

BEAM SABER FACTION AND SQUAD SHEET

AUTOCRACY



CURRENT FACTION GOAL

CORPORATOCRACY



CURRENT FACTION GOAL

DEMOCRACY



CURRENT FACTION GOAL

OLIGARCHY



CURRENT FACTION GOAL

THEOCRACY



CURRENT FACTION GOAL

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

SQUAD



DESCRIPTORS

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP **HEART** **HOLD** **WEAK** **STRONG** **TIER**

FORWARD OPERATING BASE

- Airfield
- Barracks
- Blacksite
- CCTV Network
- Collection Agency
- Commissary
- Cover Business
- Factory
- Forgers Workshop
- Guerilla Hideout
- Hack Lab
- Hidden FOB
- Holo-Grid
- Infirmery
- Lighthouse Satellite
- Loyal Bar
- Luxury Venue
- Motor Pool
- Personal Clothier
- Propaganda Radio
- Public Works
- Quarters
- Radar Station
- Refit Station
- Regional Records
- Scrapyard
- Secret Routes
- Secure FOB
- Side Business
- Supercomputer
- Training Course
- Transmitter Array
- Trophies Room
- Tunnels
- Warehouse
- Workshop

- ### QUALITY
- Documents
 - Gear
 - Programs
 - Supplies
 - Tools
 - Pilot Weapons
 - Vehicle Weapons

- ### FIRE TEAM
- UPGRADE COSTS
- New Fire Team: 2P
Add Type: 2P

- ### TRAINING
- Insight
 - Prowess
 - Resolve
 - Personal
 - Test Facility
 - Mastery

DIRECT SUPERIOR

PATRON FACTION

TRUST **RELATIONSHIP**

Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE

PERSONNEL STORAGE

CONSULATE

SQUAD TYPE

SPECIAL ABILITIES

- Silver Tongues:** Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).
- Accord:** Sometimes friends are as good as public support. You may count up to three +3 squad and/or faction statuses you hold as if they are heart.
- High Society:** It's all about who you know. Take +1 Trust during downtime with your Patron faction or hiring faction, and +1d to gather info about the region's elite.
- Friends in High Places:** take +1d when making a supply roll. This gives Independent squads a 0d supply roll during reward if they don't already have one.
- Noble Officer:** take +1d when challenging someone to a duel. Take +1d when fighting against your duel opponent.
- PR Campaign:** Pilots and Cohorts take +1d when attacking someone's reputation, or to bolstering the reputation of the squad or one of its members.
- Sponsor:** When you advance your Tier, it costs half the normal supply points. Who is your sponsor? Why do they help you?
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful negotiation, espionage, or propaganda operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- Gethesma, a hearty ambassador
- Arbir, a retired general
- Kiffen, a tired butler
- Mirage, a corrupt chef
- _____
- _____

SQUAD UPGRADES

- Consulate Rigging**
- Friends Everywhere**
- Elite Rooks**
- Elite Adepts**
- Composed**

COHORT **FIRE TEAM** **SPECIALIST**

WEAK **IMPAIRED** **BROKEN** **ARMOR**

COHORT **FIRE TEAM** **SPECIALIST**

WEAK **IMPAIRED** **BROKEN** **ARMOR**

COHORT **FIRE TEAM** **SPECIALIST**

WEAK **IMPAIRED** **BROKEN** **ARMOR**

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COHORT **FIRE TEAM** **SPECIALIST**

WEAK **IMPAIRED** **BROKEN** **ARMOR**

COHORT **FIRE TEAM** **SPECIALIST**

WEAK **IMPAIRED** **BROKEN** **ARMOR**

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP HEART HOLD WEAK STRONG TIER

