

// SOLO SUPPLEMENT |

OPERATOR TACTICS: BIG GAME

| CLR: HUNTER

SOLO PLAY

1 OPERATOR

HUNT GENERATOR

A5 / TABLETOP

SUPPLEMENT

SOLO HUNTER

– OPERATOR TACTICS CORE BOOK

# BIG GAME 2066

A SOLO HUNTING SUPPLEMENT

FOR OPERATOR TACTICS

ONE OPERATOR. ONE SPECIMEN. **THE FIELD DECIDES.**

SEVEN-ROLL GENERATOR. SPECIMEN ANATOMY. PURSUIT SEQUENCE.

// BAFO // HUNT GENERATOR // SPECIMEN CATALOG // HUNTER PROGRESSION // TC2066

01

## SETUP

BAFO, Hunt Generator, seven-roll scenario build.

02

## THE FIELD

Approach Protocol, The Read, Pursuit Sequence.

03

## CAREER

Specimen Catalog, BAFO Rank, Hunter Evolutions.

REQUIRES

OT CORE BOOK & SOLO RULES V5

TC2066 // SPLICE PUNK

A5 TABLETOP

OPERATOR TACTICS

# BIG GAME

A Solo Hunting Supplement for Operator Tactics

EDITION 01 · 2026 · TERRA CONFLICTUS

OT.BG // SOLO SUPPLEMENT // A5

You are a freelance hunter on contract to the Bureau of Anomalous Field Observations. You track specimens that do not appear in standard threat catalogs. You get paid by the kill, the capture, or the data recovered.

BAFO does not give you the full picture. They never do.  
Requires *Operator Tactics Core Book* and *OT Solo Rules v5*.

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Design & Writing: Jesse Alexander

Setting: Terra Conflictus 2066

Rules system: OT D6 Core / Solo Rules v5

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# 01/

## WHAT THIS IS

*The contract pays for results. The terrain does not.*

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## WHAT BIG GAME IS

This supplement generates standalone solo hunts for a single operator in the Operator Tactics system. You need the OT Solo Rules (v5) and the OT Core Book. Everything else is here.

Each hunt is a one-shot: roll the contract, build the terrain, read the specimen, deploy, play. No campaign required. Chain hunts into an ongoing career if you want persistent stakes. Every contract stands alone.

This is not an exploration sandbox. Something is out there. You find it before it finds you, or you do not. The terrain is hostile. The specimen is worse. The other hunters are worst of all.

**How it works.** The Hunt Generator (CH.03) produces a complete scenario from seven rolls. New mechanics in CH.04 cover the Approach Protocol, the Read, Specimen Anatomy and the Resource Preservation Matrix, Template Resonance, and the Pursuit Sequence. The Specimen Catalog (CH.06) expands the target roster with territory-specific entries from Bureau field archives. The Hunter Progression system (CH.07) tracks your operator's career through a Field Dossier, BAFO Rank, and Hunt Evolutions.

**What you need at the table.** A fistful of D6. One D8. One D10. One D12. One D20. Tokens for patrol waypoints, anatomy markers, Intel Markers, Tempo, Failsafe, and wounds. A 24" x 24" surface with terrain. One index card per hunt.

**What changed from Aberrant Hunt.** Big Game expands that module into a complete standalone supplement with new mechanics, an extended specimen catalog, and a full progression system. If you have been playing Aberrant Hunt, your existing hunts and career records carry over directly.

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## HOW TO USE THIS BOOK

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**First hunt?** Read CH.02 (BAFO) and CH.03 (Generator). Run CH.03 from top to bottom. Refer to CH.04 mechanics as they come up. The Quick Reference in the back matter covers every table.

**Returning hunter?** Skim CH.02 and jump to CH.03. New mechanics are in CH.04. Check CH.07 for the progression system if you are running a career.

**Running a specimen you know?** Go directly to CH.06. The Specimen Catalog describes hunt tactics for each type. If the catalog lists a Field Dossier bonus, that means you have the required prior entries for that type and your Read phase starts with known anatomy.

**Module rules vs. book rules.** When a hunt complication or contract card contradicts a rule in this book, the complication wins.

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## THE SOLO LOOP

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You are the hunter and the hunted. You control your operator. The specimen runs on the Aberrant Action Protocol. The terrain runs on itself.

The turn sequence follows OT Solo Rules: Priority, Operator, Threat, Event, End. The specimen activates during the Threat Phase under the Aberrant Action Protocol in CH.04. The Hunt Events table fires at Round 3 and Round 6 instead of the standard Universal Event Table.

Five new phases layer on top of the standard loop. They do not replace the loop. They give the time before First Contact its own structure.

PHASE	WHEN		WHAT IT DOES
Approach Protocol	Before Contact	First	Skill checks through the Approach Corridor. Build or burn Tempo.
The Read	Before Contact	First	Observe the specimen. Earn anatomy targets.
First Contact	When combat begins		Automatic 1 Tempo.
Pursuit Sequence	When specimen flees		Momentum chase. 3-round window.
Between Hunts	After extraction		Recovery, payout, career advancement.

**FIELD LOG. Operator Kestrel, contract #447:** "The brief said two days. The specimen had been in that zone for six. By the time I reached the Approach Corridor, it knew the difference between me and the wind. I ran the Read anyway. Spotted the dorsal junction. One anatomy target. It was enough."

# 02/

## THE BUREAU

*BAFO does not advertise. It recruits by reputation and retains by necessity.*

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## WHAT BAFO IS

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The Bureau of Anomalous Field Observations is a non-governmental scientific and containment organization operating across all faction territories under a research neutrality charter that every faction has agreed to and none of them fully trust. BAFO's official mandate is the documentation, containment, and if necessary the removal of anomalous biological specimens operating outside their designated habitat, genetic classification, or behavioral parameters.

In practice, BAFO contracts independent hunters to do the work that Bureau field teams cannot or will not handle. Some contracts are clean science. Some are not.

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## THE MISSION

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BAFO was founded in the late 2040s in response to a specific problem: gene-forging had escaped the military supply chain, and the civilian ecology could not absorb what was released into it. Wild-type animals fused with program stock. Aberrant biology emerged from Lumericite exposure zones. Specimens appeared in field documentation that matched no known taxonomy.

National and faction militaries had the tools to destroy these specimens. They did not have the mandate, the patience, or the institutional memory to study what they were dealing with before destroying it. BAFO filled that gap.

The Bureau maintains the Archive, a classified catalog of every documented specimen type, behavioral deviation, territorial range, and genetic drift event logged by field contractors since the Bureau's founding. Access to Archive data is a tier-based privilege. Most contractors never reach Archive clearance.

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## HOW IT WORKS

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**The Handler Network.** BAFO deploys handlers to coordinate contractor field operations. Handlers are Bureau employees, not field operators. They provide pre-mission intel, coordinate extraction logistics, and receive field data during and after contracts. Handler quality varies significantly.

**Clearance Levels.** Every BAFO contractor operates at one of three clearance levels. Clearance determines what contracts you can accept, what intel BAFO shares before the mission, and what equipment you can requisition.

LEVEL	ACCESS	NOTES
Field	Standard contracts, basic intel packages, Tier 1 Requisitions	Entry level. Most contractors stay here.
Priority	Priority contracts, enhanced intel, Tier 2 Requisitions	Requires established performance record.
Archive	Black Ops contracts, classified specimen data, Tier 3 Requisitions	Rare. Requires Senior Field Operative BAFO Rank.

**Contracts.** All BAFO contracts follow the same structure: a contract type, a designated target, a location, and an extraction protocol. BAFO withholds information on a need-to-know basis. What you learn in the field is usually more accurate than what you received in the brief.

**Payout.** BAFO pays in Field Requisitions: access to equipment, ammunition, and specialized gear at the requisition tier you earned. Cash payments are available at Priority tier and above.

**BAFO does not discuss failed contracts.** A failed contract does not appear in your file. Three consecutive failures end your contractor relationship. No formal notification. BAFO stops calling.

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## BAFO ORGANIZATIONS

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**The Specimen Division.** The branch that issues hunting contracts. Most contractors interact exclusively with Specimen Division. It maintains the Aberrant Catalog and commissions field work to expand or update it.

**The Archive.** BAFO's classified research and data division. Independent from the Specimen Division. Archive-level data is not accessible to contractors below Senior Field Operative rank. What the Archive knows about Lumicite Resonance Entities is significantly more than what appears in contractor briefing materials.

