


GF PROGRAM

The Gene Forged (GF) program rescues obsolete brand icons from the ashes of consumer civilization. Enhanced through adaptive bioengineering, they are reborn as relentless assets for the post-market wars.



UNIT VARIANTS

GF-ROOST
SHOCK TROOPER

- MORAL BOOST AURA
- CLOSE ASSAULT
- BREACH & CLEAR



GF-MONK
DEMOLITION

- EXPLOSIVES
- SEIGE SUPPORT
- AREA DENIAL



GF-SCOOP
RECON OPERATIVE

- LONG-RANGE SCOUT
- STEALTH INSERTION
- INTEL GATHERING



GF-POPP
SABOTEUR

- SABOTAGE OPS
- DEVICE PLACEMENT
- INFILTRATION



BASE UNIT // GF-BULL ASSAULT LEADER



PROFILE VIEW



REAR VIEW



UNIT DATA // GF-BULL

ROLE: ASSAULT LEADER / BRUTE

W. Str. (Weight): 240 (kg)

Ht. (Height): 2.4 (m)

ARMOR: BLACK PLATED

WEAPON: MAG-PULSE CARBINE

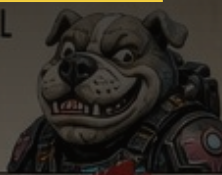
PERFORMANCE: GRAFT

RENAISSANCE: BATTLE PACKAGE

GF-FOUR

INTERGRAINED VOICE AMPLIFIER

GF-BULL
Snack Icon



GF-ROOST
Breakfast Icon



GF-MONK
Tea / Noodle Icon



GF-SCOOP
Frozen Treat Icon



GF-POPP
Soda Pop Icon



GF-CORN
Farm Product Icon



GF-CAPN
Stabfood / Cereal Icon



GF-MELT
Dairy / Dessert Icon



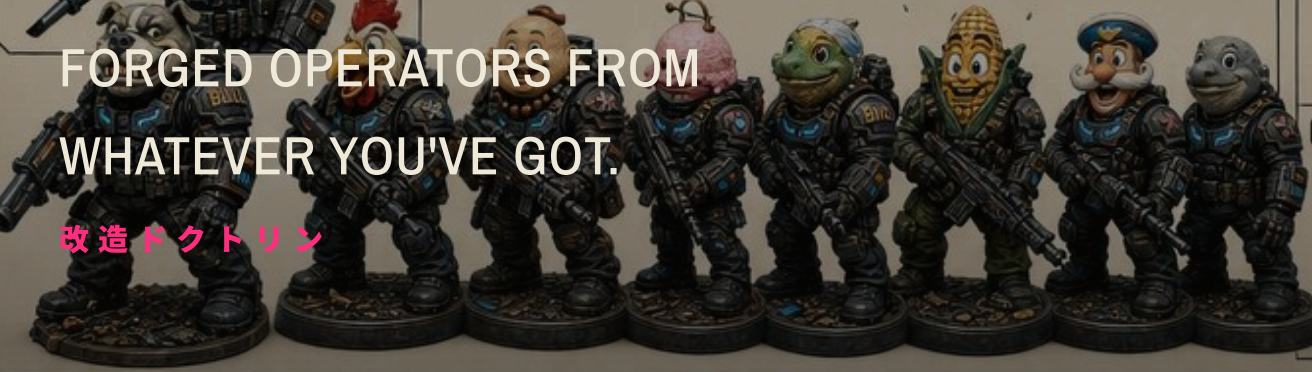
BUILT TO BUILD

THE OPERATOR TACTICS FIELD
GUIDE TO KITBASHING GENE-
FORGED OPERATORS FROM
WHATEVER YOU'VE GOT.

