

// ADVANCED LOADOUT |

OPERATOR TACTICS: RPG + SKIRMISH

| CLR: ACTIVE 

GEAR

RPG CST

SK CST

IRON LINE

OT.GG

SUPPLEMENT

- OPERATOR TACTICS LINE

GEAR GADGETS 2066

RPG

SKIRMISH

IRON LINE

SMALL TECH.

CLEAN POINT COSTS.

DRONES. CLOAKS. BREACH TOOLS. EW.

PROTOTYPES. MISSION ASSETS. STRATEGIC PLATFORMS.

// ONE D6 // EXTENDED LOADOUTS // SIGNAL WAR // FIELD OPS

LOADOUT

RPG / SK / IL



01 · GEAR AND GADGETS

OPERATOR TACTICS // EDITION 01 / 2026 - TERRA CONFLICTUS LAYER // ADVANCED
LOADOUT SUPPLEMENT

GEAR AND GADGETS

One more thing in the pouch. One more reason the plan gets complicated.

RPG CST

SK CST

IRON LINE HOOKS

PROTOTYPE SYSTEMS

MISSION ASSETS

01 WHAT THIS IS

REFERENCE

This supplement adds advanced field equipment for **Operator Tactics**, **Operator Tactics Skirmish**, and **Iron Line**. It is for GMs building scenarios, players advancing operators through campaign play, and table groups that want spy-fiction equipment without turning the game into an inventory spreadsheet.

The rule is simple: a gadget should open a tactical option. It should not erase the mission.

02 COMPATIBILITY

REFERENCE

Use these rules with the current print editions.

GAME	HOW TO USE THIS BOOK
Operator Tactics RPG	Buy items with points. Track gear slots, One-Use, Sustain, Stress, and prototype risk.
Operator Tactics Skirmish	Use the Skirmish cost column with Extended Loadouts. Both players agree before squad building.
Iron Line	Use the Iron Line keyword hook, EW hook, or unit profile. Do not track individual operator gear at army scale.

03 LOADOUT LIMITS

REFERENCE

The core book remains the baseline: **one primary weapon, one sidearm, four pieces of field gear**. Melee weapons and grenades do not count against the four gear slots unless an entry says otherwise.

Advanced gadgets are more demanding than ordinary field gear.

ITEM SIZE	RPG SLOT COST	SK CST
Pocket	0 slots, max two pocket items per operator	Pay cost. Counts as loadout tech.
Standard	1 slot	Pay cost.
Heavy	2 slots	Pay cost.
Rig	3 slots or armor replacement	Pay cost and obey armor notes.
Mission Asset	Squad asset, not carried by one operator	Scenario permission required.

Prototype Limit. A standard splice may begin a mission with **one Prototype item**. A Tech Specialist may carry one additional Prototype item. In Skirmish, a force may field one Prototype upgrade per full 200 points.

Campaign Access. Common and Restricted items can be purchased between missions. Prototype and Strategic items require mission reward, faction contact, black-market favor, or GM permission.

04 TAGS

REFERENCE

TAG	RULE
One-Use	Remove after use.
Sustain	The operator must keep attention on the effect. Move at half MOBI. On any wound, roll GUTS 4+ or the effect ends.
Electronic	Can be jammed, EMPed, hacked, or disabled by Tech Specialist Override.
Silent	Does not break Stealth by itself.
Loud	Breaks Stealth and increases local alert.
Stressed	On natural 1 while using the item, it fails. Clear with TACT 4+, 1 action.

TAG	RULE
Prototype	Powerful, rare, and unstable. Natural 1 causes failure plus a complication.
Restricted	GM may require a contact, license, salvage, or faction access.
Strategic	Scenario-level asset. Do not buy casually for a normal operator.

Prototype Complication. When a Prototype rolls a natural 1, choose or roll D6.

D6	COMPLICATION
1	Burns out. Item is unusable for the mission.
2	Signal bloom. Nearest enemy patrol or Relay learns your position.
3	Feedback. User takes 1 FW. Electronic armor ignores this.
4	False output. GM gives misleading data or the effect hits the wrong valid target.
5	Power drain. User loses 1 action next activation.
6	Salvage window. Item works once more, then becomes Stressed.

05 UNIVERSAL GADGET ACTIONS

REFERENCE

Unless an entry says otherwise:

ACTION	COST	ROLL
Deploy / Ready	1 action	No roll unless under fire.
Hack / Jam / Spoof	1 action	OPINT 4+. Tech Specialist gains +1.
Breach / Plant / Rig	1 action	TACT 4+. Breacher gains +1.
Scan / Map / Analyze	1 action	OPINT 4+. Natural 6 grants a second detail.
Fire / Throw	1 action	SHOOT or TACT as listed.

Stacking Cap. Gadget bonuses follow the core stacking rule: class and gear bonuses cannot push a single Shoot action above **+2**.

No Perfect Invisibility. Camouflage, holograms, camera spoofing, and disguises prevent normal targeting or casual recognition. They do not beat physical contact, area effects, dogs, heat sensors, pressure plates, dust, water, or a suspicious GM.