- | | | |
|---|--|---|
| FORWARD OPERATING BASE | <input type="checkbox"/> Personal Clothier | QUALITY |
| <input type="checkbox"/> Airfield | <input type="checkbox"/> Propaganda Radio | <input type="checkbox"/> Documents |
| <input type="checkbox"/> Barracks | <input type="checkbox"/> Public Works | <input type="checkbox"/> Gear |
| <input type="checkbox"/> Blacksite | <input type="checkbox"/> Quarters | <input type="checkbox"/> Programs |
| <input type="checkbox"/> CCTV Network | <input type="checkbox"/> Radar Station | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> Collection Agency | <input type="checkbox"/> Refit Station | <input type="checkbox"/> Tools |
| <input type="checkbox"/> Commissary | <input type="checkbox"/> Regional Records | <input type="checkbox"/> Pilot Weapons |
| <input type="checkbox"/> Cover Business | <input type="checkbox"/> Scrapyard | <input type="checkbox"/> Vehicle Weapons |
| <input type="checkbox"/> Factory | <input type="checkbox"/> Secret Routes | FIRE TEAM |
| <input type="checkbox"/> Forgers Workshop | <input type="checkbox"/> Secure FOB | UPGRADE COSTS |
| <input type="checkbox"/> Guerilla Hideout | <input type="checkbox"/> Side Business | New Fire Team: 2P |
| <input type="checkbox"/> Hack Lab | <input type="checkbox"/> Supercomputer | Add Type: 2P |
| <input type="checkbox"/> Hidden FOB | <input type="checkbox"/> Training Course | TRAINING |
| <input type="checkbox"/> Holo-Grid | <input type="checkbox"/> Transmitter Array | <input type="checkbox"/> Insight |
| <input type="checkbox"/> Infirmary | <input type="checkbox"/> Trophies Room | <input checked="" type="checkbox"/> Prowess |
| <input type="checkbox"/> Lighthouse Satellite | <input type="checkbox"/> Tunnels | <input type="checkbox"/> Resolve |
| <input type="checkbox"/> Loyal Bar | <input type="checkbox"/> Warehouse | <input type="checkbox"/> Personal |
| <input type="checkbox"/> Luxury Venue | <input type="checkbox"/> Workshop | <input type="checkbox"/> Test Facility |
| <input type="checkbox"/> Motor Pool | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery |

DIRECT SUPERIOR

PATRON FACTION

TRUST RELATIONSHIP Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE PERSONNEL STORAGE
 | | | |

FRONTLINE

SQUAD TYPE

SPECIAL ABILITIES

- Dangerous:** Each PC may add +1 action rating to Hunt, Struggle, or Wreck (up to a max rating of 3).
- Blood Brothers:** When you fight alongside your fire teams in combat, they get +1d for teamwork rolls (setup and group actions). All of your cohorts get the toughs type for free (if they're already toughs, add another type).
- Shock & Awe:** When you execute an assault plan, take +1d to the engagement roll.
- Fiends:** You may count each negative point of non-Patron relationship as if it was Heart up to a max of 3.
- Forged in the Fire:** Each PC has been toughened by cruel experience. In combat you get +1d to resistance rolls and you exhaust 1 fewer Quirk for vehicle resistance.
- Sponsor:** When you advance your Tier, it costs half the normal supply points. Who is your sponsor? Why do they help you?
- War Dogs:** When you're in a vendetta (-3 squad status), your crew does not suffer -1 hold and pilots still get three downtime activities, instead of just two.
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful battle, defense, sabotage, or smash & grab operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- Menefer, a troublesome cop
- Schuyler, a stalwart doctor
- Qing Yuan, a sly mob boss
- Lyn, a bar owner
- _____
- _____

SQUAD UPGRADES

- Frontline Rigging**
- Friends Everywhere**
- Elite Rovers**
- Elite Toughs**
- Hardened**

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

Toughs _____

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP HEART HOLD WEAK STRONG TIER