改造ドクトリン

ROLES

ASSAULT Break & Overwhelm	SHOCK TROOPER Breach & Disrupt	DEMOLITIONS Disable & Destroy	RECON Observe & Report	SABOTEUR Infiltrate & Sabotage	RAPID RESPONSE React & Neutralize	COMMAND/SUPPORT Lead & Sustain	MEDIC/TECH Stabilize & Restore
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PRODUCT-LINE ORIGINS

Crunchy Bites	Morning Flakes	Zen Cup	Fresty Fun	Fizz Burst	Golden Fields	Moo Delight
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ARMOR NOTES & SYSTEMS

- BLACK PLATED ARMOR: CERAMIC-CARBON COMPOSITE
- POWER SYSTEMS: INTEGRATED REACTIVE CORE
- BLUE LINES: POWER & BIO-SIGNATURE ROUTING
- ORANGE: WEAPON FEED / OVERHEAT INDICATION
- PINK: UNIT ID / COMMAND CUSTOMIZATION



KIT & COMPONENTS

HEADS



TORSO



ARMS



LEGS



BACKPACKS



WEAPON OPTIONS

PLASMA CHAINGUN

MAG-PULSE CARBINE

ION DISRUPTOR



THE TWO PATHS > DEAD SHELF DOCTRINE > THE D-REX BUILD > VINYL SCALE > EARN YOUR SPLICE

HEAVY ZOO

// MULTI-SPECIES ASSAULT // CONTRACT RECRUITMENT // 2062 - ONGOING //

FIRST.

THEY EAT EACH OTHER

**WHO IS HE?
ASK
NOBODY.**





~~EVERY ANIMAL FIGHTS.~~

EVERY ANIMAL BURNS.



NO REGISTRY REQUIRED.
NO PROVENANCE CHECKED.
~~SIGNING BONUS~~ PAID IN RATIONS,
~~MEDICAK~~ ^{W/ NOTHING.} AND FORWARD HOUSING.
~~NOTHING.~~

- KOLBE - KIA SOAK '63
- ~~R. RUIZ - KIA SOAK '63~~
- HASSAN - KIA TIAN SHAN '64
- ~~MOTH - UNACCOUNTED~~
- V. PAW - STILL OPERATIONAL 
- CHEF - ???

 CONTRACTING OFFICE - POST 76
SECTOR INTAKE: 04:00 - 22:00
BRING TEETH. BRING WORK.



HEAVY ZOO COMPANY
// ZOO-9 ROSTER // 
GF-CONTRACT-INTAKE

**WE WALKED OUT OF ZOO-9.
WE NEVER GOT PAID.**

ISSUE 01 • THE KITBASH ZINE

A PARTS BIN AND A SET OF CLIPPERS.

Operator Tactics exists for a lot of reasons. A game, a world, a ruleset. But if you want the truth about where this whole thing actually started — it started with a parts bin and a set of clippers.

Kitbashing wasn't an afterthought here. It's a core design principle. The factions have visual identities distinct enough to read across a table, but they're grounded enough in real tactical military aesthetics that kitbash sources are everywhere. Your 40k pile of shame. Modern military kits. Near-future sci-fi lines. Plastic dinosaurs from the dollar store. All of it works — and the reason it works is the Gene Forge.

This zine is the manual for that. No official miniature line. No required components beyond dice, a tape measure, and something to stand in for your units. The rules care about the footprint and the keywords. Everything else is yours to build.

THE CORE PRINCIPLE

The figures already exist in the world as the correct figures. Operator Tactics is built on salvaging and repurposing consumer culture's plastic waste. We designed around what already exists.

COLOPHON

TITLE	BUILT TO BUILD
SERIES	OT Field Manual / 01
SUBJECT	Kitbash & Dead Shelf doctrine
STOCK	printed on whatever you've got
FACTION	None. That's the point.

PREDATOR • PREY • MASCOT • MYTH — ALL WEAPONS NOW.

READ IN ANY ORDER. BUILD IN NONE.

CONTENTS

Two halves of one table. The front is doctrine and culture — why this game wants you to build. The back is the manual — how to actually do it, with a real model torn down step by step.

