | T2 Rifle, Light Rocket Launcher, D-Charges | Assault Pistol, Knife | 0.5 | 33 |
| FRONTOVIK Paramedic (MediKit)      | T2 Rifle                                   | Assault Pistol, Knife | 0   | 25 |
| FRONTOVIK (Multispectral Visor L1) | AP Sniper                                  | Assault Pistol, Knife | 1   | 31 |

ISC: TANKHUNTERS

T. Élite



TANKHUNTERS Regiment

|      |    |    |    |     |     |     |   |   |     |
|------|----|----|----|-----|-----|-----|---|---|-----|
| MOV  | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 10-5 | 14 | 12 | 12 | 14  | 3   | 0   | 1 | 2 | 3   |

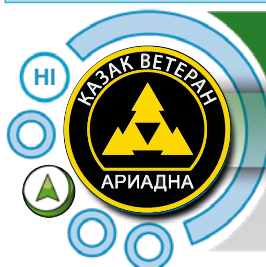
Special Skills: CO: Camuflaje · V: Coraje

| Name                           | BS Weapons                             | CC Weapons    | SWC | C  |
|--------------------------------|--|---------------|-----|----|
| TANKHUNTER                     | AP Rifle, Adhesive Launcher, D-Charges | Pistol, Knife | 0   | 25 |
| TANKHUNTER                     | AP HMG, D-Charges                      | Pistol, Knife | 1.5 | 35 |
| TANKHUNTER                     | Portable Autocannon, D-Charges         | Pistol, Knife | 1.5 | 34 |
| TANKHUNTER                     | Missile Launcher                       | Pistol, Knife | 1.5 | 29 |
| TANKHUNTER Lieutenant          | AP Rifle, Adhesive Launcher, D-Charges | Pistol, Knife | 1   | 25 |
| TANKHUNTER (Chain of Command)  | AP Rifle, Adhesive Launcher, D-Charges | Pistol, Knife | 1   | 30 |
| TANKHUNTER (Chain of Command)* | AP Rifle, Adhesive Launcher, D-Charges | Pistol, Knife | 0   | 30 |

NOTE: Options with \* are only available in the Tartary Army Corps (TAK) Sectorial Army.

ISC: VETERAN KAZAKS

Elite Troops

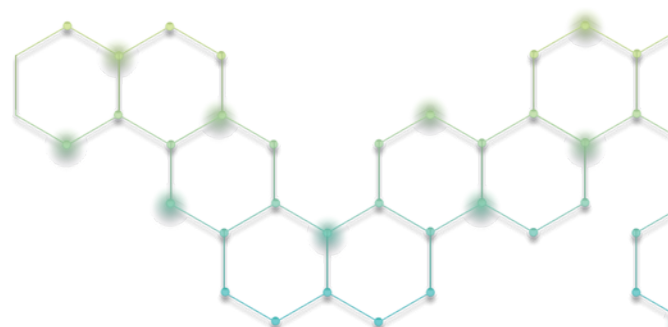


VETERAN KAZAKS

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 17 | 13 | 12 | 14  | 4   | 0   | 1 | 2 | 2   |

Special Skills: CH: Mimetism · Non-Hackable · Shock Immunity · Veteran L2 (Sixth Sense L2, V: NWI)

| Name                              | BS Weapons                   | CC Weapons          | SWC | C  |
|-----------------------------------|------------------------------|---------------------|-----|----|
| VETERAN KAZAK                     | AP Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 37 |
| VETERAN KAZAK                     | AP HMG                       | Heavy Pistol, Knife | 2   | 47 |
| VETERAN KAZAK                     | Boarding Shotgun             | Heavy Pistol, Knife | 0   | 35 |
| VETERAN KAZAK Paramedic (MediKit) | AP Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 39 |
| VETERAN KAZAK (Forward Observer)  | AP Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 38 |
| VETERAN KAZAK Lieutenant          | AP Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 37 |
| VETERAN KAZAK Lieutenant          | AP HMG                       | Heavy Pistol, Knife | 1   | 47 |
| VETERAN KAZAK (X Visor)           | T2 Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 38 |
| VETERAN KAZAK (Fireteam: Haris)   | T2 Rifle, Light Flamethrower | Heavy Pistol, Knife | 0.5 | 38 |
| VETERAN KAZAK (Fireteam: Duo)     | AP Rifle, Light Flamethrower | Heavy Pistol, Knife | 0   | 38 |
| VETERAN KAZAK (Fireteam: Duo)     | Mk12, Light Flamethrower     | Heavy Pistol, Knife | 0   | 42 |



ISC: ARMATA-2 PROYEKT 'RATNIK'

Headquarters Troops



Armata-2 Proyekt 'RATNIK'  
FULL POWER

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 13 | 14 | 13  | 6   | 3   | 1 | 5 | 1   |

Equipment: Minesweeper  
Special Skills: Fireteam: Duo · Heavyweight · Lo-Tech A · V: Dogged



Armata-2 Proyekt 'RATNIK'  
BATTLE RAVAGED

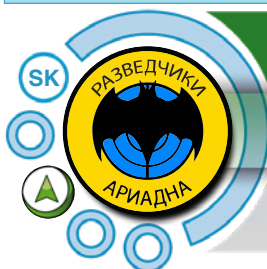
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-2 | 12 | 12 | 13 | 13  | 4   | 0   | 1 | 5 | -   |

Equipment: Minesweeper  
Special Skills: Fireteam: Duo · Heavyweight · V: Dogged

| Name   | BS Weapons                           | CC Weapons                            | SWC | C  |
|--------|--------------------------------------|---------------------------------------|-----|----|
| RATNIK | Heavy Rocket Launcher, Heavy Shotgun | Heavy Pistol, Trench-hammer, Knife    | 2   | 44 |
| RATNIK | 2 Molotoks, 2 Panzerfausts           | AP Heavy Pistol, Trench-hammer, Knife | 2   | 54 |

ISC: SCOUTS

Elite Troops



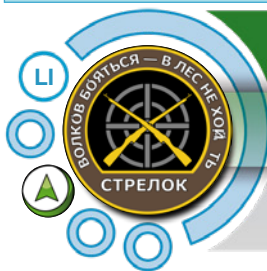
Ariadna SCOUTS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 13 | 12 | 13 | 13  | 1   | 0   | 1 | 2 | 3   |