**The Handler Corps.** The Bureau's field coordination network. Handlers are trained in specimen biology, terrain assessment, and contractor management. They are not trained for direct field engagement. When a handler goes dark, assume the worst and adapt.

**BAFO Internal Security.** Not officially acknowledged. Contractors who ask about it get their questions answered with different questions.

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## WHAT MAKES A HUNTER

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An OT operator is a trained combatant running faction contracts. A BAFO hunter is something else. The skill overlap is significant. The disposition is different.

Operators run missions with defined force composition against opposition that follows tactical doctrine. Hunters run contracts alone against something that does not have tactical doctrine because it does not have language for what doctrine means. The terrain is the first enemy. The specimen is the second. Your own pattern-matching instincts are the third.

Gene-forged hunters have an additional layer. Template resonance runs both directions. Your stock gives you range advantages on detection. It also makes you more detectable to specimens that hunt by biological signature. The Read is not optional for gene-forged operators. It is survival protocol.

**BAFO NOTE.** Handlers are instructed to describe contract difficulty accurately. Field experience suggests this instruction is followed approximately 60% of the time. The other 40% involves clerical errors, outdated specimen data, and on two documented occasions a failure to note that the specimen had survived a prior engagement and adjusted its approach accordingly. Plan for the 40%.

# 03/

## THE HUNT GENERATOR

*Seven rolls. One index card. Everything you need to get into the field.*

# THE HUNT GENERATOR

Seven rolls. One index card. Everything you need to get into the field.

## OVERVIEW

Run Steps 1 through 7 in order. Each step constrains the next. By the end you have a complete hunt on an index card. The generator builds scenarios you did not plan for. Your operator survives them or does not.

Write the results on the Hunt Index Card (see Quick Reference). Seven lines. If a result does not fit on the card, the hunt is not defined enough yet.

## STEP 1: CONTRACT TYPE

Roll D6.

D6	CONTRACT	PAYOUT TIER	NOTES
1	Kill Order	Standard	Confirmed kill. Bring proof of removal.
2	Live Capture	Priority	Specimen alive and viable. BAFO supplies containment gear.
3	Data Recovery	Standard	Document and record. Engage only if provoked.
4	Specimen Escort	Priority	Transport live specimen to extraction. It does not want to go.
5	Site Purge	Black Ops	Active Lumericite installation. Eliminate all anomalous activity. Clearance required.
6	Handler's Choice	Roll again	BAFO withholds the actual contract until Round 3. Roll again; apply that contract at Round 3.

## STEP 2: THE SPECIMEN

Roll D10 for type. Then D6 for tier. Then D8 for aberrant ability. Every specimen gets all three.

### SPECIMEN TYPE (D10)

D10	CLASSIFICATION	SIGNATURE	HABITAT
1	Type-3 Environmental Integrator	Fused with root-mass or stone. Body is the terrain.	Jungle, cave, ruin
2	Type-3 Environmental Integrator	Aquifer integration. Moves through groundwater.	Wetland, flooded zone, underground
3	Type-4 Aquatic Mimetic	Is the water. Mimics voice and memory.	Coast, submerged district, river
4	Type-4 Aquatic Mimetic	Ice-variant. Freezes prey from inside.	Arctic, glacier, cold-water port
5	Type-7 Vocal Predator	Infrasound attack. Organ damage at range.	Steppe, open terrain, mountain pass
6	Type-7 Vocal Predator	Learned speech. Uses victim voices as lure.	Urban ruin, transit corridor
7	Type-9 Cognitive Parasite	Operates through reflections and recursive thought.	Installation, sealed facility
8	Type-9 Cognitive Parasite	Shadow-variant. Replaces consciousness with inverted copy.	Underground, low-light zone
9	Lumicite Resonance Entity	Not biological. Proto-consciousness from energy substrate.	Active installation, resonance drift zone
10	Unclassified	Does not match existing taxonomy. Roll two aberrant abilities.	Roll D8 on Environment table

## COMBAT TIER (D6)

D6	TIER	FW	MW	NOTES
1-2	Grunt	2	0	Young specimen. Reactive. No MW conversion.
3-4	Soldier	3	1	Mature specimen. Territorial.
5	Veteran	3	2	Alpha. Has survived prior hunts.
6	Heavy	3	2	+1 AR. Apex predator. Treat with extreme caution.

## ABERRANT ABILITY (D8)

D8	ABILITY	EFFECT
1	Resonance Scream	Once per round: all operators within 8" roll GUTS 4+. Fail: lose 1 action next activation.
2	Environmental Merge	Counts as heavy cover in habitat type. Cannot be targeted by Shoot while merged. OPINT 4+ Field Read to locate.
3	Voice Lure	Mimics distress call. SITREP (Unlikely) to resist. Fail: operator moves D6" toward specimen.
4	Cognitive Bleed	Operators within 6" at round end: SITREP (Even). No result = one action wasted next activation.
5	Template Regression	First MW upgrades tier by one step. Grunt becomes Soldier. Heavy gains +1 to all rolls.
6	Lumicite Pulse	Once per mission: 12" radius. All electronics and comms fail for 1 round. Fog of War applies in daylight.
7	Adaptive Hide	First hit each round absorbed. After absorbing: +1 to next attack.
8	Fracture Echo	On removal: SITREP (Even). Yes = specimen fragments into two Grunt-tier copies with no aberrant ability. Hunt continues.

## STEP 3: HUNT ENVIRONMENT

Roll D8 for region. Roll D6 for terrain complication.

### REGION (D8)

D8	REGION	FACTION PRES- ENCE	FIELD TEXTURE
1	Amazonian Met- roplex	SCA terraforming ops	Canopy cover, engineered root-mass, heat index 50+, predator-silence at dawn
2	Flooded London	NAF maritime patrols	Submerged transit, tidal corridors, bioluminescent algae
3	Nordics Arcology Sub-Levels	EO security, gene- smith clinics	Maintenance corridors, geothermal hum, artificial lighting
4	Eurasian Con- tested Zone	EO/PCU border friction	Open steppe, frozen ground, wind- scour, no cover for kilometers
5	Saharan Dead Zone	PCU perimeter, Void Walker activ- ity	Irradiated sand, buried installations, heat shimmer
6	Patagonian Basin	SCA research sta- tions	Old-growth canopy, river network, colonial-era ruins
7	Java Scatter	PFZ maritime con- federation	Submerged urban zones, melt chan- nels, vertical water lanes
8	IPFZ Research Station	No faction. Neutral ground.	Pre-Upheaval architecture, sealed cor- ridors, Lumicite resonance

## TERRAIN COMPLICATION (D6)

D6	FEATURE	EFFECT
1	Resonance Drift Zone	Gene-forged roll GUTS 4+ at end of each round or take 1 FW. Baselines unaffected.
2	Collapsed Infrastructure	D3 zones have difficult terrain. Extraction zone blocked until cleared (1 action, TACT 4+).
3	Hostile Weather	Visibility 12". Shoot beyond 12" at -1. Wind noise masks movement (Stealth +1).
4	Civilian Presence	2D6 non-combatants scattered. Collateral triggers Heat +2. Specimen uses them as cover.
5	Contested Ground	Faction patrol (D3+1 Soldiers) on site. Will engage specimen independently. May claim the kill.
6	Deep Installation Access	One zone contains sealed Lumicite installation. If specimen reaches it: upgrade tier by one step and add Lumicite Pulse.

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## STEP 4: THE COMPETITION

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Roll D8. You are not the only hunter. Sometimes the competition is more dangerous than the specimen.

D8	RIVAL	COMPOSITION	BEHAVIOR
1-2	No Competition	---	Clean hunt.
3	Freelance Solo	1 Veteran operator	Same contract. Arrives D3 rounds after you. Shoots first, files later.
4	Apex Predators	2 Soldiers + 1 Veteran	Elite trophy crew. Gene-forged heavy stock. Will sabotage your approach.
5	Menagerie	1 Soldier + 1 Tech	Black-market live-capture team. If you interfere, they fight.
6	Faction Kill Team	D3+1 Soldiers	Official faction response. Heat +1 if detected.
7	Rogue BAFO Cell	2 Veterans	Former BAFO operatives gone independent. Know your protocols. Know your handler.
8	The Collector	1 Heavy	Solo operator with Lumicite-infused gear. Does not kill. Takes specimens somewhere. +1 to all rolls.

