


// STANDALONE CARD GAME |

OPERATOR TACTICS: HVT

| CLR: ACTIVE 

HIGH-VALUE TARGET

SOLO + 2-PLAYER

D6 CORE

A5 / CARD GAME

STANDALONE

CARD GAME

- OPERATOR TACTICS // TC2066

HVT HIGH-VALUE TARGET 2066

FIVE CHALLENGES

THREE TURNS

ONE TARGET

TRACK THE TARGET. CLEAR THE GAUNTLET. TAKE THE CONTRACT.
BEAT THE ODDS.

30 OPERATORS. 35 HVT CARDS. 20 SCENARIOS. 16 CHALLENGE CARDS. SOLO + 2-PLAYER MODES.

// NAF // EO // SCA // PCU // ACU // NCB // UKE // TC2066

RULES

CORE GAME

Solo and two-player. Full gauntlet and confrontation rules.

CARDS

FULL DECKS

Operators, HVTs, Scenarios, Challenges. Print and cut.

PLAY

TUTORIAL

Full walkthrough. HVT player primer. Advanced rules.

STANDALONE

NO CORE BOOK REQUIRED

TC2066 // SPLICE PUNK

A5 CARD GAME

// OPERATOR TACTICS

HVT

HIGH-VALUE TARGET

2026 | STANDALONE CARD GAME | TERRA CONFLICTUS 2066 | SOLO + 2P | D6 CORE

Assemble a team of elite operators. Run them through five challenges. Reach the HVT. Three turns to close the mission.

Playable solo or two-player cooperative. No core book required. One D6.

DESIGN JESSE ALEXANDER

SETTING ORBITAL RANCH // TERRA CONFLICTUS 2066

AESTHETIC SPLICE PUNK × TDR // TC2066 // 2026

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OT.HVT // EDITION 01 // 2026

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01/

MISSION BRIEF

Five challenges. Three turns. One target. Get it done.

The world broke in 2047. The Upheaval rewrote the coastlines, the factions, and the map. What it didn't rewrite was the work.

THE WORLD

Earth 2060. The Upheaval consumed the old geopolitical order. Six major factions—NAF, EO, SCA, PCU, ACU, NCB—operate across a fractured planet where coastal cities stand on elevated infrastructure above the flood line and former agricultural territories have become ghost country: no functioning state, no oversight, no law enforcement worth the name.

Gene-forging is established technology. Operators can be modified for enhanced strength, accelerated healing, heightened senses. So can the people they hunt.

The Document Wars rewrote history. Faction intelligence services spent two decades controlling which records survived. The world runs on incomplete information.

Ghost country is where the work happens. PMC armies, rogue scientists, warlords with private armies, oligarchs with private islands. The people who broke things and profited from the breaking. They are the targets.

THE GAME

Operator Tactics: HVT is a card game for one or two players. You assemble a team of elite operators and run them through a gauntlet of five challenges en route to a final confrontation with a High-Value Target. The mission takes thirty to forty-five minutes. No two runs play out the same.

Solo play. You run the operator team against a randomized gauntlet and HVT. Every decision is yours.

Two-player competitive. One player runs the operator team. One player controls the HVT, designing the gauntlet to bleed the team before they reach the confrontation. See Two-Player Variant in the rules chapter.

THE FOUR CARD DECKS

Operator Deck. Your team. Thirty operators drawn from the factions and independent contractor pools of Earth 2060. Ten archetypes: Sniper, Hacker, Demo Expert, Medic, Spy, Fighter, Commando, Recon Specialist, Driver/Pilot, Technician. Each operator is rated Good (2+), Ordinary (4+), or Bad (5+) at each skill. The right operator against the right challenge is the difference between a clean run and a casualty.

HVT Deck. The targets. Warlords, oligarchs, rogue scientists, PMC defectors, and faction criminals. Each HVT has a health score, a listed vulnerability, and three counterattack options that activate during the confrontation.

