

# Zone Raiders

Team Roster (v.72)

<b>Raid Team Name</b>		<b>Faction</b>		<b>Matches:</b>	<b>Wins:</b>	<b>Losses:</b>	<b>Resources</b>		
Strelov's Company		Zone Stalkers			1	2	30 RU		
<b>Team Equipment Cache:</b>				<b>Team Development Level:</b>			<b>Team Cost:</b>		
				<b>TECH</b>	<b>BIO</b>	<b>TACTICS</b>	800		
				2	1	1			
<b>Doctrines:</b>									
Ambush Tactics: +2 Ranged while in Stealth									
<b>Raider Name:</b>	<b>Class:</b>	<b>Speed</b>	<b>Ranged</b>	<b>Melee</b>	<b>Defense</b>	<b>Survival</b>	<b>Aptitude</b>	<b>Level</b>	<b>XP</b>
Colonel Strelov	Zone Warden	5	11	10	4 [7]	9 [12]	10	4	1
<b>Armor:</b>	<b>Intrusion Suit</b>	<b>Weapons:</b>		Range	Strength	Ammo	Specials		
Defense Bonus:	3	<b>Mag Stormer</b>		12	4AP	1	Burst [2]		
Survival Bonus	3	Sawed-Off Slugger		6	2	N/A	Short-Range, Concussive		
Mobility:	Grapple, Dash	Mag Cutter		Melee	4AP	N/A			
<b>Equipment:</b>				<b>Abilities:</b>					<b>Injuries:</b>
				Armor: Kills regain stealth [12+]					
				Stealth [12 inches]					
				Skirmisher: [Shooting doesn't end turn. Cant shoot tw					
<b>Raider Name:</b>	<b>Class:</b>	<b>Speed</b>	<b>Ranged</b>	<b>Melee</b>	<b>Defense</b>	<b>Survival</b>	<b>Aptitude</b>	<b>Level</b>	<b>XP</b>
Pavlichenko	Jaeger	5	10	10	4	9 (12)	8	4	0
<b>Armor:</b>	<b>Ambush Camo</b>	<b>Weapons:</b>		Range	Strength	Ammo	Specials		
Defense Bonus:	0	<b>Interdiction Rifle</b>		24	5 AP	Auto	Bulky		
Survival Bonus	3	Mag Cutter		Melee	4 AP	N/A			
Mobility:	Grapple								
<b>Equipment:</b>				<b>Abilities:</b>					<b>Injuries:</b>
				Armor: 2 Actions to Regain Stealth					
				Superior Stealth [8 inches]					
				Fire Coordinator [+4 to Mark Target]					
<b>Raider Name:</b>	<b>Class:</b>	<b>Speed</b>	<b>Ranged</b>	<b>Melee</b>	<b>Defense</b>	<b>Survival</b>	<b>Aptitude</b>	<b>Level</b>	<b>XP</b>
Kovskaya	Jaeger	5	10	10	4	9 (12)	8	3	2
<b>Armor:</b>	<b>Ambush Camo</b>	<b>Weapons:</b>		Range	Strength	Ammo	Specials		
Defense Bonus:	0	<b>Interdiction Rifle</b>		24	5 AP	Auto	Bulky		
Survival Bonus	3	Mag Cutter		Melee	4 AP	N/A			
Mobility:	Grapple								
<b>Equipment:</b>				<b>Abilities:</b>					<b>Injuries:</b>
				Armor: 2 Actions to Regain Stealth					
				Superior Stealth [8 inches]					
				Fire Coordinator [+4 to Mark Target]					
<b>Raider Name:</b>	<b>Class:</b>	<b>Speed</b>	<b>Ranged</b>	<b>Melee</b>	<b>Defense</b>	<b>Survival</b>	<b>Aptitude</b>	<b>Level</b>	<b>XP</b>
Metascribe Tanisii	Ancient Survivor	5	8	8	6	6	12	1	0
<b>Armor:</b>		<b>Weapons:</b>		Range	Strength	Ammo	Specials		
Defense Bonus:									
Survival Bonus									
Mobility:									
<b>Equipment:</b>				<b>Abilities:</b>					<b>Injuries:</b>
				Ancient Proficiency [Auto-succeed at Interface checks					
				lost Lore [+1 to Each Team Resource]					

Raider Name:	Class:	Speed	Ranged	Melee	Defense	Survival	Aptitude	Level	XP	
Yevegni	Scout Stalker	5	10	8	4(6)	8 (10)	8	2	1	
<b>Armor:</b>	<b>Excursion Rig</b>	<b>Weapons:</b>			Range	Strength	Ammo	Specials		
Defense Bonus:	2	<b>Vesper Rifle</b>		18	3 AP	Auto	Shooting doesn't lose Stealth [12+]			
Survival Bonus	2	Sawed-Off Slugger		6	2	N/A	Short-Range, Concussive, Low-Impact			
Mobility:	Wallrun, Leap									
<b>Equipment:</b>					<b>Abilities:</b>			Injuries:		
					Stealth [12 inches]					
Raider Name:	Class:	Speed	Ranged	Melee	Defense	Survival	Aptitude	Level	XP	
Yuri	Scout Stalker	5	10	8	4(6)	8 (10)	8	1	0	
<b>Armor:</b>	<b>Excursion Rig</b>	<b>Weapons:</b>			Range	Strength	Ammo	Specials		
Defense Bonus:	2	<b>Auto-Carbine</b>		12	0	Auto	Burst(2), Rapid Weapon			
Survival Bonus	2	Sawed-Off Slugger		6	2	N/A	Short-Range, Concussive			
Mobility:	Wallrun, Leap									
<b>Equipment:</b>					<b>Abilities:</b>			Injuries:		
	<b>Smoke Canister</b>				Stealth [12 inches]					
Raider Name:	Class:	Speed	Ranged	Melee	Defense	Survival	Aptitude	Level	XP	
Renko	Scout Stalker	5	10	8	4(6)	8 (10)	8	1	0	
<b>Armor:</b>	<b>Excursion Rig</b>	<b>Weapons:</b>			Range	Strength	Ammo	Specials		
Defense Bonus:	2	<b>Auto-Carbine</b>		12	0	Auto	Burst(2), Rapid Weapon			
Survival Bonus	2	Sawed-Off Slugger		6	2	N/A	Short-Range, Concussive			
Mobility:	Wallrun, Leap									
<b>Equipment:</b>					<b>Abilities:</b>			Injuries:		
	<b>Smoke Canister</b>				Stealth (12 inches)					
Raider Name:	Class:	Speed	Ranged	Melee	Defense	Survival	Aptitude	Level	XP	
Artyom	Trespasser	5	7	12	4 (8)	9 (11)	6	2	1	
<b>Armor:</b>	<b>Skirmish Frame</b>	<b>Weapons:</b>			Range	Strength	Ammo	Specials		
Defense Bonus:	4	Mag Pulser		8	2AP	N/A				
Survival Bonus	2	Mag Cutter		Melee	4AP	N/A				
Mobility:	Wallrun, Grapple	N3 Charges		6	4AP	10+	Grenade, Blast(2), Brutal			
<b>Equipment:</b>					<b>Abilities:</b>			Injuries:		
	Interface Deck (May Interface at +4)				Stealth [12 inches]					
					Counter-Attack					
Raider Name:	Class:	Speed	Ranged	Melee	Defense	Survival	Aptitude	Level	XP	
<b>Armor:</b>		<b>Weapons:</b>			Range	Strength	Ammo	Specials		
Defense Bonus:										
Survival Bonus										
Mobility:										
<b>Equipment:</b>					<b>Abilities:</b>			Injuries:		