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## STEP 5: HUNT COMPLICATION

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Roll D10. Something is wrong with the contract. Something is always wrong with the contract.

### D10 COMPLICATION

- 1 **Intel is wrong.** Specimen is one tier higher than rolled. Handler claims clerical error.
  - 2 **Specimen is wounded.** Prior team engaged it (all dead). Starts at half FW (min 1). But it learned. +1 to all combat rolls.
  - 3 **Terrain is unstable.** End of Round 4: one random zone becomes impassable. End of Round 6: a second zone collapses.
  - 4 **Handler goes dark.** No extraction support. No resupply. You are alone.
  - 5 **Specimen is nesting.** D3 Grunt-tier juveniles in Objective Zone. Kill the alpha and they scatter. Miss the alpha and they swarm.
  - 6 **Lumicite cycling.** Every 2 rounds, all gene-forged roll GUTS 4+ or lose 1 action. Baselines unaffected.
  - 7 **Contract changes mid-hunt.** SITREP at Round 3: kill order becomes live capture. Payout doubles. Difficulty does not.
  - 8 **Second specimen.** Same type, one tier lower, no aberrant ability. The two operate as a coordinated pair.
  - 9 **Competition arrived first.** D3 traps across two zones. TACT 4+ to spot. 2 FW if triggered.
  - 10 **The specimen remembers you.** SITREP to determine how: 1-2 = tracked your scent. 3-4 = genetic memory of your template line. 5-6 = heard the Deep Frequency through you. +1 to all rolls against you specifically.
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## STEP 6: YOUR HANDLER

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Roll D6.

D6	HANDLER	PERSONALITY	INTEL QUALITY
1	Nasri	Sharp, encrypted. Trusts you with data, not with reasons.	Excellent. D3 bonus Intel Tokens (spend for +1 on any Field Read).
2	Voss	Measured, careful. Holds back more than she shares.	Good. One free SITREP reroll per mission.
3	Tanaka	Clinically detached. Wants samples more than results.	Mixed. Specimen data is perfect. Terrain data is three years old.
4	Junior Archivist	Nervous, over-communicates, first field assignment.	Poor. One random table result is secretly wrong (reroll one Step result after Round 2).
5	Kestrel (Remote)	Laconic. Gives you what you need, nothing more.	Field-tested. 1 free Tempo token at mission start. "You'll need it."
6	No Handler	Comms dead. Running blind.	None. No Intel Tokens. No extraction support. Payout upgrades one tier if you survive.

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## STEP 7: ALERT STATE AND SPECIMEN PLACEMENT

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Roll SITREP (Even). Yes = specimen is Hunting (active patrol). No = specimen is Dormant (inactive, merged or resting). Record on the index card.

**Deployment.** Build the table using the Five-Zone Method (OT Solo Rules). Place the specimen in the Objective Zone. Place patrol tokens per Solo Rules. Note terrain complication zone placement.

ZONE	PURPOSE
Insertion Zone	Where you enter. Handler's last transmission reaches here.
Approach Corridor	Between you and the specimen. Place terrain complication here.
Objective Zone	The specimen's territory. Home advantage.
Kill Zone	Open ground between Objective and Extraction. If the specimen runs, it runs through here.
Extraction Zone	The way out. Not the way in.

# 04/

## HUNT MECHANICS

*The read comes before the shot. Everything after the shot is consequence.*

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## THE APPROACH PROTOCOL

Before First Contact, the Approach Corridor is a skill-challenge sequence, not a movement phase. Three obstacles stand between the Insertion Zone and the Objective Zone. Each obstacle is rolled at the moment you attempt to pass it.

**When it runs.** On your first activation after entering the Approach Corridor.

**Roll the obstacle type (D6 each):**

D6	OBSTACLE	ATTRIBUTE	DC
1	Terrain Breach	TACT	4+
2	Detection Window	OPINT	4+
3	Competition Encroachment	TACT	4+
4	Environmental Hazard	GUTS	4+
5	Silent Approach Required	TACT	4+ (Stealth active)
6	Specimen Patrol Zone	OPINT	3+ (solo DC)

Roll all three obstacles in sequence. Each check is one action.

**Success.** Earn half a Tempo token. Two successes equal 1 Tempo token.

**Failure.** Advance the specimen's Alert State by one step. Dormant becomes Hunting. Hunting becomes Cornered.

**Carrying a Field Dossier bonus.** If you have the required prior entries for this specimen type, reduce the DC of one obstacle by 1 (your choice, declared before rolling). The default threshold is three entries; Rank 3 hunters need only two.

**AT THE TABLE.** The Approach Protocol creates the feeling of the approach, not just the fact of it. Three checks with real stakes before you have even seen the specimen. That is what hunting feels like versus running a tactical operation.

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## THE READ

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Before First Contact, your operator can observe the specimen from cover to learn its anatomy. Each Read action earns one entry from the Specimen Anatomy table for this hunt.

**When it runs.** Any time before First Contact. Your operator must have line of sight to the specimen or to clear evidence of its presence (tracks, kills, substrate disruption). This costs 1 action.

**Roll OPINT 4+ (solo DC 3+).** Success: draw one anatomy target from the Specimen Anatomy table (step below). Natural 6: draw two. Natural 1: false information. Roll the Fumble Table and lose the action.

**Limit.** Two Read actions per hunt. After two, you have what you have.

**Gene-forged operators.** Template resonance works both ways. You start with one anatomy target known without a Read action. You are also detected at +4" range by the specimen.

**Field Dossier.** If you have the required prior entries for this specimen type in your Field Dossier, start the hunt with one anatomy target already known. You do not need to spend a Read action for it. The default threshold is three entries; Rank 3 hunters need only two.

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## SPECIMEN ANATOMY

Each specimen has three anatomy targets, determined at setup by rolling D6 three times on the table below. Record them on the Hunt Index Card. The player does not see them until they are earned through the Read or revealed by the Field Dossier.

**At setup:** Roll D6 three times. These are the anatomy targets for this hunt. Write them face-down or in a covered section of the index card. The player reveals them as they earn Read results.

### ANATOMY TABLE (D6)

D6	TARGET	HIT EFFECT	MISS EFFECT
1	Neural Cluster	Specimen loses 1 action next activation	Specimen gains +1 to its next attack
2	Resonance Core	Lumicite-type: -1 AR for rest of hunt. Others: aberrant ability disabled for D3 rounds	No effect
3	Primary Limb	Specimen MOBI reduced by 3" until healed (1 round, Cornered state)	No effect
4	Vital Organ	Counts as 2 FW damage instead of 1 on this hit	Hit counts as 1 FW only regardless of weapon
5	Structural Weak Point	Next hit against this target ignores 1 AR	No additional effect
6	Behavioral Trigger	Triggers a free SITREP (Likely): favorable result is a direct consequence in the hunt fiction	No effect

**The Resource Preservation Matrix.** Your contract payout depends on anatomical precision, not just the kill. Hitting a known anatomy target upgrades your payout modifier by one step. Hitting an unknown target deals damage but earns no payout bonus. A kill with zero anatomy hits pays out at the base rate only.

At end of the hunt, count anatomy hits: 0 = base payout. 1 = payout modifier +1 step. 2+ = payout modifier +2 steps.

**BAFO NOTE.** The Bureau does not pay hunters for violence. It pays for precision. A kill that destroys every extractable component is, from BAFO's perspective, equivalent to a miss.

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## TEMPLATE RESONANCE

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Gene-forged operators and certain specimen types share a biological relationship that operates below the threshold of conscious awareness.

**Detection range.** Gene-forged operators detect specimens at +2" range (passive, no roll required). Specimens detect gene-forged operators at +4" range.

**First Contact pressure.** When a gene-forged operator makes First Contact, roll GUTS 4+. Failure: the specimen has resonance read on you. It gains +1 to its first attack this hunt. Success: no effect.

**Resonance Entities and Type-9.** Against Lumericite Resonance Entities and Type-9 Cognitive Parasites, gene-forged operators roll the First Contact pressure check at GUTS 5+.

**Baseline operators.** No detection bonus. No detection penalty. No resonance check. What you gain in invisibility you pay for in the Read: baseline operators must earn all anatomy targets through observation. Nothing is given.