Special Skills: CH: Camouflage · Infiltration · Marksmanship L1 · Multiterrain

| Name                     | BS Weapons                                       | CC Weapons    | SWC | C  |
|--------------------------|--|---------------|-----|----|
| SCOUT                    | Ojotnik, D-Charges, Antipersonnel Mines          | Pistol, Knife | 0   | 29 |
| SCOUT                    | Ojotnik, D-Charges, E/Mauler                     | Pistol, Knife | 0   | 29 |
| SCOUT                    | Boarding Shotgun, D-Charges, Antipersonnel Mines | Pistol, Knife | 0   | 25 |
| SCOUT                    | AP Sniper Rifle, Antipersonnel Mines             | Pistol, Knife | 1   | 29 |
| SCOUT (Forward Observer) | Ojotnik, D-Charges, Antipersonnel Mines          | Pistol, Knife | 0   | 30 |
| SCOUT Lieutenant         | Ojotnik, D-Charges, Antipersonnel Mines          | Pistol, Knife | 0   | 29 |
| SCOUT (Minelayer)        | Ojotnik, D-Charges, E/Mauler                     | Pistol, Knife | 0.5 | 30 |

ISC: STRELOKS, KAZAK RECONNAISSANCE UNIT



STRELOKS, Kazak Reconnaissance Unit

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 11 | 11 | 13  | 1   | 0   | 1 | 2 | 1   |

Special Skills: CH: Ambush Camouflage · Forward Deployment L2

| Name                       | BS Weapons   | CC Weapons    | SWC | C  |
|----------------------------|--|---------------|-----|----|
| STRELOK                    | AP Marksman Rifle  | Pistol, Knife | 0   | 25 |
| STRELOK                    | T2 Marksman Rifle, Antipersonnel Mines                         | Pistol, Knife | 0   | 29 |
| STRELOK                    | Submachine Gun, Chain-colt, Antipersonnel Mines                | Pistol, Knife | 0   | 16 |
| STRELOK K-9                | Submachine Gun, Chain-colt, Minas Antipersona, 1 K9 Antipode   | Pistol, Knife | 1   | 24 |
| STRELOK K-9*               | Submachine Gun, Chain-colt, Antipersonnel Mines, 1 K9 Antipode | Pistol, Knife | 0   | 24 |
| STRELOK (Minelayer)*       | Boarding Shotgun, Antipersonnel Mines                          | Pistol, Knife | 0.5 | 21 |
| STRELOK (Forward Observer) | Boarding Shotgun   | Pistol, Knife | 0   | 20 |



K-9 ANTIPODE

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 6-6 | 20 | 0  | 15 | 13  | 0   | 0   | 1 | 5 | 1   |

Special Skills: CH: Camouflage · Forward Deployment L2 · G: Synchronized · Kinematika L2 · Sensor · Super-Jump

| Name         | BS Weapons | CC Weapons                  | SWC | C |
|--------------|------------|-----------------------------|-----|---|
| K-9 ANTIPODE | --         | Trench-hammer, AP CC Weapon | --  | 8 |

ISC: TRAKTOR MUL KURYER MOBILE ARTILLERY REGIMENT

Support Troops



Traktor Mul KURYER Mobile Artillery Regiment

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 4-4 | 8  | 11 | 9  | 12  | 2   | 0   | 1   | 4 | -*  |

Equipment: Baggage · ECM

Special Skills: G: Remote Presence · Minelayer

| Name                       | BS Weapons                        | CC Weapons     | SWC | C  |
|----------------------------|-----------------------------------|----------------|-----|----|
| TM KURYER                  | Katyusha MRL, Antipersonnel Mines | Electric Pulse | 1   | 14 |
| TM KURYER (Total Reaction) | Uragan MRL, Antipersonnel Mines   | Electric Pulse | 1   | 21 |

NOTE\*: This unit is only available in the Tartary Army Corps (TAK) Sectorial Army.

ISC: VASSILY PLUSHENKO, TANKHUNTERS OFFICER



VASSILY PLUSHENKO, TankHunters Officer

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-2 | 15 | 13 | 12 | 14  | 3   | 0   | 1 | 2 | 1   |

Special Skills: CH: Ambush Camouflage · V: Dogged

| Name                                  | BS Weapons                                   | CC Weapons          | SWC | C  |
|---------------------------------------|--|---------------------|-----|----|
| VASSILY (Chain of Command)            | T2 Marksman Rifle, Akrylat-Kanone, D-Charges | Heavy Pistol, Knife | 0   | 39 |
| VASSILY (Chain of Command)            | T2 Sniper, D-Charges                         | Heavy Pistol, Knife | 1   | 39 |
| VASSILY Lieutenant (Forward Observer) | T2 Marksman Rifle, Akrylat-Kanone, D-Charges | Heavy Pistol, Knife | 0   | 35 |
| VASSILY Lieutenant (Forward Observer) | T2 Sniper, D-Charges                         | Heavy Pistol, Knife | 1   | 35 |

ISC: PAVEL ALEKSEI McMANNUS, SPETSGRUPPA G



PAVEL ALEKSEI McMANNUS, Spetsgruppa G

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

Special Skills: Assault · CH: Camouflage · Forward Deployment L2 · Multiterrain · Natural Born Warrior · Specialist Operative

| Name           | BS Weapons                               | CC Weapons                  | SWC | C  |
|----------------|--|-----------------------------|-----|----|
| PAVEL McMANNUS | Ojotnik, Chain-colt, Antipersonnel Mines | Pistol, T2 CC Weapon, Knife | 0   | 31 |

ISC: COL. YEVGUENI VORONIN, COSSACK DIPLOMATIC CORPS

Character



Col. YEVGUENI VORONIN, Cossack Diplomatic Corps

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 18 | 11 | 12 | 14  | 0   | 0   | 1 | 4 | 1   |

Special Skills: Guard L1 · Sixth Sense L2 · Strategos L1

| Name                                 | BS Weapons          | CC Weapons                   | SWC | C  |
|--------------------------------------|---------------------|------------------------------|-----|----|
| COLONEL VORONIN                      | Rifle               | Assault Pistol, AP CC Weapon | 0   | 21 |
| COLONEL VORONIN Lieutenant           | Rifle               | Assault Pistol, AP CC Weapon | 0   | 21 |
| CORONEL VORONIN (Sensor)*            | T2 Boarding Shotgun | Pistol, AP CC Weapon         | 0   | 21 |
| CORONEL VORONIN (Sensor) Lieutenant* | T2 Boarding Shotgun | Pistol, AP CC Weapon         | 0   | 21 |

NOTE: Options with \* are only available in the Tartary Army Corps (TAK) Sectorial Army.

