



GUARDCORPS ENFORCEMENT

Like the Prefectures that sponsor them, GuardCorps zeoform teams are created and arranged based on a set of principles and informed orthodoxy, a logistical and operational template rather than rigid commandments and hierarchy. Most GuardCorps units are maintained locally to enforce contractual arrangements within and exterior to the Prefecture, such as providing escort, intelligence gathering, and security, as well as extracting recompense for breaches of contract by outside organizations.

ORGANIZATION

A GuardCorps enforcement detachment comprises the following teams:

GUARDCORPS BREAKDOWNS CAN VARY AS FOLLOWS.

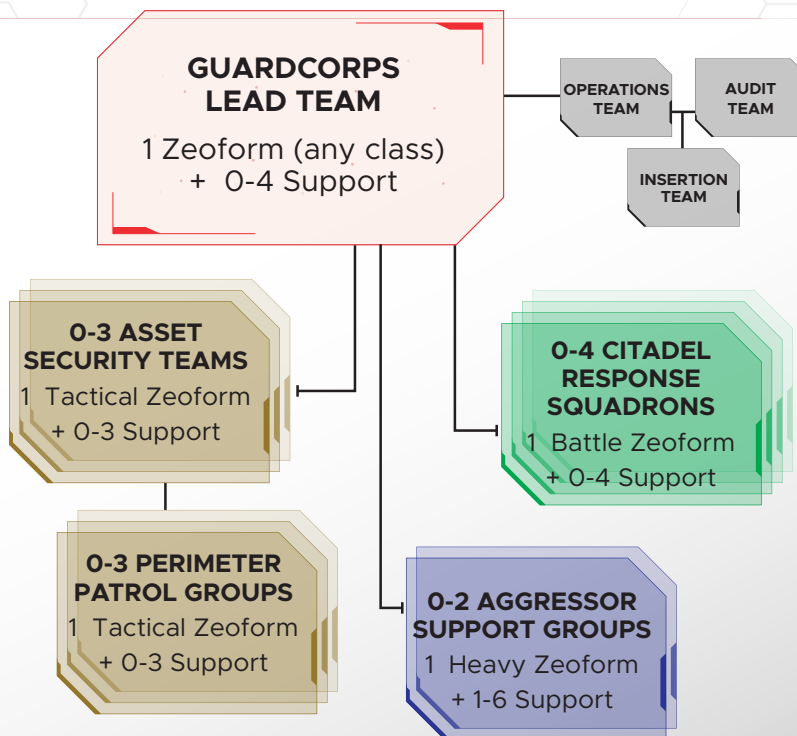
LEAD TEAM
1 Zeoform (any class)
+ 0-4 Support

ASSET SECURITY TEAMS
1 Tactical Zeoform
+ 0-3 Support

CITADEL RESPONSE SQUADRONS
1 Battle Zeoform
+ 0-4 Support

AGGRESSOR SUPPORT GROUPS
1 Heavy Zeoform
+ 1-6 Support

PERIMETER PATROL GROUPS
1 Tactical Zeoform
+ 0-3 Support



NOTE: Despite differing naming conventions 'patrol groups', 'response squadrons' and 'support groups' all function as 'teams' in the GuardCorps force structure. The audit, operations and insertion teams are non-combat functions. Sometimes their duties are simply assigned to the lead team, but larger detachments have designated specialists dedicated to these roles. Emplaceable support structures are normally distributed among the teams, with additional structures under the control of the lead team.

FACTION RULES

SPECIAL RULE: GUARDCORPS ARMOR BONUS

IMPACT ARMOR BONUS: All GuardCorps Zeoforms are protected against Impact weapons. When taking hits from an Impact weapon the Combat Die can be canceled **before** any other hits have been canceled.

GUARDCORPS COMBAT DIE

D10 ROLL	RESULT	EFFECT
10	Shockwave	Target suffers one Defense Down and one System Overload (Shock) token.
8-9	Shrapnel	Target suffers one Defense Down .
6-7	Knockback	Target is pushed 5" away from the attacker. The target will suffer one System Overload (Inhibit) token if a model or terrain blocks this move.
2-5	Under Fire	Reduce the Force Cohesion of the force the target belongs to by one.
1	No Effect	The Combat Die has no effect.

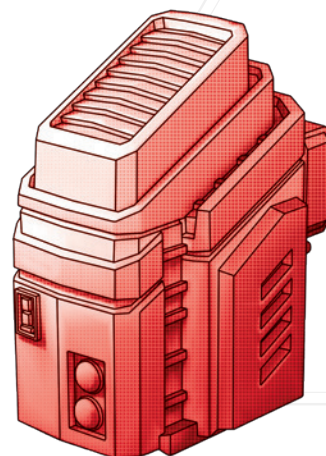
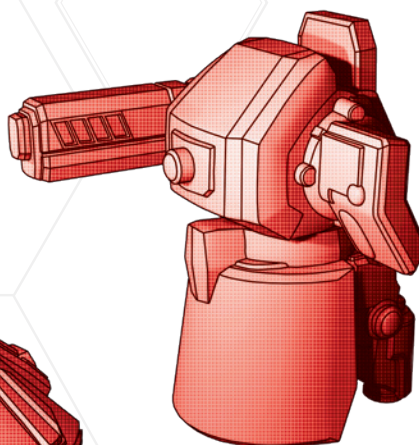
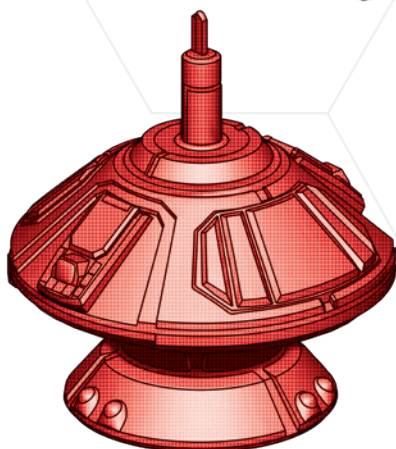
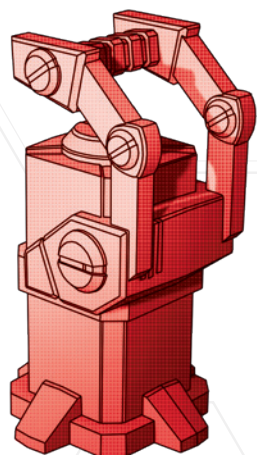
STRUCTURES

Choose up to one structure. You may choose one additional structure per team in the force.

GUARDCORPS STRUCTURES

LIMIT	STRUCTURE	STATIC	DEPLOYABLE
0-2	Data Relay	Free	+1 pt
0-3	Sensor Array	Free	+1 pt
0-1	Refueling Bay	+1 pt	+2 pts
0-1	Energy Outlet	+1 pts	+2 pts
0-2	Munitions Stockpile	+1 pt	+2 pts
0-1	Cryo-Crate	+1 pt	+1 pt
0-1	Field Generator	+2 pts	+3 pts
0-2	Resource Collector	+2 pts	+3 pts
0-4	Defense Node*	+3 pts	+5 pts

*Select one Ranged Tactical Zeo Weapon at additional cost.



UNS-62 SOLDAT TACTICAL ZEOFORM

60mm
Base

The Soldat Tactical Zeoform is an older model but its reliability and general utility have kept the design in service long past many of its contemporaries. Extremely common in backwater garrison postings and second line units. Standard loadout Soldats are equipped with a utility arm on one side and a configurable weapons gimbal on the opposite side of the hull.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
Rookie Pilot	4	3+	5	1	3	2	0	2	14
Experienced Pilot	5	4+	5	3	3	2	0	3	17
Veteran Pilot	5	4+	5	4	3	2	1	4	20

WEAPONS

Pick one weapon at additional cost as listed below.

Saber Ridge Security Configuration

- **TAR-29d Gulo Assault Rifle:** +6 pts
- **TCL-3 "Boomer" Combat Launcher:** +5 pts
- **TCL-64 Fusi Missile Pack:** +4 pts

UTILITY ARM UPGRADE

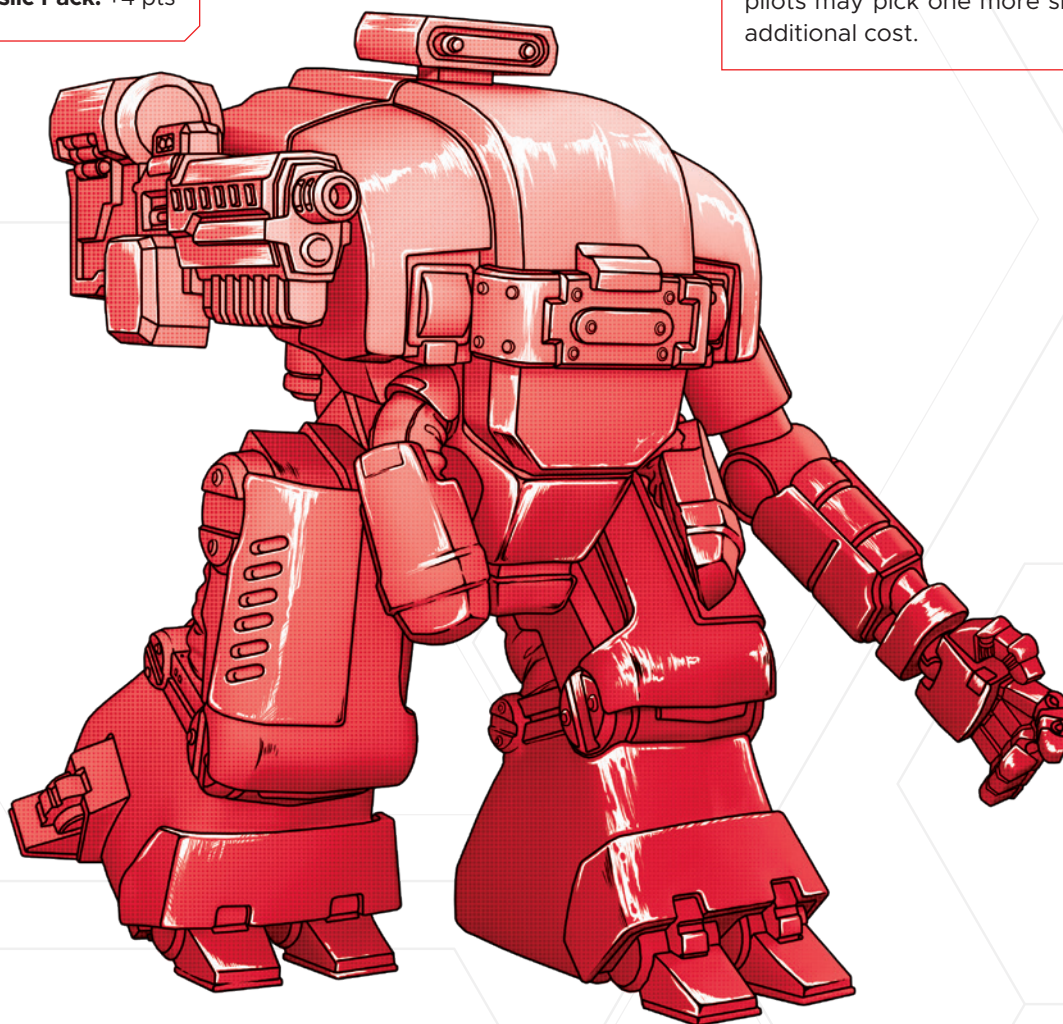
Any Soldat may have an **urban pacification** upgrade, which equips a **Tk-3 Okhara IM-Shield** to the utility arm for +1 pt.

COMPONENTS

Soldats may have up to one component at additional cost from the Zeoform components list.

SKILLS

Soldat pilots may select up to one Skill at additional cost from the Zeoform skills list. Veteran pilots may pick one more skill at additional cost.



UNS-65 STORMER TACTICAL ZEOFORM

60mm
Base

The Stormer Tactical Zeoform is synonymous with the GuardCorps and sees widespread use throughout many hot zones, including by allegedly unaffiliated mercenaries and militias. The Stormer uses a distinctly humanoid configuration, granting it more agility than the Soldat and allowing it to simply pick up and use a variety of weapons as dictated by mission and role.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
Rookie Pilot	6	4+	5	2	3	2	0	2	16
Experienced Pilot	6	5+	5	3	3	2	1	3	20
Veteran Pilot	6	6+	5	4	3	2	2	4	24

WEAPONS

Pick one ranged weapon and one melee weapon at additional cost as listed below.