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## ENCOUNTER RESOLUTION

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The specimen does not follow the Enemy AI Protocol. It follows something older.

## SPECIMEN ALERT STATES

STATE	BEHAVIOR
Dormant	Inactive. Requires resonance trigger or direct contact to activate. Type-3 defaults here when merged.
Hunting	Active and tracking. Follows patrol tokens. Detects operators within 8" (12" for Type-7 and Type-9). Gene-forged detected at +4".
Cornered	Has taken first MW. +1 to all rolls. Activates at start of Threat Phase. Rolls SITREP (Even) to flee or fight.
Frenzy	Has taken second MW. +2 to all rolls. 2 actions per activation. Does not flee. Does not stop.

## SPECIMEN TARGET PRIORITY

1. Operator who damaged it this round.
2. Gene-forged operator (senses template resonance). If multiple, closest.
3. Operator carrying Lumicite equipment or samples.
4. Closest in line of sight.
5. Tie: moves toward Lumicite installation if present. Otherwise D6.

## ABERRANT ACTION PRIORITY

1. Use aberrant ability if conditions are met and it is available.
2. Fight if in contact (base-to-base or within 1").
3. Ranged attack if target in LoS (Type-7, Type-9, Lumicite Entity only).
4. Close distance to priority target using fastest route.
5. If wounded (any MW): SITREP (Even). Yes = flees toward nearest cover or installation. No = fights to death.

## EXPLOITING WEAKNESS

After 3 consecutive hits absorbed by armor, you identify a structural gap. The next hit ignores 1 AR. The counter resets on a miss or target change.

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## COMPETITION BEHAVIOR

Competition activates during the Threat Phase after the specimen.

**Target Priority.** Competition prioritizes the specimen first, you second. Exception: Rogue BAFO Cell and The Collector prioritize you if you are between them and the specimen.

**Engagement.** Competition will not engage you unless: (a) you attack them first, (b) you are between them and the specimen, or (c) only one of you can claim the kill and they rolled higher on SITREP (Even).

**Kill Steal.** If competition removes the specimen, your contract fails. Payout drops to zero. Heat +1.

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## THE PURSUIT SEQUENCE

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When the specimen enters Cornered state and the SITREP says flee, the Pursuit Sequence replaces standard movement resolution for the next D3+1 rounds.

**The window.** D3+1 rounds. Both sides make momentum rolls. At the end of the window, one of three outcomes resolves.

### Each round of pursuit:

Both sides roll D6. Add MOBI modifier (+1 if MOBI exceeds 6", -1 if MOBI is 4" or less). Compare results.

- **You win:** Close 1 zone. Spend 1 Tempo to close 2 zones instead.
- **Tie:** No movement. Spend 1 Tempo to break the tie and close 1 zone.
- **Specimen wins:** It opens 1 zone. If it reaches the map edge, see Pursuit Outcomes below.

**Terrain.** If the Approach Corridor had a terrain complication, the specimen routes through it at no penalty. You apply the original complication modifier.

### Pursuit Outcomes (at end of window):

RESULT	OUTCOME
You are in the same zone as the specimen	It turns and fights at Frenzy state, no SITREP.
You are 1 zone away	It goes to ground. A new Objective Zone is established. Hunt continues from the Kill Zone.
Specimen reached map edge	SITREP (Even). Yes = it escapes. Contract fails, Heat +2. No = it stops at the edge and turns.

**AT THE TABLE.** The Pursuit Sequence is not a chase minigame. It is a pressure window. The hunter is spending Tempo, making decisions, watching the window close. That is the Jockey experience: velocity and commitment under a hard clock.

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## HUNT EVENTS

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Roll D8 at the start of Round 3 and Round 6.

### D8 EVENT

- 1 **The Deep Frequency pulses.** All gene-forged hear it. GUTS 4+ or lose 1 action this round. Specimen gains +1 to next roll.
- 2 **Environmental shift.** One zone's terrain type changes. Open becomes difficult, or difficult becomes impassable. Specimen adapts. You do not.
- 3 **Specimen calls.** Type-7/Type-4: distress mimicry pulls non-engaged operators D6" toward specimen (SITREP Unlikely to resist). Other types: SITREP (Even) for secondary creature arrival in D3 rounds.
- 4 **Handler intel update** (if handler active). SITREP (Likely) for accuracy. Yes = reveal one hidden element. No = outdated.
- 5 **Lumicite resonance spike.** If installation present: aberrant ability distances +2" for D3 rounds. If no installation: specimen's once-per-mission ability recharges.
- 6 **Competition escalation.** If competition present, they make their move this round. If no competition: D3 faction soldiers arrive investigating the disturbance.
- 7 **Specimen adapts.** Your most-used attack type (Shoot or Fight) takes -1 against this specimen for the rest of the hunt. Switch it up.
- 8 **The Archive watches.** Faint recording hum. Your field log activates. SITREP (Even): Yes = useful data (bonus Performance Token). No = the recording captures something behind you. Check your six.

# 05/

## CONTRACT AND PAYOUT

*BAFO pays for precision. Clean kills. Intact specimens. No collateral.*

# CONTRACT AND PAYOUT

*BAFO pays for precision. Clean kills. Intact specimens. No collateral.*

## PAYOUT TIERS

TIER	BASE REWARD	REQUISITION ACCESS
Standard	1 Field Requisition (Tier 1)	Standard gear, ammunition, medical supplies
Priority	1 Field Requisition (Tier 2)	Specialized ammo, resonance shielding, containment equipment
Black Ops	1 Field Requisition (Tier 3)	Lumicite-infused rounds, prototype detection gear, Archive-level intel

## PAYOUT MODIFIERS

Each condition below shifts the payout one step up or down. Caps at Black Ops (up) and zero (down).

CONDITION	MODIFIER
Contract completed as specified	Base payout
1 anatomy hit on the specimen	+1 step
2+ anatomy hits on the specimen	+2 steps
Specimen captured alive (when contract was kill order)	+1 step
Specimen data recovered (tissue, resonance recording, field log)	+1 step
Zero alarm, zero Heat increase	+1 step
Handler went dark and you survived	+1 step
Specimen was higher tier than briefed	+1 Tempo token next mission (no payout effect)
Competition claimed the kill	Payout drops to zero
Contract failed (specimen escaped)	No payout. Heat +2.
Collateral damage (civilian casualties)	-1 step. Handler has a conversation with you.
Specimen removed by Fracture Echo	Base payout for alpha. Half payout per fragment killed.
Zero anatomy hits	Base payout only, no modifier steps available

## BETWEEN HUNTS

If chaining hunts into a career, resolve in this order after each mission.

**1. Wound Recovery.** All FW recover automatically. Mortal Wounds persist. Roll GUTS 4+ to recover each MW. Failure: MW persists into next hunt.

- 
2. **Heat Adjustment.** Clean kill, no alarm: Heat -1. Alarm triggered: Heat +1. Failed contract: Heat +2.
  3. **Field Requisition.** Spend payout on equipment from the tier you earned.
  4. **Field Dossier Update.** Record this hunt. Specimen type, tier, ability, territory, payout tier, one line of field notes (player-written).
  5. **BAFO Standing Check.** Apply any rank advancement (see CH.07). Check for Hunter Evolution triggers.
  6. **After-Action Event.** Roll D8 on the After-Action Events table (OT Solo Rules).
  7. **Battlefield Evolution Check.** Standard OT operator advancement triggers (OT Core Book, CH.09).

**BAFO NOTE.** Between-hunt recovery time is 48 hours minimum per Bureau protocol. No Bureau employee will verify this is being observed. The field record for consecutive contracts without recovery is held by a contractor who has been designated Missing, Presumed Unavailable since 2063.

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## FIELD REQUISITIONS

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One-use rewards earned from contract performance.

**Tier 1 (Standard).** Pick one: Extra Edge (+1 Edge token next hunt). Resupply Drop (swap entire loadout at no cost). Terrain Intel (one zone revealed at mission start).

**Tier 2 (Priority).** Pick one: Resonance Shielding (gene-forged First Contact pressure check at GUTS 3+ instead of 4+). Containment Gear (Live Capture contract: specimen held automatically on removal). Specimen Brief (one anatomy target known at mission start, in addition to any Field Dossier bonus).