Scenario Deck. The mission. Twenty scenarios drawn from the real geography and politics of Earth 2060: NAF coastal transit hubs, PCU desert outposts, SCA jungle compounds, flooded European zones, NCB surveillance corridors, open maritime routes. Each scenario sets the objective, location, and special conditions.

Challenge Deck. The gauntlet. Sixteen challenge cards, each with six possible variables. Armed patrols. Rigged infrastructure. Hostile electronics. Climate interference. Coordinated strikes. Some challenges act before your operator can respond. All of them cost something.

WHAT YOU NEED

One six-sided die. Token markers for HP tracking—coins, beads, or the HP boxes printed on each card. The cards from the back of this book: print the sticker sheets at 100%, cut them out, and sleeve them in standard playing card sleeves.

HVT is fully standalone. No core rulebook required.

02/

HOW TO PLAY

Every call costs something. Spend wisely.

Five challenges. Three turns. One target.

COMPONENTS

HVT Deck. The targets.

Scenario Deck. The mission parameters.

Challenge Deck. The gauntlet.

Operator Deck. Your team.

One D6. All rolls.

Tokens. Track operator HP and HVT HP.

SETUP

1. Draw one Scenario card. This is the mission.
2. Draw one HVT card. This is the target.
3. Draw five Challenge cards. Place them face down, left to right. Do not look.
4. Draw Operators and set HP based on difficulty:

DIFFICULTY	OPERATORS	OPERATOR HP	HVT HP	HVT COUNTERATTACKS
Easy	4	2	2	1 per turn
Medium	3	2	3	1 per turn
Hard	2	2	3	1 per turn
Impossible	1	2	3	2 per turn

Impossible. The HVT fires twice per confrontation turn. With one operator on the team, both attacks hit the same target. Two hits on a 2 HP operator ends the mission.

PROFICIENCY

Every operator is rated Good, Ordinary, or Bad at each skill.

Good—2+. Right operator, right challenge.

Ordinary—4+. Workable, not ideal.

Bad—5+. Wrong person, wrong challenge.

INITIATIVE

Challenges marked ⚡ act first. The deployed operator takes 1 HP before rolling.

★ **Init** operators negate this. No pre-roll damage when they face an initiative challenge.

Hard and Impossible warning. Operators start at 2 HP. Initiative costs 1 HP before the roll. A failed roll costs 1 more. A 2 HP operator with no initiative can be KIA before doing anything. Deploy your ★ **Init** operator here, or accept the risk.

THE GAUNTLET

Reveal Challenge cards one at a time, left to right. For each:

1. Roll D6. This determines which variable activates.
2. Deploy one operator.
3. If the challenge has ⚡ and your operator lacks ★ **Init**, take 1 HP now.
4. Roll D6 and resolve:

6—Critical Success. Challenge cleared. Operator recovers 1 HP, up to starting score.

Success (meets or beats threshold). Challenge cleared.

Failure (below threshold). Operator takes 1 HP.

1—Critical Failure. Operator takes 2 HP. At 0 HP: KIA. Removed from play.

If all operators are KIA before the confrontation, the mission fails immediately.

THE MEDIC

Once per challenge, before the operator roll, the Medic may attempt a Health Restoration check (D6, 2+). On success, restore 1 HP to any one operator, up to their starting score. The Medic still deploys against the challenge normally that same turn. If the Medic is the only operator alive, they may heal themselves.

Timing. The heal happens before the challenge roll. Decide whether to use it before revealing the variable.

THE CONFRONTATION

Three turns to reduce the HVT to zero HP. Each alive operator attacks once per turn.

Attack priority—apply in order:

1. Vulnerability Match. Operator archetype matches the HVT's listed vulnerability: roll that skill at 2+.

2. Combat Specialists. Commando rolls Combat 2+. Fighter rolls Hand-to-Hand Combat 2+. Sniper rolls Long-Range Combat 2+. Applies regardless of vulnerability match.