06 RPG GEAR CATALOG

REFERENCE

Use the RPG Cost column when building operators for campaign play. Use the Skirmish Cost column only when using the Skirmish Extended Loadouts module.

RECON, SENSORS, AND AR

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Buddy Drone	Standard	20	+15	Electronic, Silent	Deploy within 2". Once per round, draw LoS from the drone for Field Read, Overwatch trigger, or a Tech Specialist Override within 8". Drone has AR 0; any hit destroys it.
Silent Drone	Standard	25	+20	Electronic, Silent	As Buddy Drone, but enemies do not detect it unless they spend 1 action and pass OPINT 4+ within 8".
Mapping Drone Grenade	One-Use	25	+20	Electronic, One-Use	Throw as grenade. On 4+, map a 12" radius: reveal hidden enemies, doors, cameras, hazards, and objective routes. Nat 6 also grants Call the Target against one revealed enemy.
AR Glasses	Pocket	15	+10	Electronic	+1 to Field Read. Once per mission, ignore darkness or smoke for one Shoot action if another friendly sensor has LoS.
XRAY Specs	Pocket	35	+25	Electronic, Prototype	Scan through up to 3" of wall within 12". OPINT 4+: learn number and rough position of living bodies or powered devices beyond. Cannot target through the wall without a separate weapon or breach.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Personal Blimp Eye	Mission Asset	40	+30	Electronic, Sustain	Slow aerial observer. While Sustained, one friendly per round may draw LoS from a point up to 18" above the operator. Strong wind, indoor play, or anti-drone fire disables it.
Battlefield Biometrics Scanner	Pocket	15	+10	Electronic	OPINT 4+ within 6": identify friend, foe, civilian, decoy, or altered biometric record. Nat 6 spots one concealed weapon or implant.
Scan Weak Points	Pocket	20	+15	Electronic	1 action, OPINT 4+ against a visible target within 18". Next friendly attack against that target gains +1 or ignores 1 point of AR. Choose before rolling.
Tactical AR Goggles	Standard	30	+25	Electronic	Counts as AR Glasses plus Night Vision. If a Buddy Drone, Mapping Drone, or Relay is active, the wearer may assist a Shoot action without LoS once per round.
Translation Beam	Pocket	10	+5	Electronic, Silent	Real-time directional translation within 12". OPINT 4+ to parse coded slang, panic speech, or faction jargon. Nat 1 mistranslates a key phrase.

MOVEMENT AND INSERTION

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Ascendor / Descendor Rig	Heavy	25	+20	Electronic	Climb or descend vertical surfaces at normal MOBI. No TACT roll for ordinary walls, ropes, or cable lines. Failure only on slick, damaged, electrified, or hostile surfaces.
Automated Climbing Pole	Heavy	20	+15	Loud	Deploy a 9" rigid pole or bridge. Allies may climb it as ladder terrain. On natural 1 during deployment, it jams halfway and becomes Difficult terrain.
Zip Line Grapple Gun	Heavy	30	+25	Loud, One-Use	Fire to an anchor within 24". Creates a one-way zip line. Crossing costs 1 action and moves up to 18" ignoring ground terrain. Enemies may shoot the line at AR 0.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Smart Rope	Standard	20	+15	Electronic	Can become rigid, flexible, or adhesive. Grants +1 to climbing, extraction, restraint, or improvised bridge checks. Can bind one target after a successful Fight win instead of causing a wound.
Gravity Boots	Heavy	35	+25	Electronic, Prototype	Walk on walls or ceilings at half MOBI. Shooting while inverted is at -1. Taking any wound requires GUTS 4+ or the user falls.
Underwater Breather	Pocket	15	+10	Silent	Ignore drowning and underwater action limits for one scene. Does not protect from pressure, contamination, or predators.
Underwater Propulsion Sled	Heavy	25	+20	Electronic	In water, Move 12" per action and may tow one adjacent ally at 6". On land it is dead weight.
Fold-Out Electric Mini Motorcycle	Mission Asset	40	+30	Electronic, Loud	Deploy in 1 action. One rider moves 18" per action on open ground or roads; 9" through Difficult. Any hit wrecks it and throws rider Prone.
Personal Hovercraft	Mission Asset	50	+40	Electronic, Loud, Prototype	Move 14" over water, mud, shallow rubble, or open ground. Cannot enter tight interiors. On natural 1 during a Move, drift D6" in GM-chosen direction.
Rapid Deployment Vehicle Kit	Strategic	80	+60	Electronic, Restricted	Scenario asset. Arrives by drop, unfolds into a light vehicle, and extracts up to four operators from an edge or landing zone. Requires 2 rounds from call to arrival.

