

CHARACTERS

NAME: DANTE (LEADER) HP 14

— *Melee* — — *Missile* —

| Move | Attack | DMG | Attack | DMG | Range | TN | DR |
|------|--------|-----|--------|-----|-------|--------|----|
| 5 | | | 2D+3 | H | 10 | 11 (8) | -3 |

Equipment: Assault Rifle
Heavy Suit

| | |
|-----|---|
| STR | 2 |
| CON | 1 |
| DEX | 1 |

-2 Atk -1 Atk
 -1 TN
 -1 Move

NAME: JACINTO HP 12

— *Melee* — — *Missile* —

| Move | Attack | DMG | Attack | DMG | Range | TN | DR |
|------|--------|-----|--------|-----|-------|--------|----|
| 5 | | | 3D+1 | H+1 | 10 | 10 (8) | -2 |

Equipment: Blaster Rifle
Combat Suit

| | |
|-----|---|
| STR | 1 |
| CON | 2 |
| DEX | 1 |

-2 Atk -1 Atk
 -1 TN
 -1 Move

NAME: GARRETT HP 10

— *Melee* — — *Missile* —

| Move | Attack | DMG | Attack | DMG | Range | TN | DR |
|------|--------|-----|--------|-----|-------|--------|----|
| 5 | | | 2D+2 | H+1 | 15 | 10 (8) | -2 |

Equipment: LasRifle
Combat Suit

| | |
|-----|---|
| STR | 1 |
| CON | 1 |
| DEX | 2 |

-2 Atk -1 Atk
 -1 TN
 -1 Move

NAME: AUGUSTUS HP 11

— *Melee* — — *Missile* —

| Move | Attack | DMG | Attack | DMG | Range | TN | DR |
|------|--------|-----|--------|-----|-------|--------|----|
| 6 | 2D+1 | H | 2D+2 | L+1 | 4 | 11 (9) | -1 |

Equipment: Sonic Gun, Vibro Blade
Standard Suit

| | |
|-----|---|
| STR | 2 |
| CON | 1 |
| DEX | 1 |

-2 Atk -1 Atk
 -1 TN
 -1 Move

NAME: HAL HP 11

— *Melee* — — *Missile* —

| Move | Attack | DMG | Attack | DMG | Range | TN | DR |
|------|--------|-----|--------|-----|-------|--------|----|
| 4 | | | 3D | H+L | 12 | 10 (8) | -2 |

Equipment: Heavy Blaster [Area(1), Ammo(7)]
Combat Suit

| | |
|-----|---|
| STR | 1 |
| CON | 1 |
| DEX | 1 |

-2 Atk -1 Atk
 -1 TN
 -1 Move