3. Fallback. No vulnerability match anywhere in the team: any specialist (Hacker, Demo Expert, Spy, Recon Specialist, Technician, Driver/Pilot, Medic) rolls their primary skill at 4+. Must be narratively defensible. A Hacker disrupting comms, a Demo Expert collapsing the escape route, a Spy working an infiltration angle. If it makes sense, the roll stands.

4. Default. No match, no applicable fallback: Combat at 5+.

Each hit reduces HVT HP by 1. Criticals apply as normal.

HVT Counterattack. After all operators attack, the HVT fires back. See the difficulty table for how many times. Each attack: pick one alive operator at random. Roll the HVT's attack at the listed threshold. On a hit, target loses 1 HP. At 0 HP: KIA. Resolve each attack separately.

Win: HVT reaches 0 HP within three turns.

Lose: All operators KIA, or three turns expire with HVT still alive.

TWO-PLAYER VARIANT: HVT VS. OPERATOR

One player runs the HVT. One runs the team. The HVT player's job is to design a gauntlet that bleeds the team before the confrontation. The Operator player's job is to survive it.

SETUP

1. The Operator player draws operators per the difficulty table. Lay them face up. The HVT player sees the full team before building anything.
2. The HVT player selects the HVT card and sets HP per the difficulty table.
3. The HVT player draws eight Challenge cards, reviews them privately, selects five, and places them face down in the order of their choosing. The remaining three are discarded unseen by the Operator player. The Operator player knows five challenges are coming. They do not know which ones, or in what order.

THE GAUNTLET

The HVT player reveals one Challenge card at a time, left to right. When a challenge is revealed, the HVT player selects which of the six variables activates. No die roll. They read the operator team and pick the variable that hurts most.

The Operator player deploys one operator and rolls as normal. All proficiency and initiative rules apply.

Medic heal. Applies as written. Resolves before challenge engagement. The HVT player cannot prevent it.

THE CONFRONTATION

The HVT player controls the HVT card. The Operator player uses remaining alive operators. All attack priority rules apply identically to the solo game.

The HVT player cannot dispute a Fallback roll if the skill used is narratively defensible. If the Operator player can explain how the skill applies, the roll stands.

WIN AND LOSE

Operator player wins by clearing all five challenges and reducing the HVT to zero HP within three confrontation turns. HVT player wins if all operators are KIA or three turns expire with the HVT alive.

OPTIONAL: HVT CHOOSES COUNTERATTACK TARGET

Recommended once both players know the game.

In the confrontation, instead of selecting the counterattack target randomly, the HVT player chooses which alive operator is targeted. No die roll. They pick the operator that most threatens them. This turns the confrontation into a direct duel. The Operator player must manage operator order and HP with the knowledge that the HVT will always strike at their strongest asset. Use this rule when the Operator player is winning too consistently at a given difficulty.

OPTIONAL RULE: BALANCED DRAW

For first-time players.

At Medium (3 operators): guarantee at least one combat-capable archetype (Commando or Fighter) and one specialist. Fill the third slot randomly.

At Easy (4 operators): guarantee one combat-capable and two specialist archetypes. Fill the fourth slot randomly.

This does not fix skill coverage gaps. The challenge draw can still produce cards that no archetype handles cleanly. Use fully random draws once you know the game.

03/

RUNNING THE MISSION

The tutorial shows you the game. Experience shows you the rest.

The tutorial shows you the game. Experience shows you the rest.

A COMPLETE WALKTHROUGH

This walkthrough runs a full Medium difficulty mission from setup to result. Every card, die roll, and decision is shown as it happens. Read the rules chapter first. Then run this once.

SETUP

Medium difficulty: 3 operators, 2 HP each, HVT at 3 HP, 1 counterattack per confrontation turn. Draw one HVT card and one Scenario card.