STEALTH, DISGUISE, AND SPOOFING

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Active Camouflage Cloak	Heavy	45	+35	Electronic, Prototype, Sustain	While Sustained and in cover or low light, user counts as in Stealth. Moving in open within 6" of alert enemy breaks the effect. Shoot actions end Sustain.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Invisibility Suit	Rig	70	+50	Electronic, Prototype, Restricted	User begins in Stealth and may cross up to 6" of open ground without breaking it once per round. Area effects, thermal scans, rain, dust, or melee still reveal them. Counts as armor replacement: max AR 1.
Multi-Environment Camo Gear	Standard	20	+15	Silent	+1 to Hide in matching terrain. At mission start choose urban, jungle, desert, snow, industrial, or flooded.
Smart Fabric Clothing	Pocket	10	+5	Electronic	Change clothing color and simple pattern as 1 action. +1 to blend into crowds or evade visual search after breaking LoS.
Clothing Change Kit	Standard	15	+10	Silent	Once per mission, spend 1 action out of LoS to change visible identity. Clears casual pursuit but not biometric, drone, or direct witness tracking.
Holographic Disguise Mask	Standard	35	+25	Electronic, Prototype	OPINT 4+ to mimic a face or uniform for one scene. Suspicious observers may contest with OPINT 4+. Physical touch or close medical scan reveals the fraud.
Voice Modulator	Pocket	20	+15	Electronic	Mimic a recorded voice. OPINT 4+ to pass security or command checks. Requires a sample unless paired with Translation Beam or Comms Hack.
Anti-Surveillance Spray	Pocket	15	+10	One-Use	For one scene, cameras and facial recognition suffer -2 to identify the user. Does not affect human witnesses inside 6".
Camera Spoof Projector	Standard	25	+20	Electronic, Sustain	Choose one camera, turret, or sensor within 12". OPINT 4+: loop or spoof its feed while Sustained. Nat 1 alerts the operator.
Tactical Hologram Projector	Standard	30	+20	Electronic, One-Use	Place a human-sized decoy within 12". It draws the first enemy Shoot or movement response that fails OPINT 4+. Lasts 1 round or until touched.

ELECTRONIC WARFARE AND CYBER TOOLS

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Comms Hack / Jam Deck	Standard	30	+25	Electronic, Sustain	OPINT 4+ within 18". While Sustained, enemy coordination in range suffers: no assist bonuses, no Overwatch sharing, and one patrol response is delayed 1 round.
Remote Vehicle Hack	Standard	35	+30	Electronic, Prototype	OPINT 4+ against visible or networked vehicle within 18". On success choose: stall, unlock, swerve D6", or disable one mounted weapon for 1 round. Large military vehicles require two successes.
Biometric Hacking Device	Pocket	25	+20	Electronic, Restricted	OPINT 4+ to bypass fingerprint, face, voice, or retina locks. High-security systems require a sample or two actions. Nat 1 locks out the attempt.
Quantum Wristwatch	Pocket	50	+40	Electronic, Prototype, Restricted	Once per mission, treat one OPINT hacking roll as a natural 6 after rolling. Then roll D6: on 1-2, it becomes Stressed.
Cyber Warfare Toolkit	Heavy	40	+30	Electronic, Restricted	Tech Specialist gains +1 to Override and may hack from 6" instead of adjacent. Non-Tech users may attempt OPINT 4+ hacks at -1.
EMP Disruptor Pen	Pocket	20	+15	Electronic, One-Use	Disable one adjacent small electronic item, lock, optic, drone, or tracker for 1 round. Against armor, turret, or vehicle systems, OPINT 4+ and only disables one subsystem.
Magnetic EMP Grenade	One-Use	35	+30	Electronic, One-Use	Throw as grenade. On 4+, all Electronic items, drones, cameras, and turrets in 3" are disabled for 1 round. If attached to a vehicle or armored target, also causes Pinned.
Portable Drone Jammer	Heavy	30	+25	Electronic, Sustain	Enemy drones within 12" cannot assist, map, or attack unless their controller passes OPINT 4+. Friendly drones also suffer unless keyed before mission.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Sonic Disruptor	Heavy	35	+25	Loud, Prototype	Cone 6". OPINT or TACT 4+. Disable fragile machinery, glass, exposed sensors, or one drone for 1 round. Living targets in cone become Pinned on 4+.
Networked Combat Node	Standard	30	+25	Electronic, Sustain	While Sustained, once per round one friendly within 12" gains +1 to Shoot, Field Read, or Hide if another friendly has LoS to the same target or route.

