

THE U.N.A.



Somewhere on Damocles, inside an empty hangar in Camp Charlie.

The lieutenant pointed at a map pinned to the wall.

"This is one of the Salamander's stocking areas. We already know that this dangerous criminal is borrowing troops from corrupt officers, probably steel troopers but we cannot be sure. What we do know is that they are all well trained and well equipped. We are unable to predict the security measures in place around the Salamander's warehouse. In any case, avoid triggering the alarm. Prepare for anything. The Salamander deals military materiel. There are countless branches to his organization and he has accomplices on all sides."

The lieutenant paused to observe the room. A chill ran down his spine as he gazed upon these beings who were still his fiercest enemies only forty eight hours ago. There was no doubt they felt the same about him. It was crucial to put aside any resentment if this team was to work out. It was time to tell them who was here and why so everyone understood they were facing a common enemy. Intelligence officers had strongly advised him not to, yet the lieutenant overlooked the recommendation.

"He steals Therian bodies, diverts large quantities of nano-machines, hacks into attack systems... That is why we have Therians with us. It is their information that allowed us to trace the network set up by the Salamander."


"The situation is no better for the Red Blok," he resumed. "The Salamander diverts materiel, snatches soldiers, and sells contraband alcohol and spiked combat drugs. Their piece of the puzzle allowed us to dig a bit further and discover that the Salamander does not only smuggle goods out of Damocles. He also sells them to every corrupt piece of filth on this planet. Finally, we have learned from trusted sources that he has already captured a dozen Karmans. He is selling them bit by bit to clandestine U.N. research labs. We believe there are also such organizations hiding in everybody's back. The Karmans have provided precise space traffic observations most likely associated with the Salamander's activities."

The lieutenant stopped talking to watch the effect his speech had on his audience. The revolutionary soldiers remained impassive, but a dangerous gleam in their eyes said that they had personally seen their comrades fall victim of the junk the Salamander was dealing.

The overseer's mask had shifted to the face of a furious demon. The lieutenant knew, for having examined the files supplied by U.N. intelligence, that the overseer had personally been a victim of the Salamander. Fangs showing and hair standing on end, the Karmans were on the verge of fury.

No matter the elements selected for the next mission, the team was solidly united in hate by these common goals. The lieutenant was reassured and began exposing facts known to the U.N.A.

Star trooper Lieutenant ★



14/20 4 4 3

Endurance : ●●●●●●

"We are just the best!"

Authority: The character has a value of 2 to solve Authority tests.
Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons


ASSAULT RIFLE	3	1/1	-	4/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1
--------------	---	-----	---	-----

OPTIONAL EQUIPEMENT	EXPERIENCE

Steel trooper Lieutenant ★★



14/20 5 5 4

Endurance : ●●●●●●

"Let's go!"

Authority: The character has a value of 2 to solve Authority tests.
Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons


LASER RIFLE	5	1/0	-	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1
--------------	---	-----	---	-----

OPTIONAL EQUIPEMENT	EXPERIENCE

Wing trooper Lieutenant ★★



18/24 5 5 4

Endurance : ●●●●●●

"Death from above!"


Authority: The character has a value of 2 to solve Authority tests.
Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons


MULTILASER	2	1/1	-	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1
--------------	---	-----	---	-----

OPTIONAL EQUIPEMENT	EXPERIENCE
	

Shock trooper Sergeant ★★



14/20 5 5 5

Endurance : ●●●●●●

"Eat this!"


Authority: The character has a value of 1 to solve Authority tests.
Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons

SMG	1	2/0	-	4/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			

Melee weapons

POWERPIKE	7	1/1	-	7/1
-----------	---	-----	---	-----

OPTIONAL EQUIPEMENT	EXPERIENCE
	



Death dealer TacArm Sergeant ★★★

14/20 6 9 4

Endurance: ●●●●●●

"With the compliments of the ace of spades!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact.