HVT // PMC WARLORD
HIGH VALUE TARGET

EO • FORMER PMC COMMANDER, BELT GHOST COUNTRY

HVT-003

TARGET FILE

▲ THREAT

HP

GREGOR VANCHEV

EO // FORMER PMC COMMANDER, BELT GHOST COUNTRY

VULN
EXPLOSIVES

COUNTERATTACKS

I	PMC Heavy Artillery	2+
II	Armored Vehicle Perimeter	3+
II	Belt-Veteran Mercenaries	3+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

HVT // HVT-003
OT.HVT • ED.01

GREGOR VANCHEV // PMC WARLORD

Vanchev is the target. Three HP, three counterattacks. One per confrontation turn. His vulnerability is Explosives.

That vulnerability means any operator carrying an Explosives skill rolls at 2+ in the confrontation instead of their default combat rating. That is the match you are building toward.

Draw your Scenario card now. It sets the location, conditions, and the gauntlet structure.

PCU • ZONE DROUGHT CORRIDOR

ARMS SHIPMENT INTERCEPTION

PCU DESERT TRANSIT PORT, DROUGHT
CORRIDOR

OBJECTIVE

INTERCEPT AN ILLEGAL ARMS TRANSFER AND SECURE
CARGO.

SPECIAL CONDITIONS

- PMC SECURITY WITH DRONE OVERWATCH
- MULTIPLE EXFIL ROUTES
- CARGO RISK (MASS CASUALTY POTENTIAL)

SETUP // GAUNTLET

FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL
OPERATORS KIA.

ARMS SHIPMENT INTERCEPTION // PCU DESERT

PCU desert territory. PMC security with drone overwatch. Multiple exfil routes, which means the HVT player has options for challenge placement. Cargo risk means the mission has a mass-casualty consequence on failure.

Five challenges in the gauntlet. Three confrontation turns. If all operators are KIA at any point, the mission fails.

Draw five Challenge cards face down. Do not look. Then draw 3 operators.

OPERATOR // FIGHTER		NO INIT
UKE • ROYAL PHANTOM CORPS, CLOSE PROTECTION		
OP-018	NO INIT	
OPERATOR FILE	HP	<input type="checkbox"/> <input type="checkbox"/>
<hr/>		
CASS “IRONWALL” MURTAGH		
UKE // ROYAL PHANTOM CORPS, CLOSE PROTECTION		
GOOD		2+
■ HAND-TO-HAND COMBAT		
■ MELEE WEAPONS		
■ MARTIAL ARTS		
[BAD]		5+
□ STEALTH		
<div style="border: 1px solid black; padding: 5px;"> SPECIAL // FIGHTER NO INITIATIVE. CONFRONTATION: HAND-TO-HAND 2+ </div>		
<hr/>		
OPERATOR // OP-018	OT.HVT • ED.01	

MURTAGH // FIGHTER

Good at hand-to-hand and hostile contact. No initiative — she takes 1 HP before rolling on any ⚡ challenge. In the confrontation she rolls Hand-to-Hand at 2+.

She is the team's blunt instrument. Put her on combat challenges. Protect her HP for the confrontation.

OPERATOR // DEMO EXPERT		NO INIT
SCA · FORMER CARTEL ENGINEER, INDEPENDENT		
OP-009	NO INIT	
OPERATOR FILE	HP	<input type="checkbox"/> <input type="checkbox"/>
<hr/>		
DARIO “BREACH” VASQUEZ		
SCA // FORMER CARTEL ENGINEER, INDEPENDENT		
GOOD		2+
■ EXPLOSIVES		
■ DISARMING TRAPS		
ORD.		4+
□ BREACHING		
[BAD]		5+
□ STEALTH		
<div style="border: 1px solid black; padding: 5px;"> SPECIAL // DEMO EXPERT NO INITIATIVE. CONFRONTATION: EXPLOSIVES 2+ VS. VANCHEV. </div>		
<hr/>		
OPERATOR // OP-009	OT.HVT · ED.01	

VASQUEZ // DEMO EXPERT

Good at explosives and disarming. No initiative. His vulnerability match against Vanchev means he rolls Explosives at 2+ in the confrontation.