# ARIADNA: SECTORIAL ARMY CHART

| TARTARY ARMY CORPS (TAK)  |                                    |       |                           |   |   |     |           |
|---|------------------------------------|-------|---------------------------|---|---|-----|-----------|
|   |                                    | AVA   | FIRETEAMS                 |   |   | AVA | FIRETEAMS |
|    | LINE KAZAKS                        | TOTAL | CORE, SPECIAL             |    | KAZAK DOKTOR                                    | 3   |           |
|    | KAZAK SPETSNAZS                    | 4     |                           |    | 112, EMERGENCY SERVICE                          | 2   | SPECIAL   |
|    | DYNAMO REG.                        | 5     | DUO                       |    | DOZERS, FIELD ENGINEERS                         | 2   |           |
|    | TANKHUNTERS REGIMENT               | 4     |                           |    | COL. YEVGUENI VORONIN, COSSACK DIPLOMATIC CORPS | 1   | SPECIAL   |
|    | FRONTOVIKS, SEPARATE ASSAULT BAT.  | 5     | CORE, HARIS, SPECIAL      |    | VASSILY PLUSHENKO, TANKHUNTERS OFFICER          | 1   |           |
|   | VETERAN KAZAKS                     | 5     | DUO, HARIS, CORE, SPECIAL |   | PAVEL ALEKSEI MCMANNUS, SPETSGRUPPA C           | 1   |           |
|  | ARMATA-2 PROYEKT "RATNIK"          | 2     | DUO                       |  | CARMEN JOHNS & BÂTARD                           | 1   |           |
|  | STRELOKS, KAZAK RECONAISSANCE UNIT | 4     |                           |  | TRAKTOR MUL, ARTILLERY AND SUPPORT REGIMENT     | 2   |           |
|  | ARIADNA SCOUTS                     | 4     |                           |  | TRAKTOR MUL, MOBILE ARTILLERY REGIMENT KURYER   | 2   |           |
|  | IRMANDINHOS                        | 4     |                           |  | WARCORS, WAR CORRESPONDENTS                     | 1   |           |
|  | DOG-WARRIORS                       | 3     |                           |  | WARDRIVERS, MERCENARY HACKERS                   | 1   |           |
|  | ANTIPODE ASSAULT PACK              | 2     |                           |   |   |     |           |

**LINE KAZAKS**

Special Fireteam: Core. Up to 4 Line Kazaks + 1 Frontovik.

**VETERAN KAZAKS**

Special Fireteam. Wildcard trooper: Veteran Kazaks can join any Fireteam of the Kazak Sectorial Army.

**FRONTOVIKS**

Special Fireteam: Core. Up to 4 Line Kazaks + 1 Frontovik.  
Special Fireteam: Core. Up to 4 Frontoviks + 1 112s.

**CORONEL YEVGUENI VORONIN. CUERPO DIPLOMÁTICO COSACO**

Special Fireteam. Wildcard trooper: Voronin can join any Fireteam of this Sectorial Army.

**112. SERVICIO DE EMERGENCIAS**

Special Fireteam: Core. Up to 4 Frontoviks + 1 112s.



# COMBINED ARMY

## ISC: RAKTORAK, MORAT SERGEANT MAJOR

Veteran Troops



### RAKTORAK, Morat Sergeant Major

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 12 | 12 | 13  | 2   | 6   | 1 | 2 | 1   |

Special Skills: Jungle Terrain · Morat · Specialist Operative

| Name           | BS Weapons                       | CC Weapons    | SWC | C  |
|----------------|----------------------------------|---------------|-----|----|
| RAKTORAK       | Combi Rifle + Heavy Flamethrower | Pistol, Knife | 0   | 23 |
| RAKTORAK       | Vulkan Shotgun                   | Pistol, Knife | 0   | 22 |
| RAKTORAK       | Red Fury                         | Pistol, Knife | 1   | 26 |
| RAKTORAK (NCO) | Vulkan Shotgun                   | Pistol, Knife | 0   | 24 |

## ISC: Kurgat Reg. of Assault Engineers

Spec. Trained Troops



### KURGAT Regiment of Assault Engineers

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

Special Skills: Engineer · Morat

| Name                                       | BS Weapons                                       | CC Weapons    | SWC | C  |
|--|--|---------------|-----|----|
| KURGAT (Operative Group)                   | Boarding Shotgun, D-Charges, Antipersonnel Mines | Pistol, Knife | 0   | 17 |
| KURGAT (Operative Group)                   | Mk12, D-Charges, Antipersonnel Mines             | Pistol, Knife | 0   | 23 |
| KURGAT (Fireteam: Haris) (Operative Group) | Mk12, D-Charges, Antipersonnel Mines             | Pistol, Knife | 1   | 24 |
| KURGAT (Support Group)                     | Autocannon, D-Charges, Antipersonnel Mines       | Pistol, Knife | 1   | 28 |

## ISC: RODOK, MORAT ARMED IMPOSITION DETACHMENT

Spec. Trained Troops



### RODOK, Morat Armed Imposition Detachment

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-2 | 15 | 12 | 12 | 13  | 2   | 3   | 1 | 2 | 3   |

Special Skills: CH: Mimetism · Morat · Super-Jump

| Name                                     | BS Weapons                            | CC Weapons    | SWC  | C  |
|--|---------------------------------------|---------------|------|----|
| RODOK                                    | Combi Rifle, 2 Light Shotguns         | Pistol, Knife | 0    | 26 |
| RODOK                                    | HMG                                   | Pistol, Knife | 1.5  | 27 |
| RODOK                                    | Boarding Shotgun, Antipersonnel Mines | Pistol, Knife | 0    | 19 |
| RODOK                                    | Missile Launcher, Light Shotgun       | Pistol, Knife | 1.5  | 28 |
| RODOK Paramedic (MediKit)                | Boarding Shotgun, Antipersonnel Mines | Pistol, Knife | 0    | 21 |
| RODOK Hacker (EI Assault Hacking Device) | Boarding Shotgun, Antipersonnel Mines | Pistol, Knife | 0.5  | 25 |
| RODOK Lieutenant                         | Combi Rifle, 2 Light Shotguns         | Pistol, Knife | 1/0* | 26 |
| RODOK (Fireteam: Haris)                  | Combi Rifle, 2 Light Shotguns         | Pistol, Knife | 0.5  | 27 |
| RODOK Hacker (EI Killer Hacking Device)  | Boarding Shotgun, Antipersonnel Mines | Pistol, Knife | 0    | 22 |

Note: the second SWC value can only be used in the Morat Aggression Force Sectorial Army.