**Tier 3 (Black Ops).** Pick one: Lumicite Rounds (standard rounds can now inflict MW on Lumicite Resonance Entities). Prototype Scanner (The Read succeeds automatically on the first attempt, no roll required). Handler Override (if your handler goes dark, treat it as active for payout purposes for this hunt only).

# 06/

## SPECIMEN CATALOG

*Know what you are hunting. Or it will not matter what you brought.*

---

# SPECIMEN CATALOG

---

*Know what you are hunting. Or it will not matter what you brought.*

---

## USING THIS CATALOG

---

The catalog has two sections. The first covers the five specimen types from the Aberrant Catalog with hunt tactics and Field Dossier notes. The second covers territory-specific manifestations drawn from Bureau field archives.

When the Hunt Generator produces a specimen type (Steps 1-2, CH.03), consult the type entry for hunt tactics and Field Dossier bonuses. If the generator also produced a territory (Step 3), check whether a territory-specific specimen entry is listed for that region. The territory entry replaces the generic type profile if it is a better fit for the scenario, or stack it alongside the type entry for a more complex target.

**Field Dossier bonus.** If you have three or more entries for a specimen type in your Field Dossier, you start any hunt against that type with one anatomy target already known without spending a Read action. The type entry notes which anatomy target is most commonly revealed by experienced hunters.

---

## TYPE-3: ENVIRONMENTAL INTEGRATORS

---

*The terrain is the enemy. The creature you can see is the smallest part of it.*

Type-3 specimens fuse with their ecosystem at the genetic level. Root-mass, stone, aquifer, permafrost. Their distributed body makes conventional observation unreliable and direct fire often ineffective.

**Hunt Tactics.** Force it to surface. Resonance lures tuned to Type-3 frequencies draw it out of the substrate. Fire and chemical agents disrupt the fusion bond. Do not engage in its habitat without forcing separation first. The ground is its mouth.

**The Read.** A successful Read against a Type-3 reveals whether it is merged or surfaced. Surfaced specimens lose Environmental Merge for D3 rounds, making them targetable. A Read result of Natural 6 also reveals the primary attachment point: one anatomy target plus the structural weak point that breaks the merge.

---

**Field Dossier Bonus.** Three prior Type-3 entries: you know the break-point frequency. The Resonance Core anatomy target is automatically known at mission start.

**Warning.** Proximity to a merged Type-3 causes perceptual bleed. You will have difficulty distinguishing the specimen from the landscape. Trust your instruments over your eyes.

---

## TYPE-4: AQUATIC MIMETICS

---

*They are the water. Not in it. Of it.*

Every ripple is a sensory organ. Every current is an attack vector. They mimic human voices with precision and they know what you sound like when you are afraid because they have already listened to you drown.

**Hunt Tactics.** Stay dry. Type-4s cannot operate outside liquid medium. Thermal disruption forces temporary retreat. Containment requires draining or freezing the medium. A kill requires isolating the core resonance node: a knot of bioluminescent tissue approximately fist-sized. Until that node is destroyed, the specimen regenerates.

**The Read.** A successful Read reveals the core node location within the water body. Without it, attacks deal maximum 1 FW until the node is located.

**Field Dossier Bonus.** Three prior Type-4 entries: you recognize the acoustic pattern of the mimicry before it triggers. Voice Lure requires SITREP (Even) to affect you instead of Unlikely.

**Warning.** Victims report drowning sensation on dry land after extended exposure. If you hear your own voice calling for help from the water, do not go to the water.

---

## TYPE-7: VOCAL PREDATORS

---

*Sound is their weapon. The physical body is almost an afterthought.*

Infrasonic waves cause vertigo, cortisol spikes, and organ damage at range. The sophisticated variants have learned human speech, which they use the way a fisherman uses a lure. The voice is perfect. It belongs to someone you lost.

---

**Hunt Tactics.** Close range. Type-7 vocal attacks lose coherence under 4". Acoustic dampening gear reduces Resonance Scream range by half. The physical body is fragile. If you can close contact without taking an infrasound burst, the fight is brief.

**The Read.** A successful Read reveals the primary frequency. One Resonance Scream is negated per mission if you have tuned countermeasures active. A Read also reveals which operators are the most acoustically vulnerable (nearest to the Resonance Scream's DC threshold).

**Field Dossier Bonus.** Three prior Type-7 entries: you have been exposed enough to build partial resistance. Resonance Scream check at GUTS 3+ instead of 4+.

**Warning.** Extended exposure causes persistent auditory effects. You will hear the specimen's voice for days. This is normal. If the voice starts telling you things you did not know before the hunt, report to your handler immediately.

---

## TYPE-9: COGNITIVE PARASITES

---

*The rarest. The worst. They do not kill you. They replace you.*

They exist partially outside conventional space, operating through reflected surfaces, shadows, and recursive thought loops. A compromised operator continues to function and does not know they are compromised.

**Hunt Tactics.** Cover all reflective surfaces before entering the specimen's territory. Work in pairs if possible. Maintain verbal contact with your handler at all times. The moment you cannot remember your handler's name, you are already compromised. Engagement requires disrupting the reflection medium: smash glass, drain water, flood with uneven light.

**The Read.** A successful Read confirms whether you are perceiving real space or reflected space. This confirmation is more valuable than any tactical data.

**Field Dossier Bonus.** Three prior Type-9 entries: you have developed a verification protocol. Once per hunt, you can confirm your own perceptual state without spending an action.

**Warning.** If you see yourself in a reflective surface doing something you are not doing, leave. Leave now. Do not document. Leave.

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## LUMICITE RESONANCE ENTITIES

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*Not biological. Proto-consciousness from energy substrate. Incomplete. Hungry.*

They are what was sealed in the installations. They are responsive to genetic templates the way a tuning fork responds to its note. Gene-forged operators are not invisible to them. Gene-forged operators are interesting to them.

**Hunt Tactics.** Conventional weapons are limited: standard rounds reduce FW but cannot inflict MW. Lumicite-infused ammunition (Black Ops requisition only) is the primary damage method. Force the entity away from its installation and its form degrades. It will reform at the installation within D6 hours if not destroyed.

**The Read.** A successful Read reveals the resonance frequency. Tuned counter-measures disrupt coherence for D3 rounds, reducing it by one tier. This is the only Read result that reduces a specimen's combat tier.

**Field Dossier Bonus.** Three prior Entity entries: you have Archive-level classification data on this frequency range. One free Lumicite-effective hit per mission (treat as if Lumicite ammunition regardless of actual loadout).

**Warning.** Gene-forged operators report hearing the entity as language. Do not attempt to communicate. Do not respond. It does not speak. It recruits.

---

## TERRITORY-SPECIFIC ENTRIES

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The following specimens are drawn from TC Field Ecology Vol. I archives. Each entry lists the territory it appears in, its combat profile, and hunt-specific rules.

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### VEPR FEROX

#### CREATURE (D) / Eurasian Contested Zone

*EO boar stock, third generation free. The tusks are heavier than the program intended.*

Descended from EO gene-forged boar operators used in the Caucasus corridor. Three generations of feral breeding have produced an armored, territorial animal that retains the ceramic-plate hide thickening from the original program but has shed all behavioral conditioning. It knows its territory down to the meter. You do not.

**STATS:** FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 7" / AR 2 / 3 FW / 1 MW

**Armored Charge.** When the Vepr moves 4" or more toward a target in a single action, the first hit it takes that activation is absorbed by AR. The charge also requires the target to roll GUTS 4+ or fall prone.

**Territorial.** The Vepr does not pursue past its territory boundary: 12" from the nearest cover it uses as a den. It knows the line. You do not.

**Behavior.** Passive: roots, marks, ignores distance. Aware: orients and advances slowly. Committed: full charge. Does not break off. Not protocol. Biology.

**Hunt Tactics.** The territory boundary is a weapon. Identify the den before engaging. Force it to commit inside its own line rather than chasing it across the steppe. A Vepr that cannot charge is just an armored boar.

**Anatomy Targets (Vepr-specific).** Roll D6 at setup: 1-2 = Ceramic Plate Joint (structural weak point, ignore 1 AR on hit). 3-4 = Charge Muscle Group (primary limb, MOBI -3" when hit). 5-6 = Nerve Cluster (neural cluster, lose 1 action).