Saber Ridge Patrol

Configuration: Ranged Weapon

- **CQB-7 Brutus Quadshot:** +6 pts
- **TAR-29d Gulo Assault Rifle:** +6 pts
- **TBR-1 Claviger Battle Rifle:** +5 pts
- **TCL-3 "Boomer" Combat Launcher:** +5 pts

Saber Ridge Patrol

Configuration: Melee Weapon

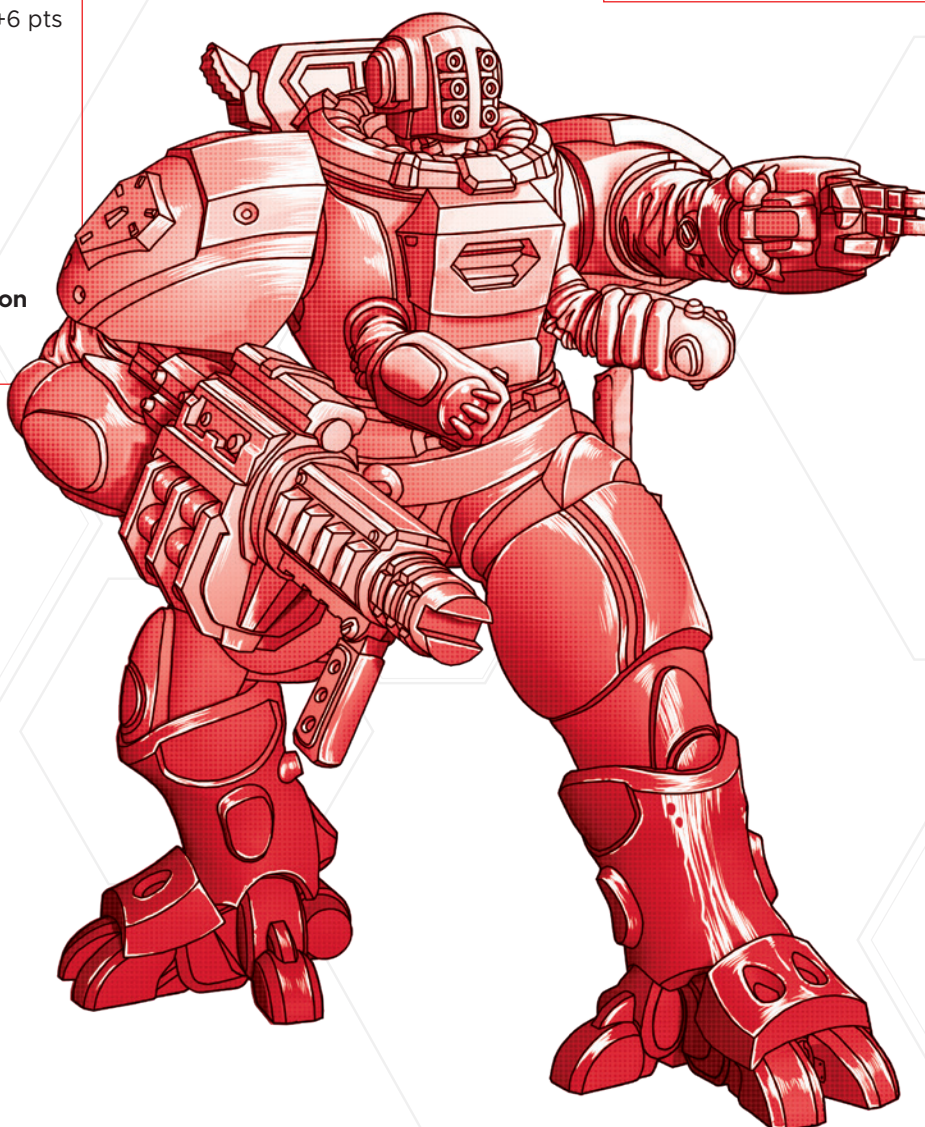
- **Krait V-Blade:** +1 pt

COMPONENTS

Stormers may have up to two components at additional cost from the Zeoform components list.

SKILLS

Stormer pilots may select up to one Skill at additional cost from the Zeoform skills list. Veteran pilots may pick one more skill at additional cost.



IHT-82 SAKURA BATTLE ZEOFORM

90mm
Base

The Sakura Battle Zeoform is a considerable upgrade to the Soldat and Stomer chassis. It is a powerful zeoform that requires an experienced (or highly talented) pilot. While costly to deploy and maintain, the Sakura provides a dedicated mobile firepower platform with the option to mount one of several weapons listed in the Protocol One edicts—for less scrupulous employers or commanders.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
Experienced Pilot	6	4+	7	3	4	2	1	6	25
Veteran Pilot	6	5+	7	4	4	2	2	6	28
Expert Pilot	6	5+	7	5	4	2	4	6	32

WEAPONS

Pick two Battle class arm weapons and up to one Protocol weapon at additional cost as listed below.

Saber Ridge Citadel Configuration: Battle Class Arm Weapons

- **MAR-4 Ursa Assault Rifle:** +7 pts each
- **CQB-6 Maximus Six-shot:** +6 pts each
- **MCL-9 'Big Daddy' Combat Launcher:** +6 pts each
- **MNL-12 Jinrai Shock Rifle:** +5 pts each
- **BAC-15 Auto Cannon:** +7 pts each
- **BK-12 Hounslow IM Shield:** +5 pts each

PROTOCOL WEAPONS

Saber Ridge Citadel

Configuration: Protocol Weapon

Pick up to one Protocol Weapon at additional cost as listed below.

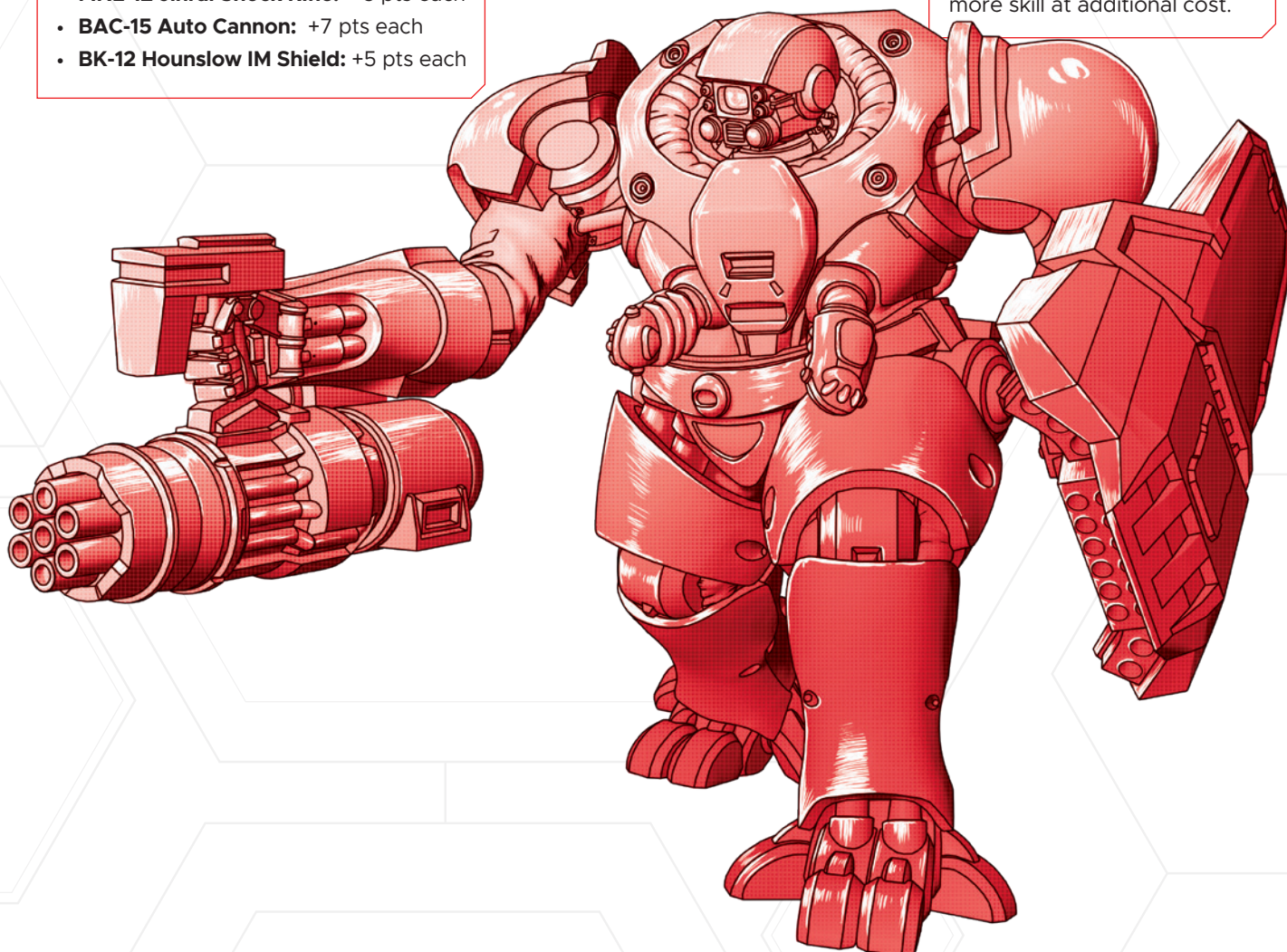
- **WS-128 "Tordenskrald"**
Missile Designator: +5 pts
- **WS-22 "Firestorm"**
Rockets: +5 pts

COMPONENTS

Sakuras may have up to three components at additional cost from the Zeoform components list.

SKILLS

Sakura pilots may select up to one Skill at additional cost from the Zeoform skills list. Expert pilots may pick one more skill at additional cost.



UNB-140 ONSLAUGHT HEAVY ASSAULT ZEOFORM

110mm
Base

Used for breaking enemy strongpoints, or just breaking the enemy in general, an Onslaught Heavy Assault Zeoform combines ranged and melee power with layered defenses and state-of-the-art repair systems. Its highly advanced z-control systems mean that only the most talented or experienced GuardCorps pilots can use them, and even that requires months of hands-on training. Due to their size they are difficult to transport and maintain, and are normally only deployed to the hottest fire zones.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
Experienced Pilot	6	3+	9	4	6	2	1	8	39
Veteran Pilot	6	4+	9	5	6	2	3	12	48

WEAPONS

Pick two weapons at additional cost as listed below.

- **HAC-20 Auto Cannon:** +9 pts
- **CQB-9 Khagan Octo-Shot:** +7 pts
- **HNL-6 Raimei Shock Cannon:** +6 pts

Pick two fist weapons at additional cost as listed below.

- **Energy Fist:** +2 pts
- **Impact Fist:** +2 pts

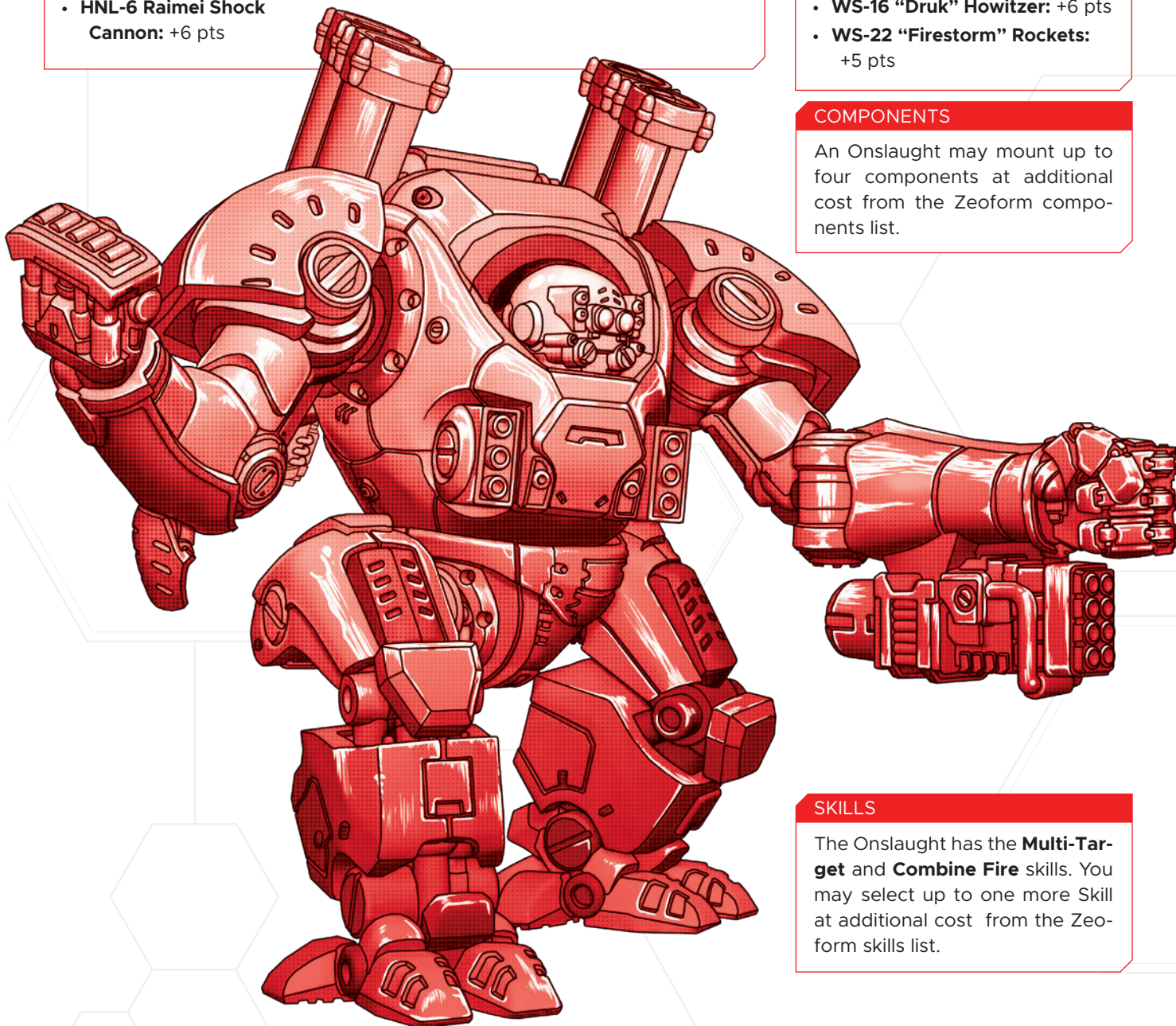
PROTOCOL WEAPONS

Pick up to two Protocol Weapons at additional cost as listed below.