ISC: SURYAT ASSAULT HEAVY INFANTRY

Veteran Troops



SURYAT Assault Heavy Infantry

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 16 | 13 | 13 | 13  | 4   | 6   | 2 | 2 | 2   |

Special Skills: Fireteam: Duo · Jungle Terrain · Morat

| Name                        | BS Weapons   | CC Weapons  | SWC  | C  |
|-----------------------------|--|-------------|------|----|
| SURYAT                      | Vulkan Shotgun   | Pistol, CCW | 0    | 37 |
| SURYAT                      | Combi Rifle + Light Flamethrower                             | Pistol, CCW | 0    | 37 |
| SURYAT                      | MULTI Rifle + Light Flamethrower                             | Pistol, CCW | 0    | 41 |
| SURYAT                      | Heavy Rocket Launcher, Light Shotgun                         | Pistol, CCW | 2    | 39 |
| SURYAT                      | HMG  | Pistol, CCW | 2    | 44 |
| SURYAT Lieutenant           | MULTI Rifle + Light Flamethrower                             | Pistol, CCW | 1/0* | 41 |
| SURYAT Lieutenant           | HMG + 1 TinBot A (Deflector L1)                              | Pistol, CCW | 2    | 45 |
| SURYAT                      | HMG + 1 TinBot A (Deflector L1)                              | Pistol, CCW | 2    | 45 |
| SURYAT (Fireteam: Haris)    | Combi Rifle + Light Flamethrower + 1 TinBot A (Deflector L1) | Pistol, CCW | 1    | 38 |
| SURYAT                      | Combi Rifle + Light Flamethrower + 1 TinBot A (Deflector L1) | Pistol, CCW | 0    | 38 |
| SURYAT (Tactical Awareness) | HMG + 1 TinBot A (Deflector L1)                              | Pistol, CCW | 2    | 48 |

Note: the second SWC value can only be used in the Morat Aggression Force Sectorial Army.

ISC: SOGARAT TEMPEST REGIMENT

Elite Troops



SOGARAT Tempest Regiment

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 20 | 13 | 15 | 13  | 6   | 3   | 2 | 5 | 1   |

Equipment: AutoMedikit

Special Skills: Bioimmunity · Fireteam: Duo · Morat

| Name                   | BS Weapons | CC Weapons                   | SWC | C  |
|------------------------|------------|------------------------------|-----|----|
| SOGARAT                | AP HMG     | Pistol, AP CC Weapon         | 2   | 56 |
| SOGARAT                | Feuerbach  | Assault Pistol, AP CC Weapon | 1.5 | 57 |
| SOGARAT (Full Auto L2) | Feuerbach  | Assault Pistol, AP CC Weapon | 1.5 | 67 |
| SOGARAT Lieutenant     | AP HMG     | Pistol, AP CC Weapon         | 2   | 56 |
| SOGARAT Lieutenant     | Feuerbach  | Assault Pistol, AP CC Weapon | 1.5 | 57 |

ISC: OZNAT, MORAT HUNTING REGIMENT

Spec. Trained Troops



OZNAT, Morat Hunting Regiment

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 6-4 | 21 | 11 | 13 | 13  | 1   | 0   | 1 | 2 | 2   |

Special Skills: Kinematika L1 · Morat

| Name                        | BS Weapons                                    | CC Weapons           | SWC | C  |
|-----------------------------|---|----------------------|-----|----|
| OZNAT                       | Combi Rifle + Light Smoke Grenade Launcher    | Pistol, Shock CCW    | 0   | 18 |
| OZNAT                       | Vulkan Shotgun, Smoke Grenades                | Pistol, DA CCW       | 0   | 20 |
| OZNAT Stalker Unit (Sensor) | Vulkan Shotgun, Smoke Grenades + 1 Sync Preta | Pistol, DA CC Weapon | 0   | 29 |



SYNC PRETAS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 6-6 | 19 | 9  | 14 | 12  | 0   | 0   | 1 | 2 | -   |

Special Skills: Climbing Plus · G: Synchronized · Kinematika L1 · V: Dogged

| Name       | BS Weapons  | CC Weapons   | SWC | C |
|------------|-------------|--------------|-----|---|
| SYNC PRETA | Chain Rifle | AP CC Weapon | --  | 8 |

NOTE: An Oznat Stalker Unit is composed of one Oznat (Sensor) and one Sync Preta.

# COMBINED ARMY: SECTORIAL ARMY CHART

| MORAT AGGRESSION FORCE  |  |       |                           |
|---|--|-------|---------------------------|
|   |  | AVA   | FIRETEAMS                 |
|    | MORAT VANGUARD INFANTRY                  | TOTAL | CORE, SPECIAL             |
|    | KURGAT REGIMENT OF ASSAULT ENGINEERS     | 3     | HARIS                     |
|    | YAOGAT STRIKE INFANTRY                   | 5     | CORE, HARIS               |
|    | RODOK, MORAT ARMED IMPOSITION DETACHMENT | 5     | CORE, HARIS               |
|    | RASYAT DIPLOMATIC DIVISION               | 3     |                           |
|   | RAKTORAK, MORAT SERGEANT MAJOR           | 2     | SPECIAL                   |
|  | SURYAT ASSAULT HEAVY INFANTRY            | 5     | CORE, HARIS, DUO, SPECIAL |
|  | SOGARAT TEMPEST REGIMENT                 | 3     | DUO                       |
|  | RAICHO ARMORED BRIGADE                   | 2     |                           |
|  | ZERAT SPECIAL MISSIONS REGIMENT          | 3     |                           |
|  | DĀTURAZI WICHT-SOLDIERS                  | TOTAL | CORE                      |
|  | OZNAT, MORAT HUNTING REGIMENT            | 2     | SPECIAL                   |
|  | KORNAK GAZAROT, SUPERIOR WARRIOR-OFFICER | 1     | SPECIAL                   |
|    | THE HUNGRIES: "GAKIS"                    | 4     | SPECIAL                   |
|    | THE HUNGRIES: "PRETAS"                   | 4     | SPECIAL                   |
|    | MED-TECH OBSIDON MEDCHANOID              | 1     |                           |
|    | M-DRONE                                  | 1     |                           |
|    | Q-DRONE                                  | 1     |                           |
|   | T-DRONE                                  | 1     |                           |
|  | R-DRONE                                  | 1     |                           |
|  | E-DRONE                                  | 1     |                           |
|  | SLAVE DRONES                             | 2     |                           |
|  | IKADRON BATROIDS                         | 2     |                           |
|  | KRAKOT RENEGADES                         | 3     |                           |
|  | TREITAK ANYAT                            | 1     | SPECIAL                   |

**MORAT VANGUARD INFANTRY**

Special Fireteam: Core. Up to 4 Vanguards + 1 Suryat.