---

## TALPIC SEISMIC CRAWLER

### CREATURE / Eurasian Contested Zone

*You hear it before you see it. Then the ground does something it should not.*

Large burrowing arthropod, adult 1.5-2 meters. Hunts vibration. The Crawler does not distinguish between a small mammal in the soil and a vehicle's drivetrain. Both produce vibration. Both are worth investigating.

**STATS:** FIGHT 0rd (4+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 5" (burrow) / AR 1 / 3 FW

**Seismic Track.** Detects any vehicle or operator group of 3+ moving within 15" as if it had line of sight. Stealth does not apply to vibration.

**Burrow Strike.** Emerges adjacent to target, bypassing all terrain between them. The emergence is the attack: target rolls GUTS 4+ or falls prone. On a natural 2 on FIGHT, a vehicle or equipment target takes structural damage (GM determines: engine damage, tire puncture, comms disruption).

**Behavior.** Passive: below surface, hunting insects. Transitions directly to Committed on vibration detection. No Aware state. No warning.

**Hunt Tactics.** Move alone. The Seismic Track fires at 3+ operators, not 1. A solo hunter is significantly harder for it to locate. Stillness is the only reliable counter. A hunter who stops moving for one full round drops off the Crawler's detection entirely.

**Approach Protocol note.** In Talpic terrain, the Approach Protocol's Terrain Breach and Silent Approach obstacles fire at DC 5+ instead of 4+. The Crawler is always listening.

---

## GYMNOTHORAX ARCTICUS

### CREATURE / Antarctic Peninsula Oasis

*Four meters. Fast enough to exit the water and be back in it before you process what happened.*

Semi-aquatic predator, eel body plan, leopard seal behavioral profile. Hunts in coordinated pairs. One surfaces; one waits submerged. The surface contact is a decoy. The second strike is the actual attack.

**STATS:** FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" (water) / 6" (surface) / AR 1 / 3 FW / 1 MW

**Drive and Strike.** The Gymnothorax hunt as a pair. One surfaces and approaches. While operators respond, the second exits the water from an unexpected angle. The surface contact is bait.

**Grip.** On a successful FIGHT roll of 2+ (natural), the animal grips and drags the target 4" toward water. The dragged operator must spend both actions next activation to break the grip (FIGHT 4+). A second consecutive failure means the operator is in the water.

---

**Behavior.** Passive: feeds in melt channels. Aware: surfaces to assess, submerges. Committed: one surfaces, one waits in ambush.

**Hunt Tactics.** The threat model is wrong. If you are tracking the surface animal, you have already lost the initiative. The Read specifically reveals whether a second animal is present. Prioritize that information above all else. A single Gymnothorax is manageable. A coordinated pair in water terrain with no partner is a survival problem.

---

## BUAYA MERAH

### CREATURE (D) / Java Scatter

*Feral gene-forged crocodile stock. The red coloration comes from substrate staining in the ruin zones they favor.*

Saltwater crocodile from the Crimson Corsair gene-forging program, feral since the flooding events of 2038-2042. Retains template-enhanced acceleration. Does not retain behavioral conditioning.

**STATS:** FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 5" (land) / 10" (water) / AR 3 / 4 FW / 2 MW

**Ambush Rise.** When submerged and an operator is on an adjacent surface: free attack before any other action. The operator cannot respond until the following activation. Must come from within 3" horizontal.

**Death Roll.** On a successful FIGHT of 2+ (natural): grips and rolls. Target is pinned. The pinned operator loses all actions until an ally spends 2 actions driving the animal off. Taking a Mortal Wound while pinned is lethal.

**Behavior.** Passive: submerged near structure. Aware: surfaces and tracks. Committed: ambush rise, then death roll.

**Hunt Tactics.** Never enter water with a known Buaya territory without a Read. The Ambush Rise bypasses all Approach Protocol mechanics. Water terrain against this specimen means the specimen controls the initiative regardless of your preparation. Force it onto land before engaging. On land, its MOBI advantage disappears and the Death Roll becomes avoidable.

---

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## HARIMAU AWAN

### CREATURE (D) / Java Scatter

*You see it in cloud cover above the peak. Then you do not. Then something is above you.*

Large modified raptor from a PFZ program no faction has acknowledged. Hunts along a route rather than from a nest. Strikes from cloud cover, withdraws, returns. It does not engage in prolonged combat. It strikes at intervals.

**STATS:** FIGHT Good (2+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 14" (flight) / AR 1 / 3 FW / 1 MW

**Cloud Strike.** Descends from cloud cover (minimum 10" altitude). The target cannot see it coming: surprise attack (no response roll before resolution). After the strike, the Harimau Awan ascends and returns to cloud cover.

**Strike Interval.** Strikes once per Threat Phase. Does not engage in follow-on combat. If an operator defends successfully and returns fire, the Harimau Awan retreats into cloud for one full Threat Phase before striking again.

**Behavior.** Passive: circles in cloud cover. Invisible and inactive. Aware: selects target, enters strike approach. Committed: strike cycle.

**Hunt Tactics.** The Harimau Awan is not hunted by waiting. It is hunted by forcing it to commit. Use yourself as bait in an exposed position with pre-established fields of fire. The standard combat loop does not apply: you cannot track, approach, and engage. You set the ambush and let it come to you. This inverts the Approach Protocol entirely. The Read is useless here without sightlines. Deploy Intel Tokens instead.

---

## PANTHERA ONCA NEBULA

### CREATURE (D) / Patagonian Basin

*Gene-drifted jaguar. Two generations feral in the cloud forest. The original program gave it stealth capabilities. The cloud forest made them permanent.*

---

Descended from SCA program stock, adapted to Patagonian cloud forest. The mist diffuses thermal signature. The canopy blocks aerial surveillance. The original template's stealth capabilities now operate without handler-imposed limits.

**STATS:** FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" / AR 1 / 3 FW / 2 MW

**Cloud Cover.** In mist or fog conditions, Stealth threshold is automatically met. Cannot be detected through any non-contact means until it attacks.

**Template Strike.** Attacks from stealth with Surprise Attack (+2 to FIGHT roll). On a natural 2: throat contact. Target cannot call out or use comms for D3 rounds.

**Drift.** Roll one ability from the Aberrant Abilities table (CH.03, Step 2) and add it to the profile.

**Behavior.** Passive: rests in canopy. Does not patrol. Waits. Aware: tracks silently. Committed: single strike from stealth, withdraw, reposition.

**Hunt Tactics.** This specimen turns the Read into a survival tool, not a payout tool. Without a successful Read in clear-weather conditions before the mist rolls in, you will not detect it until it has already struck. Prioritize Read actions over Approach Protocol in Patagonian terrain. Use the Approach Protocol's Detection Window obstacle as your mist-condition indicator: a failure there means the fog has come in.

# 07/

## HUNTER PROGRESSION

*The dossier does not lie. It knows what you have survived and what it cost.*

---

# HUNTER PROGRESSION

---

*The dossier does not lie. It knows what you have survived and what it cost.*

---

## THE FIELD DOSSIER

---

Every hunt leaves a record. The Field Dossier is that record: a running log of specimen types encountered, contracts completed, and what you learned from both. It is not a trophy case. It is a tactical archive.

**What it tracks.** After each hunt, record the following in your Field Dossier:

- Specimen type and combat tier
- Aberrant ability encountered
- Territory
- Payout tier earned
- One line of field notes (your words, not BAFO's)

**Why it matters.** The Dossier creates pattern recognition. A hunter who has faced three Type-7 Vocal Predators does not flinch the same way. The biology is familiar. The instincts adjust. This is represented mechanically as the Field Dossier Bonus.

**Field Dossier Bonus.** When you have three or more entries for a specimen type in your Dossier, you begin any hunt against that type with one anatomy target already known. No Read action required. The Specimen Catalog lists which target is most commonly identified by experienced hunters for each type.

**Entry format.** Use the Dossier Template (back matter). Each entry requires: Hunt number. Specimen type and tier. Aberrant ability. Territory. Payout result. One line of field notes. Keep it tight. The point is pattern recognition, not memoir.

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## BAFO RANK

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Rank is not seniority. It is clearance. BAFO tracks contractor performance through a five-tier system that determines contract access, intel packages, and requisition authority. Rank advances when you meet the unlock conditions. It does not advance on time served.

**BAFO NOTE.** The Bureau has no ceremony for rank advancement. Your clearance updates quietly. You notice it when your handler starts returning calls faster.