- **WS-128 "Tordenskrald" Missile Designator:** +5 pts
- **WS-16 "Druk" Howitzer:** +6 pts
- **WS-22 "Firestorm" Rockets:** +5 pts

COMPONENTS

An Onslaught may mount up to four components at additional cost from the Zeoform components list.



SKILLS

The Onslaught has the **Multi-Target** and **Combine Fire** skills. You may select up to one more Skill at additional cost from the Zeoform skills list.

GUARDCORPS ZEOFORM WEAPON REFERENCE

GUARDCORPS ZEOFORM MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Krait V-Blade	Melee + 2 Dice	7 Impact	-1 Die	-	+1
Tk-3 Okhara IM-Shield	Melee + 2 Dice	4 Impact	-	+1 Armor (Front)	+1
Energy Fist	Melee + 1 Dice	9 Energy	-2 Die	System Overload (Shock)	+2
Impact Fist	Melee + 1 Dice	8 Impact	-1 Die		+2

GUARDCORPS TACTICAL CLASS RANGED WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
CQB-7 Brutus Quadshot	<i>Single Barrel</i>	4 Dice	6 Impact	12"	-	-	Repel	+4
	<i>Quadshot</i>	5 Dice	6 Impact	Cone	-	-	Cone	
TAR-29d Gulo Assault Rifle	<i>Standard Rounds</i>	5 Dice	7 Impact	16"	-	-	-	+6
	<i>Smart Rounds</i>	5 Dice	7 Impact	12"	-	-	Seeker	
TBR-1 Claviger Battle Rifle	<i>Standard Rounds</i>	3 Dice	8 Impact	16"	-1 Target	-1 Die	-	+5
	<i>Smart Rounds</i>	3 Dice	8 Impact	12"	-1 Target	-1 Die	Seeker	
TCL-3 "Boomer" Combat Launcher	<i>Burn</i>	4 Dice	6 Energy	24"	-	-	Blast (2), Saturate, System Overload (Burn)	+5
	<i>Frag</i>	3 Dice	7 Impact	24"	-	-	Blast (2)	
TAZR-3 Thaler Anti-Zeoform Rifle	<i>Standard Rounds</i>	2 Dice	9 Impact	12"	-1 Target	-2 Dice	-	+4
	<i>Smart Rounds</i>	2 Dice	9 Impact	Aimed Fire Only	-1 Target	-2 Dice	Seeker	
TCL-64 Fusi Missile Pack	<i>Burn Shell</i>	4 Dice	6 Energy	12"	-	-1 Die	Blast (2), System Overload (Burn)	+4
	<i>Shock Shell</i>	4 Dice	6 Energy	12"	-	-1 Die	Blast (2), System Overload (Shock)	

GUARDCORPS BATTLE CLASS WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
BAC-15 Auto Cannon	<i>Saturation Mode</i>	8 Dice	6 Impact	12"	-	-1 Die	Saturate	+7
	<i>Suppression Mode</i>	8 Dice	6 Impact	Cone	-	-	Cone	
BK-12 Hounslow IM Shield	<i>Melee Mode</i>	Melee +1	8 Impact	Melee Only	-	-1 Die	+1 Armor (Front), System Overload (Shock)	+5
	<i>Rocket Salvo</i>	5 Dice	6 Energy	12"	-	-	+1 Armor (Front), Blast (2)	
CQB-8 Maximus	<i>Twin Barrel</i>	5 Dice	6 Impact	12"	-	-	Repel	+6
	<i>Six-shot</i>	6 Dice	6 Impact	Cone	-	-	Cone	
MAR-4 Ursa Assault Rifle	<i>Standard Rounds</i>	6 Dice	7 Impact	16"	-	-	-	+7
	<i>Smart Rounds</i>	6 Dice	7 Impact	12"	-	-	Seeker	
MCL-9 "Big Daddy" Combat Launcher	<i>Burn</i>	4 Dice	6 Energy	24"	-	-	Blast (3), Saturate, System Overload (Burn)	+6
	<i>Frag</i>	3 Dice	7 Impact	24"	-	-	Blast (3)	
MNL-12 Jinrai Shock Rifle	<i>Charge</i>	5 Dice	7 Energy	16"	-	-	System Overload (Inhibit)	+5
	<i>Pulse</i>	3 Dice	8 Energy	12"	-	-2 Dice	System Overload (Shock)	

GUARDCORPS HEAVY CLASS WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
HAC-20 Auto Cannon	<i>Saturation Mode</i>	8 Dice	7 Impact	16"	–	–	Saturate	+9
	<i>Suppression Mode</i>	8 Dice	7 Impact	Cone	–	–	Cone	
CQB-9 Khagan	<i>Twin Barrel</i>	6 Dice	7 Impact	12"	–	–	Repel	+7
	<i>Octo-shot</i>	8 Dice	7 Impact	Cone	–	–	Cone	
HNL-6 Raimei Shock Cannon	<i>Charge</i>	6 Dice	7 Energy	16"	–	–	System Overload (Inhibit)	+6
	<i>Pulse</i>	4 Dice	8 Energy	12"	–	–2 Dice	System Overload (Shock)	

GUARDCORPS PROTOCOL WEAPONS

WEAPON		ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL RULES	PTS
WS-22 'Firestorm' Rockets		5 Dice	6 Energy	6"	12"	–	System Overload (Burn), Saturate, Blast (5)	+5
WS-16 'Druk' Howitzer		4 Dice	8 Impact	3"	12"	–1 Die	Blast (3)	+6
WS-128 'Tordenskrald' Missile		3 Dice	9 Energy	9"	12"	–1 Die	System Overload (Shock), Blast (4)	+5

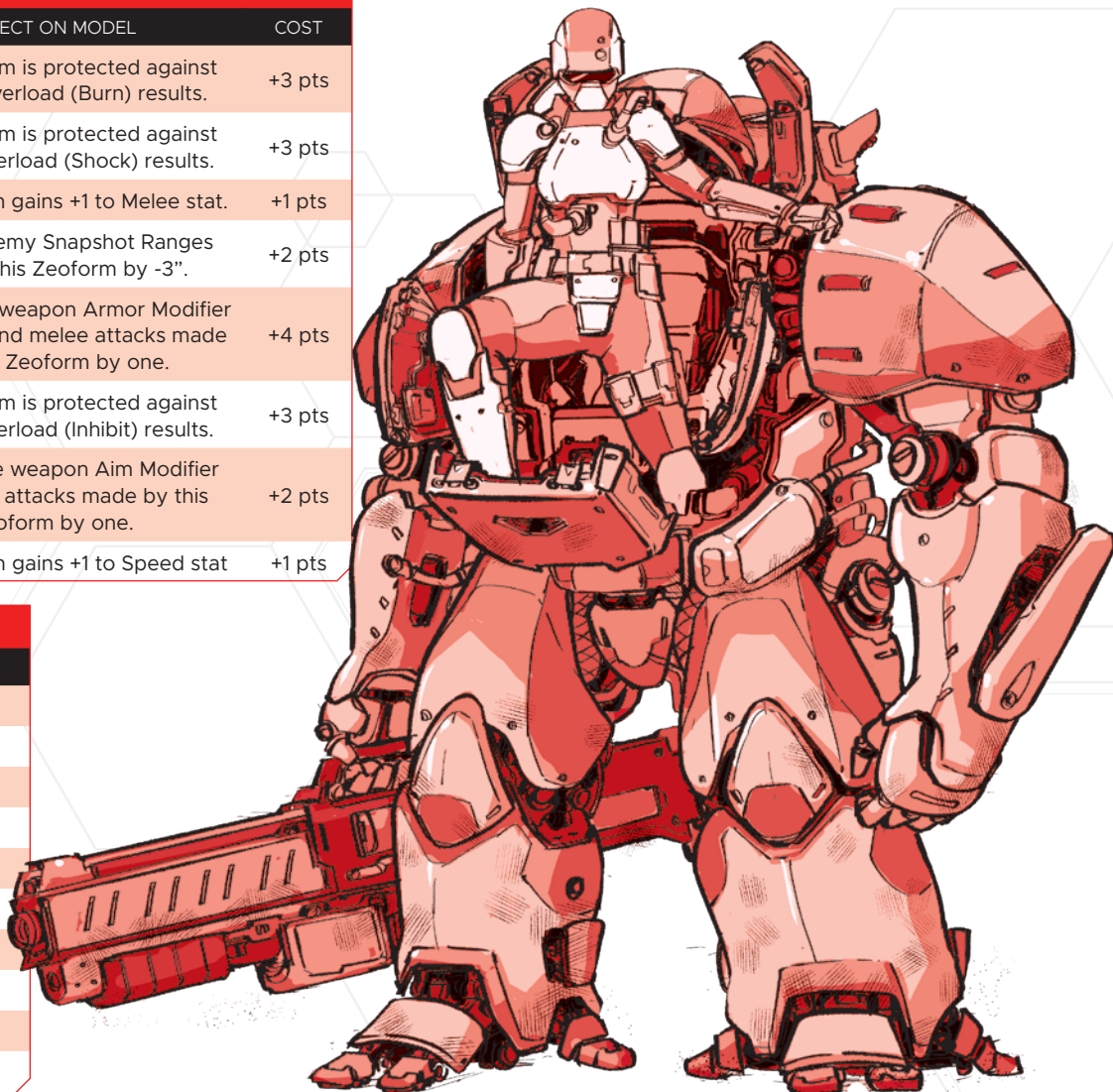
SKILLS AND COMPONENTS

ZEOFORM COMPONENTS LIST

NAME	EFFECT ON MODEL	COST
Ablative Armor	This Zeoform is protected against System Overload (Burn) results.	+3 pts
Auxiliary plates	This Zeoform is protected against System Overload (Shock) results.	+3 pts
Combat Blades	This Zeoform gains +1 to Melee stat.	+1 pts
Holoflage Emitter	Reduce enemy Snapshot Ranges against this Zeoform by -3".	+2 pts
Micro Launchers	Increase the weapon Armor Modifier for ranged and melee attacks made by this Zeoform by one.	+4 pts
Power spikes	This Zeoform is protected against System Overload (Inhibit) results.	+3 pts
Target locks	Increase the weapon Aim Modifier for ranged attacks made by this Zeoform by one.	+2 pts
Thrusters	This Zeoform gains +1 to Speed stat	+1 pts

ZEOFORM SKILLS LIST

SKILL	COST
Combine Fire	+4 pts
Drone Ops	+1 pts
Melee Specialist	+2 pts
Hacker	+2 pts
Tactician	+2 pts
Engineer	+3 pts
Support Killer	+3 pts
Multi-Target	+4 pts
Zeo Hunter	+4 pts
Team Leader	+1 pts



GUARDCORPS SUPPORT

DRONE OPS

GuardCorps drone operators coordinate incoming intel as well as direct drones in combat. While they are capable of maintaining control over a variety of indentured command systems and associated hardware, in practice Drone Ops have a tendency to specialize both in role and gear. There's an adage that you can tell how long a Drone Ops has served by how much they look like their drones.

DRONE OPS

6 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	5+	2	2	1	1	0	2

WEAPONS

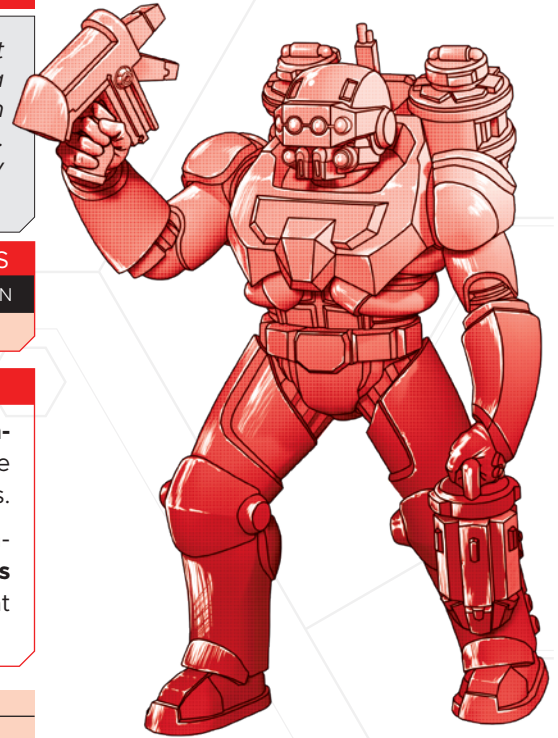
GPG Grenades, Nanowire, and 1 of the following loadouts:

- **SCQ-8 'Baby Boomer' Grenade Pistol, Vibro blade and Clamp charge:** +2 pts
- **SAC-41 PDW:** +1 pt

SKILLS

Drone Ops have the **Drone Controller** skill. Drone Ops may be given the **Tactician** skill for +2 pts.

Each Drone Ops may be accompanied by four **Huntsman Drones** OR two **Ra-4 Hyäne Drones** at additional cost (see below).



I-102 HUNTSMAN SCOUT DRONE

Light, unarmored, spider-like drones employed for scouting, infiltration, and area denial.

HUNTSMAN

4 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
5	7+	0	2	0	1	0	0

WEAPONS

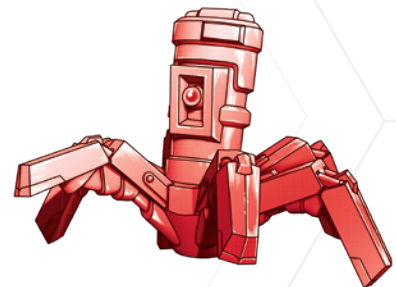
Clamp Charge, Vibro Blade.

