

1 - Reading Unit Profiles

ISC: Keisotsu

Line Troops



KEISOTSU Butai

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	10	10	12	1	0	1	2	Total

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
KEISOTSU	Combi Rifle	Pistol, Knife	0	9

Common Icons

- Regular - This model's order goes into your Order Pool
- Irregular - This model's order must be spent on itself
- Impetuous - This model can't take cover and may take a free special activation at the start of your turn.
- Extremely Impetuous - This model must take its free special activation unless you spend a Regular order to cancel it.
- Frenzy - This model becomes Impetuous after it damages an enemy model.
- Hackable - Hackers can affect this model

Important Statistics

MOV (Movement) - Distance in inches that the model travels the first time it moves during an order, then the distance it travels if it moves again. Often the same number twice.

CC (Close Combat) - Target value when making Close Combat attacks.

BS (Ballistic Skill) - Target value when making Ranged attacks.

PH (Physical) - Target value when Dodging and throwing grenades.

WIP (Willpower) - Target value when making Guts checks, activating Objectives, and using Specialist Skills (e.g., Doctor, Hacking, Engineer, etc.)

ARM (Armour) - Value added to D20 roll to survive when hit by most weapon attacks.

BTS (Armour) - Value added to D20 roll to survive when hit by weird attacks (viral, nanotech, etc) and hacking programs.

2 - Reading Weapon Profiles

WEAPONS CHART

Name	Range	Damage	B	Ammunition	Traits
Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96 +3 0 -6	11	2 (1 in CC)	N	CC
Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 0 +3 -3 -6	13	3	N	Suppressive Fire
Combi Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 +3 +3 -3 -6	13	3	N	Suppressive Fire
Missile Launcher (Antitank Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96 -3 0 +3 -3	14	1	AP+EXP	Anti-materiel
Missile Launcher (Blast Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96 -3 0 +3 -3	14	1	EXP	Anti-materiel, Impact Template (Circular)

Range - After measuring distance to your target, modify your BS by the listed value.

Damage - When you hit an enemy model with this weapon, the target must roll a D20, add his ARM, and try to beat this value to avoid taking a wound.

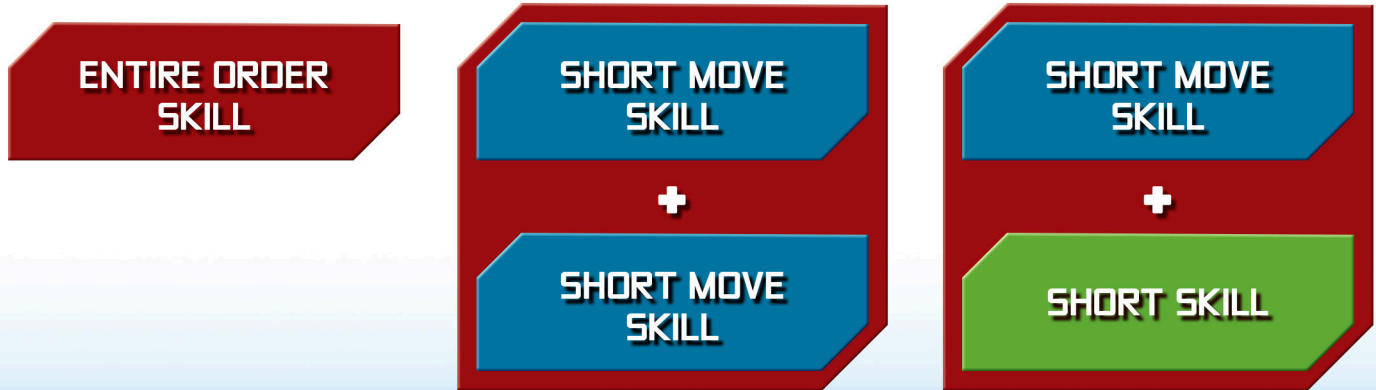
B (Burst) - The number of shots fired by this weapon.

Ammunition - Special rules applied when you hit with this weapon. e.g., N = Normal (no special rules).

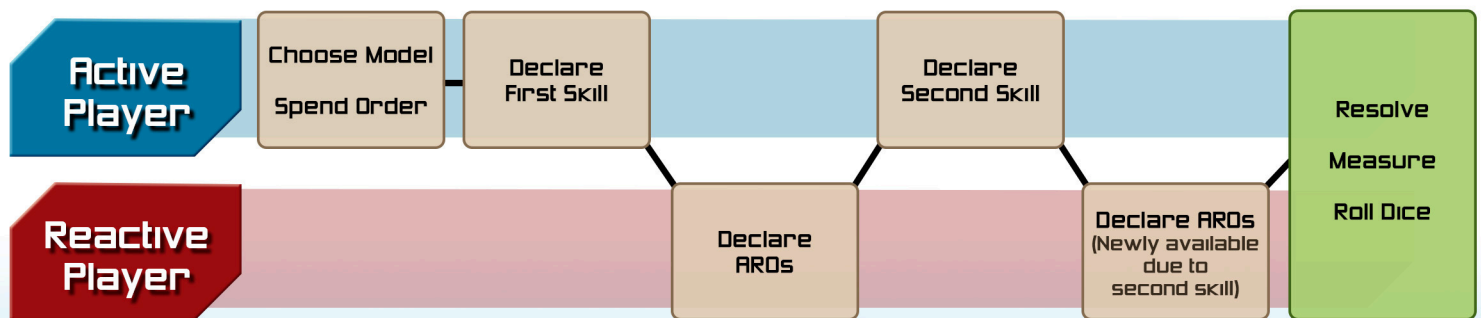
Traits - Other special rules applicable to the weapon. e.g., CC = can be used in Close Combat.

3 - Order Composition

Each time you spend an order, you may choose to perform one Entire Order Skill, or to split the order into two Short Move Skills, or one Short Move Skill and one Short Skill. (Yes, the naming could have been better. :P)



4 - Order Declaration Steps



5 - Available Skills

ENTIRE ORDER SKILL	SHORT SKILL	ARD	SHORT MOVE SKILL
Airborne Deployment		Change Facing	
Cautious Movement		Engage	
Climb	BS Attack		Activate
Hacking (Support Programs)	CC Attack		Discover
Intuitive Attack	Coup de Grâce		Idle
Jump	O-Charges		Move
Lean Out	Doctor		
Speculative Fire	Dodge		
Suppressive Fire	Engineer		
	Forward Observer		
	Hacking (Attack Programs)	most can ARD	
	Mines		
	Reset		

Legend

- Common Skill** - This skill is available to all models regardless of their abilities or equipment.
- Valid ARD** - This Short or Short Move skill can also be used in ARD.