He is the most important operator on this team. Route him away from initiative challenges and high-risk cards. Keep him at 2 HP entering the confrontation.

OPERATOR // MEDIC		NO INIT
ACU · FIELD SURGEON, SAHEL THEATER		
OP-012	NO INIT	
OPERATOR FILE	HP	<input type="checkbox"/> <input type="checkbox"/>
<hr/>		
DR. AMARA DIALLO		
ACU // FIELD SURGEON, SAHEL THEATER		
GOOD		2+
■ MEDICAL TREATMENT		
■ TRIAGE		
■ HEALTH RESTORATION		
BAD		5+
□ COMBAT		
<div style="border: 1px solid black; padding: 5px;"> SPECIAL // MEDIC ONCE PER CHALLENGE: HEAL 1 HP (2+) BEFORE THE OPERATOR ROLL </div>		
<hr/>		
OPERATOR // OP-012	OT.HVT · ED.01	

DIALLO // MEDIC

Once per challenge, before the operator roll, Diallo may attempt a Health Restoration check (2+). On success, restore 1 HP to any operator. She still deploys against the challenge that same turn.

The heal is the most consequential decision in the game. Use it to protect the operator who matters most — right now, that is Murtagh's ability to survive long enough to shield Vasquez.

This team has no Hacker, no Spy, no Technician. System Failure and Disinformation will be rough. They survive on dice, not coverage. That is Medium difficulty doing its job.

THE GAUNTLET

Five challenges, face down. Flip them left to right. For each: roll D6 for the variable, deploy one operator, resolve the roll.

ROLL D6 // SELECT VARIABLE

SECURITY PATROL

GOOD	SNIPER, RECON
ORD	COMMANDO, FIGHTER

- | | | |
|----------|--------------------------------------------------------|-----------|
| 1 | GENE-FORGED UNITS, ENHANCED DETECTION | 3+ |
| 2 | STANDARD PMC, FIXED ROUTE, SURVEILLANCE | 4+ |
| 3 | ELITE FACTION, FULL-SPECTRUM VISION | 3+ |
| 4 | AI DRONES COORDINATING WITH GROUND
CRIT +1HP | 4+ |
| 5 | ARMORED PMC VEHICLES, PERIMETER SWEEP | 3+ |
| 6 | GENE-FORGED, HARDENED PROFILES | 4+ |

RESOLVE // OPERATOR ROLL
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-011

OT.HVT · ED.01

CHALLENGE 1 — SECURITY PATROL ⚡

Variable roll: 4. AI drones coordinating with ground units. Threshold: 4+.

Murtagh is Ordinary (4+) here. Vasquez and Diallo are Bad (5+). Murtagh deploys.

⚡ Initiative: no one has ★ Init. The patrol acts first. Murtagh takes 1 HP before rolling.

Roll: 5. Clears 4+. Challenge cleared.

CLEARED

MURTAGH 1 HP	/	VASQUEZ 2 HP	/
DIALLO 2 HP			

CHALLENGE // HACKING/TECH
NO INIT

ROLL D6 // SELECT VARIABLE

SYSTEM FAILURE

GOOD HACKER, TECHNICIAN

1	POWER GRID FAILURE, ZONE-WIDE BLACKOUT	3+
2	COMMUNICATIONS BREAKDOWN	4+
3	AI SECURITY: HOSTILE RESPONSE PROTOCOL	4+
4	FACTION SURVEILLANCE MALFUNCTION	4+
5	SYSTEM REBOOT IN UNSECURED STATES	3+
6	NCB DATA CORRUPTION, NAV MISDIRECTION	3+

RESOLVE // OPERATOR ROLL

6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-004
OT.HVT · ED.01

CHALLENGE 2 — SYSTEM FAILURE

Variable roll: 2. Communications breakdown. Threshold: 4+.

No one handles this cleanly. Murtagh, Vasquez, and Diallo are all Bad (5+). Murtagh is at 1 HP — a failed roll KIAs her. Too much risk. Deploy Vasquez instead.