SKILLS

Huntsmen have the **Infiltrator** and **Stealth** skills at no additional cost. Huntsman drones can be upgraded to have the **Ranker** skill for +2 pts each.

SPECIAL DEPLOYMENT

Huntsman drones that are not deployed at the beginning of the game, or are returning due to the **Ranker** skill, can be deployed in base contact by a Drone Ops model at a cost of one action per Huntsman drone deployed.



RA-4 HYÄNE PURSUIT DRONE

Hyäne drones function as autonomous guardian and pursuit units. They are fast and well-armored.

HYÄNE

6 POINTS

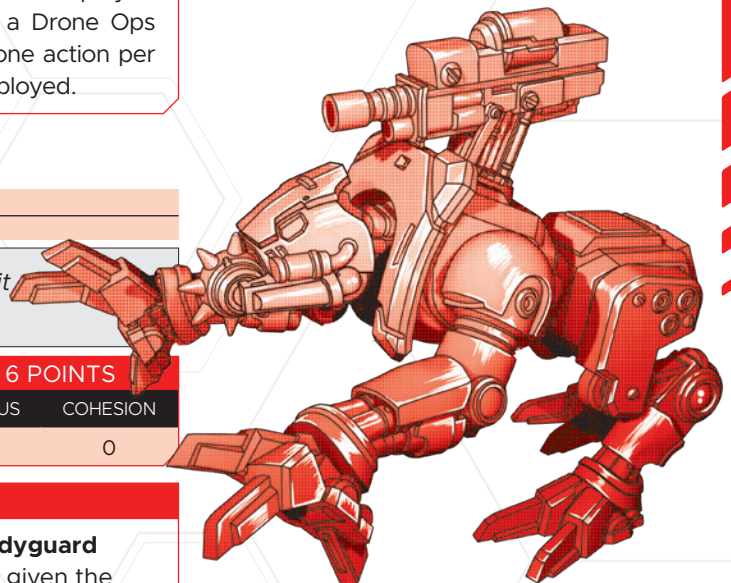
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	2	2	1	1	0	0

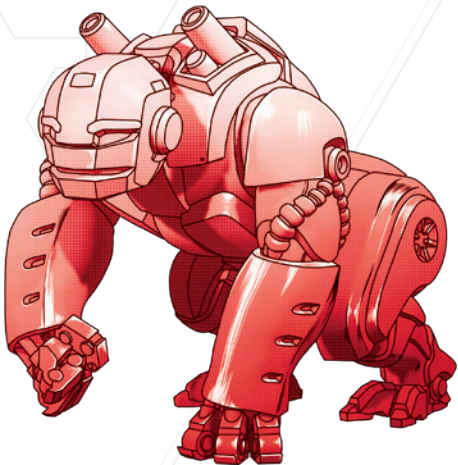
WEAPONS

SAC-53 Carbine, Vibro Blade.

SKILLS

Hyäne have the **Bodyguard** skill. Hyäne may be given the **Support Killer** skill for +2 pts.





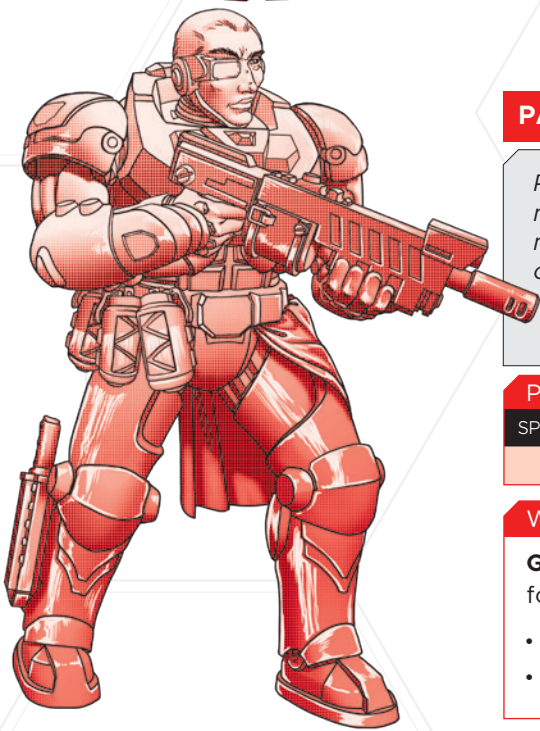
KT-88 STEELBACK COMBAT DRONE

Steelback drones function as urban pacification and intimidation units. They are heavily armored and extremely strong.

STEELBACK								6 POINTS
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	
4	4+	4	4	1	1	0	0	

WEAPONS
The equivalents of a **Vibro blade** and a **SCL-64 Launcher**

SKILLS
Steelbacks have the **Melee Specialist** skill.



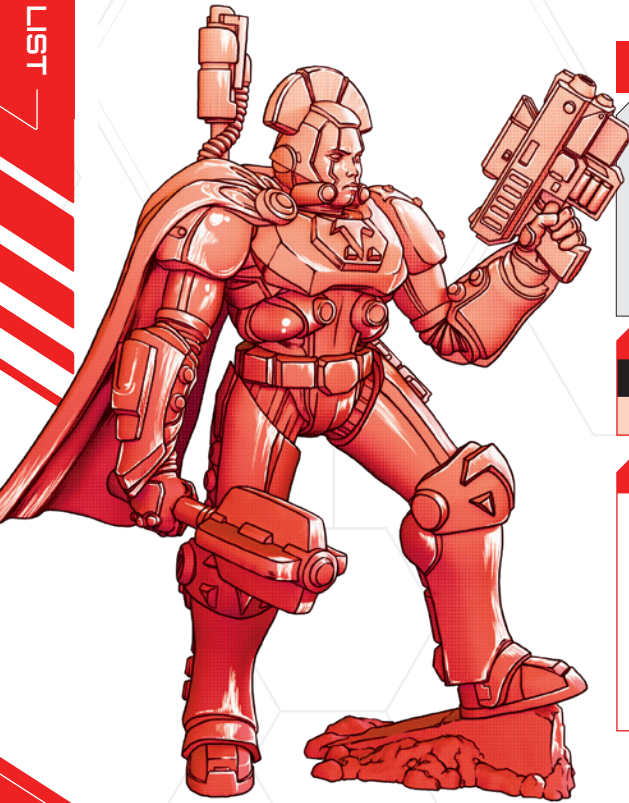
PARAMILITARY

Paramilitary are locally recruited, unaffiliated GuardCorps support. They may be drawn from heliospheric or planetary security forces, militia, or mercenaries. GuardCorps paramilitaries often consist of cadets and discharged veterans, temporary contractors, in-zone intelligence operatives, local interpreters and guides, and other non-frontline personnel. Often referred to by Affiliated troops as 'Zeefs'—ZFs, short for zeo-fodder.

PARAMILITARY								2 POINTS
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	
6	4+	2	1	1	1	0	0	

WEAPONS
GPG grenades and and 1 of the following loadouts:
• **SAC-53 Carbine**: +2 pts
• **SAC-41 PDW**: +1 pts

SKILLS
None.



TACTICAL AUDITOR

GuardCorps tactical auditors act as liaisons with local authorities and sub-contractors, as well as devolved operational commands. They are responsible for disseminating up-to-date strategic intelligence and monitoring Affiliation orthodoxy. In combat they coordinate zeo-teams for optimum efficiency, and take an active role in jamming enemy battlefield signals and data streams.

TACTICAL AUDITOR								8 POINTS
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	
4	5+	3	1	1	1	1	2	

WEAPONS
Nanowire, **GPG Grenades**, and 1 of the following loadouts.
• **SCQ-8 'Baby Boomer' Grenade Pistol**, **Vibro blade** and **Clamp charge**: +2 pts
• **SAC-41 PDW**: +1 pts

SKILLS
Auditors have the **Hacker** skill. Auditors may be given the **Team Leader** skill for +1 pt.

TECH OPS

Technical operators form part of the support echelon of GuardCorps. They prepare zeoforms for deployment, including installing updated software and firmware—often including ‘off schedule’ custom code amendments for overclocked system performance. During engagement, Tech Ops act as direct support to GuardCorps zeoforms on the battlefield, supplying them with extra ammo or energy packs and repairing damaged systems..

TECH OPS

6 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
4	5+	2	2	1	1	0	2

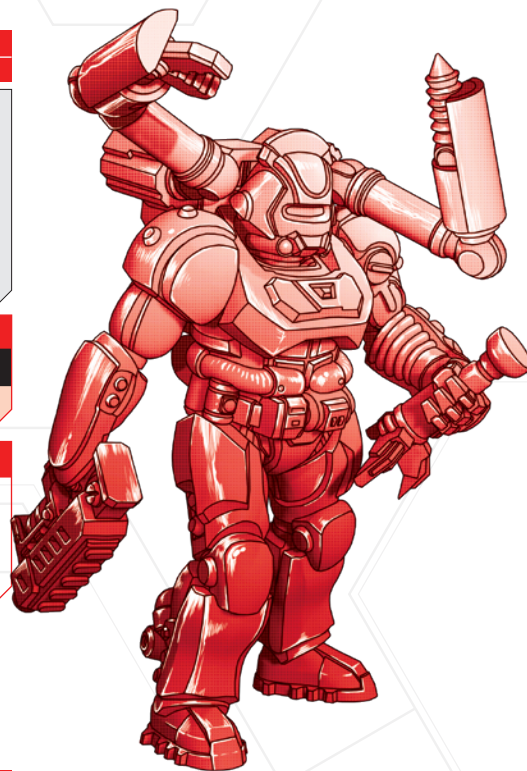
WEAPONS

Nanowire, GPG Grenades, and 1 of the following loadouts.

- **SCQ-8 ‘Baby Boomer’ Grenade Pistol, Vibro blade and Clamp Charge:** +2 pts
- **SAC-41 PDW:** +1 pt

SKILLS

Tech Ops have the **Engineer** skill. Tech Ops may be given the **Ammo Hauler** skill for +2 pts.



TBD-1 AUTO SENTRY TURRET DRONE

Auto sentry turret drones are immobile fire support drones often deployed directly onto the battlefield.

TURRET

2 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
0	4+	3	0	1	1	0	0

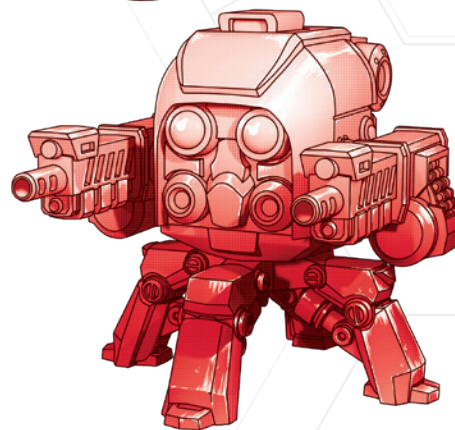
WEAPONS

Choose 1 of the following loadouts:

- **AST-10 Turret guns:** +2 pts
- **AST-6 Turret Launchers:** +2 pts

SPECIAL DEPLOYMENT

Turret drones not deployed at the beginning of the game can be deployed in base contact by a Drone Ops model at a cost of one action per turret deployed.



TROOPER

Troopers make up the bulk of GuardCorps support infantry. They are highly trained, well-motivated and appear in apparently limitless numbers. Organizationally, they fulfill many roles, from frontline infantry to star marines. Regardless of their deployment, they are mostly used for recon and patrol teams, anti-support engagement, and area control operations.

TROOPER

7 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
4	5+	3	1	1	1	0	1

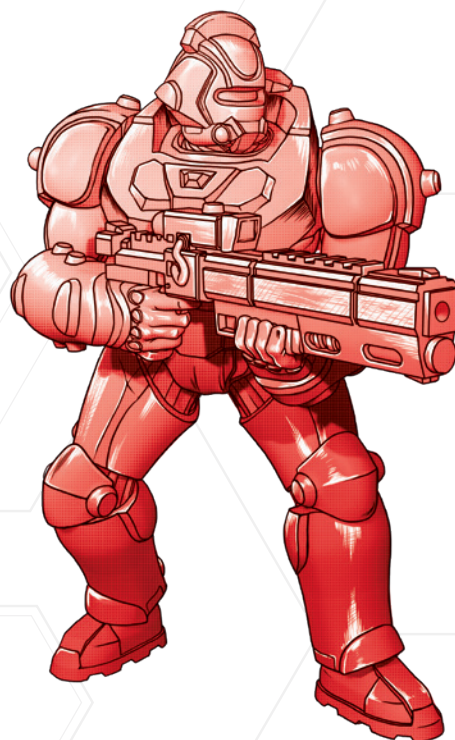
WEAPONS

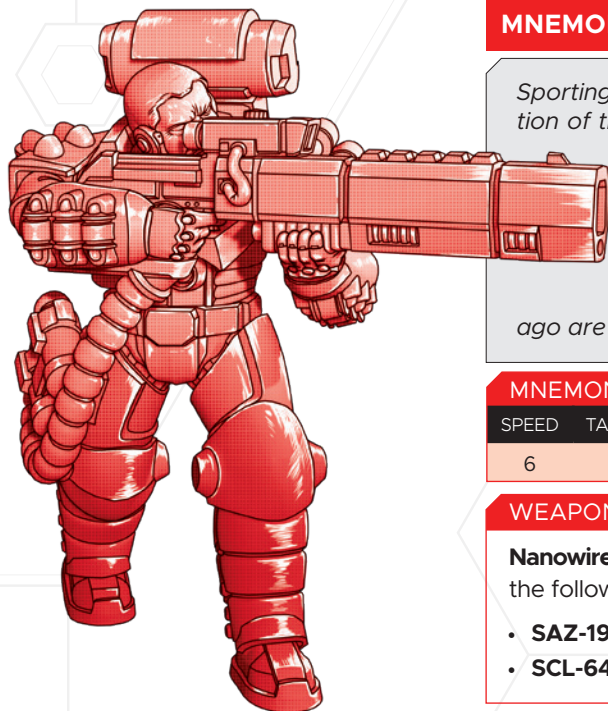
Nanowire, GPG Grenades, and 1 of the following loadouts:

- **Clamp Charges, SAC-53 Carbine:** +3 pts
- **SAR-79 Rifle, Vibro blade:** +3 pts

SKILLS

Troopers have the **Ranker** skill. Troopers may be given the **Team Player** skill for +1 pt.