**KORNAK GAZAROT, SUPERIOR WARRIOR-OFFICER**

Special Fireteam: Core. Up to 4 Suryats + 1 Kornak.

Special Fireteam: Haris. Kornak can compose a Fireteam: Haris with Suryats.

**RAKTORAK, MORAT SERGEANT MAJOR**

Special Fireteam. Wildcard trooper: Raktoraks can join any Fireteam of this Sectorial Army.

**OZNAT, MORAT HUNTING REGIMENT**

Special Fireteam: Core. Up to 4 Hungries (Gakis and/or Pretas) + 1 or 2 Oznats.

**THE HUNGRIES: "GAKIS"**

Special Fireteam: Core. Up to 4 Hungries (Gakis and/or Pretas) + 1 or 2 Oznats.

**THE HUNGRIES: "PRETAS"**

Special Fireteam: Core. Up to 4 Hungries (Gakis and/or Pretas) + 1 or 2 Oznats.

**TREITAK ANYAT**

Special Fireteam. Treitak Anyat counts as a Morat Vanguard Inf. for Fireteam composition.

**SURYAT ASSAULT HEAVY INFANTRY**

Special Fireteam: Core. Up to 4 Vanguards + 1 Suryat.

Special Fireteam: Core. Up to 4 Suryats + 1 Kornak.

Special Fireteam: Haris. Kornak can compose a Fireteam: Haris with Suryats.

# ALEPH

ISC: APSARAS

Spec. Trained Troops



## APSARAS

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 15 | 13 | 10 | 14  | 1   | 3   | 1 | 2 | 1   |

| Name                                  | BS Weapons       | CC Weapons    | SWC | C  |
|---------------------------------------|------------------|---------------|-----|----|
| APSARA Hacker (Killer Hacking Device) | Boarding Shotgun | Pistol, Knife | 0   | 19 |
| APSARA (G: Jumper Level Z)            | Submachine Gun   | Pistol, Knife | 1   | 22 |
| APSARA (G: Jumper Level Z)*           | Submachine Gun   | Pistol, Knife | 0   | 22 |

NOTE: Options with \* are only available in the OperationS Sectorial Army.

ISC: DEVA FUNCTIONARIES

Veteran Troops



## DEVA Functionaries

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 14 | 12 | 11 | 15  | 2   | 3   | 1 | 2 | 4   |

Special Skills: V: No Wound Incapacitation

| Name   | BS Weapons                        | CC Weapons    | SWC | C  |
|--|-----------------------------------|---------------|-----|----|
| DEVA   | Combi Rifle, Nanopulser           | Pistol, Knife | 0   | 23 |
| DEVA   | Combi Rifle, Nanopulser + Devabot | Pistol, Knife | 0   | 27 |
| DEVA Hacker (Hacking Device)                             | Combi Rifle, Nanopulser           | Pistol, Knife | 0.5 | 31 |
| DEVA (Sensor)  | Combi Rifle, Nanopulser           | Pistol, Knife | 0   | 24 |
| DEVA (Multispectral Visor L2)                            | Spitfire, Nanopulser              | Pistol, Knife | 1   | 33 |
| DEVA Lieutenant  | Combi Rifle, Nanopulser + Devabot | Pistol, Knife | 0   | 27 |
| DEVA Lieutenant  | Combi Rifle, Nanopulser           | Pistol, Knife | 0   | 23 |
| DEVA Lieutenant (Sensor)                                 | Combi Rifle, Nanopulser           | Pistol, Knife | 0   | 24 |
| DEVA   | MULTI Rifle, Nanopulser           | Pistol, Knife | 0   | 27 |
| DEVA (Fireteam: Haris, Sensor)*                          | Combi Rifle, Nanopulser           | Pistol, Knife | 0.5 | 25 |
| DEVA Hacker (Assault Hacking Device. UPGRADE: Lightning) | Boarding Shotgun, Nanopulser      | Pistol, Knife | 0.5 | 28 |
| DEVA (Forward Observer)                                  | Combi Rifle, Nanopulser           | Pistol, Knife | 0   | 24 |

NOTE: Options with \* are only available in the OperationS Sectorial Army.

NOTE: The Deva Functionaries with a DevaBot cannot join any Fireteam.

ISC: SHUKRA CONSULTANTS

Spec. Trained Troops



SHUKRA Consultants

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 16 | 12 | 11 | 14  | 1   | 3   | 1 | 2 | 1   |

Equipment: Biometric Visor L2  
 Special Skills: Counterintelligence · V: Courage

| Name                              | BS Weapons                   | CC Weapons    | SWC | C  |
|-----------------------------------|------------------------------|---------------|-----|----|
| SHUKRA (Chain of Command)         | Boarding Shotgun, Nanopulser | Pistol, Knife | 0   | 25 |
| SHUKRA (Chain of Command)         | MULTI Rifle, Nanopulser      | Pistol, Knife | 0   | 30 |
| SHUKRA Lieutenant (Strategos L1)* | MULTI Rifle, Nanopulser      | Pistol, Knife | 0   | 27 |

NOTE\*: This option is only available in the OperationS Sectorial Army.