Roll: 5. Clears 5+. Challenge cleared.

CLEARED

MURTAGH 1 HP / VASQUEZ 2 HP /
DIALLO 2 HP

ROLL D6 // SELECT VARIABLE

DISINFORMATION

GOOD SPY, HACKER
ORD SNIPER, RECON

- | | | |
|----------|-------------------------------------------------------|-----------|
| 1 | FABRICATED INTEL LEADING TO AMBUSH | 3+ |
| 2 | DEEPPAKE INTERCEPTS REDIRECTING OPERATORS | 4+ |
| 3 | PMC RUNNING FALSE FACTION IDENTITIES | 4+ |
| 4 | AI-GENERATED FALSE MISSION UPDATE
CRIT +1HP | 4+ |
| 5 | OUTDATED MAP DATA, NAVIGATION FAILURE | 4+ |
| 6 | FALSE ALARM IN WRONG SECTOR | 3+ |

RESOLVE // OPERATOR ROLL
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-008

OT.HVT · ED.01

CHALLENGE 3 — DISINFORMATION

Variable roll: 6. False alarm in wrong sector. Threshold: 3+.

Diallo is Ordinary (4+) here — the best option on this team. Before she deploys, use the Medic heal: roll for Health Restoration. Roll: 4. Success at 2+. Restore 1 HP to Murtagh.

Murtagh: 1 HP → 2 HP.

Now Diallo rolls against Disinformation at 4+. Roll: 2. Failure. Diallo takes 1 HP.

The heal brought Murtagh back. Diallo absorbed the damage. The trade was worth it.

FAILED — DIALLO TAKES 1 HP

MURTAGH 2 HP / VASQUEZ 2 HP /
 DIALLO 1 HP

CHALLENGE // DEMO / DISARM NO INIT

ROLL D6 // SELECT VARIABLE

RIGGED ENTRY POINTS

GOOD DEMO EXPERT		
1	EXPLOSIVE CHARGES ON PRIMARY ENTRY	3+
2	CHEMICAL DISPERSAL IN DOOR HARDWARE	4+
3	PRESSURE-PLATE ACROSS APPROACH CORRIDOR	3+
4	REMOTE CHARGE IN WINDOW ACCESS	4+
CRIT +1HP		
5	TRAP ON INCORRECT BIOMETRIC ENTRY	3+
6	POST-WAR PIPE VENT RELEASING TOXIN	4+

RESOLVE // OPERATOR ROLL
 6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-015 OT.HVT · ED.01

CHALLENGE 4 — RIGGED ENTRY POINTS

Variable roll: 1. Explosive charges on primary entry. Threshold: 3+.

Vasquez is Good (2+). This is his challenge.

Roll: 6. Critical Success. Challenge cleared. Vasquez would recover 1 HP but is already at maximum. He reads the grid, marks the safe path, walks through clean.

CRITICAL SUCCESS

MURTAGH 2 HP / VASQUEZ 2 HP / DIALLO 1 HP

ROLL D6 // SELECT VARIABLE

HOSTILE CONTACT

GOOD	COMMANDO, FIGHTER
LORD	SNIPER, RECON

1	PMC HARD PERIMETER, OVERLAPPING FIELDS	3+
2	GENE-FORGED CLOSE-PROTECTION UNIT	4+
3	FACTION MILITIA, AREA DENIAL WEAPONS	4+
4	CONTRACTED KILL TEAM, WAITING CRIT +1HP	4+
5	ARMED CHECKPOINT, ESCALATION AUTHORITY	3+
6	RESPONSE FORCE, AHEAD OF SCHEDULE	3+

RESOLVE // OPERATOR ROLL	
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).	

CHALLENGE // CH-013

OT.HVT · ED.01

CHALLENGE 5 — HOSTILE CONTACT ⚡

Variable roll: 3. Faction militia with area denial weapons. Threshold: 4+.

Murtagh is Good (2+) against Hostile Contact. No ★ Init. The militia acts first. Murtagh takes 1 HP before rolling. She drops to 1 HP.

