



Druze Bayram Security

300/4

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GROUP 1



BRAWLER Doctor LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	12	11	12	2	3	1	2	20
									0

Equipment: MediKit
 Special Skills: Doctor, Fireteam: Duo
 Rifle + Light Shotgun | Pistol, Knife



DRUZE Lieutenant MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	15	12	11	13	3	3	1	2	23
									0

Equipment: X Visor
 Special Skills: Fatality L1, Fireteam: Core, Fireteam: Duo, Lieutenant, Veteran L1
 Combi Rifle, Chain-colt | Viral Pistol, Knife



DRUZE MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	15	12	11	13	3	3	1	2	29
									1.5

Special Skills: Fatality L1, Fireteam: Core, Fireteam: Duo, Veteran L1
 HMG, Chain-colt | Viral Pistol, Knife



DRUZE MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	15	12	11	13	3	3	1	2	27
									0.5

Equipment: X Visor
 Special Skills: Fatality L1, Fireteam: Core, Fireteam: Duo, Veteran L1
 Combi Rifle + Light Grenade Launcher (E/M and Nimbus) | Viral Pistol, Knife



CLIPPER DRONBOT REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	8	12	10	13	0	3	1	3	17
									1.5

Special Skills: G: Remote Presence
 Missile Launcher | Electric Pulse



BASHI BAZOUK LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	8	11	10	12	2	0	1	2	12
									0

Equipment: Holoprojector L2
 Special Skills: AD: Parachutist Zero-G
 Submachine Gun, Chain-colt | Pistol, CC Weapon



KAMEEL REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
4 - 4	8	11	10	13	2	3	1	4	8
									0

Equipment: Baggage, Minesweeper, Repeater
 Special Skills: G: Remote Presence
 Electric Pulse



KAMEEL REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
4 - 4	8	11	10	13	2	3	1	4	8
									0

Equipment: Baggage, Minesweeper, Repeater
 Special Skills: G: Remote Presence
 Electric Pulse



VALERYA GROMOZ Hacker LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	11	10	14	1	0	1	2	21
									0.5

Equipment: Hacking Device
 Combi Rifle + Pitcher | Pistol, Knife



DRUZE Hacker MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	15	12	11	13	3	3	1	2	25
									0

Equipment: Killer Hacking Device, X Visor
 Special Skills: Fatality L1, Fireteam: Core, Fireteam: Duo, Veteran L1
 Combi Rifle + Pitcher, D-Charges | Viral Pistol, Knife

GROUP 2



BOUNTY HUNTER LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	12	10	13	1	3	1	2	15
									0

Special Skills: Booty L2, Fireteam: Duo, Stealth
 Boarding Shotgun | Pistol, Knife



PEACEMAKER REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 4	7	12	10	13	1	3	1	4	21
									0

Equipment: Repeater
 Special Skills: G: Remote Presence, Mechanized Deployment
 Heavy Shotgun + AUXBOT_3 | Electric Pulse



HUNZAKUT SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	11	12	14	0	0	1	2	18
									0

Equipment: Deployable Repeater
 Special Skills: CH: Camouflage, Forward Observer, Infiltration, Multiterain
 Rifle + Light Shotgun, Antipersonnel Mines | Pistol, Knife



AUXBOT_3 REM

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

Special Skills: G: Synchronized, Mechanized Deployment
 Heavy Flamethrower | Electric Pulse



FUGAZI DRONBOT REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 6	8	8	11	13	0	3	1	3	8
									0

Equipment: Repeater
 Special Skills: CH: Mimetism, G: Remote Presence
 Flash Pulse, Sniffer | Electric Pulse



SAITO TOGAN SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	24	11	13	13	1	0	1	2	40
									0

Special Skills: CH: TO Camouflage, Infiltration, Kinematika L1, Martial Arts L4, Multiterain, Specialist Operative
 Combi Rifle, Smoke Grenades | Pistol, EXP CCW, Knife



FUGAZI DRONBOT REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6 - 6	8	8	11	13	0	3	1	3	8
									0

Equipment: Repeater
 Special Skills: CH: Mimetism, G: Remote Presence
 Flash Pulse, Sniffer | Electric Pulse

