BEETLEBOAR

Enraged II Charge



Enraged

When it reaches negative health, instead of dying it ignores damage penalties. It dies if it is damaged again.

Charge

Hitting: 2 damage and one advantage.

Its unconfronted running actions are considered **passive**.

WEIGHT: 120 KG II HEIGHT: 75 CM MOVEMENT: 8 METRES II TERRITORIAL BEAST

Knowing your boss, you thought you knew what hardheaded and relentless meant; but these mean beast would make him cry like a Quanjie whimpersquall.

BLACK WATCH

Spitter



Parabellum suit

PHYSICAL 4) 3 (MENTAL 9) 2

Spitter

CQ: 3 physical damage. SD: 3 physical damage and one advantage. **Firearm.**

Gains one **advantage** towards **passive Shooting** actions.



Parabellum suit

Its **armour** value can not be reduced or ignored. If he was to become **Bleeding Out**, he becomes **Traumatised** instead.

WEIGHT: 145 KG II HEIGHT: 190 CM MOVEMENT: 5 METRES II COMBATIVE HUMAN

Once the motto of proud clansmen, "Robore Prudentia Praestat" are but empty words sewn in mercenary patches.

BLOODHOUND

Bloodhound || Tearing bites || Ravager

PHYSICAL 8)2(



MENTAL 7)2

Bloodhound

WEIGHT: 60 KG || HEIGHT: 70 CM MOVEMENT: 10 METRES || BLOODTHIRSTY RAVAGER

It gains one advantage towards Searching

Not so much an evolutionary marvel as it is a bioengineering masterpiece, nothing escapes its sharp senses, and it doesn't have a problem finishing off its prey either.

COALITION TECH

Multiscan



PHYSICAL 4) 2 (MENTAL 6) 3

Multiscan

It can detect light, sound, and thermal variations in any measurable spectrum.

Diaperer

CQ: 2 damage and one advantage. SD: 1 damage. Neural weapon.

Ghost.



Action (Hacking). May be used to hack. It causes 2 points of ACS damage when performing a DoS actions.

WEIGHT: 65 KG II HEIGHT: 165 CM MOVEMENT: 5 METRES II MALICIOUS CORVO

While better suited for office ops, C-techs still are one of the best assets of the Coalition army.



Vortex II Multiscan

Edge Control Studi

Decognitator

PHYSICAL 12) 2 (MENTAL 4) 2

Vortex

Action (Initiative). She suffers two neural damage to open two portals up to 50 metres apart.

Multiscan

It can detect light, sound, and thermal variations in any measurable spectrum.



Decognitator

CQ: 3 damage and one advantage. SD: 3 damage and one advantage. **Neural weapon.**

> WEIGHT: 80 KG II HEIGHT: 180 CM MOVEMENT: 5 METRES II INDEPENDENT HUMAN

One man's pain is another's gain, and the war against the Ravager has brought mercenaries and contractors many profitable opportunities.



Chemical flamer || Ravager



Chemical flamer

CQ: 2 damage and two advantages.

Flamethrower: Half its damage is physical and the other half is neural. Damaged targets suffer 1 physical damage each **maintenance phase** until they spend a Round without performing any actions, or are the target of a successful Medical action.

All damage caused by Chemical flamer ignores **armour**.

Ravager

If it is hacked, it will fail his action, or suffer a **disadvantage** towards its next action.

WEIGHT: 65 KG II HEIGHT: 165 CM MOVEMENT: 5 METRES II RECKLESS RAVAGER

"If you can't harvest it, you may as well burn it." Herald of Extinction

HARVESTER

Harvester II Ravager

Bio rifle

PHYSICAL 5)2(

MENTAL 4)2(

Harvester

It ignores half its physical damage penalties rounded down

Additionally, it always recovers one neural damage each maintenance phase.

Ravager

If it is hacked, it will fail its action, or suffer a disadvantage towards its next action.



Bio rifle

CQ: 3 damage and one advantage. SD: 2 damage. Neural weapon.

They seemed to have an unlimited supply of these.



Ravager || Vicious attacks || Charge

PHYSICAL 9)3

Grappling: 0 damage and two advantages. Charge Its unconfronted considered passive. Activated. He gains one advantage towards a **COC** action in the same turn it runs. Ravager

MENTAL 3)2

If it is hacked, it will fail its action, or suffer a disadvantage towards its next action.

running

actions

are

Hitting: 4 damage and one advantage.

Vicious attacks

WEIGHT: 340 KG II HEIGHT: 280 CM

"Try breathing through crushed lungs..." Anonymous soldier after a ravager attack

KIRA BRAVE

Neural attack || Tech-hybrid



Neural attack

Activated. He suffers two neural damage, and deals two neural or ACS damage to a target up to 20 metres away.

Tech-hybrid

If he is hacked, he will fail his action, or suffer a **disadvantage** towards his next action.