---

## RANK TRACK

---

### Rank 1: Probationary Contractor

*The Bureau does not know you yet.*

**Starting rank.** All contractors begin here.

**Access.** Standard contracts only. Basic intel packages. Tier 1 Field Requisitions.

**Unlock condition.** Complete three Standard contracts with payout at base tier or higher. No consecutive failures.

---

### Rank 2: Field Certified

*BAFO has verified you can do the work.*

**Access.** Standard and Priority contracts. Enhanced intel packages. Tier 1-2 Field Requisitions.

**Benefit.** Your handler starts the mission with one additional Intel Token (if using an Intel Token-granting handler).

**Unlock condition.** Earn three Priority-tier payouts across any contracts. Complete one contract with two or more anatomy hits.

---

### Rank 3: Specialist

*You have a file. People in the Bureau know your name.*

---

**Access.** Standard, Priority, and occasional Black Ops contracts (handler-referred only). Full intel packages. Tier 1-3 Field Requisitions.

**Benefit.** Once per mission, you can request a SITREP reroll from your handler before Round 3. Handler must be active (not dark).

**Field Dossier threshold drops.** You need only two entries per specimen type (instead of three) to gain the Field Dossier Bonus.

**Unlock condition.** Complete one Live Capture contract at Priority tier or higher. Achieve Black Ops payout at least once. Have Field Dossier entries for three different specimen types.

---

#### Rank 4: Senior Field Operative

*Archive-cleared. The Bureau trusts you with what it does not publish.*

**Access.** All contract types. Classified specimen briefings. Full Tier 1-3 Field Requisitions. Archive-level intel access.

**Benefit.** At mission start, you may choose one: begin with 1 free Tempo token, or begin with the Resonance Core anatomy target already known (regardless of specimen type).

**Archive Access.** Once per campaign, you may request an Archive intel pull: your handler provides the specimen's full aberrant ability list before the mission (all D8 entries for that type are revealed, not just the rolled result). This represents Archive-level classification data.

**Unlock condition.** Survive a hunt in which your handler went dark and earn payout. Complete a Site Purge contract. Have Field Dossier entries for five different specimen types.

---

#### Rank 5: Archive Contractor

*Independent status. BAFO does not own you. It needs you.*

**Access.** All contract types. Direct Archive liaison. Priority extraction protocols. Custom requisition requests (handler approval, one per campaign).

**Benefit.** You have survived enough to trust your instincts over your instruments. Once per mission, you may declare a Read result as a Natural 6 without rolling (no action cost). You have seen this before. You know where to look.

**Archive Status.** BAFO Internal Security is aware of you. This is not entirely reassuring.

**Unlock condition.** Earn payout on ten or more total contracts. Complete one contract of every type (Kill Order through Site Purge). Survive a Frenzy-state specimen without taking a Mortal Wound.

## HUNTER PERFORMANCE TRIGGERS

These triggers are specific to the hunting context. They fire once each. When the trigger condition is met, record it in your Field Dossier. Apply the listed evolution at the start of your next hunt.

TRIGGER	CONDITION	EVOLUTION UNLOCKED
Blind Hunt	Complete a hunt with no handler (No Handler result or handler went dark) and earn payout	Dead Reckoning
Precision	Complete a Live Capture contract at Black Ops payout tier	Hollow Shot
Echo Survivor	Survive a Fracture Echo event: the specimen fragmented and you killed both copies	Specimen Memory
Dark Field	Complete a hunt after your handler went dark at Round 1 or 2	Handler's Ghost
Pattern Recognition	Hunt the same specimen type three consecutive times	The Patience
Out of Cover	Escape a Frenzy-state specimen without taking a Mortal Wound in a round where you had no actions	Quiet Entry

---

## HUNTER EVOLUTIONS

---

Evolution is permanent. They do not expire. They do not reset. They are what hunting does to the people who keep doing it.

The OT Core Book calls these Battlefield Evolutions. The principle is the same: scar tissue, not power creep. The evolution reflects what the hunt cost you and what it left behind that was useful.

---

### Dead Reckoning

*You stopped trusting the handler's map somewhere around the third contract where the terrain data was wrong. Now you read the ground.*

When you have no handler active, your OPINT checks in the Approach Protocol are DC 3+ instead of 4+. You navigate better when you have no one telling you where to go.

---

### Hollow Shot

*You have taken enough specimens alive to understand that destruction is the easy part. Precision is the discipline.*

Once per hunt, when you hit a known anatomy target, you may choose to deal 0 FW damage. The anatomy effect applies in full. This allows you to trigger behavioral and structural effects without pushing the specimen toward Frenzy.

---

### Specimen Memory

*You have faced something that refused to die and you had to kill it twice. The second kill taught you something the first one could not.*

When a specimen activates Fracture Echo, you automatically know which fragment carries the aberrant ability. No Read action required. Your first attack against a Fracture Echo fragment ignores 1 AR.

---

### Handler's Ghost

*You ran a contract with no extraction support, no resupply, no voice on the line. You built new instincts for silence.*

---

When your handler goes dark, you do not lose access to any Between Hunts benefit that depends on handler support. You also gain 1 Tempo token at the start of the round your handler goes dark. The field made you your own handler.

---

### The Patience

*Three hunts against the same type. You know it. You know it better than it knows itself.*

When you have three or more entries for a specimen type in your Field Dossier, you start the Approach Protocol with one obstacle already cleared (your choice, declared at setup). You have walked this approach before.

---

### Quiet Entry

*You escaped something in Frenzy with no actions left. You did not plan that. You survived it. The lesson went somewhere deep.*

When a specimen enters Frenzy state, you do not trigger the immediate Threat Phase attack that would normally fire on the activation after tier upgrade. You have learned to go still at the exact moment everything else goes loud.

---

## TRACKING THE CAREER

---

The Field Dossier Template (back matter) has space for ten hunts on a single page. Run long campaigns across multiple sheets. The career is the story of what you hunted, what you earned, and what the field decided to keep.

### What to record between hunts:

1. Add the hunt to your Field Dossier entry log.
2. Check whether a Hunter Performance Trigger fires. If yes, note the evolution for next hunt.
3. Update your BAFO Rank if unlock conditions are met.
4. Apply the Between Hunts sequence (CH.05).

**A note on failure.** Failed contracts do not disappear from your Dossier. They count as entries for Field Dossier Bonus purposes. The specimen that escaped still taught you something. Write one line of field notes. What went wrong. What you will do differently.

**BAFO NOTE.** The Bureau tracks contractor failure rates independently of the Dossier system. The Dossier is yours. The Bureau's file is theirs. These are not the same document.

# FIELD DOSSIER TEMPLATE

*Print it. Fill it in. Ten hunts per sheet.*

# BAFO FIELD DOSSIER

Bureau of Anomalous Field Observations – Contractor Record

## CONTRACTOR IDENTITY

CONTRACTOR DESIGNATION

TEMPLATE STATUS

---

HANDLER ASSIGNMENT

CLEARANCE LEVEL

CAMPAIGN / RUN NAME

---

## BAFO RANK TRACK



## HUNT LOG

#	SPECIMEN TYPE / TIER	ABERRANT ABILITY	TERRITORY	PAYOUT	FIELD NOTES (ONE LINE)

**FIELD DOSSIER BONUS TRACKER**

---

<p>TYPE-3 ENVIRONMENTAL</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: Resonance Core known at start</p>	<p>TYPE-4 AQUATIC MIMETIC</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: Voice Lure affects you on Even instead of Unlikely</p>	<p>TYPE-7 VOCAL PREDATOR</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: Resonance Scream at GUTS 3+</p>
<p>TYPE-9 COGNITIVE PARASITE</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: free perceptual confirm once per hunt</p>	<p>LUMICITE RESONANCE ENTITY</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: one free Lumicite-effective hit per mission</p>	<p>TERRITORY SPECIMEN</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>3+ entries: one anatomy target known at start</p>

**HUNTER EVOLUTIONS**

---

<p>DEAD RECKONING</p> <p><input type="checkbox"/></p>	<p>HOLLOW SHOT</p> <p><input type="checkbox"/></p>	<p>SPECIMEN MEMORY</p> <p><input type="checkbox"/></p>	<p>HANDLER'S GHOST</p> <p><input type="checkbox"/></p>	<p>THE PATIENCE</p> <p><input type="checkbox"/></p>	<p>QUIET ENTRY</p> <p><input type="checkbox"/></p>
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BAFO FIELD DOSSIER • BIG GAME SUPPLEMENT • COPY AS NEEDED

# QUICK REFERENCE

*Hunt setup in seven lines. Keep it at the table.*

---

## QUICK REFERENCE

---

### HUNT INDEX CARD (SEVEN LINES)

---

Write these on an index card at setup. If it does not fit in seven lines, the hunt is not defined.