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Antipersonnel Mines	-	13	1	Shock	Intuitive Attack, Concealed, Disposable (3), Direct Template (Small Teardrop), Deployable
Boarding Shotgun <i>(AP Mode)</i>		14	2	AP	
Boarding Shotgun <i>(Blast Mode)</i>		14	2	N	Impact Template (Small Teardrop)
CC Weapon	-	PH	1	N	CC
Chain-colt	-	13	1	N	Intuitive Attack, Direct Template (Small Teardrop)
Combi Rifle		13	3	N	Suppressive Fire
D-Charges <i>CC Mode</i>	-	14	1	AP+Exp	Anti-materiel, Disposable (3), CC (-3)
D-Charges <i>Deployable Mode</i>	-	14	1	AP+Exp	Anti-materiel, Disposable (3), Deployable
Discover		-	-	-	-
Electric Pulse	-	-	1		2 Turns, CC, IMM-2, Non-Lootable, Non-lethal, Automatic (7)
EXP CC Weapon	-	PH	1	Exp	Anti-materiel, CC
EIM Light Grenade Launcher		13	1	E/M	Speculative Fire, Impact Template (Circular)
Flash Pulse		13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer		-	2		Technical Weapon, Non-lethal, Non-Lootable
Heavy Flamethrower	-	14	1	Fire	Intuitive Attack, Direct Template (Large Teardrop)
Heavy Shotgun <i>(AP Mode)</i>		15	2	AP	
Heavy Shotgun <i>(Blast Mode)</i>		15	2	N	Impact Template (Small Teardrop)
HMG		15	4	N	Suppressive Fire
Knife	-	PH-1	1	Shock	CC, Silent
Light Shotgun		13	2	N	Impact Template (Small Teardrop)
MediKit		-	1		Non-lethal
Missile Launcher <i>(Anti-tank Mode)</i>		14	1	AP+Exp	Anti-materiel
Missile Launcher <i>(Blast Mode)</i>		14	1	Exp	Anti-materiel, Impact Template (Circular)
Nimbus Light Grenade Launcher		13	1	Nimbus	Speculative Fire, Non-lethal, Impact Template (Circular), Reflective, Targetless
Pistol		11	2 (1 in CC)	N	CC
Pitcher		-	1		Disposable (2), Indiscriminate, Non-lethal, Speculative Fire, Targetless
Rifle		13	3	N	Suppressive Fire
SF Mode		*	3		
Smoke Grenade		-	1	Smoke	Throwing Weapon, Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Sniffer	-	-	-		Disposable (3), Indiscriminate, Deployable, Zone of Control
Submachine Gun <i>Shock Mode</i>		13	3	Shock	Suppressive Fire
Submachine Gun <i>AP Mode</i>		13	3	AP	Suppressive Fire
Viral Pistol		12	2 (1 in CC)	Viral	CC

Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	HD	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	HD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	HD	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	HD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
GADGET-1	Fairy Dust	HD	-	-	-	1	HI	Entire Order	Entire Order 2 Turns. All HIs gain Firewall MODs.
GADGET-1	Lockpicker	HD	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	Controlled Jump	HD	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	Assisted Fire	HD	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	Enhanced Reaction	HD	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
SHIELD-1	Exorcism	HD	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	Hack Transport Aircraft	HD	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	U-Turn	HD	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SWORD-1	Brain Blast	HD, KHD	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 Wounds/STR.
SWORD-2	Redrum	KHD	0	-3	16	2	Hacker	Short Skill/ ARO	Hacking Area. DT Special Ammo. Loss of 1 point of Wounds/STR.
SWORD-2	Skullbuster	KHD	+3	0	16	2	Hacker	Short Skill/ ARO	Hacking Area. Breaker Special Ammo. Loss of 1 point of Wounds/STR.
SWORD-2	Trinity	KHD	0	0	16	3	Hacker	Short Skill/ ARO	Hacking Area. Shock Special Ammo. Loss of 1 point of Wounds/STR.
UPGRADE	Cybermask	KHD	0	0	-	1	-	Entire Order	Replace user with Impersonation-2 Marker.

HD: Hacking Device

Booty L2 Chart

Roll	Result	Roll	Result
1-2	+1 ARM	11	MULTI Rifle
3	Chain Rifle	12	Multispectral Visor L1
4	AutoMedikit	13	Breaker Rifle
5	Nanopulser	14-15	Adhesive Launcher
6	Panzerfaust	16	+3 ARM
7	MULTI Sniper Rifle	17	Flash Pulse
8	Smoke Grenades	18	Motorcycle (MOV 8-6
9	CH: Mimetism	19	ODD: Optical Disruption Device
10	+2 ARM	20	HMG