WEAPONS, AMMO, AND RESTRAINTS

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Gun Pass and Reload Rig	Standard	15	+10	Silent	Adjacent ally may swap a primary weapon, sidearm, or reload a Stressed weapon as 1 action. If both operators spend 1 action, clear one jam without a roll.
Auto-Targeting Handgun Module	Pocket	25	+20	Electronic, Prototype	Attach to sidearm. Once per round, ignore one -1 shooting modifier. Nat 1 locks the weapon until cleared with OPINT 4+.
Auto-Targeting Turret	Mission Asset	45	+35	Electronic, Restricted	Deploy as 2 actions. AR 1, 1 FW, SHOOT Ordinary, range 18". Fires once in Threat Phase at nearest visible enemy unless controlled by Tech Specialist.
Personalized Weapon Lock	Pocket	10	+5	Electronic	Weapon only fires for registered user. If looted, attacker must pass OPINT 4+ before use. EMP disables the lock for 1 round.
Polymer Adjustable Ammunition	Pocket	20	+15	Restricted	Before a Shoot action, choose Soft, Penetrator, or Frangible. Soft: target hit becomes Pinned. Penetrator: ignore 1 AR. Frangible: no MW on natural 6, but hit does not breach walls or bystanders. Three uses per mission.
Sniper Specialty Ammo Kit	Standard	25	+20	Restricted	Marksman only or sniper support asset. Choose one round per Shoot: Sensor Tag (+1 next allied shot), Breach Tip (ignore 1 AR), Subsonic (Silent but max Long), Shock (FW plus Pinned, no MW). Four rounds.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Railgun Sniper Rifle	Primary	60	+45	Heavy, Prototype, Restricted	Long / Extreme. Heavy. Ignores 1 AR and light cover. Natural 1 becomes Stressed and reveals position. Cannot use Polymer Ammo.
Silent Sniper Rifle	Primary	50	+40	Silent, Heavy, Restricted	Long / Extreme. Heavy, Silent. First missed Shoot from Stealth does not break Stealth.
High-Energy Laser Carbine	Primary	55	+40	Electronic, Prototype	Medium / Long. Ignores smoke and darkness but not full cover. Nat 6 may choose MW or disable one exposed Electronic item on target.
Bolo Toss	One-Use	15	+10	Silent, One-Use	TACT 4+ within 6". Target becomes Prone and Pinned, no wound. Large or Heavy Plate targets ignore Prone but still become Pinned.
Nano-Fiber Net Launcher	Heavy	30	+25	Silent	SHOOT or TACT 4+ within 12". Target becomes Restrained: cannot Move or Fight until passing FIGHT or TACT 4+ as 1 action. No wound.
Micro Tracker Stunners	Pocket	25	+20	Electronic, One-Use	Tag a target within 6" with TACT 4+ or by melee contact. Track for the mission. Once, trigger stun: target loses 1 action next activation unless GUTS 4+.
Neuro-Scrambler Pistol	Sidearm	35	+25	Electronic, Prototype, Non-Lethal	Short. On hit, no wound; target becomes Pinned and loses reactions until end of next activation. Nat 6 also causes memory gap or objective confusion.
Sleep Aerosol Dispenser	One-Use	25	+20	One-Use, Non-Lethal	Cone 3" or room-sized enclosed space. Living targets roll GUTS 4+ or become Prone and unable to act for 1 round. Sealed armor or masks grant +1.
Flash / Sonic Bang Grenade	One-Use	30	+25	Loud, One-Use, Non-Lethal	Throw as grenade. Targets in 3" become Pinned; on natural 6 they also lose 1 action next activation. Does not wound.
Foam Splatter Grenade	One-Use	30	+25	One-Use	Throw as grenade. Creates a 3" foam zone for 2 rounds. Targets hit are Restrained. Foam can seal doors, slow movement as Difficult, or brace a breach for +1.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Non-Lethal Crowd Control Kit	Heavy	30	+25	Loud, Non-Lethal	Once per round, cone 6". Civilians and light enemies roll GUTS 4+ or move away and become Pinned. Armored military targets get +1.

ARMOR, PROTECTION, AND MEDICAL TECH

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Ablative Kinetic Vest	Armor	35	+25	Restricted	AR 2. The first Flesh Wound from a Shoot attack each mission is ignored, then AR drops to 1. No movement penalty.
Concealed Carry Armor	Armor	20	+15	Silent	AR 1, indistinguishable from civilian clothing unless searched. +1 to disguise checks that require appearing unarmored.
Adaptive Armor	Armor	55	+40	Electronic, Prototype	AR 2. Once per mission after being hit, harden to AR 3 until end of round. If EMPed, drops to AR 1 for 1 round.
Energy Shield	Heavy	50	+40	Electronic, Prototype, Sustain	While Sustained, user and adjacent ally count as in heavy cover from one facing. If user moves more than half MOBI, shield ends. Nat 1 overload causes 1 FW.
Tactical Ballistic Shield	Heavy	35	+30	Loud	User gains heavy cover from front, may not use two-handed primary weapons, and moves at -1 MOBI. Adjacent ally may use Take Cover behind the shield.
Personalized Medkit	Standard	30	+20	Electronic	Field Stabilize gains +1. Once per mission, convert 1 FW to no wound as 1 action on adjacent ally.
Compact Power Cell	Pocket	15	+10	Electronic	Ignore one power drain, EMP disable, or Stressed result on a carried Electronic item. One use, then spent.
Light Exoskeleton Suit	Rig	55	+40	Electronic, Prototype	+1 MOBI and +1 to FIGHT rolls made to shove, carry, climb, or break free. Counts as armor replacement with max AR 2. EMP disables bonuses for 1 round.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Heavy Exoskeleton Suit	Rig	75	+55	Electronic, Prototype, Restricted	AR 3, +1 FIGHT for strength tasks, carry one adjacent wounded ally without MOBI loss. Cannot enter tight spaces. Natural 1 on movement causes Stressed servos and -1 MOBI until repaired.
Cybernetic Implant Package	Rig	60	+45	Prototype, Restricted	Choose one: +1 MOBI, +1 to OPINT scans, +1 to FIGHT break-free rolls, or ignore first darkness penalty each mission. Takes no gear slot after installation but adds one campaign complication on serious injury.
Subvocal Comms	Pocket	15	+10	Electronic, Silent	Silent team communication within 18". While active, operators may coordinate assists without audible speech. Jamming blocks it.
Smart Tattoos	Pocket	10	+5	Electronic, Silent	Store passcodes, barcodes, faction marks, or silent messages on skin. OPINT 4+ to reveal hidden layer or change message.