Roll: 3. Clears 2+. Challenge cleared.

CLEARED — GAUNTLET COMPLETE

MURTAGH 1 HP / VASQUEZ 2 HP /
DIALLO 1 HP

THE CONFRONTATION

Three turns to reduce Vanchev to 0 HP. Each alive operator attacks once per turn. After all operators attack, Vanchev fires back once.

HVT // PMC WARLORD		HIGH VALUE TARGET	
EO • FORMER PMC COMMANDER, BELT GHOST COUNTRY			
HVT-003	▲ THREAT		
TARGET FILE	HP		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<hr/>			
GREGOR VANCHEV			
EO // FORMER PMC COMMANDER, BELT GHOST COUNTRY			
VULN		EXPLOSIVES	
<hr/>			
COUNTERATTACKS			
I	PMC Heavy Artillery	<input type="checkbox"/> 2+ <input type="checkbox"/>	
II	Armored Vehicle Perimeter	<input type="checkbox"/> 3+ <input type="checkbox"/>	
III	Belt-Veteran Mercenaries	<input type="checkbox"/> 3+ <input type="checkbox"/>	
<hr/>			
CONFRONTATION // 3 TURNS AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.			
<hr/>			
HVT // HVT-003		OT.HVT • ED.01	

ATTACK PRIORITY

Vasquez has the vulnerability match. He rolls Explosives at 2+. Attack first.

Murtagh is a combat specialist. Fighters roll Hand-to-Hand at 2+ in the confrontation. Attack second.

Diallo has no match and no defensible fallback against a PMC warlord. She rolls Default Combat at 5+.

TURN 1

Murtagh: Hand-to-Hand 2+. Roll 3. Hit. Vanchev: 3 → 2 HP.

Vasquez: Explosives 2+. Roll 4. Hit. Vanchev: 2 → 1 HP.

Diallo: Default Combat 5+. Roll 3. Miss.

Counterattack. Random target: Murtagh. Belt-Veteran Mercenaries at 3+. Roll 5. Hit. Murtagh: 1 → 0 HP.

MURTAGH KIA – she entered the confrontation at 1 HP. One hit was always lethal.

TURN 2

Vasquez: Explosives 2+. Roll 5. Hit. Vanchev: 1 → 0 HP.

MISSION SUCCESS – Vanchev neutralized. Two operators survived.

WHAT THIS MISSION TAUGHT

Proficiency coverage matters. This team had no Hacker and no Technician. System Failure and Disinformation were Bad (5+) for everyone. They survived on dice. A team with a Hacker clears those challenges cleanly — and arrives at the confrontation with more HP. Archetype coverage is the first decision in every game.

The Medic heal is a resource, not a reflex. Using the heal before Challenge 3 gave Murtagh the HP to survive Challenge 5's initiative hit. Without that heal, Murtagh enters the confrontation at 0 HP — KIA before a single attack lands. Deciding when to heal, and on whom, is one of the most important calls in the game.

Protect the vulnerability match. Vasquez was the answer to Vanchev. Routing him around the initiative challenges and letting Diallo take the Disinformation damage kept him at full HP through the confrontation. He closed the mission in two turns. Lose Vasquez in the gauntlet and the confrontation becomes a grind with no vulnerability edge.

The HVT kills operators. Murtagh entered the confrontation at 1 HP. One counterattack ended her. HP management in the gauntlet is not just about surviving the gauntlet — it determines who is still standing when the HVT fires back.

HVT PLAYER PRIMER

This primer covers the same mission from the other side of the table.

YOUR JOB

The Operator player survives. You make that harder. You see the full operator team before you build anything. You select which five of your eight drawn challenges they face, and in what order. You choose which variable activates on every card. The gauntlet is yours to design.

READING THE TEAM

Find the vulnerability match. Vasquez carries the Explosives match against Vanchev. If he reaches the confrontation healthy, the mission ends fast. Goal: arrive at the confrontation with Vasquez hurt.