- | | | |
|--|--|---|
| FORWARD OPERATING BASE | <input type="checkbox"/> Personal Clothier | QUALITY |
| <input type="checkbox"/> Airfield | <input type="checkbox"/> Propaganda Radio | <input type="checkbox"/> Documents |
| <input type="checkbox"/> Barracks | <input type="checkbox"/> Public Works | <input type="checkbox"/> Gear |
| <input type="checkbox"/> Blacksite | <input type="checkbox"/> Quarters | <input type="checkbox"/> Programs |
| <input type="checkbox"/> CCTV Network | <input type="checkbox"/> Radar Station | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> Collection Agency | <input type="checkbox"/> Refit Station | <input type="checkbox"/> Tools |
| <input type="checkbox"/> Commissary | <input type="checkbox"/> Regional Records | <input type="checkbox"/> Pilot Weapons |
| <input type="checkbox"/> Cover Business | <input type="checkbox"/> Scrapyard | <input type="checkbox"/> Vehicle Weapons |
| <input type="checkbox"/> Factory | <input type="checkbox"/> Secret Routes | FIRE TEAM |
| <input type="checkbox"/> Forgers Workshop | <input type="checkbox"/> Secure FOB | UPGRADE COSTS |
| <input type="checkbox"/> Guerilla Hideout | <input type="checkbox"/> Side Business | New Fire Team: 2P |
| <input type="checkbox"/> Hack Lab | <input type="checkbox"/> Supercomputer | Add Type: 2P |
| <input type="checkbox"/> Hidden FOB | <input type="checkbox"/> Training Course | TRAINING |
| <input type="checkbox"/> Holo-Grid | <input type="checkbox"/> Transmitter Array | <input type="checkbox"/> Insight |
| <input type="checkbox"/> Infirmery | <input type="checkbox"/> Trophies Room | <input checked="" type="checkbox"/> Prowess |
| <input type="checkbox"/> Lighthouse Satellite | <input type="checkbox"/> Tunnels | <input type="checkbox"/> Resolve |
| <input type="checkbox"/> Loyal Bar | <input type="checkbox"/> Warehouse | <input type="checkbox"/> Personal |
| <input type="checkbox"/> Luxury Venue | <input type="checkbox"/> Workshop | <input type="checkbox"/> Test Facility |
| <input checked="" type="checkbox"/> Motor Pool | | <input type="checkbox"/> Mastery |

DIRECT SUPERIOR

PATRON FACTION

TRUST RELATIONSHIP Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE PERSONNEL STORAGE

LOGISTICS

SQUAD TYPE

SPECIAL ABILITIES

- On the Move:** One vehicle gets a free 1d Upkeep roll. Get +1d to gather information about the route for the next mission.
- All Hands:** During downtime, one of your cohorts may perform a downtime activity for the crew to acquire an asset, schmooze, or work on a long-term project.
- Custom OS:** Your vehicles' systems make no sense to most. They are immune to hacking by anyone outside of the squad.
- Just Passing Through:** During downtime, take +1 Trust with the Faction whose territory you're in at the start of Downtime. When your Trust with the local Faction is 5 or more, you get +1d to deceive people when you pass yourselves off as civilians.
- Leverage:** Your squad supplies contraband for all Factions. Your success is good for them. When you gain rep, gain +1 rep.
- Scroungers:** When you use the Salvage downtime activity take +1d. Once per downtime phase the squad may ignore the requirement of scrapping a vehicle to perform the Salvage activity.
- Renegades:** Each PC may add +1 action rating to Scan, Bombard, or Maneuver (up to a max rating of 3).
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful delivery, or acquire clients or contraband operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- ▷ Shafaqat, an app dealer
- ▷ Milandu, a vile chemist
- ▷ Nahuatl, a wired forger
- ▷ Addison, a terrorist
- ▷ _____
- ▷ _____

SQUAD UPGRADES

- Smuggler Panels
- Mobile Base
- Camouflage
- Elite Rovers
- Reliable

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP HEART HOLD WEAK STRONG TIER