MNEMONIC COMMANDO

Sporting cerebral auxiliary drives, mnemonic commandos give over a portion of their autonomy to integrated synaptic circuitry. This implant takes partial control of their cognitive and physical systems, allowing them to act with a speed and precision beyond even subconscious reaction and muscle memory. However, such modification must be accompanied by a specialization datachip to avoid overloading the commando's synaptic links. Many 'hard drive heroes' deployed to counter the growing crisis in Astrapelago are programmed and armed for anti-zeoform combat.

MNEMONIC COMMANDO

14 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	8+	2	2	1	2	1	1

WEAPONS

Nanowire, **GPG Grenades** and 1 of the following loadouts:

- **SAZ-19 Heavy Rifle**: +2 pts
- **SCL-64 Launcher**: +2 pts

SKILLS

Mnemonic Commandos have the **Zeo Hunter** skill. They may be given the **Stealth** skill for +3 pts.

GUARDCORPS SUPPORT WEAPON REFERENCE

GUARDCORPS SUPPORT WEAPONS LIST

Weapon		Attacks	Damage	Snapshot Range	Aim Modifier	Armor Modifier	Special Rules	Pts
Vibro blade		Melee +1 Dice	5 Impact	Melee Only	-	-1 Die	-	Free
Clamp Charge		Melee +1 Dice	7 Energy	Melee Only	-	-1 Die	System Overload (Shock)	+1
Nano Wire		Melee Dice	6 Energy	Melee Only	-	-1 Die	System Overload (Inhibit)	Free
GPG Grenade		2 Dice	4 Impact	6"	Snapshot only	-	Blast (2)	Free
SCQ-8 'Baby Boomer' Grenade Pistol		2 Dice	6 Energy	8"	-	-	System Overload (Burn)	+1
SAC-41 PDW		4 Dice	4 Impact	8"	-	-	-	+1
SAC-53 Carbine		5 Dice	4 Impact	12"	-	-	-	+2
SAR-79 Rifle		4 Dice	5 Impact	16"	-	-	-	+3
AST-10 Turret guns		4 Dice	6 Impact	Aimed Fire only	-	-	-	+2
AST-6 Turret Launchers		3 Dice	6 Energy	Aimed Fire only	-	-	System Overload (Shock), Blast (2)	+2
SAZ-19 Heavy Rifle		2 Dice	7 Energy	Aimed Fire only	-2 Target	-1 Die	-	+2
SCL-64 Launcher	Burn Shell	2 Dice	6 Energy	Aimed Fire Only	-2 Target	-1 Die	Saturate, System Overload (Burn), Blast (2)	+2
	Shock Shell	2 Dice	6 Energy	Aimed Fire Only	-2 Target	-1 Die	System Overload (Shock), Blast (2)	



PACT

Forces of the Mutual Defense Pact are by definition decentralized and non-hierarchical. When a situation rapidly develops that requires a member organization to call upon assistance from other nearby Pact signatories, the overall force composition will be dictated by the resources and personnel that are immediately available more than an overall strategy. The local commander from the original member organization forms the Lead Team. They take charge, extemporizing strategy as forces and situations evolve, unless they recognize the superior expertise of an incoming leader. In such cases, authority is transferred and the new commander's group becomes Lead Team.

ORGANIZATION

PACT CELL AND TEAM BREAKDOWNS CAN VARY AS FOLLOWS.

LEAD TEAM

1 Zeoform (any model)
+ 0-4 Support

DIRECT ACTION CELL

1 Exo-rig Zeoform
+ 0-2 Support

SALVAGE TEAM

1 Master-rig Zeoform
+ 0-3 Support

ASTROMINER TEAM

1 N.O.V.A. class Zeoform
+ 0-4 Support

A Pact detachment comprises the following teams:



The Lead Team is the core of the force. It is supported by any number of additional zeoform teams. Despite the name, in combat the direct action cell simply functions as another zeoform team.

Structures are often constructed or salvaged from materials on site, although teams will often bring specific pre-built components with them as required.

FACTION RULES

SPECIAL RULE: PACT ARMOR BONUS

ENERGY ARMOR BONUS: All Pact Zeoforms are protected against Energy weapons. When taking hits from an Energy weapon, the Combat Die can be canceled **before** any other hits have been canceled.

PACT COMBAT DIE

D10 ROLL	RESULT	EFFECT
10	Malware	Target suffers one System Overload (Inhibit) and loses one Activation point if it has any remaining.
8-9	Nova	Target suffers one Defense Down .
6-7	Ignition	Target suffers one System Overload (Burn) token.
2-5	Under Fire	Reduce the Force Cohesion of the force the target belongs to by one.
1	No Effect	The Combat Die has no effect.

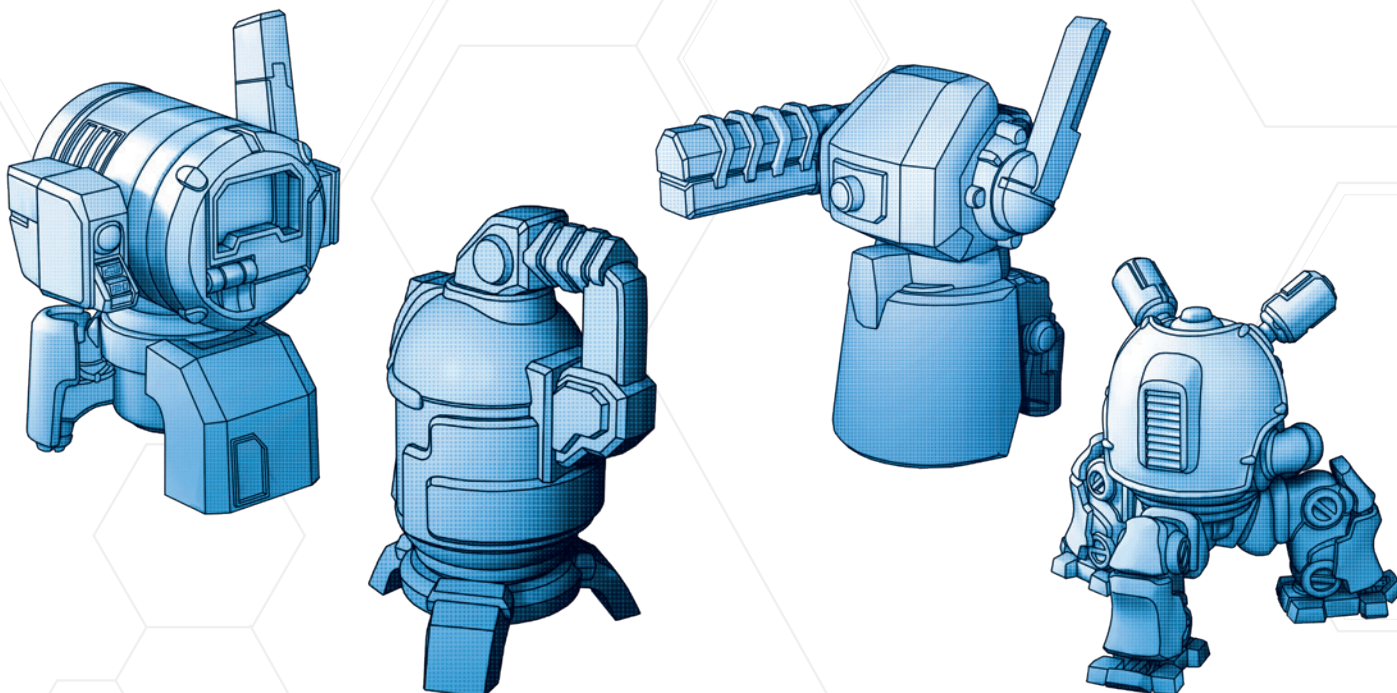
STRUCTURES

Choose up to one structure per team. The lead team grants one additional structure choice.

PACT STRUCTURES

LIMIT	STRUCTURE	STATIC	DEPLOYABLE
0-2	Data Relay	Free	+1 pt
0-3	Sensor Array	Free	+1 pt
0-1	Refueling Bay	+1 pt	+2 pts
0-1	Energy Outlet	+1 pt	+2 pts
0-2	Munitions Stockpile	+1 pt	+2 pts
0-1	Cryo-Crate	+1 pt	+1 pt
0-1	Field Generator	+2 pts	+3 pts
0-2	Resource Collector	+2 pts	+3 pts
0-4	Defense Node*	+3 pts + weapon pts	+5 pts + weapon pts

*Select one Ranged Exo-Rig Zeo Weapon at additional cost.



'RAKKE' EXO-RIG ZEOFORM

60mm
Base

Rakkes are exo-environment rigs found throughout organizations of the People's Galactic. Their compact size and agile frame means they are ideal for void work, mining operations, and extra-vehicular repairs to starships, as well as low-burden cargo and construction roles. They make formidable opponents even in their civilian guise, but Pact Rakkes are adapted to carry military-grade weaponry.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
New Pilot	6	5+	4	2	3	2	1	1	17
Integrated Pilot	7	6+	4	3	3	2	1	3	20
Veteran Pilot	7	7+	4	4	3	2	2	3	29

WEAPONS

Choose one Exo-rig ranged weapon and up to two Rakke melee weapons at additional cost as listed below.

OSSU Astrapelago Refit: Ranged Weapons

- **Light Pulsar:** +3 pts
- **Meson Beamer:** +3 pts
- **Light RIP Gun:** +2 pts

OSSU Astrapelago Refit: Melee Weapons

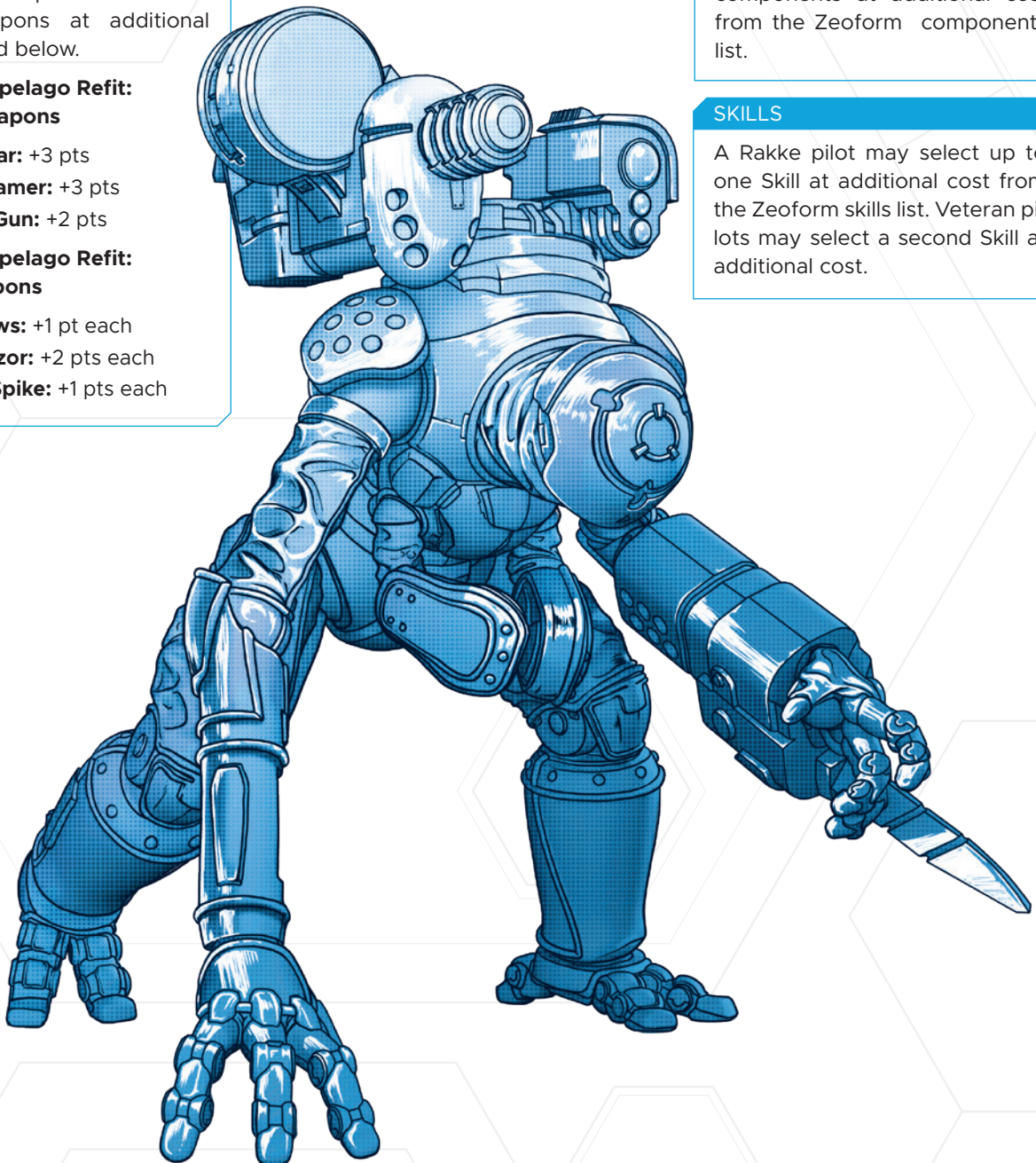
- **Rakke claws:** +1 pt each
- **Fusion Razor:** +2 pts each
- **Malware-Spike:** +1 pts each

COMPONENTS

A Rakke may have up to two components at additional cost from the Zeoform components list.