WEIGHT: 75 KG || HEIGHT: 160 CM MOVEMENT: 4 METRES - 8 FLYING || TRUSTWORTHY KIRA

The hunger of their genetic descendants is a heavy burden for the Kira, and one they bear with shame.

LURCHING HORROR

Blade fury II Nano hooks II Ravager



Blade fury

Hitting: 3 damage and three advantages. Grappling: 0 damage and two advantages. Activated. It can suffer one **disadvantage** to attack two targets simultaneously.

Nano hooks

It can attach itself to any surface such as a wall or ceiling, and move around.

Ravager

If it is hacked, it will fail its action, or suffer a **disadvantage** towards its next action.

WEIGHT: 140 KG II HEIGHT: 200 CM MOVEMENT: 10 METRES II ASTUTE RAVAGER

"Another morsel for the Queen!"

NUBIS MOTH

Tiny II Friendly



Tiny

It gains three **advantages** towards Hiding and Dodging.

Friendly

It can communicate through **LinkWave**, and will befriend a character who feeds, cares, and communicates with it. It will help its friends exploring, stealing tiny items, alerting them from enemy presence, etc.

> WEIGHT: 0.01 G II ALTURA: 15 CM MOVEMENT: 1 METRE - 7 FLYING II KIND INSECT

The nubis are remarkably kind and caring, especially considering they are native to Ujara.



Ravager

If it is hacked, it will fail his action, or suffer a **disadvantage** towards its next action.



CQ: 3 damage and one advantage. SD: 3 damage. **Plasma weapon.**

> WEIGHT: 100 KG || HEIGHT: 180 CM MOVEMENT: 5 METRES || CUNNING RAVAGER

Armed to the teeth with advanced weaponry, Reapers are sent in when Harvesters just won't cut it.

SERRA FLIES

Flying swarm !! Flesheater !! Ravager

PHYSICAL 1) 1(

MENTAL 1)

Flying swarm

They ignore damage from Standard ammunition.

Flesheaters

Activated. They deal 1 physical and 1 neural damage to a character within CQC range. Ignores armour.

Ravager

If they are hacked, they will fail their action, or suffer a **disadvantage** towards their next action.

WEIGHT: 0.45 G II 5,000 PER SWARM MOVEMENT: 5 METRES II OVERWHELMING RAVAGER

Ravager efficiency at its best, the sight of Serra Files devouring a body whole in minutes is indeed terrifying.



Charging fists || Acid storm || Ravager



Acid storm

CQ: 2 damage, and one advantage against actions other than Dodging.

Neural weapon.

Activated. Targets everyone in a 45° arc. Damaged characters suffer two disadvantages towards their next action.

Charging fists

Hitting: 4 damage and one advantage.

Its unconfronted running actions are considered **passive**.

WEIGHT: 120 KG II HEIGHT: 185 CM MOVEMENT: 5 METRES II RUTHLESS RAVAGER

If you are carrying an acid-proof bottle, be sure to catch some of its prized fluids. Alternatively, die a horrible, corrosive death.

TECHNO

Ravager || Biorig 2 || Neural sacrifice



Neural sacrifice

Activated. It suffers two neural damage to gain one advantage.

Biorig 2 (LinkWave 100)

Action (Hacking). May be used to hack. It causes 2 points of ACS damage when performing a DoS action.

WEIGHT: 50 KG II HEIGHT: 160 CM MOVEMENT: 5 METRES II CUNNING RAVAGER

"Primary firewall breach. Someone is disrupting the carbon sequencer's incubation cycles during the cell replication process. An alteration at this stage of development would create severe biological abnormalities, killing the newborns. Engaging countermeasures."





CQ: 3 damage and one advantage. SD: 3 damage.

Plasma weapon.

He can perform an additional Shooting action against a target up to 10 metres away.

Rousey suit

Hitting: 4 damage. Grappling: 0 damage. Activated. He gains one advantage towards an Agility action.

> WEIGHT: 110 KG II HEIGHT: 190 CM MOVEMENT: 10 METRES II STRATEGIST HUMAN

"Sir, I got lost on the way to college, sir!" Warboy about his reasons to be in Ujara

WAVE WEAVER

Amphibious || Brutal bite || Ravager



Amphibious

It can breathe underwater. Its unconfronted swimming actions are considered **passive**. **Activated**. It gains one **advantage** towards a **CQC** action in the same turn it swims.

Brutal bite

Grappling: 2 damage and one advantage.

Its Grappling actions against a character it already has a hold over receive two additional **advantages.**

WEIGHT: 270 KG || HEIGHT: 230 CM MOVEMENT: 5 METRES - 10 SWIMMING || FOCUSED RAVAGER

Wave weavers surf the seas, the biggest reserves of natural species in most inhabited worlds, ever searching for new DNA.