BREACH, EXTRACTION, AND MISSION ASSETS

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Det Cord Breach Line	One-Use	35	+30	Loud, One-Use	Plant on wall, door, vehicle hatch, or barrier. TACT 4+. Opens a human-sized breach; targets within 2" take FW, natural 6 causes MW.
Remote Breaching Charge	One-Use	40	+30	Loud, One-Use	Plant with TACT 4+. Detonate later from within 24" or via comms. 3" blast, frag effect, and opens eligible breach.
Guided Mini-Munition	One-Use	45	+35	Electronic, Loud, One-Use, Restricted	Fire or launch at a visible target within 30". TACT 4+. On hit, 3" blast ignores cover. Before rolling, may retarget to a second visible target within 6" of original point. Nat 1 locks onto nearest visible heat or signal source.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Smart Mine	One-Use	40	+30	Electronic, One-Use, Restricted	Plant as 1 action. During planting, designate friend, foe, civilian, or vehicle trigger. First matching target entering 3" detonates: TACT 4+ or 1 FW and Pinned; natural 6 causes MW. EMP turns it inert for 1 round.
Laser Cutting Watch	Pocket	25	+20	Electronic, Restricted	Cut locks, glass, grates, or restraints silently. Takes 1 action for small locks, 2 rounds for doors. Cannot cut armor during combat.
Multi-Tool Combat Gloves	Standard	25	+20	Electronic	+1 to climb, cut, interface, lockpick, or emergency repair checks. Also counts as melee weapon (+1 Fight) but cannot cause MW.
Utility Belt	Standard	20	+15	Restricted	Once per scene declare a mundane tool: lock pick, mini torch, cable, mirror, adhesive patch, chemical light. Grants +1 if the tool plausibly applies.
3D Mission Fabricator	Mission Asset	50	+40	Electronic, Prototype, Sustain	Spend 2 actions and raw material to print one simple tool, replacement part, decoy badge, or single-use drone shell. Complex weapons, armor, and explosives are not printable in combat time.
Exfiltration Traps	Standard	25	+20	One-Use	During setup or as 1 action, place up to two hidden traps on an exit route. First pursuer crossing rolls TACT 4+ or becomes Pinned and takes 1 FW.
Drone Extraction Harness	Strategic	70	+50	Electronic, Loud, Restricted	Call extraction from an open exterior point. Arrives in 2 rounds. One operator may be lifted 18" and removed if unengaged. Enemy anti-drone fire can force it off.
Autonomous Supply Drone	Mission Asset	35	+25	Electronic	At end of round 2 or later, deliver one pre-purchased Standard item, medkit, ammo kit, or grenade to a marked drop point. Can be intercepted or jammed.
Adaptive Field Shelter	Mission Asset	35	+25	Electronic, Silent	Deploy in 2 actions. Creates a 4" shelter with light cover, thermal masking, and environmental protection. Counts as heavy cover if the occupants do not Shoot from it.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Portable Missile Defense Tube	Mission Asset	60	+45	Electronic, One-Use, Restricted	Once per mission, cancel an incoming drone strike, guided munition, helicopter attack, or artillery event on OPINT 4+. Natural 1 redirects the threat to a GM-chosen nearby point.
Anti-Drone Defense Kit	Heavy	40	+30	Electronic, Sustain	While Sustained, hostile drones entering 12" must pass OPINT 4+ from controller or become Pinned/inert for 1 round. Against swarms, cancels one swarm effect per round.
Self-Destructing Evidence	Pocket	10	+5	One-Use	Destroy documents, data chip, or small device with no recoverable residue. Using it under observation confirms you had something worth destroying.
Encrypted Data Vault	Pocket	15	+10	Electronic	Holds mission data. If captured, enemy must pass OPINT 5+ or spend post-mission resources to crack it. Self-destruct may be added for +5.

DRONES, SWARMS, AND ROBOT SUPPORT

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Pocket Drone Launcher	Standard	30	+25	Electronic	Carries three micro-drones. Each may be deployed as 1 action to scout 8", distract a guard (-1 next roll), or trigger a simple sensor.
Chase Swarm	Mission Asset	45	+35	Electronic, Prototype, Sustain	Release a swarm that pursues one visible target within 18". While Sustained, target is Pinned each activation unless it spends 1 action clearing drones or reaches full cover.
Drone Pack Guard Upgrade	Mission Asset	35	+25	Electronic	NPC guard squad gains one Buddy Drone and once per round may make a free Field Read or assist Shoot through it. Good for opposition forces.
Remote Micro Vehicle	Pocket	20	+15	Electronic, Silent	Tiny car, boat, crawler, or wing. Moves 8" per action, carries one pocket item, and can pass through small gaps. Any hit destroys it.