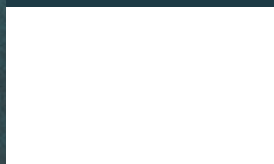
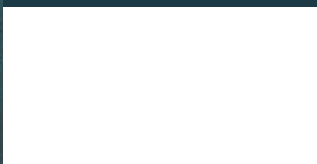


Ranged weapons

VOLCANO MG	4	3/0	-	7/1	<input type="checkbox"/>
MUNITIONS	●●●●●●●●●●●●●●●●●●●●●●				
VOLCANO MG	4	3/0	-	7/1	<input type="checkbox"/>
MUNITIONS	●●●●●●●●●●●●●●●●●●●●●●				

OPTIONAL EQUIPMENT

EXPERIENCE



Jam TacArm Sergeant ★★★

14/20 6 9 4

Endurance: ●●●●●●

"Never cross the streams!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Jammer: Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the column.

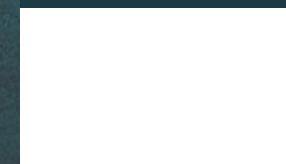
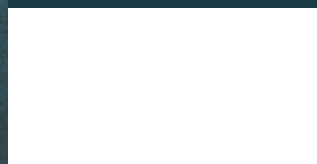
Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the column.

Ranged weapons

JAMMER	5	1/0	3	3/+1	<input type="checkbox"/>
AMMO	●●●●●				
MISSILE LAUNCHER	3+	1/0	-	13/2	<input type="checkbox"/>
AMMO	●●●				

OPTIONAL EQUIPMENT

EXPERIENCE



Shock TacArm Sergeant ★★★

14/20 6 9 5

Endurance: ●●●●●●

"The power of a god of destruction!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.



Ranged weapons

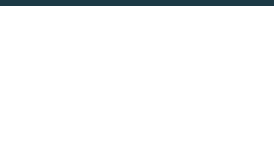
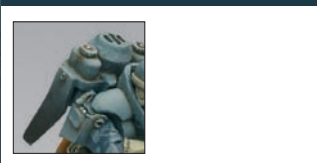
FLAMER	(25)	1/0	4	8/1	<input type="checkbox"/>
AMMO	●●●●●				

Melee weapons

POWERLANCE	7	1/1	-	11/1	<input type="checkbox"/>
------------	---	-----	---	------	--------------------------

OPTIONAL EQUIPMENT

EXPERIENCE



Steel TacArm Sergeant ★★★

14/20 6 9 4

Endurance: ●●●●●●

"Raw power!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

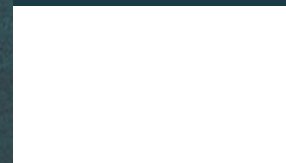
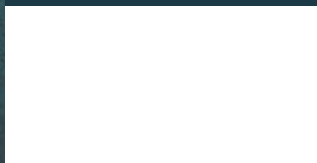
Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.


Ranged weapons

LASER GUN	7	1/1	-	14/1	<input type="checkbox"/>
AMMO	●●●●●●●●●●				
LASER GUN	7	1/1	-	14/1	<input type="checkbox"/>
AMMO	●●●●●●●●●●				


OPTIONAL EQUIPMENT


EXPERIENCE







Star trooper


14/20


4


4


3

Endurance: ●●●●●●●●

"%**%\$!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons


ASSAULT RIFLE	3	1/1	-	4/1	
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	
AMMO	●●●●●●				

Melee weapons


COMBAT KNIFE	3	1/0	-	3/1	
--------------	---	-----	---	-----	--


OPTIONAL EQUIPMENT


EXPERIENCE




Steel trooper


14/20


5


5


4

Endurance: ●●●●●●●●

"Let's kick some a..."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons


LASER RIFLE	5	1/0	-	5/1	
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	
AMMO	●●●●●●				

Melee weapons


COMBAT KNIFE	4	1/0	-	3/1	
--------------	---	-----	---	-----	--


OPTIONAL EQUIPMENT


EXPERIENCE




Wing trooper


18/24


5


5


4

Endurance: ●●●●●●●●

"Sycamooooooooore!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons


MULTILASER	2	1/1	-	5/1	
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	
AMMO	●●●●●●				