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// HOW TO USE THIS ZINE

None of what follows is required. The table reads your model whether you've done one technique or all of them. Doctrine first if you want the why; jump to **Tools** (p.16) and the **D-Rex build** (p.20) if you just want to start cutting.

THE GENE FORGE

A STRUCTURAL INVITATION TO KITBASH ANYTHING.

The Gene Forge program is the single element of this world most deliberately designed to unleash your dopamine drive for kitbashing.

By 2066, every major faction fields gene-forged operators — bipedal soldiers built from apex predator genetics fused to a human body architecture. They walk upright, carry weapons, use tactics, take orders.

But the gene-forge programs produced a lot more than battlefield predators. Military apex stock is just the start. There's commercial stock — gene-forged built for entertainment and luxury markets that ended up carrying rifles when the world went sideways. Bespoke commission stock — one-of-a-kind creatures built to some oligarch's very specific

taste. Black-market deviation — unlicensed builds from underground gene-smiths answerable to nobody.

Paleo-stock — yes, actual reconstructed prehistoric genetics, because the SCA has been sitting on the richest fossil deposits on the continent and somebody was eventually going to do it. And aberrant stock — gene-forged whose templates mutated beyond their original parameters in ways nobody planned and nobody can fully explain.

That is not just flavor. It is a structural invitation to kitbash anything you can get your hands on. Whatever you built, from whatever sources, has a lineage waiting for it. The lore wrote the permission slip before you reached for the clippers.

"THE GENE-FORGE DOESN'T CARE WHAT YOU BUILT SOMETHING TO DO. IT CARES WHAT THE BASELINE CAN HANDLE."

PARTS-BIN • DEAD SHELF

TWO PATHS, ONE TABLE.

There are two ways into Operator Tactics as a physical game. One starts with sprues. One starts with a figure that already exists. Both arrive at the same table. Both are correct.

PATH A

THE PARTS-BIN PATH

Sprues, clippers, 40k piles of shame, military model kits, near-future sci-fi lines, dollar-store dinosaurs. You start with raw material and you build. The Gene Forge provides the in-world scaffolding: whatever you kitbashed, from whatever sources, is a gene-forged operator with a lineage, a history, and a faction origin story.

→ starts with a sprue

PATH B

THE DEAD SHELF PATH

You start with a complete figure that already exists — a thrift-store find, a blind box you bought for another reason, a figure salvaged off your own shelf when the excitement wore off. You don't build the figure. You re-context it. You give it a card. You give it a name. You put it in a splice.

→ starts with a figure that already has a life

THE DOUBLE MEANING IS INTENTIONAL

The parts-bin builder and the Dead Shelf salvager are both running splices. They both have operators with names and lineages and gear. One of them started at a hobby shop. One of them started at a Goodwill on a Tuesday. There's no gap to close.

EVERYTHING IS STOCK

WHERE TO LOOK.

A unit is anything with a rectangular footprint that fits the size constraints. A movement tray of 15mm infantry. A repainted mecha kit. Three die-cast cars glued to cardboard with a pen-cap turret. A stack of poker chips labeled DRONE INFANTRY on masking tape. All valid. The rules care about the footprint and the keywords — not the model.

SRC-01

UNSUPPORTED MINIS

The 40k pile of shame. Out-of-print ranges, broken blisters, the bits box. Heads, torsos, arms, weapons — the raw vocabulary of a kitbash.

SRC-02

SCALE MODELS

Modern military kits, near-future sci-fi lines, model cars and armor. Real tactical aesthetics that ground a gene-forged operator in something believable.

SRC-03

VINYL / DEAD SHELF

Pop Mart blind boxes, Quiccs platforms, Kidrobot customs, half a Labubu series from the donation bin. Commercial stock, ready to re-context.

SRC-04

MISC. TOYS

Dollar-store dinosaurs, kids'-meal robots, plastic spiders, animal figurines. The Beast-Mech and Paleo shelves of any toy aisle.

