

EXPLOIT ZERO MISSION - DIRECT ACTION UNIT ROSTER

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COMBAT AUGMENTATIONS

Requires all three Action Dice

Ronin Suppression Lrg Blast, enemy move 3" away from shooter to nearest cover, test their Dice Pool. If remain in Open, then go Prone. AOE denial for Enemy for the Turn.

Razor BRZKR Mode all enemy within 1 base suffer 1 Wound and make another Dodge Defend roll.

Hacker Hard Drop Lrg Blast Template, all enemy fall Prone and test their Dice Pool at -2.

SPECIALIST ACTIONS

Ronin Ranged **Razor** Melee **Hacker** Interface
May roll an extra Action dice

Critical Success refreshes Action Dice

Critical Failure Agent goes Prone



AGENT DESIGNATION

COMBAT AUG

WEAPONS

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EQUIPMENT

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AGENT ACTIONS

Free Move + 1D6 + 1D8 + 1D10

AGENT ARMOR + WOUNDS

Prone -1 DD and can only Recover

1st Wound -D10 2nd Wound -D8
3rd D6 Free Move only 4th KIA.

TERRAIN - MOVEMENT

Ground standard Cross -1" per low obstruction Climb 1/2 Move rate.

TERRAIN - COMBAT

Obstruction -1 to attack roll per item.
Concealment -1 to attack roll.
Cover -1 to attack roll and +1 to defender's Dodge Defend target.

INTERFACE ACTIONS

Hack 2 Actions **Infiltrate** 3 Actions
Ronin/Razor have -2 roll penalty.

<p>MISSION OBJECTIVE </p> <p><i>ESCORT YOUR SPECIALIST Out of the mission area via the rival LZ</i></p> <p>COLLATERAL DAMAGE</p> <table border="1"> <tr><td>ALLY</td><td>ALLY</td><td>ALLY</td></tr> <tr><td>AGENT</td><td>AGENT</td><td>AGENT</td></tr> <tr><td>CROWD</td><td>CROWD</td><td>CROWD</td></tr> </table> <p>HACKED TACTICAL ASSETS</p> <table border="1"> <tr><td>TURRET</td><td>MAST</td><td>NODE</td></tr> </table> <p>ASSET POINT TOTAL Objective (4) + Hacks (2) + Agent KIA (1) - Ally KIA (1) - Crowd KIA (4)</p>	ALLY	ALLY	ALLY	AGENT	AGENT	AGENT	CROWD	CROWD	CROWD	TURRET	MAST	NODE	<p>MISSION OBJECTIVE </p> <p><i>UPLOAD MALWARE Onto the local Net via the Net Node Tactical Asset</i></p> <p>COLLATERAL DAMAGE</p> <table border="1"> <tr><td>ALLY</td><td>ALLY</td><td>ALLY</td></tr> <tr><td>AGENT</td><td>AGENT</td><td>AGENT</td></tr> <tr><td>CROWD</td><td>CROWD</td><td>CROWD</td></tr> </table> <p>HACKED TACTICAL ASSETS</p> <table border="1"> <tr><td>TURRET</td><td>MAST</td><td>NODE</td></tr> </table> <p>ASSET POINT TOTAL Objective (4) + Hacks (2) + Agent KIA (1) - Ally KIA (1) - Crowd KIA (4)</p>	ALLY	ALLY	ALLY	AGENT	AGENT	AGENT	CROWD	CROWD	CROWD	TURRET	MAST	NODE	<p>MISSION OBJECTIVE </p> <p><i>UPLOAD A BACKDOOR PROGRAM Into the Surveillance Mast Asset</i></p> <p>COLLATERAL DAMAGE</p> <table border="1"> <tr><td>ALLY</td><td>ALLY</td><td>ALLY</td></tr> <tr><td>AGENT</td><td>AGENT</td><td>AGENT</td></tr> <tr><td>CROWD</td><td>CROWD</td><td>CROWD</td></tr> </table> <p>HACKED TACTICAL ASSETS</p> <table border="1"> <tr><td>TURRET</td><td>MAST</td><td>NODE</td></tr> </table> <p>ASSET POINT TOTAL Objective (4) + Hacks (2) + Agent KIA (1) - Ally KIA (1) - Crowd KIA (4)</p>	ALLY	ALLY	ALLY	AGENT	AGENT	AGENT	CROWD	CROWD	CROWD	TURRET	MAST	NODE
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TDB: Ranged Combat
Weapon 1: Hellion 6.8mm AR
Range: 1" - 18" Damage: 2
Weapon 2: Karambit Combat
Knife Range: Melee Damage: 1
Combat Augmentation:
Firing Solution - Suppression
E- Slot 1: McCoy Med-Kit
(heals 1 wound)
E- Slot 2: Micro-Grenades x 2
(SBT. Damage: 1/model)
E-Slot 3: Nanite Shield x 1
(D10 Armor protection)

TDB: Interface
Weapon 1: H&K 10mm SMG
Range: 1" -12" Damage: 1
Weapon 2: Karambit Combat
Knife Range: Melee Damage: 1
Combat Augmentation:
HARD DROP
E- Slot 1: McCoy Med-Kit x 2
(heals 1 wound)
E- Slot 2: McCoy Med-Kit x 2
(heals 1 wound)
E-Slot 3: Smoke Grenade x 1
(6" long x 3" high x 1" wide)

TDB: Melee Combat
Weapon 1: Kikumori E-Katana
Range: Melee Damage: 2
Weapon 2: Chiappa 9mm
Range: 1" -6" Damage: 1
Combat Augmentation:
BRZKR Mode
E- Slot 1: McCoy Med-Kit
(heals 1 wound)
E- Slot 2: Smoke Grenade x 1
(6" long x 3" high x 1" wide)
E-Slot 3: Adrenal Patch x 2
(+2" to Move Rate)