SKILLS

A Rakke pilot may select up to one Skill at additional cost from the Zeoform skills list. Veteran pilots may select a second Skill at additional cost.



'AMAROQ' MASTER-RIG ZEOFORM

90mm
Base

Master-rigs are at the cutting edge of Pact zeoform design. The Amaroq type is a dedicated fighting zeoform with a wide selection of weaponry mounted on a strong, agile frame. Multi-layered energy defenses, EMP shielded subsystems, and bespoke z-interface firmware mean the Amaroq has high combat survivability and performance compared to similar civilian M-rigs.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
New Pilot	6	5+	6	3	4	2	1	3	22
Integrated Pilot	7	6+	6	4	4	2	2	4	26
Veteran Pilot	8	7+	6	5	4	2	3	6	31

WEAPONS

Pick two Master-rig arm weapons at additional cost as listed below.

- **E-Shield:** +1 pts each
- **Combat Blade:** +4 pts each
- **RIP Gun and Combat Blade:** +4 pts each
- **Hivestream:** +5 pts each
- **King Lance:** +6 pts each
- **Meson Cannon:** +5 pts each
- **Plasma Inductor:** +4 pts each

PROTOCOL WEAPONS

Pick up to one Protocol Weapon at additional cost as listed below.

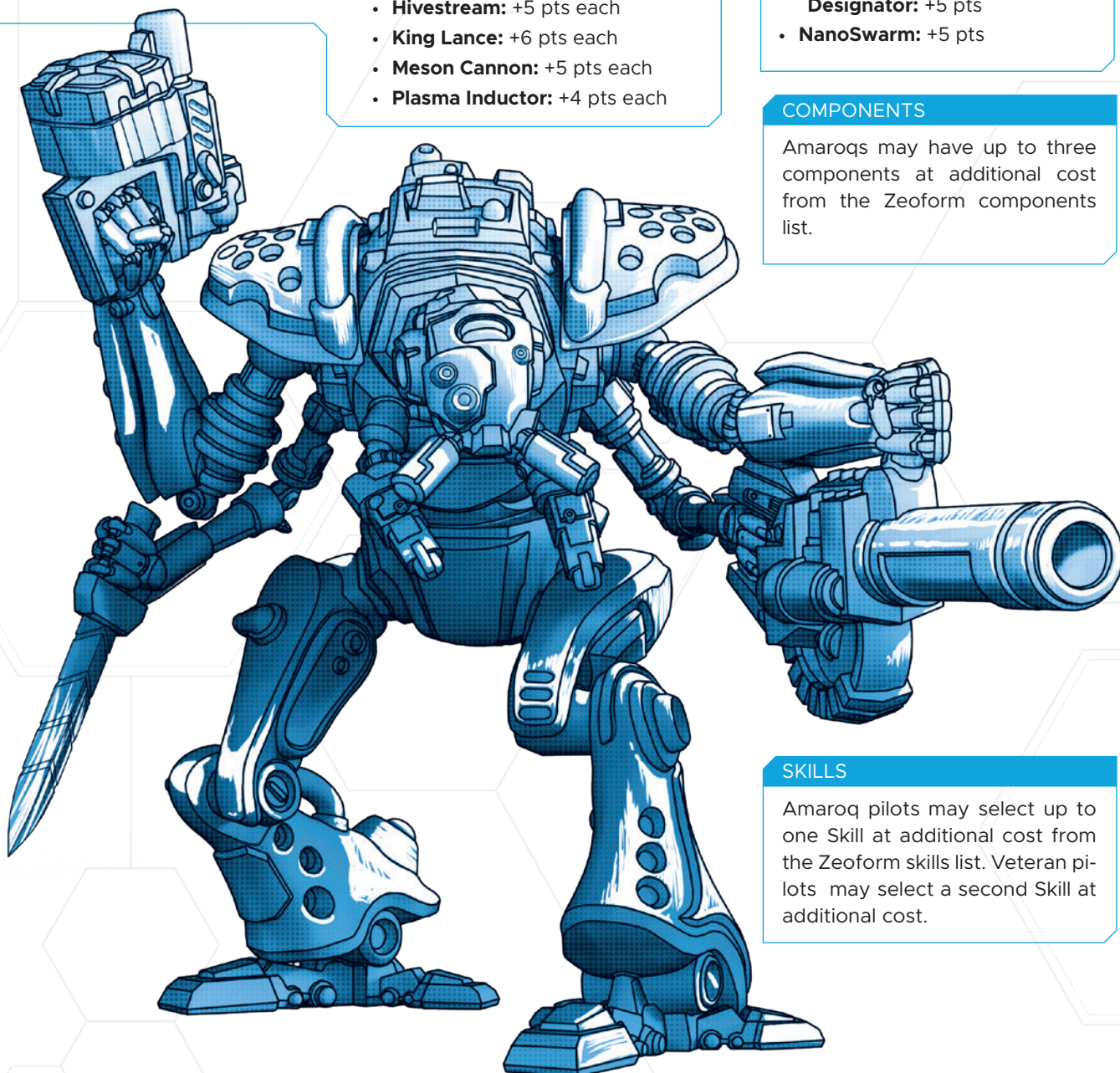
- **Mano Muerte Designator:** +5 pts
- **NanoSwarm:** +5 pts

COMPONENTS

Amaroqs may have up to three components at additional cost from the Zeoform components list.

SKILLS

Amaroq pilots may select up to one Skill at additional cost from the Zeoform skills list. Veteran pilots may select a second Skill at additional cost.



'KULAQ' MASTER-RIG ZEOFORM

90mm
Base

Somewhat slower but sturdier than the Amaroq, the Kulaq is ideal for newer pilots but veterans become frustrated by its lack of responsiveness. It is easily adapted to be a war machine, with standard modular tool fittings converted to weapon mounts. A semi-autonomous utility arm assists the pilot with complex manual activities such as reloading and hand-to-hand combat.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
New Pilot	5	4+	7	3	5	2	1	4	20
Integrated Pilot	6	5+	7	4	5	2	1	5	27
Veteran Pilot	6	5+	7	5	5	2	2	6	30

WEAPONS

Pick one Kulaq melee weapon and one Master-rig ranged weapon at additional cost as listed below.

OSSU Astrapelago Refit: Melee Weapons

- **Whip Coil:** +2 pts
- **Fusion Jet:** +2 pts
- **Mal-Spear:** +2 pts
- **Kulaq Claw:** +2 pts

OSSU Astrapelago Refit: Ranged Weapons

- **King Lance:** +6 pts
- **Plasma Inductor:** +4 pts
- **Meson Cannon:** +5 pts

PROTOCOL WEAPONS

Pick up to one Protocol Weapon at additional cost as listed below.

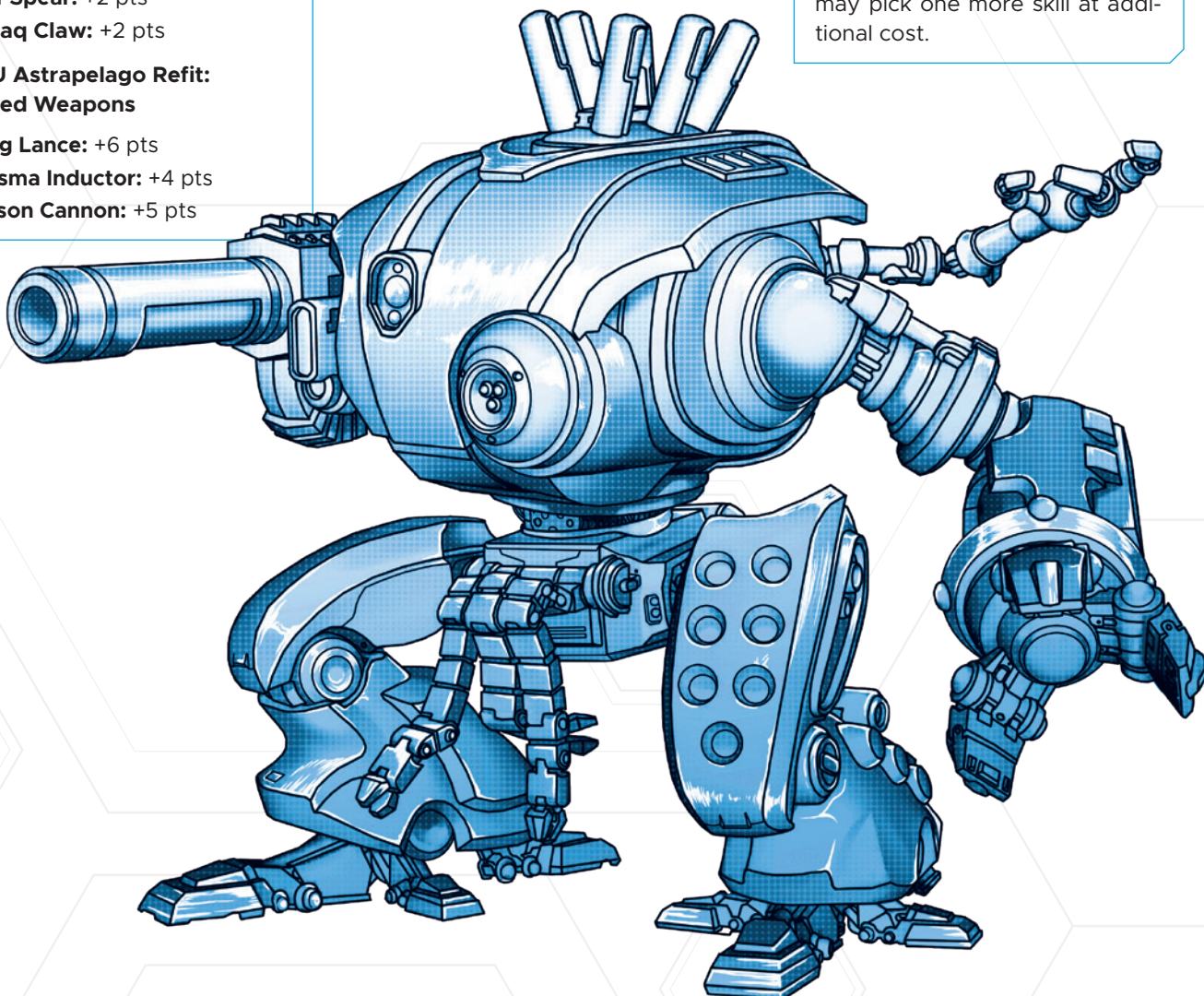
- **Mano Muerte**
Designator: +5 pts
- **Radstorm:** +6 pts

COMPONENTS

Kulaqs may have up to three components at additional cost from the Zeoform components list.

SKILLS

Kulaq pilots may select up to one Skill at additional cost from the Zeoform skills list. Veteran pilots may pick one more skill at additional cost.



'RAVELIN' N.O.V.A. ZEOFORM

130mm
Base

N.O.V.A. class zeoforms (Near Orbit Vehicular Array) are the largest used by Pact forces. Heavily armed and armored, the Ravelin type are tough enough to survive even a direct orbital insertion if required. They are named after an ancient type of outer defensive workings, and often used to escort the mobile bases of nomadic groups, or as moveable emplacements for more permanent Pact structures.