ISC: ARJUNA UNIT

Spec. Trained Troops



ARJUNA Troops

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 6-2 | 15 | 12 | 11 | 14  | 3   | 3   | 1 | 2 | 1   |

Special Skills: CH: Mimetism · Specialist Operative · V: Courage

| Name   | BS Weapons                                  | CC Weapons            | SWC | C  |
|--------|---|-----------------------|-----|----|
| ARJUNA | Boarding Shotgun, Akrylat-Kanone, D-Charges | Breaker Pistol, Knife | 0   | 25 |
| ARJUNA | Shock Marksman Rifle, D-Charges             | Breaker Pistol, Knife | 0   | 29 |
| ARJUNA | Spitfire, D-Charges                         | Breaker Pistol, Knife | 1.5 | 32 |



KIRANBOTS

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-2 | 8  | 10 | 10 | 11  | 0   | 3   | 1   | 2 | 2   |

Special Skills: G: Synchronized · Kinematika L1

| Name     | BS Weapons          | CC Weapons     | SWC | C |
|----------|---------------------|----------------|-----|---|
| KIRANBOT | E/Marat, Cybermines | Electric Pulse | --  | 4 |

NOTE 1: An Arjuna Unit is composed of 1 Arjuna and 0 to 2 KiranBots.  
 NOTE 2: The Arjuna and the KiranBots must belong to the same Combat Group.  
 NOTE 3: The KiranBots cannot be taken without an Arjuna.

ISC: YADU TROOPERS, TACTICAL ASSAULT TEAMS

Veteran Troops



YADU Troopers, Tactical Assault Teams

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 14 | 13 | 12 | 14  | 3   | 3   | 1 | 2 | 2   |

Special Skills: Fireteam: Duo · Shock Immunity · V: No Wound Incapacitation · Veteran L1

| Name   | BS Weapons                            | CC Weapons          | SWC | C  |
|--|---------------------------------------|---------------------|-----|----|
| YADU   | MULTI Rifle, E/Marat, DropBears       | Heavy Pistol, Knife | 0   | 36 |
| YADU   | Heavy Rocket Launcher, Submachine Gun | Heavy Pistol, Knife | 2   | 35 |
| YADU (Fireteam: Haris)                               | MULTI Rifle, E/Marat, DropBears       | Heavy Pistol, Knife | 0.5 | 37 |
| YADU Hacker (Assault Hacking Device. UPGRADE: Stop!) | Boarding Shotgun                      | Heavy Pistol, Knife | 0.5 | 36 |
| YADU (Number 2)                                      | Combi Rifle, E/Marat                  | Heavy Pistol, Knife | 0   | 32 |
| YADU (Forward Observer)                              | Combi Rifle, E/Marat                  | Heavy Pistol, Knife | 0   | 32 |
| YADU (NCO)   | HMG                                   | Heavy Pistol, Knife | 2   | 41 |
| YADU Lieutenant                                      | MULTI Rifle, E/Marat, DropBears       | Heavy Pistol, Knife | 0   | 36 |

ISC: ASURAS

Elite Troops



ASURAS

|     |    |    |    |     |     |     |   |   |     |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
| 4-4 | 18 | 14 | 14 | 15  | 5   | 6   | 2 | 2 | 2   |

Equipment: Multispectral Visor L3  
Special Skills: V: No Wound Incapacitation

| Name  | BS Weapons              | CC Weapons           | SWC | C  |
|---|-------------------------|----------------------|-----|----|
| ASURA   | MULTI Rifle, Nanopulser | Pistol, AP CCW       | 0   | 68 |
| ASURA   | Spitfire, Nanopulser    | Pistol, AP CCW       | 2   | 70 |
| ASURA Hacker (Hacking Device Plus UPGRADE: Redrum)                | Combi Rifle, Nanopulser | Pistol, AP CCW       | 0.5 | 72 |
| ASURA Lieutenant  | MULTI Rifle, Nanopulser | Pistol, AP CCW       | 0   | 68 |
| ASURA Lieutenant Hacker (Hacking Device Plus UPGRADE: Redrum)     | Combi Rifle, Nanopulser | Pistol, AP CCW       | 0.5 | 72 |
| ASURA Hacker (Hacking Device Plus UPGRADE: Redrum)                | MULTI Rifle, Nanopulser | Pistol, AP CCW       | 0.5 | 76 |
| ASURA (Fireteam: Duo)*  | Spitfire, Nanopulser    | Pistol, AP CC Weapon | 2   | 71 |
| ASURA (Fireteam: Haris)*  | Spitfire, Nanopulser    | Pistol, AP CC Weapon | 2   | 71 |
| ASURA Lieutenant L2*  | Spitfire, Nanopulser    | Pistol, AP CC Weapon | 2   | 72 |
| ASURA Lieutenant L2 Hacker (Hacking Device Plus UPGRADE: Redrum)* | MULTI Rifle, Nanopulser | Pistol, AP CC Weapon | 0.5 | 78 |

NOTE: Options with \* are only available in the OperationS Sectorial Army.

ISC: RUDRAS GUNBOTS

Support Troops



RUDRAS GunBots

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 7  | 12 | 10 | 12  | 4   | 6   | 2   | 4 | 1   |

Equipment: Repeater  
Special Skills: Climbing Plus · G: Remote Presence

| Name  | BS Weapons                        | CC Weapons     | SWC | C  |
|-------|-----------------------------------|----------------|-----|----|
| RUDRA | MULTI Rifle, Mine Dispenser       | Electric Pulse | 0   | 39 |
| RUDRA | K1 Marksman Rifle, Mine Dispenser | Electric Pulse | 0   | 42 |
| RUDRA | Red Fury, Mine Dispenser          | Electric Pulse | 1   | 40 |

ISC: SAMEKH REBOTS

Support Troops



SAMEKH Rebots

| MOV | CC | BS | PH | WIP | ARM | BTS | STR | S | AVA |
|-----|----|----|----|-----|-----|-----|-----|---|-----|
| 6-4 | 8  | 12 | 10 | 13  | 0   | 3   | 1   | 3 | 2   |

Special Skills: G: Remote Presence

| Name              | BS Weapons                    | CC Weapons     | SWC | C  |
|-------------------|-------------------------------|----------------|-----|----|
| SAMEKH Rebot      | Smart Missile Launcher        | Electric Pulse | 1.5 | 18 |
| SAMEKH Rebot FTO* | Missile Launcher, Flash Pulse | Electric Pulse | 1.5 | 22 |

NOTE: Options with \* are only available in the OperationS Sectorial Army.