- | | | |
|---|--|---|
| FORWARD OPERATING BASE | <input type="checkbox"/> Personal Clothier | QUALITY |
| <input type="checkbox"/> Airfield | <input type="checkbox"/> Propaganda Radio | <input type="checkbox"/> Documents |
| <input type="checkbox"/> Barracks | <input type="checkbox"/> Public Works | <input type="checkbox"/> Gear |
| <input type="checkbox"/> Blacksite | <input type="checkbox"/> Quarters | <input type="checkbox"/> Programs |
| <input type="checkbox"/> CCTV Network | <input type="checkbox"/> Radar Station | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> Collection Agency | <input type="checkbox"/> Refit Station | <input type="checkbox"/> Tools |
| <input type="checkbox"/> Commissary | <input type="checkbox"/> Regional Records | <input type="checkbox"/> Pilot Weapons |
| <input type="checkbox"/> Cover Business | <input type="checkbox"/> Scrapyard | <input type="checkbox"/> Vehicle Weapons |
| <input type="checkbox"/> Factory | <input type="checkbox"/> Secret Routes | FIRE TEAM |
| <input type="checkbox"/> Forgers Workshop | <input type="checkbox"/> Secure FOB | UPGRADE COSTS |
| <input type="checkbox"/> Guerilla Hideout | <input type="checkbox"/> Side Business | New Fire Team: 2P |
| <input type="checkbox"/> Hack Lab | <input type="checkbox"/> Supercomputer | Add Type: 2P |
| <input type="checkbox"/> Hidden FOB | <input type="checkbox"/> Training Course | TRAINING |
| <input type="checkbox"/> Holo-Grid | <input type="checkbox"/> Transmitter Array | <input type="checkbox"/> Insight |
| <input type="checkbox"/> Infirmery | <input type="checkbox"/> Trophies Room | <input type="checkbox"/> Prowess |
| <input type="checkbox"/> Lighthouse Satellite | <input type="checkbox"/> Tunnels | <input type="checkbox"/> Resolve |
| <input type="checkbox"/> Loyal Bar | <input type="checkbox"/> Warehouse | <input type="checkbox"/> Personal |
| <input type="checkbox"/> Luxury Venue | <input type="checkbox"/> Workshop | <input checked="" type="checkbox"/> Test Facility |
| <input type="checkbox"/> Motor Pool | | <input type="checkbox"/> Mastery |

DIRECT SUPERIOR

PATRON FACTION

TRUST RELATIONSHIP Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE PERSONNEL STORAGE

MECHANIZED CAVALRY

SQUAD TYPE

SPECIAL ABILITIES

- Fast and Furious:** Each PC may add +1 action rating to Maneuver, Manipulate, or Battle (up to a max rating of 3).
- Scorched Earth:** The scale of your conflicts are large, very large, and that's tolerated. You don't lose trust when you cause property damage.
- Reavers:** When you push yourself while employing speed or aggression with a vehicle action roll you only exhaust a Quirk if your result is 4 or higher.
- Formation:** When a group vehicle action is taken, every participant can choose to spend 1 stress. If they do, they get +1d.
- Custom Work:** take +1d to Engineer actions on your own vehicle.
- Combined Arms:** when you assist a pilot using a drastically different type of vehicle than your own (or you are infantry assisting a vehicle or a vehicle assisting infantry) you may select the same benefit multiple times.
- Air Superiority:** If you or your allies have the only active aircraft in the area, take improved position on all vehicle actions.
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful battle, delivery, or rescue operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- ▷ Keahi, a fiery engineer
- ▷ Avinoam, a diplomatic pilot
- ▷ Lorand, a devious soldier
- ▷ Spika, a valorous informant
- ▷ _____
- ▷ _____

SQUAD UPGRADES

- Cavalry Hardpoints
- Repair Bay
- Elite Rovers
- Elite Adepts
- Efficiencies

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

Rovers

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP HEART HOLD WEAK STRONG TIER