Find the Medic. Diallo will undo your gauntlet damage if she heals the right operator at the right moment. Goal: force the heal early, onto a less critical target, or onto herself.

Find the initiative gaps. Nobody on this team has ★ Init. Every initiative challenge costs 1 HP before the roll. Stack them early to open damage that cascades.

GAUNTLET CONSTRUCTION

The sequencing principle: bleed HP early, force the Medic heal mid-gauntlet, deliver the kill shot on the most dangerous operator before the confrontation.

Challenge 1 – Security Patrol ⚡. Initiative plus no ★ Init on the team equals guaranteed pre-roll damage. Murtagh is the least bad option at Ordinary. She enters Challenge 2 at 1 HP.

Challenge 2 – System Failure. Everyone is Bad (5+). No clean answer. Murtagh at 1 HP cannot absorb a failed roll. Vasquez has to take the risk. High damage probability on your primary target.

Challenge 3 – Disinformation. Diallo is Ordinary (4+). The Operator player routes her here. This triggers the Medic decision — if she heals before Challenge 3, the Medic heal is spent. If she doesn't, the next injured operator stays hurt.

Challenge 4 – Rigged Entry Points. Vasquez is Good (2+). He will be used here. He clears it cleanly. Worth it for you: spending him on this challenge burns his turn without adding damage.

Challenge 5 – Hostile Contact ⚡. Murtagh Good (2+) but no ★ Init. If she enters at 1 HP, the initiative damage kills her before the confrontation. That is the kill shot this gauntlet was building toward.

VARIABLE SELECTION

High threshold. The gap between 3+ and 4+ matters less than you think against a Bad (5+) operator — they fail at any threshold 33% of the time. Pick high threshold when the operator is Good or Ordinary, where the extra pip actually hurts.

Critical failure trigger. Some variables add a [crit:+1HP] note — on a roll of 1, the operator takes 2 HP. At 1 HP, that is an instant KIA. Pick these variables when the operator is already hurt. A 17% chance of a KIA is worth more than a harder threshold.

No healing upside. Variable 4 on most challenge cards carries a Critical Success healing note. The Operator player recovers 1 HP on a roll of 6. Avoid giving it to them. Pick a different variable at the same or similar threshold.

WHAT YOU ARE BUILDING TOWARD

A good gauntlet does not try to KO every operator. It arrives at the confrontation with everyone on their last HP, so your single counterattack per turn actually decides the mission. You pick the target. One hit on a 1 HP operator is a KIA. If the team clears your gauntlet but arrives with everyone at 1 HP, the confrontation is a coin flip — and the coin is yours to call.

COLOPHON

Operator Tactics: HVT is a standalone card game set in the Terra Conflictus 2066 universe. Edition 01, 2026.

Design: Jesse Alexander. Setting: Orbital Ranch. Production: Splice Punk x TDR aesthetic system.

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// TAKE THE CONTRACT. BEAT THE ODDS. //

OT.HVT // TC2066 // EDITION 01 // 2026 // A5

// STANDALONE |

OPERATOR TACTICS: HVT

| CLR: ACTIVE

01

BRIEF

OT.HVT

FIVE CHALLENGES. THREE TURNS. ONE TARGET.

You are not going after amateurs. These are the architects of the post-Upheaval black market, the warlords who turned ghost country into private kingdoms, the PMC defectors who took their employer's secrets and disappeared into contested space.

Assemble a team of elite operators. Run them through five challenges. Navigate high-stakes scenarios. Deploy your team's capabilities against everything the target throws at you. Get to the HVT before the clock runs out.

Standalone. Solo or two-player cooperative. One D6. No core book required.

02

SPECS

CARD GAME

PLAYERS

1-2

SOLO + 2P

COMPONENTS

101

CARDS TOTAL

DIFFICULTY

4

LEVELS

ENGINE

D6

OT CORE

03

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FACTIONS

- NAF
- EO
- SCA
- PCU
- ACU
- NCB
- UKE

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