ITEM	SIZE	RPG CST	SK CST	TAGS	RULE
Modular Combat Robot	Strategic	90	+70	Electronic, Restricted	Scenario asset. Pick Recon, Combat, or Support mode before mission. Treat as NPC with 2 actions, AR 1, 2 FW, Ordinary stats, and mode-specific gear.
Advanced Recon Drone	Mission Asset	40	+30	Electronic, Silent	Starts off-board. Once per round, reveal one 12" lane, hidden marker, or enemy patrol route. Anti-drone zones force OPINT 4+ or it withdraws.
Nano-Drone Swarm	Strategic	80	+60	Electronic, Prototype, Sustain	Choose Recon, Jam, or Attack when deployed. Recon maps 18"; Jam blocks enemy Electronic items in 12"; Attack causes 1 FW to exposed target on OPINT 4+. Lasts 2 rounds.
Multi-Function Combat Drone	Strategic	75	+55	Electronic, Prototype	Choose mode at start of each round: Scout grants one Field Read from drone LoS; Relay extends comms and Overwatch by 12"; Attack makes one Ordinary Shoot at 18". Any hit destroys it.
Unmanned Combat Air Vehicle	Strategic	120	+90	Electronic, Loud, Restricted	Off-board close air support. Once per mission, mark a 3" strike point. Arrives at end of next round unless jammed or intercepted. Targets take grenade blast effect; natural 6 on controller OPINT causes MW.

VEHICLES AND STRATEGIC PLATFORMS

These are scenario tools, extraction stakes, or Iron Line hooks. Do not hand them out as ordinary operator gear.

ASSET	RPG CST	SK CST	RPG / SKIRMISH USE	IL HOOK
Adaptive Camouflage Vehicle	60	+40	Insertion vehicle. Hidden until it moves fast, fires, or is scanned. Scenario objective or extraction.	Strike Vehicle with Sneaky, Fragile, Short-Ranged.

ASSET	RPG CST	SK CST	RPG / SKIRMISH USE	IL HOOK
Ultra-Light Silent Armored Vehicle	75	+50	Quiet ground transport, AR 2, carries four. Best on road-heavy scenarios.	Strike Vehicle with Hardened (+1), Swift (+2), Fragile.
Stealth Insertion Helicopter	100	+75	Strategic arrival or extraction. Vulnerable once in landing zone. Counts as scenario clock asset.	UCAV or transport objective with Flying, Large, Fragile.
High-Speed Amphibious Craft	60	+40	Water insertion and chase scenes. Best on flooded maps.	Strike Vehicle with Swift (+4), Narrow Footprint.
All-Terrain Hoverbike	50	+35	Fast single rider. Cannot claim objectives while mounted.	Beast-Mech or Strike Vehicle with Flying, Swift (+4), Fragile.
Cyber-Attack Vehicle	90	+60	Mobile EW platform, AR 2, carries two Tech operators. Counts as Relay for scenario hacks.	Gun Platform with Relay, Sensor Net, Fragile.
EMP Cannon Vehicle	100	+70	Vehicle-mounted EMP. 18" line, disables Electronic gear for 1 round. Fires once every other round.	Gun Platform with EMP Payload, Ranged (36), Immobile.

ASSET	RPG CST	SK CST	RPG / SKIRMISH USE	IL HOOK
Adaptive Camouflage Tank	140	+100	Heavy armor that hides until it fires. Scenario boss or faction asset.	Siege Walker or Heavy Platform with Adaptive Camo, Hardened (+2), Large.
Cloaked Mine-Clearing Vehicle	80	+55	Opens safe lanes through traps and minefields. Clears one 6" lane per round.	Strike Vehicle with Breach Rig, Adaptive Camo, Slow (+2).
Silent Electric Submarine	100	+70	Coastal insertion or extraction. Only useful on water-linked missions.	Objective or off-board event.
Subterranean Drill Vehicle	120	+85	Underground breach or escape. Arrives after 3 rounds unless delayed.	Siege Walker with Immobile until breach, Large, Terrifying.
Orbital Drop Pod	80	+60	Hard insertion. Operator lands Prone but in position. Scatter D6" unless guided.	Reinforcements plus Devastating Charge.
Hypersonic Missile Access	150	+100	Strategic countdown, deterrent, or objective. Stop the launch, redirect it, or survive impact politics.	Off-board event: one objective is removed at end of round 4 unless hacked.

ASSET	RPG CST	SK CST	RPG / SKIRMISH USE	IL HOOK
Supersonic Transport	100	+75	Deployment and extraction reach. Has no normal tactical attack profile.	Strategic asset, no tactical profile.
Enhanced Recon Satellite	90	+65	Reveal map before deployment, but enemy gains +1 Signal.	Open Source EW Surge once per game.