// FUSE

The move that turns sources into a unit is the **fuse**: clip, pin, glue, and bridge across categories until the parts read as one operator. A scale-model torso, a toy-dino head, a bits-box rifle, a vinyl-figure base. That's a gene-forged. That's the doctrine in one gesture.

UNIT TYPES YOU'RE BUILDING TOWARD → Drone Infantry · Assault Walkers · Siege Walkers · Scout Swarms · Strike Vehicles · Gun Platforms · Beast-Mechs

SIX TEMPLATES FOR ANYTHING

GENE-FORGE LINEAGES.

Whatever you build has a category waiting for it. Pick the lineage that matches what your bits already want to be — then let the build language do the rest.



APEX STOCK

PREDATOR GENETICS · FUSED TO HUMAN ARCHITECTURE

The military standard. Apex predators built into a human body plan: NAF fields wolves, the SCA fields jaguars, the EO fields bears, the Void Walkers field ravens — the full roster is the [stock table on the next page](#). State cohorts are mono-type by doctrine. Your splice doesn't have to be.

BUILD IT: animal head + human tactical body + faction gear. A scale-model soldier with a toy-predator head is the whole recipe.

COMMERCIAL STOCK

BUILT FOR ENTERTAINMENT & LUXURY MARKETS

Gene-forged designed to be appealing, accessible, safe for the public — chibi proportions, expressive faces, calls everyone "buddy." Built for theme parks and corporate spectacle. Commercial stock is the answer to any figure that doesn't look like a battlefield animal: if it wasn't designed for the field, it wasn't designed for the field. Extraordinarily effective at close-range urban clearing, because nobody reads it as a threat until it's too late.

BUILD IT: a designer-vinyl figure + a faction mark. The aesthetic is already correct. See [The Dead Shelf Path](#).



PALEO-STOCK

RECONSTRUCTED PREHISTORIC GENETICS

The SCA sat on the richest fossil deposits on the continent, and somebody was eventually going to do it. Reconstructed prehistoric genetics — tyrannosaurus, velociraptor, pteranodon, whatever the fossil record provides — walked upright and handed a rifle. The D-Rex on page 20 is exactly this: a cybernetic triceratops soldier built from a toy and a fistful of grit.

BUILD IT: any plastic dinosaur + tactical kit + a base. Dollar Tree is a legitimate fossil dig.

ABERRANT STOCK

UNLICENSED · MUTATED BEYOND DESIGN

Not unlicensed — *unplanned*. A stable template that drifted past its original parameters under stress, expressing sequences the gene-smiths thought were inert. Extra limbs, wrong proportions, asymmetry that shouldn't function — living proof the tech everyone depends on has side effects nobody is publishing. They should look wrong. That's the point.

BUILD IT: the leftover bits. Mismatched arms, a doubled head, a beast-mech that grew something it shouldn't have.



BESPOKE COMMISSION

ONE-OF-A-KIND · OLIGARCH'S TASTE

Built to a single buyer's very specific aesthetic. Luxe, ornamental, unrepeatably. If your build is the most over-detailed thing on the table, it's bespoke.

BUILD IT: the centerpiece kit you've been saving. Gild it.

BLACK-MARKET DEVIATION

UNDERGROUND · ANSWERABLE TO NOBODY

Unlicensed builds from gene-smiths working outside every program. Mismatched, illegal, untraceable — no clean faction lineage, by design.

BUILD IT: the parts that don't go together. Lean into the seams.

SAME ARCHITECTURE, SIX BIOMES

APEX STOCK AROUND THE WORLD

Every region forged its own predators. Same human architecture underneath; the faction gear and the apex template do the talking. Read these as build references — silhouette, palette, and the one detail that makes each one unmistakable.