1. CONTRACT: [type] / [payout tier]
  2. SPECIMEN: [type] / [tier] / [aberrant ability]
  3. TERRITORY: [region] / [terrain complication]
  4. COMPETITION:[rival or none]
  5. COMPLICATION:[result or none]
  6. HANDLER: [name] / [intel quality]
  7. ALERT STATE:[Dormant / Hunting]
- 

### HUNT GENERATOR SUMMARY

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STEP	ROLL	TABLE
1	D6	Contract Type
2	D10 + D6 + D8	Type / Tier / Aberrant Ability
3	D8 + D6	Region / Terrain Complication
4	D8	Competition
5	D10	Hunt Complication
6	D6	Handler
7	SITREP (Even)	Alert State (Yes = Hunting / No = Dormant)

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## APPROACH PROTOCOL

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Three obstacles before First Contact. Roll each in sequence.

D6	OBSTACLE	ATTRIBUTE	DC
1	Terrain Breach	TACT	4+
2	Detection Window	OPINT	4+
3	Competition Encroachment	TACT	4+
4	Environmental Hazard	GUTS	4+
5	Silent Approach	TACT	4+
6	Specimen Patrol Zone	OPINT	3+ solo

**Success:** half Tempo token (two = 1 Tempo). **Failure:** advance Alert State one step. Field Dossier: -1 DC on one obstacle.

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## THE READ

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**OPINT 4+** (solo: 3+). 1 action. Limit: 2 per hunt. Requires LoS or clear evidence.

- **Success:** one anatomy target revealed
- **Natural 6:** two anatomy targets revealed
- **Natural 1:** Fumble Table, lose action

Gene-forged: start with 1 target known. Specimen detects you at +4". Field Dossier (3+ entries): start with 1 target known free.

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## SPECIMEN ANATOMY TABLE (D6)

D6	TARGET	HIT EFFECT
1	Neural Cluster	Specimen loses 1 action next activation
2	Resonance Core	Lumicite: -1 AR. Others: aberrant disabled D3 rounds
3	Primary Limb	MOBI -3" until healed
4	Vital Organ	Counts as 2 FW damage
5	Structural Weak Point	Next hit ignores 1 AR
6	Behavioral Trigger	Free SITREP (Likely)

**Payout:** 0 anatomy hits = base only. 1 hit = +1 step. 2+ hits = +2 steps.

## ALERT STATES

STATE	BEHAVIOR
Dormant	Inactive. Needs resonance or contact to activate.
Hunting	Active patrol. Detects within 8" (12" for Type-7 / Type-9).
Cornered	First MW taken. +1 all rolls. SITREP (Even): flee or fight.
Frenzy	Second MW taken. +2 all rolls. 2 actions. Does not flee.

## SPECIMEN TARGET PRIORITY

1. Operator who damaged it this round
2. Gene-forged operator (closest if multiple)
3. Operator carrying Lumicite equipment
4. Closest in line of sight
5. Tie: move toward Lumicite installation or roll D6

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## PURSUIT SEQUENCE

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Fires when Cornered specimen SITREP says flee. Duration: D3+1 rounds.

Each round: both sides roll D6, add MOBI modifier (+1 if MOBI > 6", -1 if MOBI ≤ 4").

- **You win:** close 1 zone (spend Tempo: close 2)
- **Tie:** no movement (spend Tempo: close 1)
- **Specimen wins:** opens 1 zone

### Outcomes:

RESULT	OUTCOME
Same zone	Specimen fights at Frenzy (no SITREP)
1 zone away	Goes to ground. New Objective Zone. Hunt continues.
Reaches map edge	SITREP (Even): Yes = escapes. No = turns and fights.

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## PAYOUT MODIFIERS

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CONDITION	MODIFIER
Contract completed	Base
1 anatomy hit	+1 step
2+ anatomy hits	+2 steps
Specimen captured alive (kill order)	+1 step
Specimen data recovered	+1 step
Zero alarm, zero Heat increase	+1 step
Handler went dark and survived	+1 step
Competition claimed kill	Zero payout
Contract failed (escaped)	No payout. Heat +2.
Collateral damage	-1 step
Zero anatomy hits	Base only, no steps available

**Payout Tiers:** Standard → Priority → Black Ops. Caps at Black Ops (up) and zero (down).

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## BETWEEN HUNTS (CH.05)

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1. Wound Recovery – FW auto-recover. GUTS 4+ per MW.
  2. Heat Adjustment – Clean kill: Heat -1. Alarm: Heat +1. Fail: Heat +2.
  3. Field Requisition – Spend payout.
  4. Field Dossier Update – Log the hunt.
  5. BAFO Standing Check – Rank and Evolution triggers.
  6. After-Action Event – Roll D8.
  7. Battlefield Evolution Check – OT Core Book CH.09.
-

## HUNT EVENTS (D8)

Roll at Round 3 and Round 6.

D8	EVENT
1	Deep Frequency pulse. Gene-forged: GUTS 4+ or lose 1 action. Specimen +1 next roll.
2	Environmental shift. One zone changes terrain type. Specimen adapts. You do not.
3	Specimen calls. Type-7/4: non-engaged ops move D6" toward specimen (SITREP Unlikely to resist). Others: SITREP (Even) for secondary creature in D3 rounds.
4	Handler intel update (if active). SITREP (Likely): Yes = reveal hidden element. No = outdated.
5	Lumicite spike. If installation: aberrant distances +2" for D3 rounds. If not: once-per-mission ability recharges.
6	Competition escalation. If present: they move. If not: D3 faction soldiers arrive.
7	Specimen adapts. Your most-used attack type takes -1 for rest of hunt.
8	Archive watches. SITREP (Even): Yes = bonus Performance Token. No = something is behind you.

## OPERATOR TACTICS: BIG GAME

Edition 01 · 2026

A solo hunting supplement for *Operator Tactics*. One operator. One specimen. A contract from the Bureau of Anomalous Field Observations. Requires *OT Core Book* and *Solo Rules v5*.

Terra Conflictus 2066 is a work of fiction. All specimens, organizations, and events depicted are fictional.

Typography: Archivo Narrow (display) · IBM Plex Sans (body) · IBM Plex Mono (codes) · Newsreader (italic)


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**// YOU LEARN TO READ THE FIELD OR THE FIELD READS YOU  
FIRST //**



// SOLO HUNTER |

DEBRIEF / BIG GAME

| CLR: HUNTER 

**01** BRIEF OT.BG

## ONE OPERATOR. ONE SPECIMEN. **THE FIELD DECIDES.**

**Big Game** is a solo hunting supplement for *Operator Tactics*. One player. One operator. A contract from the Bureau of Anomalous Field Observations. A specimen in hostile terrain that does not want to be found.

The Hunt Generator produces a complete scenario in seven rolls. New mechanics cover the approach, the read, anatomical targeting, and the pursuit when things go wrong.

A full specimen catalog, six territory-specific entries from Field Ecology archives, and a hunter progression system that tracks what the work leaves behind.

**02** SPECS SOLO BOOK

PLAYERS <b>1</b> SOLO ONLY	SETUP <b>7</b> ROLLS TO PLAY	SPECIMENS <b>11</b> TYPES + ENTRIES	ENGINE <b>D6</b> OT CORE
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**03** CONTENTS A5 FORMAT

<b>01</b>	WHAT THIS IS	<b>05</b>	CONTRACT & PAYOUT
<b>02</b>	THE BUREAU	<b>06</b>	SPECIMEN CATALOG
<b>03</b>	HUNT GENERATOR	<b>07</b>	HUNTER PROGRESSION
<b>04</b>	HUNT MECHANICS	<b>B</b>	DOSSIER + QUICK REF

TERRITORIES

- EURASIA
- ANTARCTIC
- JAVA
- PATAGONIA
- IPFZ

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