07 SKIRMISH UPGRADE PACKS

REFERENCE

For faster Skirmish play, buy packs instead of individual items. Packs are optional and replace the need to price every gadget separately.

PACK	COST	WHO CAN TAKE IT	CONTENTS
Recon Tech Pack	+25	Any operator	AR Glasses, one Mapping Drone Grenade, one Micro Tracker.
Ghost Entry Pack	+35	Infiltrator or Tech	Camera Spoof Projector, Voice Modulator, Smart Fabric.
Breach Pack	+35	Breacher	Det Cord, Foam Splatter Grenade, Laser Cutting Watch.
Drone Handler Pack	+40	Tech Specialist	Buddy Drone, Pocket Drone Launcher, Portable Drone Jammer.
Non-Lethal Pack	+30	Any operator	Bolo Toss, Sleep Aerosol, Flash/Sonic Bang.
Heavy Protection Pack	+45	Commando or Breacher	Tactical Shield or Ablative Vest, Compact Power Cell, Subvocal Comms.

PACK	COST	WHO CAN TAKE IT	CONTENTS
Prototype Pack	+50	One per force	Choose one Prototype item of RPG Cost 50 or less. Natural 1 uses Prototype Complication.

Skirmish Balance Knobs.

- In 300-point games, allow one pack per force.
- In 400-point games, allow two packs per force.
- In 500-point games, allow three packs per force.
- Mission Assets require scenario permission and should usually replace a fifth or sixth operator.

08 IRON LINE CONVERSION

REFERENCE

Iron Line does not track operator pockets. Convert gadgets into unit keywords, EW suites, upgrades, or scenario events.

ADVANCED TECH KEYWORDS

Use these only if both players agree.

KEYWORD	TYPE	COST	EFFECT
Sensor Net	Strength	75	Once per round, one friendly shooting attack may ignore Sneaky or Cover. Requires LoS from any friendly Relay or Scout unit.
Drone Screen	Strength	75	First shooting hit against this unit each round is ignored on 4+. EMP or Jamming disables until end of round.
Adaptive Camo	Strength	100	Unit counts as Sneaky until it shoots, charges, or ends movement within 8" of enemy.

KEYWORD	TYPE	COST	EFFECT
Breach Rig	Strength	50	Unit ignores the first terrain movement penalty each round and treats one Impassable edge as Rough after spending a full movement activation adjacent to it.
EMP Payload	Strength	75	Once per game after a shooting hit, target loses Relay, Flying, or Drone Screen until end of next round.
Non-Lethal Load	Weakness	-25	Unit cannot destroy Broken enemies in Combat. When it would destroy, enemy instead remains Broken and gains 1 extra Strain.
Prototype Systems	Weakness	-50	At start of each round, roll D6. On 1, this unit gains Degraded until end of round.
Signature Weapon Lock	Strength	25	Enemy Hacks targeting this unit cost +1 Signal.

GEAR-DERIVED UNIT PROFILES

UNIT	STAT LINE	KEYWORDS	FP / KCM / PTS
Nano-Drone Swarm	Spd 14, Loose, Atk Weak, Def Weak, Str 10, Int 8	Flying, Horde, Sensor Net, Fragile, Autonomous	Horde / x1 / 350
Auto-Turret Line	Spd 4, Free, Atk Strong, Def Weak, Str 10, Int 10	Ranged (36), Immobile, Signature Weapon Lock	Narrow / x2 / 350
Ghost Recon Vehicle	Spd 12, Free, Atk Weak, Def -, Str 10, Int 8	Adaptive Camo, Sensor Net, Fragile, Narrow Footprint	Narrow / x1 / 350
Breach Robot Team	Spd 8, Close, Atk Strong, Def Strong, Str 10, Int 10	Breach Rig, Hardened (1), Autonomous	Wide / x1 / 425
Drone Pack Guards	Spd 8, Loose, Atk Weak, Def -, Str 10, Int 10	Infantry, Ranged (24), Drone Screen	Wide / x1 / 375
Directed Energy Rig	Spd 6, Free, Atk Strong, Def Weak, Str 10, Int 8	Ranged (48), Critical Hits, Prototype Systems, Fragile	Narrow / x2 / 450

UNIT	STAT LINE	KEYWORDS	FP / KCM / PTS
Tactical Shield Unit	Spd 6, Close, Atk Weak, Def Strong, Str 10, Int 12	Hardened (1), Stubborn, Slow (+2)	Wide / x1 / 400

OPTIONAL EW SUITE: BLACK BAG

This suite represents spy-tech, camera spoofing, comms intrusion, biometrics abuse, and drone hijacks.

ABILITY	COST	EFFECT
Camera Loop	Pulse (2)	Range 18". Target friendly gains Cover and may ignore the first enemy Overwatch or reaction-style effect this round.
Credential Theft	Hack (4)	Range 18". Target enemy loses Relay, Commander, or Sensor Net until end of round. Choose one keyword it has.
Swarm Spoof	Surge (6)	All enemy units within 12" roll over current Strain + 1 on 2D6. Fail: gain Autonomous until end of round. Already Autonomous units gain Unruly instead.