NAME	SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION	PTS
New Pilot	5	4+	8	4	5	2	2	6	33
Integrated Pilot	6	5+	8	5	5	2	3	8	37
Veteran Pilot	7	6+	8	6	5	2	4	10	44

WEAPONS

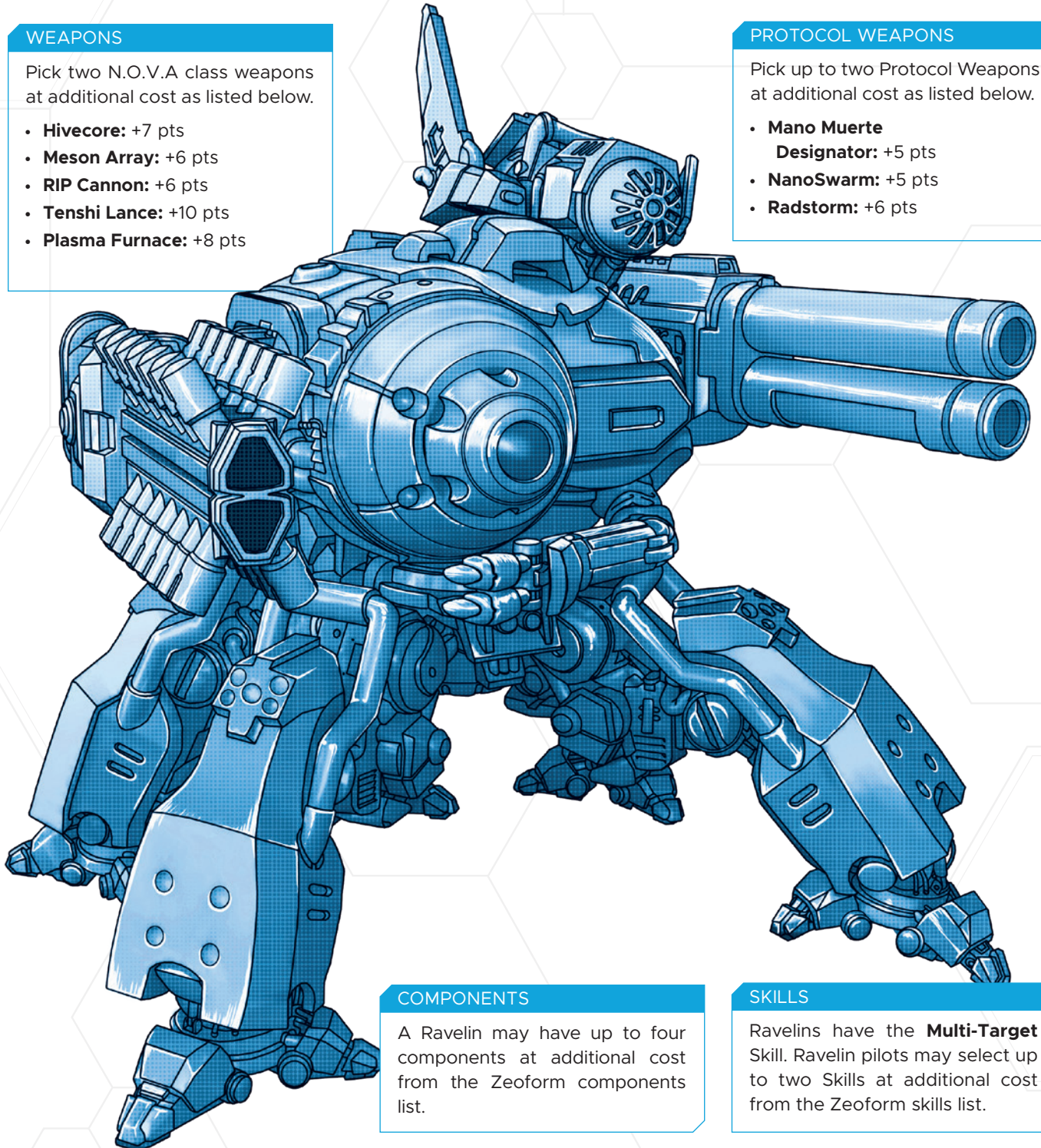
Pick two N.O.V.A. class weapons at additional cost as listed below.

- **Hivecore:** +7 pts
- **Meson Array:** +6 pts
- **RIP Cannon:** +6 pts
- **Tenshi Lance:** +10 pts
- **Plasma Furnace:** +8 pts

PROTOCOL WEAPONS

Pick up to two Protocol Weapons at additional cost as listed below.

- **Mano Muerte**
Designator: +5 pts
- **NanoSwarm:** +5 pts
- **Radstorm:** +6 pts



COMPONENTS

A Ravelin may have up to four components at additional cost from the Zeoform components list.

SKILLS

Ravelins have the **Multi-Target** Skill. Ravelin pilots may select up to two Skills at additional cost from the Zeoform skills list.

PACT ZEOFORM WEAPON REFERENCE

PACT ZEOFORM MELEE WEAPONS

AMAROQ MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Combat Blade	Melee +2 Dice	8 Energy	-2 Dice	-	+2
E-Shield	Melee +2 Dice	6 Energy	-	+1 Armor (Front)	+1

RAKKE MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Rakke Claw	Melee +1 Dice	6 Impact	-1 Die	-	+1
Rakke Fusion Razor	Melee +1 Dice	7 Energy	-2 Dice	System Overload (Burn)	+1
Rakke Malware-Spike	Melee +1 Dice	6 Impact	-2 Dice	System Overload (Inhibit)	+1

KULAQ MELEE WEAPONS

WEAPON	ATTACKS	DAMAGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Kulaq Whip coil	Melee +2 Dice	7 Energy	-2 Die	System Overload (Shock)	+2
Kulaq Fusion Jet	Melee +2 Dice	8 Energy	-2 Dice	System Overload (Burn)	+2
Kulaq Mal-Spear	Melee +2 Dice	8 Energy	-2 Dice	System Overload (Inhibit)	+2
Kulaq Claw	Melee +1 Dice	7 Impact	-1 Die		+2

PACT EXO-RIG RANGED WEAPONS

WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
Light RIP Gun	6 Dice	4 Impact	16"	Snapshot Only	-	-	+2
Light-Pulsar	2 Dice	7 Impact	16"	-1 Target	-	Fusillade (1)	+3
Meson Beamer	3 Dice	5 Energy	12"	-	-1 Die	Focus, Saturate	+3

PACT MASTER-RIG RANGED WEAPONS

Weapon		Attacks	Damage	Snapshot Range	Aim Modifier	Armor Modifier	Special Rules	Pts
RIP Gun		6 Dice	6 Impact	16"	Snapshot only	–	–	+2
Hivestream	EM Chaff	3 Dice	7 Energy	16"	–2 Target	–2 Dice	System Overload (Inhibit), Blast (2), Saturate	+5
	Shatter	4 Dice	7 Impact	16"	–2 Target	-	System Overload (Shock), Blast (2)	
King Lance		3 Dice	9 Energy	12"	–	–2 Dice	Beam (4)	+6
Plasma Inductor		5 Dice	7 Energy	Cone	–	–1 Die	System Overload (Burn), Saturate, Cone	+5
Meson Cannon		4 Dice	5 Energy	12"	–	–1 Die	Focus, Saturate	+5

PACT N.O.V.A CLASS RANGED WEAPONS

WEAPON		ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
RIP Cannon		8 Dice	5 Impact	24"	–	–	–	+7
Hivcore	EM Chaff	4 Dice	7 Energy	16"	–2 Target	–2 Dice	System Overload (Inhibit), Blast (2), Saturate	+6
	Shatter	5 Dice	7 Impact	16"	–2 Target	–	System Overload (Shock), Blast (2)	
Tenshi Lance		3 Dice	10 Energy	16"	–	–2 Dice	Beam (5)	+10
Meson Array		4 Dice	6 Energy	16"	–	–1 Die	Focus, Saturate	+6
Plasma Furnace		6 Dice	8 Energy	Cone	–	–2 Dice	System Overload (Burn), Saturate, Cone	+6

PACT ZEOFORM PROTOCOL WEAPONS

WEAPON	ATTACKS	DAMAGE	MINIMUM RANGE	SNAPSHOT RANGE	ARMOR MODIFIER	SPECIAL RULES	PTS
Radstorm	4 Dice	7 Energy	9"	18"	–	Blast (5), Saturate, System Overload (Burn)	+6
NanoSwarm	3 Dice	8 Impact	10"	20"	–1 Die	Blast (4)	+5
Mano Muerte Designator	2 Dice	9 Energy	6"	24"	–2 Dice	Blast (3)	+5

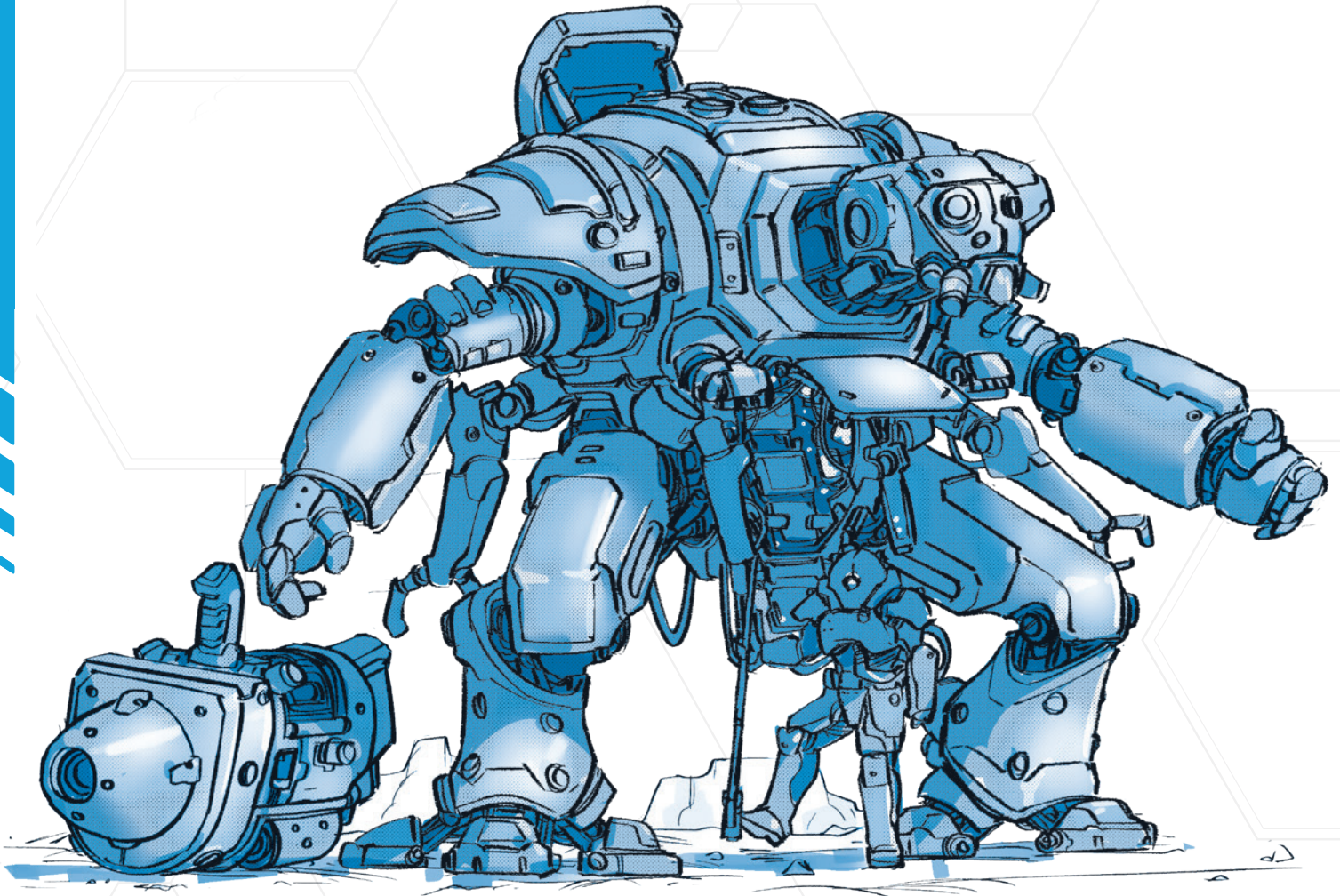
SKILLS AND COMPONENTS

PACT ZEOFORM COMPONENTS

NAME	EFFECT	COST
Ablative Armor	This Zeoform is protected against System Overload (Burn) results	+3 pts
Auxiliary plates	This Zeoform is protected against System Overload (Shock) results	+3 pts
Combat Blades	This Zeoform gains +1 to Melee stat.	+1 pts
Holoflage Emitter	Reduce Enemy Snapshot Ranges against this Zeoform by -3"	+2 pts
Micro Launchers	Increase the weapon Armor Modifier for ranged and melee attacks made by this Zeoform by one.	+4 pts
Power spikes	This Zeoform is protected against System Overload (Inhibit) results	+3 pts
Target locks	Increase the weapon Aim Modifier for ranged attacks made by this Zeoform by one.	+2 pts
Thrusters	This Zeoform gains +1 to Speed stat	+1 pts

ZEOFORM SKILLS LIST

SKILL	COST
Combine Fire	+4 pts
Drone Ops	+1 pts
Melee Specialist	+2 pts
Hacker	+2 pts
Tactician	+2 pts
Engineer	+3 pts
Support Killer	+3 pts
Multi-Target	+4 pts
Zeo Hunter	+4 pts
Team Leader	+1 pts



PACT SUPPORT

BOKUJIN ("SHEPHERD")

Bokujin operate in conjunction with autonomous drones to reconnoiter hostile territory and disrupt enemy communications. Others often think that they are overly fond of their artificial charges, treating their drones more like pets or companions than tools, lavishing them with undue care and attention. For their part, Bokujin often prefer the company of their machines to judgemental crewmates.