ISC: ANDROMEDA, SOPHISTES OF THE STEEL PHALANX

Character



ANDROMEDA, Sophistes of the Steel Phalanx

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 20 | 12 | 12 | 13  | 2   | 3   | 1 | 4 | 1   |

Special Skills: CH: Mimetism · Forward Deployment L1 · Guard L3 · Kinematika L2 · Specialist Operative · Stealth · V: No Wound Incapacitation

| Name                               | BS Weapons   | CC Weapons                          | SWC | C  |
|------------------------------------|--|-------------------------------------|-----|----|
| ANDROMEDA                          | Submachine Gun, Nanopulser, Flash Pulse            | Breaker Pistol, DA CC Weapon, Knife | 0   | 28 |
| ANDROMEDA                          | Boarding Shotgun, Flash Pulse                      | Breaker Pistol, DA CC Weapon, Knife | 0   | 32 |
| ANDROMEDA                          | Combi Rifle, Flash Pulse                           | Breaker Pistol, DA CC Weapon, Knife | 0   | 33 |
| ANDROMEDA (Forward Deployment L2)  | Combi Rifle, Flash Pulse, D-Charges                | Breaker Pistol, DA CC Weapon, Knife | 0   | 34 |
| ANDROMEDA (Superior Infiltration)* | Submachine Gun, Nanopulser, Flash Pulse, D-Charges | Breaker Pistol, DA CC Weapon, Knife | 0   | 31 |
| ANDROMEDA (Superior Infiltration)* | Boarding Shotgun, Flash Pulse, D-Charges           | Breaker Pistol, DA CC Weapon, Knife | 0   | 35 |
| ANDROMEDA (Superior Infiltration)* | Combi Rifle, Flash Pulse, D-Charges                | Breaker Pistol, DA CC Weapon, Knife | 0   | 36 |

NOTE: Options with \* are only available in the OperationS Sectorial Army.



ISC: DART, OPTIMATE HUNTRESS



Dart, Optimate Huntress

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 16 | 13 | 13 | 13  | 1   | 3   | 1 | 2 | 1   |

Equipment: Multispectral Visor L1  
 Special Skills: Bioimmunity · CH: Camouflage · Climbing Plus · Forward Deployment L2 · Multiterrain · V: No Wound Incapacitation

| Name | BS Weapons  | CC Weapons                     | SWC | C  |
|------|---|--------------------------------|-----|----|
| DART | Submachine Gun, Viral Tactical Bow, E/M Grenade         | Pistol, Shock CC Weapon, Knife | 0   | 34 |
| DART | Submachine Gun, Viral Tactical Bow, Antipersonnel Mines | Pistol, Shock CC Weapon, Knife | 0   | 34 |

ISC: YADU OFFICER SHAKTI

Veteran Troops



SHAKTI, Yadu Officer

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 16 | 13 | 12 | 14  | 3   | 3   | 2 | 2 | 1   |

Special Skills: Fireteam: Duo · Fireteam: Haris · V: Courage · Veteran L1

| Name  | BS Weapons    | CC Weapons          | SWC | C  |
|---|---------------|---------------------|-----|----|
| SHAKTI Hacker (Killer Hacking Device. UPGRADE: Sucker Punch)            | Mk12, E/Marat | Heavy Pistol, Knife | 0   | 40 |
| SHAKTI Hacker (Killer Hacking Device. UPGRADE: Sucker Punch) Lieutenant | Mk12, E/Marat | Heavy Pistol, Knife | 0   | 40 |

ISC: TEUCER, AGÊMA WARRANT OFFICER

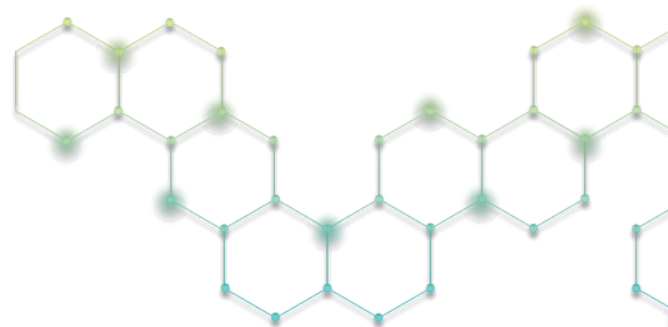


TEUCER, Agêma Warrant Officer

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-2 | 18 | 14 | 11 | 14  | 2   | 3   | 1 | 2 | 1   |



Special Skills: Climbing Plus · Free Agent · Marksmanship LX · Multiterrain · V: No Wound Incapacitation

| Name                            | BS Weapons            | CC Weapons    | SWC | C  |
|---------------------------------|-----------------------|---------------|-----|----|
| TEUCER (X Visor)                | Feuerbach, Nanopulser | Pistol, Knife | 1.5 | 45 |
| TEUCER (Multispectral Visor L2) | Feuerbach, Nanopulser | Pistol, Knife | 2   | 48 |
| TEUCER (Multispectral Visor L2) | K1 Sniper, Nanopulser | Pistol, Knife | 1.5 | 47 |



# ALEPH: SECTORIAL ARMY CHART

## OPERATIONS SUBSECTION OF THE SSS

|   |                                       | AVA   | FIRETEAMS                 |   |  | AVA | FIRETEAMS    |
|---|---------------------------------------|-------|---------------------------|---|--|-----|--------------|
|    | DAKINI TACBOTS                        | TOTAL | CORE, SPECIAL             |    | SHAKTI, YADU OFFICER                           | 1   |              |
|    | GARUDA TACBOTS                        | 3     |                           |    | DART, OPTIMATE HUNTRESS                        | 1   |              |
|    | DEVA FUNCTIONARIES                    | 5     | CORE, HARIS, SPECIAL      |    | ANDROMEDA, SOPHISTES OF THE STEEL PHALANX      | 1   |              |
|    | APSARAS                               | 2     |                           |    | AUTHORIZED BOUNTY HUNTERS                      | 2   | DUO          |
|    | DANAVAS HACKERS                       | 3     |                           |    | CSU, CORPORATE SECURITY UNIT                   | 2   | DUO, SPECIAL |
|    | SHUKRA CONSULTANTS                    | 2     |                           |    | FATHER LUCIEN SFORZA, REGISTERED BOUNTY HUNTER | 1   |              |
|   | ARJUNA TROOPS                         | 2     |                           |   | RUDRAS GUNBOTS                                 | 2   | SPECIAL      |
|  | YADU TROOPERS, TACTICAL ASSAULT TEAMS | 5     | DUO, HARIS, CORE, SPECIAL |  | DALETH REBOTS                                  | 2   |              |
|  | ASURAS                                | 4     | DUO, HARIS, SPECIAL       |  | ZAYIN REBOTS                                   | 1   |              |
|  | MARUTS                                | 2     |                           |  | SAMEKH REBOTS                                  | 1   | SPECIAL      |
|  | NAGAS                                 | 3     |                           |  | LAMEDH REBOTS                                  | 2   |              |
|  | DASYUS                                | 3     |                           |  | YUDBOTS  | 4   |              |
|  | SOPHOTECHS                            | 2     |                           |  | NETRODS  | 2   |              |
|  | POST-HUMANS                           | 1     |                           |  | PROBOTS  | 2   |              |
|   |                                       |       |                           |  | WARCORS, WAR CORRESPONDENTS                    | 1   |              |

**DAKINI TACBOTS**

Special Fireteam: Core. Up to 4 Dakinis and up to 2 Deva Functionaries.  
Special Fireteam: up to 1 CSU can join any Dakinis Fireteam.

