



CATALYST
part of the

[illegible]

Squad: Devotion 4th
Armor Type: Devotion 4th BAR (M/B/E/X): (2/5/4/3)
Notes: +

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	0/1	Melee	N/A	
Assault Rifle	SA	4/4	(30/15/11/4)	30/15	+4 AP
Machine Gun	MA	6/1	(1/4/1/3)	10/1	HE

Condition Monitor

Character Name: Sniper #1

Standard Damage: ○○○○○○○○○○○○○○○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○○○○○

Stun: ○ Unconscious: ○

Squad: Davison

Armor Type: Davison BAR (M/B/E/X) (5/5/9/7)

Notes: +6000 3.1.4. Fush 510 08R 510

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 8 m Swim: 12 m

Weapon	Skill	AP/BO	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	4/4	Melee	N/A	IN 7
Blade	SA	4/4	5/14/14/49	3/10	MAP IN 3
Blade	SA	4/4	5/14/14/49	10	IN 6

[illegible]

Squad: DAVION
Armor Type: DAVION KIT BAR (M/B/E/X) [3/5/4/3]
Notes: + 10% HP, Flash Suppressor

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	21/1	Melee	N/A	IN7
Long Gun		41/4	(50/15/10/40)	30 cal	IN3
Short Gun		11/1	(7/14/3/58)	12 cal	IN6

[illegible]

Armor Squad: Davon #2
Armor Type: Davon kit BAR (M/B/E/X): (3/3/4/3)
Notes: 1 team

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BO	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	0N/4	(Melee)	N/A	4N7
SA	SA	60/48	(30/50/140)	20X	7N4
SA	SA	60/120	(7/15/50)	10X	7N4

Condition Monitor Character Name: Travis #2
 Standard Damage:
 Fatigue Damage: 
 Stun: ☐ Unconscious: ☐

Armor Squad: Dragon 1
Armor Type: Dragon kit BAR (M/B/E/X): (3/5/4/3)
Notes: 1st

Movement Data
Walk: 1 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	6M/2	Melee	N/A	7M7
AP	SA	6/4	607/15/100	10/4	74 AP
AP	Thw	6/12	7/14/15/3	10/4	7M4

[illegible]

Armor: Dawson Squad: Dawson
 Armor Type: Dawson BAR (M/B/E/X): (3/5/4/2)
 Notes: 1/1/1/1

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 7 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	0/1	Melee	N/A	TN7
AP	4	4	30/14/1/4	1	4 AP (hp) TN4
AP	4	4	14/1/1/1	1	4 AP (hp) TN4

Condition Monitor

Character Name: 3000/PS-84

Standard Damage: ○○○○○○○○○○○○○○○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: Day 101
 Armor Type: Day 101 BAR (M/B/E/X): (3/5/4/3)
 Notes: Day 101

Movement Data
Walk: 11 m Run/Evade: 22 m Sprint: 44 m
Climb: 1 m Crawl: 3 m Swim: 12 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hand-to-Hand	Martial Arts	0/1	Melee	N/A	TN7
AK	SA	4/43	(17/14/14)	30.06	+ 4 AP clips TN4
Machine Gun	TR.W	1/12	(7/4/5/3)	10	HE TN4

A TIME OF WAR



CATALYST
SPECIAL ADVERTISING SECTION

All Troops have PAIN RESISTANCE.

TROOPER 2

TROOPER 3

TROOPER 4

TROOPER 5

TROOPER 6

TROOPER 7

Condition Monitor Standard Damage: Fatigue Damage: Stun: <input type="radio"/> Unconscious: <input type="radio"/>		Character Name: <u>Tkupper #4</u> Armor Squad: <u>Kurita H</u> Armor Type: <u>Kurita 1214</u> BAR (M/B/E/X): <u>(2/2/3/1)</u> Notes: _____																									
Movement Data Walk: <u>10</u> m Run/Evade: <u>21</u> m Sprint: <u>42</u> m Climb: <u>6</u> m Crawl: <u>3</u> m Swim: <u>11</u> m		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">Weapon</th> <th style="width: 25%;">Skill</th> <th style="width: 25%;">AP/BD</th> <th style="width: 25%;">Range</th> <th style="width: 25%;">Ammo</th> <th style="width: 25%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Hand-to-Hand</td> <td>Marital Arts</td> <td>48/44</td> <td>Melee</td> <td>N/A</td> <td>+N4</td> </tr> <tr> <td>AK</td> <td>50</td> <td>48/40</td> <td>600m/400</td> <td>1000</td> <td>+N4</td> </tr> <tr> <td>Sniper</td> <td>Malice</td> <td></td> <td>1000m/1000</td> <td>1000</td> <td>+N4</td> </tr> </tbody> </table>		Weapon	Skill	AP/BD	Range	Ammo	Notes	Hand-to-Hand	Marital Arts	48/44	Melee	N/A	+N4	AK	50	48/40	600m/400	1000	+N4	Sniper	Malice		1000m/1000	1000	+N4
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