- | | | |
|---|--|---|
| FORWARD OPERATING BASE | <input type="checkbox"/> Personal Clothier | QUALITY |
| <input type="checkbox"/> Airfield | <input type="checkbox"/> Propaganda Radio | <input type="checkbox"/> Documents |
| <input type="checkbox"/> Barracks | <input type="checkbox"/> Public Works | <input type="checkbox"/> Gear |
| <input type="checkbox"/> Blacksite | <input type="checkbox"/> Quarters | <input type="checkbox"/> Programs |
| <input type="checkbox"/> CCTV Network | <input type="checkbox"/> Radar Station | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> Collection Agency | <input type="checkbox"/> Refit Station | <input type="checkbox"/> Tools |
| <input type="checkbox"/> Commissary | <input type="checkbox"/> Regional Records | <input type="checkbox"/> Pilot Weapons |
| <input type="checkbox"/> Cover Business | <input type="checkbox"/> Scrapyard | <input type="checkbox"/> Vehicle Weapons |
| <input type="checkbox"/> Factory | <input type="checkbox"/> Secret Routes | FIRE TEAM |
| <input type="checkbox"/> Forgers Workshop | <input type="checkbox"/> Secure FOB | UPGRADE COSTS |
| <input type="checkbox"/> Guerilla Hideout | <input type="checkbox"/> Side Business | New Fire Team: 2P |
| <input type="checkbox"/> Hack Lab | <input type="checkbox"/> Supercomputer | Add Type: 2P |
| <input type="checkbox"/> Hidden FOB | <input type="checkbox"/> Training Course | TRAINING |
| <input type="checkbox"/> Holo-Grid | <input type="checkbox"/> Transmitter Array | <input type="checkbox"/> Insight |
| <input type="checkbox"/> Infirmary | <input type="checkbox"/> Trophies Room | <input type="checkbox"/> Prowess |
| <input type="checkbox"/> Lighthouse Satellite | <input type="checkbox"/> Tunnels | <input checked="" type="checkbox"/> Resolve |
| <input type="checkbox"/> Loyal Bar | <input type="checkbox"/> Warehouse | <input type="checkbox"/> Personal |
| <input type="checkbox"/> Luxury Venue | <input type="checkbox"/> Workshop | <input type="checkbox"/> Test Facility |
| <input type="checkbox"/> Motor Pool | | <input type="checkbox"/> Mastery |

DIRECT SUPERIOR

PATRON FACTION

TRUST RELATIONSHIP Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE PERSONNEL STORAGE

RESEARCH & DEVELOPMENT

SQUAD TYPE

SPECIAL ABILITIES

- Graduate:** Each Pilot may add +1 action rating to Interface, Study, or Sway (up to a max rating of 3).
- Grounded:** Take +1d to resist rolls (or exhaust one fewer Quirk) for AR threats. Take +1d to Recovery when you have AR harm.
- Experimental Comms:** You may use teamwork with your squad at any distance. Spend 1 stress to speak to your squad.
- Conviction:** Each PC gains the tragedy: Experimentation. When you Cut Loose through experimentation and gather data, you don't overindulge if you clear excess stress. In addition, your theories give you +1d on one action roll, until you cut loose again.
- Dire Assistance:** Your squad has a powerful, chained AI. It can be very useful but the desires and morals of an AI are opaque.
- Irons In The Fire:** When you work on long term projects and have multiple incomplete projects, you get +1d but must split the resulting ticks between the projects as evenly as possible.
- For The Greater Good:** Your cohorts will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against those who would attempt to halt progress.
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful advancement of technology, or patriotic operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- ▷ Mastod, an irate scholar
- ▷ Owl, a logical zealot
- ▷ Twitch, a star navigator
- ▷ Utmai, a deadly noble
- ▷ _____
- ▷ _____

