

**1** Arashi

MVR RCA CCA SAS BOV TRV CRT

6 3 4 3 3 4 4

DAMAGE BALISE

Skills & Abilities:  
Leadership

Craft Powers:  
Arc  
Heaven's Wrath  
Lightning Fist  
Ride the Storm  
Storm Shield  
Tornado

0 6 3 2

**1** Yuurei

MVR RCA CCA SAS BOV TRV HAK

5 1 2 3 2 3 3

DAMAGE BALISE

Skills & Abilities:  
Sneak

Weapons & Equipment:  
Machine Pistol  
Remote Board

0 2 6 0

**1** Enforcers

MVR RCA CCA SAS BOV TRV

5 2 2 2 3 2

DAMAGE BALISE

Skills & Abilities:  
Sneak

Weapons & Equipment:  
9mm Pistol  
Bladed Weapons

Choose One  
 Dual Machine Pistols  
 Combat Shotgun

0 2 4 0

**Arashi Faction: APAC Class: Human**

**Skills & Abilities:**  
**Leadership:** If a crew model is within 6" or is a member of the same team, it may use this models NRV for all morale based tests.

**Craft Powers:**  
**Arc:** Target Number 10  
Range: 14" Damage 4d6 (energy)  
Special: If a target is damaged, the bolt will arc to the next model within 3". It must arc if allowed to, even if that means hitting one of your own models. It can never go back on a model it has already hit that turn.

**Heavens Wrath:** Target Number 10  
Range: 12" Damage: 6d6 (energy)  
Special: 1" Burst template

**Lightning Fist**  
Range: Close Combat only Damage: 4d6 P1  
Special: Automatic on successful Close Combat attack

**Ride the Storm:** Target Number 8  
Range: Self  
Special: Model may travel up to 12" (horizontally and vertically) this power can be used in the movement or action phase.

**Storm Shield:** Target Number 8  
Special: Self - model counts as Armor 4 until it has taken damage.

**Tornado:** Target Number 10  
Range: 12"  
Special: 3" Burst template. Roll 4d6 damage dice per model under the template, if they take damage they are also considered knocked down and prone.

**Crew Allowance:** 1-4 Independent  
The total number of Arashi cannot exceed the number of Enforcer teams included in the crew.

**Yuurei Faction: APAC Class: Cyborg**

**Weapons & Equipment:**  
**Machine Pistol**  
Range: 6/14" -2LR Damage: 5d6/3d6

**Remote Board**  
Range: 14" +2

**Skills & Abilities:**  
**Sneak:** A model with this ability is always considered hidden at the end of its turn

**Crew Allowance:** 0-3 Independent

**Enforcers Faction: APAC Class: Human**

**Weapons & Equipment:**  
**Bladed Weapons**  
Range: Close Combat only Damage: 4d6  
Special: Parry - model may add +2 to their CCA score in close combat, but if their score is greater than their opponent they do no damage and the combat is considered a draw.

**9mm Pistol**  
Range: 6/14" -2LR Damage: 3d6

**Dual Machine Pistols**  
Range: 6/14" -2LR Damage: 5d6/3d6  
Special: Automatic

**Combat Shotgun**  
Range: 2/4/8" Damage: 8d6/6d6/4d6  
Special: Spray template

**Crew Allowance:** 1+ **Team Allowance:** 4-8