**YADU OFFICER SHAKTI**

Special Fireteam. Shakti counts as a Yadu Trooper for Fireteam composition.

**DEVA FUNCTIONARIES**

Special Fireteam: Duo. 1 CSU + 1 Deva Functionary.  
Special Fireteam: Haris. 2 Deva Functionaries + 1 Asura.

**YADU TROOPS**

Special Fireteam: Haris. 2 Yadus + 1 Deva.  
Special Fireteam: Haris. 2 Yadus + 1 Asura.  
Special Fireteam: up to 1 Rudras can join any Yadu Troops Fireteam.  
Special Fireteam. Shakti counts as a Yadu Trooper for Fireteam composition.

**RUDRAS GUNBOTS**

Special Fireteam: up to 1 Rudras can join any Yadu Troops Fireteam.

**SAMEKH REBOTS**

Special Fireteam. Wildcard trooper: the FTO option can join any Fireteam of the OperationS Sectorial Army.

**ASURAS**

Fireteam: Haris Special. 2 Yadus + 1 Asura.  
Special Fireteam: Haris. 2 Deva Functionaries + 1 Asura.  
Special Fireteam: Haris. 2 Yadus + 1 Asura.

**CSU, CORPORATIVE SECURITY UNIT**

Special Fireteam: Duo. 1 CSU + 1 Deva Functionary.  
Special Fireteam: up to 1 CSU can join any Dakinis Fireteam.

# MERCENARIES

ISC: LIBERTOS FREEDOM FIGHTERS Mercenary Troops



## LIBERTOS Freedom Fighters

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

Special Skills: Aquatic Terrain · CH: Limited Camouflage · Forward Deployment L2 · Hyper-Dynamics L2 · V: Dogged

| Name                | BS Weapons                                     | CC Weapons    | SWC | C  |
|---------------------|--|---------------|-----|----|
| LIBERTO             | Submachine Gun, Chain-colt, D.E.P.             | Pistol, Knife | 0   | 8  |
| LIBERTO (Minelayer) | Light Shotgun, Chain-colt, Antipersonnel Mines | Pistol, Knife | 1   | 10 |

NOTE: In ITS, the Libertos can officially be used in any Generic Army (Yu Jing, Ariadna, Tohaa, Combined Army...) except PanOceania.

ISC: AIDA SWANSON, SUBMONDO SMUGGLER Mercenary Troops



## Aida Swanson, Submondo Smuggler

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 4-4 | 19 | 12 | 11 | 13  | 1   | 3   | 1 | 2 | 1   |

Special Skills: CH: Mimetism · Forward Deployment L1 · Martial Arts L2 · Scavenger · Shasvastii

| Name         | BS Weapons                     | CC Weapons                           | SWC | C  |
|--------------|--------------------------------|--------------------------------------|-----|----|
| AIDA SWANSON | 2 Submachine Guns, Viral Mines | Viral Pistol, Shock CC Weapon, Knife | 0   | 24 |

NOTE: In ITS, Aida Swanson can officially be used in any Generic Army. Her use is not permitted in any Sectorial Army (except the Shasvastii Expeditionary Force and the Neoterran Capitaline Army).

ISC: CARMEN JOHNS, MERCENARY BIKER

Mercenary Troops



CARMEN JOHNS, Mercenary Biker  
MOUNTED

| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | AVA |
|-----|----|----|----|-----|-----|-----|---|---|-----|
| 8-4 | 22 | 11 | 13 | 13  | 1   | 0   | 1 | 4 | 1   |

Equipment: Light Smoke Grenade Launcher · Motorcycle  
Special Skills: Kinematika L1 · Natural Born Warrior · Scavenger · V: Dogged



CARMEN JOHNS, Mercenary Biker  
DISMOUNTED

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

Special Skills: Natural Born Warrior · Scavenger · V: Dogged

| Name   | BS Weapons                         | CC Weapons                 | SWC | C  |
|--------|------------------------------------|----------------------------|-----|----|
| CARMEN | Chain Rifle, Smoke Grenade, Bâtard | Heavy Pistol, DA CC Weapon | 0   | 22 |

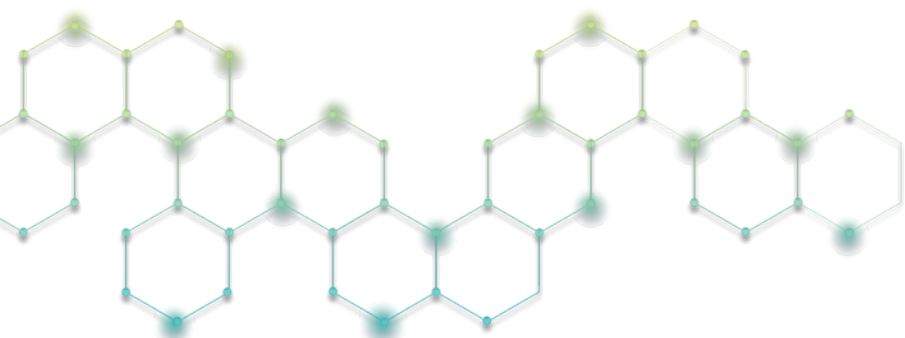


BÂTARD, Merc Antipode

| MOV  | CC  | BS | PH | WIP | ARM | BTS | W | S | AVA |
|------|-----|----|----|-----|-----|-----|---|---|-----|
| 6-15 | 8.8 | 0  | 15 | 13  | 1   | 0   | 1 | 5 | -   |

Special Skills: CH: Mimetism · G: Synchronized · Kinematika L2 · Sensor · V: Dogged

| Name   | BS Weapons | CC Weapons                  | SWC | C |
|--------|------------|-----------------------------|-----|---|
| BÂTARD | --         | Trench-hammer, AP CC Weapon | --  | 5 |



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