Melee weapons


COMBAT KNIFE	4	1/0	-	3/1	
--------------	---	-----	---	-----	--


OPTIONAL EQUIPMENT


EXPERIENCE




Shock trooper


14/20


5


5


5

Endurance: ●●●●●●●●

"Count your teeth while you still can."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

SMG	1	2/0	-	4/1	
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	
AMMO	●●●●●●				


Melee weapons

POWER PIKE	7	1/1	-	7/1	
------------	---	-----	---	-----	--

OPTIONAL EQUIPMENT

EXPERIENCE






Death Dealer TacArm ★★★


14/20


6


9



4

Endurance: ●●●●●●

"Lead distribution!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.




Ranged weapons


Weapon	Count	Penetration	Damage	Special
VOLCANO MG	4	3/0	-	7/1
AMMO ●●●●●●●●●●●●●●●●				
VOLCANO MG	4	3/0	-	7/1
AMMO ●●●●●●●●●●●●●●●●				


OPTIONAL EQUIPMENT


EXPERIENCE




Jam TacArm ★★★


14/20


6



9



4


Endurance: ●●●●●●

"You're going to be toast!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Jammer: Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the  column.

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the  column.



Ranged weapons

Weapon	Count	Penetration	Damage	Special
JAMMER	5	1/0	-	3+/1
AMMO ●●●●●				
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO ●●●				

OPTIONAL EQUIPMENT

EXPERIENCE



Shock TacArm ★★★


14/20


6


9


5

Endurance: ●●●●●●●●

"I'm alive and you are dead!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons

FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●●●●					


Melee weapons

POWER LANCE	7	1/1	-	11/1	
-------------	---	-----	---	------	--


OPTIONAL EQUIPMENT





EXPERIENCE




Steel TacArm ★★★


14/20


6


9


4

Endurance: ●●●●●●●●

"This feels awesome!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons


LASER GUN	7	1/1	-	14/1	
AMMO ●●●●●●●●					

Melee weapons


LASER GUN	7	1/1	-	14/1	
AMMO ●●●●●●●●					


OPTIONAL EQUIPMENT

EXPERIENCE




Star trooper flamer ★


14/20


4


4


3

Endurance: ●●●●●●●●

"Can you feel the heat?"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons


FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	
AMMO ●●●●●●●●					

Melee weapons


COMBAT KNIFE	3	1/0	-	3/1	
--------------	---	-----	---	-----	--


OPTIONAL EQUIPMENT


EXPERIENCE




Shock trooper flamer ★★


14/20


5


5


5

Endurance: ●●●●●●●●

"I am going to set your a... on fire"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.


Ranged weapons

FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	
AMMO ●●●●●●●●					

Melee weapons

POWER PIKE	7	1/1	-	7/1	
------------	---	-----	---	-----	--

OPTIONAL EQUIPMENT

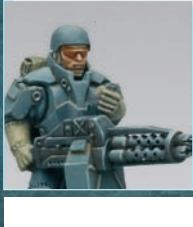


EXPERIENCE



Star trooper Volcano MG ★

14/20 4 4 3



Endurance: ●●●●●●

"Say hello to my little friend!"

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.

Ranged weapons				
VOLCANO MG	3	3/0	-	7/1
AMMO	●●●●●●●●●●●●●●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●			

Melee weapons				
COMBAT KNIFE	3	1/0	-	3/1

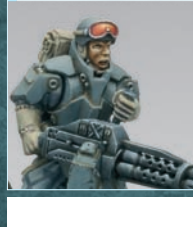
OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper Volcano MG ★★

14/20 5 5 4



Endurance: ●●●●●●

"Contaaaaact!"

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.