BOKUJIN

8 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	1	2	1	1	0	2

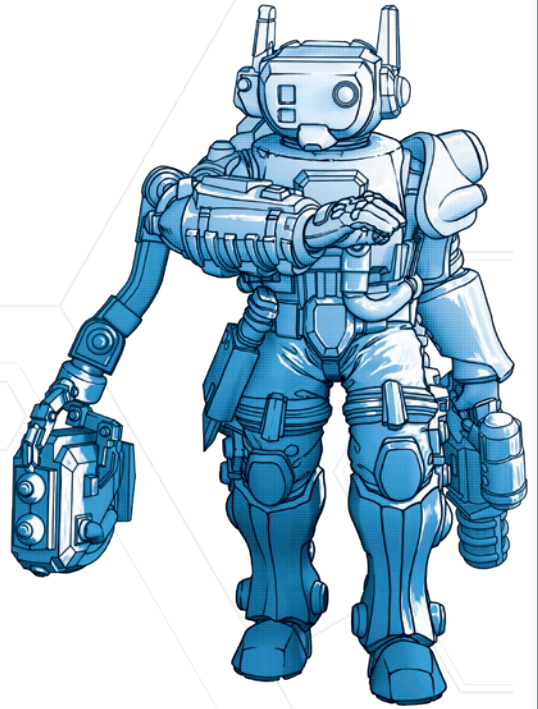
WEAPONS

RIP Pistol, Utility Blade. Bokujin may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

DRONES

Bokujin have the **Drone Ops** and **Hacker** skills.

Each Bokujin may be accompanied by up to four Drones at additional cost (see below). The Bokujin and accompanying Drones count as a single Support choice.



BOKUGYO GUN BUDDY DRONE

A general utility drone commonly found around Pact operations, capable of anti-gravity suspension. The standard component mounting is easily equipped with a RIP pistol or equivalent to provide cheap if minimal offensive power. They are used to secure distant tactical objectives and draw enemy fire away from more highly valued team members.

BOKUGYO GUN BUDDY

2 POINTS

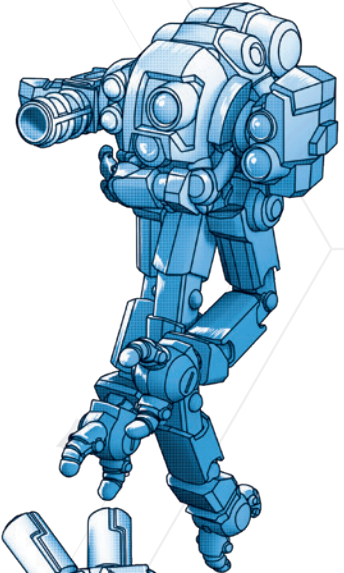
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
7	7+	1	-	0	1	0	0

WEAPONS

RIP Pistol

SKILLS

Basic Bokugyo have the **Floater** skill. Any Bokugyo can be upgraded to have the **Ranker** skill for +2 pts each.



BOKU WARPER DRONE

A utility drone adapted to mount an array of sensor and signal scrambling fields in addition to a low-grade RIP pistol. They are deployed to disrupt enemy fire, allowing Pact forces to move into position with greater safety, whilst also capable of defending themselves against opposing support troops.

BOKUGYO WARPER

4 POINTS

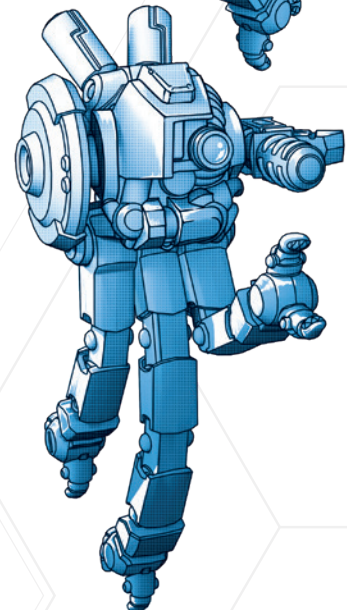
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
7	7+	1	-	0	1	0	0

WEAPONS

RIP Pistol

SKILLS

Warpers have the **Floater** and **Warper** skills.



CHELAE-POD DRONE

Normally used for external maintenance in hostile environments and named for their crab-like appearance, chelae-pods are a tougher drone type that lacks anti-gravitic generators. Their basic tools can pose a threat at very close range, but may be exchanged for a longer ranged pulsar carbine.

CHELAE-POD

3 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
5	4+	3	3	1	1	0	0

WEAPONS

Utility Blade, Combat Blade. Any Chelae-Pod may be upgraded to a 'Gun-Crab' by replacing these with a **Pulsar Carbine** for +1 pt.

SKILLS

Basic Chelae-Pods have no skills. Any Chelae-Pod can be upgraded to have the **Melee Specialist** Skill for +1 pt each.

GUN-DANCER

Gun-Dancers are individuals that have embraced 'the way of the gun' and modified themselves and their gear for maximal firefighting potential. Many die young, dueling with each other in shows of more bravado than skill, but those that survive their first few gunfights become sought-after combat experts. They make use of powered 'scram-boots' to leap acrobatically from position to position.

GUN-DANCER

11 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
8	8+	2	-	1	1	1	0

WEAPONS

Mini RIP gun and either a **RIP Pistol** OR **Pulsar Carbine**. Gun-Dancers may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Gun-Dancers have the **Floater**, **Multi-target** and **Support Killer** skills.

RIYAD ("PIONEER")

Riyadi are drawn from prospectors and hunters, deploying gadgets and modifying the environment to trap and disable zeoforms. They are experts at improvising explosive and electronics-disabling devices from nearly anything. Though these traps are rarely deadly in their own right, in combination with zeo-hunting troops or weaponry they are a powerful force multiplier.

RIYAD

11 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	7+	2	2	1	1	1	1

WEAPONS

RIP Pistol, Pulsar Carbine. Riyadi may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Riyadi have the **Trapper** skill. Riyadi may be given the **Stealth** Skill for +3 pts.

SICARIO ("HITMAN")

Cold-hearted slayers earn themselves the moniker of "Sicario", along with a grim reputation. Many are wanted in multiple jurisdictions, both People's Galactic and Hegemony Prefectures, forcing them to move from place to place to keep ahead of a firing squad or a more grisly fate. A Sicario's mission is to take out enemy fighters, moving from one target to the next using 'scramboots' for boosted jumps and even short-duration flights.

SICARIO

19 POINTS

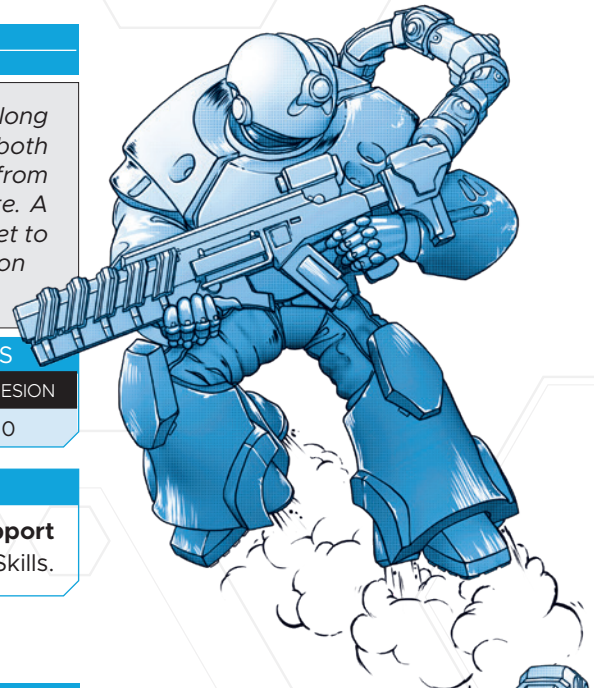
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
8	8+	3	3	1	2	1	0

WEAPONS

Pulsar Rifle, Combat Blade. Sicari may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Sicari have the **Floater, Support Killer** and **Melee Specialist** Skills.



SKERPSKUTTER ("MARKSMAN")

Skerpskutters are Pact-specific soldiers that specialize in picking off enemy support and hitting zeoform weak spots. They carry dedicated weaponry for their role, and move from conflict to conflict as the needs of Pact members dictate, exchanging their skills for lodgings, food, and hard currency. Skerpskutters are veterans of a dozen engagements or more, and consequently they are highly valued by Pact commanders. These commanders often end up in bidding wars for their services.

SKERPSKUTTER

19 POINTS

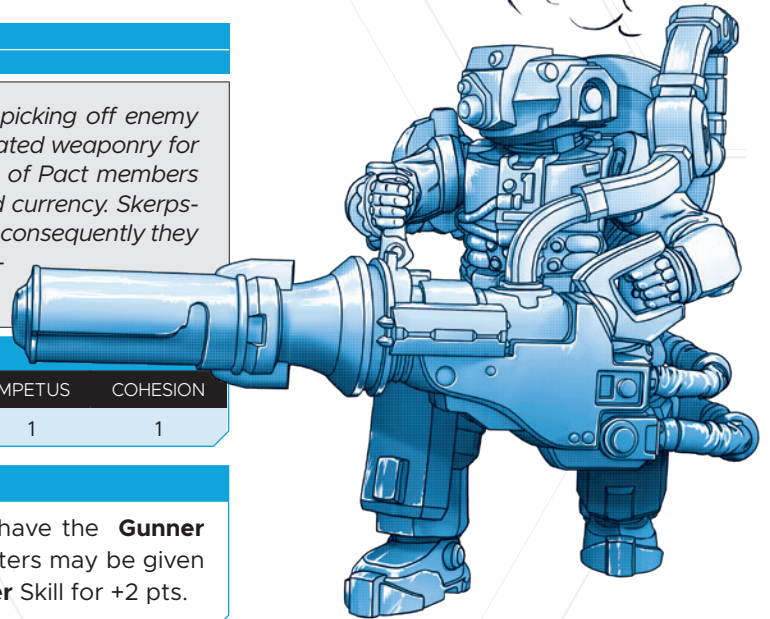
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	7+	3	2	1	2	1	1

WEAPONS

E-shield, AZ Lance. Skerpskutters may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Skerpskutters have the **Gunner** skill. Skerpskutters may be given the **Zeo Hunter** Skill for +2 pts.



TEAMSTER

Teamsters have established interpersonal neural links that enable them to function with close coordination. In their regular duties this enables them to load and unload a ship's cargo with supreme efficiency. When called upon to fight, Teamsters act as though of one mind, capable of combining their efforts to maximize their impact on the battle through tactical movement and concentration of firepower.

TEAMSTER

8 POINTS

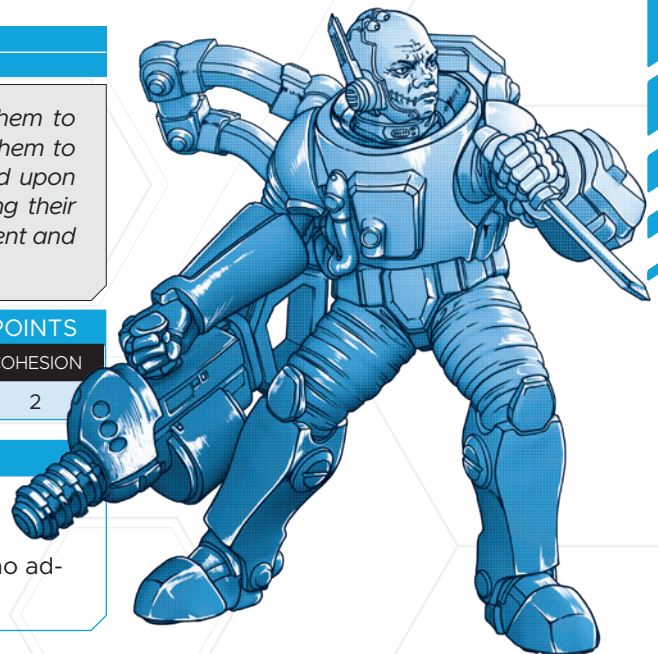
SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	7+	2	2	1	1	0	2

WEAPONS

Utility Blade, Mini RIP. Teamsters may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Teamsters can choose either the **Team Player** or **Team Leader** skills at no additional cost.





ZENGINEER

Zengineers dedicate themselves to the care and maintenance of both people and technology. They see no difference between mechanical and biological systems, nor software and mental processes. A disproportionate number are members of the Church of the Stars, who believe in the creator force of the Galaxia Sapiens, the Conscious Universe.

ZENGINEER

10 POINTS

SPEED	TARGET	ARMOR	MELEE	DEFENSES	ACTIVATION	IMPETUS	COHESION
6	6+	2	2	1	1	0	2

WEAPONS

Utility Blade, Mini RIP gun. Zengineers may also be armed with **Discus** and/or **Hornet** grenades for +1 pt for each type chosen.

SKILLS

Zengineers have the **Engineer** and **Medic** skills.

PACT SUPPORT WEAPON REFERENCE

PACT SUPPORT WEAPONS

WEAPON	ATTACKS	DAMAGE	SNAPSHOT RANGE	AIM MODIFIER	ARMOR MODIFIER	SPECIAL RULES	PTS
Utility Blade	Melee +1 Dice	7 Energy	Melee Only	-	-1 Die	-	Free
Combat Blade	Melee +2 Dice	7 Impact	Melee Only	-	-1 Die	-	+1
E-shield	Melee +1 Dice	5 Impact	Melee Only	-	-	+1 Armor (Front)	+1
Discus Grenade	2 Dice	5 Impact	8"	Snapshot Only	-	Blast (1)	+1
Hornet Grenade	2 Dice	6 Impact	12"	-1 Target	-	System Overload (Shock)	+1
RIP Pistol	3 Dice	5 Impact	12"	-	-	System Overload (Inhibit)	+1
Mini RIP	5 Dice	4 Impact	12"	-	-	-	+2
Pulsar Carbine	3 Dice	5 Impact	16"	-1 Target	-	Fusillade (1)	+2
AZ Lance	2 Dice	8 Energy	16"	-	-1 Die	-	+4
Pulsar Rifle	3 Dice	7 Impact	12"	-1 Target	-1 Die	System Overload (Burn)	+4