

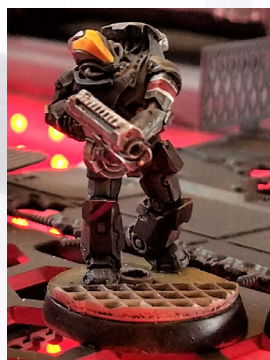
ZONE RAIDERS



RAIDER NAME		Raider Class		SPEED		SHOOTING		MELEE		DEFENSE		SURVIVAL		APTITUDE			
ARMIGER-CAPTAIN VULF				5		10		10		8		8		10			
ARMOR		Mobility Actions															
MOBILITY FRAME		GRAP WALLRUN LEAP															
SKILLS AND GEAR				WEAPONS													
TACTICAL SENSE (+2 CMD PTS)				Range		Strength		Ammo		Special							
FIRE COORDINATOR(+4 TO MARK)				ANCESTRAL GAUSS		18		4		AUTO							
GEAR: SIGNAL FLARES				ALLOY MAGNUM		8		3		- CONCUSSIVE							
				MAG CUTTER		MELEE		3AP		-							



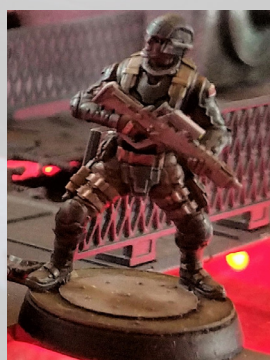
RAIDER NAME		Raider Class		SPEED		SHOOTING		MELEE		DEFENSE		SURVIVAL		APTITUDE	
CURASSIER GRAVES				4		8		8		10		6		6	
ARMOR		Mobility Actions													
GUARDIANEXOFRAME		LEAP													
SKILLS AND GEAR				WEAPONS											
SENTRY				FLECHETTE SHOTGUN		Range		Strength		Ammo		Special			
						10SR		5		2 BLAST(1),					
GUARDIAN (COVER TO ALLIES)				MAG CUTTER		MELEE		3AP		-					
				CONCUSSION GREN.		8		2AP		2 BLAST(2), CONC.					



RAIDER NAME		Raider Class	SPEED		SHOOTING	MELEE	DEFENSE	SURVIVAL	APTITUDE
DRAGOON-SGT RAFF			4		9	8	8	7	8
ARMOR		Mobility Actions							
ARMORED CARAPACE									
SKILLS AND GEAR			WEAPONS						
GEAR: INTERFACE DECK			ANCESTRAL GAUSS		Range	Strength	Ammo	Special	
ASSAULTER (SPECIAL)			MAG CUTTER		MELEE	3AP	-		
			CONCUSSION GREN.		8	2AP	2 BLAST(2), CONC.		



<div>RAIDER NAME</div> <div>LANCER HARRP</div>		<div>Raider Class</div>		<div>SPEED</div> <div>4</div>		<div>SHOOTING</div> <div>8</div>		<div>MELEE</div> <div>8</div>		<div>DEFENSE</div> <div>8</div> <div>13</div>		<div>SURVIVAL</div> <div>6</div> <div>8</div>		<div>APTITUDE</div> <div>6</div>																			
<div>ARMOR</div> <div>LIGHT CARAPACE</div>		<div>Mobility Actions</div> <div>WALLRUN</div>																															
<div>SKILLS AND GEAR</div> <div>GEAR: SMOKE CANISTER</div>				<div>WEAPONS</div> <table><tr><td></td><td>Range</td><td>Strength</td><td>Ammo</td><td>Special</td></tr><tr><td>FLECHETTE RIFLE</td><td>18</td><td>3</td><td>AUTO</td><td></td></tr><tr><td>MAG CUTTER</td><td>MELEE</td><td>3AP</td><td>-</td><td></td></tr><tr><td>CONCUSSION GREN.</td><td>8</td><td>2AP</td><td>2 BLAST(2), CONC.</td><td></td></tr></table>											Range	Strength	Ammo	Special	FLECHETTE RIFLE	18	3	AUTO		MAG CUTTER	MELEE	3AP	-		CONCUSSION GREN.	8	2AP	2 BLAST(2), CONC.	
	Range	Strength	Ammo	Special																													
FLECHETTE RIFLE	18	3	AUTO																														
MAG CUTTER	MELEE	3AP	-																														
CONCUSSION GREN.	8	2AP	2 BLAST(2), CONC.																														



RAIDER NAME		Raider Class	SPEED		SHOOTING		MELEE		DEFENSE		SURVIVAL		APTITUDE		
LANCER ZELICK			4		8		8		8		6		6		
ARMOR		Mobility Actions													
LIGHT CARAPACE		WALLRUN													
SKILLS AND GEAR				WEAPONS											
GEAR: SMOKE CANISTER				Range		Strength		Ammo		Special					
				FLECHETTE RIFLE		18		3		AUTO					
				MAG CUTTER		MELEE		3AP		-					
				CONCUSSION GREN.		8		2AP		2 BLAST(2), CONC.					

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