09 GM SCENARIO CONTROLS

PLAY

Advanced gear is strongest when the mission pushes back.

CONTROL	USE IT WHEN
Signal Weather	Too many drones, hacks, or AR assists are trivializing scouting. Add dead zones, spoofed pings, or hostile Relays.
Physical Reality	Camouflage and holograms are too clean. Add rain, dust, dogs, pressure sensors, narrow corridors, or crowded checkpoints.
Power Budget	Prototype electronics dominate. Require Compact Power Cells, charge windows, or post-mission repair costs.
Legal Heat	Restricted gear appears in public. Add cameras, faction warrants, customs checks, or fixer consequences.

CONTROL	USE IT WHEN
Civilian Density	Non-lethal tools matter. Penalize blast weapons and reward restraint.
Hard Counters	The opposition had time to prepare. Give them Drone Jammers, Biometrics Scanners, or EMP grenades.

GM Note. Do not ban the cool thing after the player buys it. Give the cool thing a problem worth solving. A cloak is exciting when the floor is wet and the guard has thermal optics. A drone swarm is exciting when the enemy Relay starts lying to it.

10 CAMPAIGN REWARDS

PLAY

Use advanced gear as campaign texture.

REWARD TYPE	EXAMPLES
Clean Purchase	Common gear, non-lethal tools, ordinary drones, camo clothing.
Contact Favor	Biometric spoofers, railgun ammunition, drone packs, adaptive armor.
Mission Salvage	Enemy turret, prototype jammer, damaged exoskeleton, field fabricator.
Faction License	Directed energy weapons, satellite access, stealth transport, strategic platforms.
Black-Market Debt	Quantum watch, invisibility suit, neuro-scrambler, nano-drone swarm.

Salvaged Advanced Gear. Starts Stressed. Prototype salvage starts Stressed and triggers Prototype Complication on natural 1.

11 FAST PICK TABLES

PLAY

D12 SPY KIT

D12	ITEM
1	Holographic Disguise Mask
2	Voice Modulator
3	Camera Spoof Projector
4	Biometric Hacking Device
5	Self-Destructing Evidence
6	Laser Cutting Watch
7	Anti-Surveillance Spray
8	Smart Fabric Clothing
9	Remote Micro Vehicle
10	Translation Beam
11	Smart Tattoos
12	Quantum Wristwatch

D12 SPECIAL FORCES KIT

D12	ITEM
1	Buddy Drone
2	Magnetic EMP Grenade
3	Foam Splatter Grenade
4	Ascendor / Descendor Rig
5	Tactical AR Goggles
6	Personalized Medkit
7	Portable Drone Jammer
8	Det Cord Breach Line
9	Tactical Ballistic Shield
10	Underwater Propulsion Sled
11	Networked Combat Node
12	Autonomous Supply Drone

D12 PROTOTYPE CACHE

D12	ITEM
1	Active Camouflage Cloak
2	Invisibility Suit
3	Quantum Wristwatch
4	Railgun Sniper Rifle
5	Adaptive Armor
6	Energy Shield
7	Cybernetic Implant Package
8	3D Mission Fabricator
9	Nano-Drone Swarm
10	Remote Vehicle Hack
11	Sonic Disruptor
12	Directed Energy Rig

12 DESIGNER NOTES

PLAY

The costs are anchored to the current Operator Tactics economy.

- 10-15 pts: narrow utility, pocket tools, identity tricks.
- 20-30 pts: strong tactical option, comparable to useful field gear or smoke.
- 35-45 pts: grenade-equivalent or strong one-slot mission tool.
- 50-70 pts: prototype, armor-grade, primary-weapon-grade, or mission-shaping.
- 80+ pts: strategic asset, scenario object, or Iron Line conversion.

Grenades stay close to the existing frag/smoke band. Armor does not exceed AR 3 without a Sustain, Prototype, or movement cost. Invisibility never grants permission to ignore area effects, physical evidence, or direct interaction. Drones extend LoS and options, but a single hit usually removes them.

That is the balance spine: more options, more hooks, same D6.

01

BRIEF

OT.GG

BUY THE TOOL. RUN THE OP. LET THE MISSION PUSH BACK.

Gear and Gadgets is the advanced loadout supplement for Operator Tactics: drones, disguises, breaching tools, non-lethal systems, prototype weapons, electronic warfare, and strategic platforms.

Every entry has RPG and Skirmish costs where it belongs. Iron Line converts the same technology into keywords, EW suites, unit profiles, and scenario assets.

Use it when operators have survived long enough to want better toys, and when the GM wants those toys to create better problems.

02

SPECS

LOADOUT

COSTS

2

RPG CST / SK CST

MODES

3

RPG / SK / IL

DIE

D6

CORE ENGINE

STATUS

ADV

PROTOTYPE OK

LOADOUTS

- DRONES
- STEALTH
- BREACH
- EW
- ARMOR
- PROTOTYPES

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