Ranged weapons				
VOLCANO MG	4	3/0	-	7/1
AMMO	●●●●●●●●●●●●●●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●			

Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1

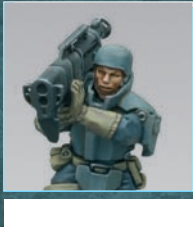
OPTIONAL EQUIPMENT

EXPERIENCE



Star trooper missile launcher ★

14/20 4 4 3



Endurance: ●●●●●●

"Target locked!"

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the column.

Ranged weapons				
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO	●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●			

Melee weapons				
COMBAT KNIFE	3	1/0	-	3/1

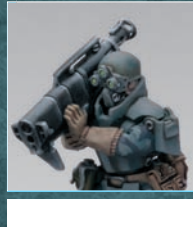
OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper missile launcher ★★

14/20 5 5 4



Endurance: ●●●●●●

"Fox 2! Fox 2!"


Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the column.

Ranged weapons				
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO	●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●			


Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1


OPTIONAL EQUIPMENT


EXPERIENCE




Wing trooper missile launcher ★★


18/24



5










5


4

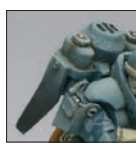
Endurance: ●●●●●●●●

"Biiiiiiiiiiiiiiiiip!"

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the  column.

Ranged weapons				
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO	●●●●●●●●●●●●●●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●●●●●			
Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT




EXPERIENCE



Steel trooper laser gun ★★


14/20


5




5


4

Endurance: ●●●●●●●●

"I love this gun!"

Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons				
LASER GUN	7	1/1	-	14/1
AMMO	●●●●●●●●●●●●●●●●			
GRENADES	0	1/0	3	4/1
AMMO	●●●●●●●●●●			
Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE





Wing trooper sniper gun ★★

18/24 5 5 4

Endurance: ●●●●●●

"Can't see me, can't catch me!"

Sniper: Sniper shots ignore cover.



Ranged weapons

SNIPER GUN	10	1/0	-	8/1	<input type="checkbox"/>
AMMO	●●●●●●				
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
--------------	---	-----	---	-----	--------------------------

OPTIONAL EQUIPMENT



EXPERIENCE



Star trooper combat engineer ★

14/20 4 4 3

Endurance: ●●●●●●

"Ooh I love fireworks!"

Sabotage: The character can destroy a terrain element in contact. The terrain element is removed from the game.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

ASSAULT RIFLE	3	1/1	-	4/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons

COMBAT KNIFE	3	1/0	-	3/1	<input type="checkbox"/>
--------------	---	-----	---	-----	--------------------------

OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper mechanic ★★

14/20 5 5 4

Endurance: ●●●●●●

"I've read something about that..."

Repair: The character can give back 1 Structure point to a damaged vehicle or machine.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

LASER RIFLE	5	1/0	-	5/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
--------------	---	-----	---	-----	--------------------------

OPTIONAL EQUIPMENT

EXPERIENCE



Star trooper medic ★

14/20 4 4 3

Endurance: ●●●●●●

"Stick out your tongue and say aaah."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.



Ranged weapons


ASSAULT RIFLE	3	1/1	-	4/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons

COMBAT KNIFE	3	1/0	-	3/1	<input type="checkbox"/>
--------------	---	-----	---	-----	--------------------------

OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper medic

★★

14/20

5

5


4

Endurance: ●●●●●●●

"Where did that hole come from?"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Ranged weapons					
LASER RIFLE	5	1/0	-	5/1	■
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	■
AMMO	●●●●●●				
Melee weapons					
COMBAT KNIFE	4	1/0	-	3/1	■

OPTIONAL EQUIPMENT

EXPERIENCE



Wing trooper medic

★★

18/24

5

5

4

Endurance: ●●●●●●●

"Stop jumpin' around if you want me to stitch it up!"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Ranged weapons					
MULTILASER	2	1/1	-	5/1	■
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	■
AMMO	●●●●●●				
Melee weapons					
COMBAT KNIFE	4	1/0	-	3/1	■

OPTIONAL EQUIPMENT

EXPERIENCE