SQUAD UPGRADES

- R&D Rigging**
- Laboratory**
- Elite Adepts**
- Elite Toughs**
- Hardened**

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

Adepts

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

BEAM SABER SQUAD SHEET

NAME _____ REPUTATION _____

FORWARD OPERATING BASE

REP HEART HOLD WEAK STRONG TIER

- | | | |
|---|--|---|
| FORWARD OPERATING BASE | <input type="checkbox"/> Personal Clothier | QUALITY |
| <input type="checkbox"/> Airfield | <input type="checkbox"/> Propaganda Radio | <input type="checkbox"/> Documents |
| <input type="checkbox"/> Barracks | <input type="checkbox"/> Public Works | <input type="checkbox"/> Gear |
| <input type="checkbox"/> Blacksite | <input type="checkbox"/> Quarters | <input type="checkbox"/> Programs |
| <input type="checkbox"/> CCTV Network | <input type="checkbox"/> Radar Station | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> Collection Agency | <input type="checkbox"/> Refit Station | <input type="checkbox"/> Tools |
| <input type="checkbox"/> Commissary | <input type="checkbox"/> Regional Records | <input type="checkbox"/> Pilot Weapons |
| <input type="checkbox"/> Cover Business | <input type="checkbox"/> Scrapyard | <input type="checkbox"/> Vehicle Weapons |
| <input type="checkbox"/> Factory | <input type="checkbox"/> Secret Routes | FIRE TEAM |
| <input type="checkbox"/> Forgers Workshop | <input type="checkbox"/> Secure FOB | UPGRADE COSTS |
| <input type="checkbox"/> Guerilla Hideout | <input type="checkbox"/> Side Business | New Fire Team: 2P |
| <input type="checkbox"/> Hack Lab | <input type="checkbox"/> Supercomputer | Add Type: 2P |
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| <input type="checkbox"/> Holo-Grid | <input type="checkbox"/> Transmitter Array | <input checked="" type="checkbox"/> Insight |
| <input type="checkbox"/> Infirmery | <input type="checkbox"/> Trophies Room | <input checked="" type="checkbox"/> Prowess |
| <input type="checkbox"/> Lighthouse Satellite | <input type="checkbox"/> Tunnels | <input type="checkbox"/> Resolve |
| <input type="checkbox"/> Loyal Bar | <input type="checkbox"/> Warehouse | <input type="checkbox"/> Personal |
| <input type="checkbox"/> Luxury Venue | <input type="checkbox"/> Workshop | <input type="checkbox"/> Test Facility |
| <input type="checkbox"/> Motor Pool | | <input type="checkbox"/> Mastery |

DIRECT SUPERIOR

PATRON FACTION

TRUST RELATIONSHIP Lower your Patron Faction Relationship by 1 to add 1 Tick to a Drive clock.

MATERIEL STORAGE PERSONNEL STORAGE

SQUAD TYPE

SPECIAL ABILITIES

- Deadly:** Each PC may add +1 action rating to Hunt, Prowl, or Struggle (up to a max rating of 3).
- Dire Needs:** Due to hard-won respect and contacts, your employers understand the necessity of what you do. You can choose not to lose trust from breaking ROE related to the treatment of civilians and enemy soldiers on a mission.
- Bio-solvent:** the squad has been trained in the special application of a topical solvent that quickly dissolves dead flesh. Take 3 stress to properly apply the bio-solvent.
- No Traces:** When a mission can't be tied to you, you get half the rep value of the target (round up) instead of zero. If you don't lose any trust with your employer on a mission, take +1 rep.
- Sponsor:** When you advance your Tier, it costs half the normal supply points. Who is your sponsor? Why do they help you?
- Predators:** When you use stealth or subterfuge to commit murder, take +1d to the engagement roll.
- Vipers:** Take +1 result level to acquiring or crafting poison. You are immune to poisons you use in a mission.
- Veteran:** Choose a special ability from another crew.

SQUAD XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- ◆ *Execute a successful accident, disappearance, ransom, or murder operation.*
 - ◆ *Face off against challenges above your pay grade.*
 - ◆ *Bolster your squad's reputation or get a new one.*
 - ◆ *Express the goals, inner conflict, or essential nature of the squad.*

CONTACTS

- ▷ Setrad, a vicious teacher
- ▷ Beanfield, a proxy hunter
- ▷ Bellamy, an agile CEO
- ▷ Heat, a slow hacker
- ▷ _____
- ▷ _____

SQUAD UPGRADES

- Rigging**
- Friends Everywhere**
- Elite Skulks**
- Elite Toughs**
- Hardened**

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR

COHORT FIRE TEAM SPECIALIST

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COHORT FIRE TEAM SPECIALIST

WEAK IMPAIRED BROKEN ARMOR