N. AMERICAN · NAF DOCTRINE



ASIAN · PRC TIGER STOCK



S. AMERICAN · SCA JAGUAR



AFRICAN · CONTINENTAL PREDATOR



OCEANIC · COASTAL STOCK



COMMERCIAL · BRAND MASCOT

GEAR DEFINES THE CHARACTER

A NAF wolf operator isn't just any wolf — it's wearing dark olive modular armor with a drone mount and an AI targeting visor. Aurora Rangers doctrine made visible. An SCA jaguar in a minimal chest rig and jungle camo moves through terrain like a jaguar. Faction visual language is what separates a gene-forged operator from a generic furry miniature.

EVERY PROGRAM IS A PARTS ORDER

FACTION STOCK = A SHOPPING LIST

Faction stock is narrative — mechanically, every gene-forged operator runs the same rules. But for a builder, the stock list is a literal parts order. Each program forged from a different set of apex templates, which tells you exactly which toy heads to drop in the cart. Pick the animals; the doctrine picks the gear.

STATE & INDEPENDENT PROGRAMS — READ IT AS A SOURCING GUIDE

FACTION	GENE STOCK	PROFILE	KITBASH IT
NAF	Wolves · Shepherds · Golden Eagles	Pack doctrine. Sustained ops; holds ground.	Canine + raptor heads; olive modular armor, drone mount, AI visor.
SCA	Jaguars · Caimans · Capuchins	The close fight and the quick vanish.	Jungle-cat heads, croc snouts; minimal chest rig, jungle camo.
EO	Brown Bears · Boars · Siberian Lynx	Heavy frames, cold-adapted. Soaks fire.	Bulkiest bear/boar toys; slab armor, craft-felt fur.
PCU	Jackals · Fennec Foxes · Peregrine Falcons	Heat-adapted, patient. Deadly at range and in the dark.	Fox/jackal heads, falcon beaks; desert wraps, long-barrel rifle.
PRC	Siberian Tigers · Macaques · Pangolins	Competing programs. Some cybernetics-fused.	Tiger/monkey toys, armadillo-as-pangolin; bolt-on cyber, exposed wire.
VOID WALKERS	Ravens · Spotted Hyenas · Monitor Lizards	No faction, no program on record, no paper trail.	Corvid heads, lizard/hyena toys; stripped unmarked gear, matte black.
NORDICS	Polar Bears · Wolverines · Snowy Owls	Independent. Not exported, not for sale.	White-bear/owl toys; winter-white kit, bone-white accents.

THE RULES ATTACH TO THE OPERATOR, NOT THE MODEL

Gene-forging is opt-in, and the standard table is one or two gene-forged among three or four baseline humans. Every gene-forged runs the same class, attributes, and wound track as a baseline — the only mechanical difference is a single Augment Tag carried for the campaign. Nothing in the rules reads your silhouette. That's the whole license: build the wildest thing you can, and it still just plays as an operator.

// OPERATORS VS WILDLIFE

Don't confuse the two at the bench. **Gene-forged operators** are soldiers — they carry rifles and take orders, and they're what this page is about. The **Evolved Ecosystem** — Thermo-Canis, Aqua-Felis, Mega-Crocodylus, Strato-Raptor — is wildlife: bigger, wronger, unarmed. Build those as monsters, objectives, and terrain. They eat operators; they don't join the splice.

THE FIGURES ALREADY EXIST

THE DEAD SHELF PATH.

Walk into any thrift store in any mid-sized city and you'll find them. Pop Mart blind boxes, half a Labubu series, a Skullpanda with a missing accessory, a Quiccs TEQ63 a kid detached from its base. Fifteen-dollar figures sitting in the bin for two. This page is about that bin.

First: the figures already exist. Two decades of blind-box culture means hundreds of millions of these figures are already in the world. The supply chain for Dead Shelf miniatures isn't a production pipeline — it's the existing waste stream of consumer culture. You don't wait for a new kit. The material is already there.

Second: the aesthetic is already correct. Designer vinyl — the chibi proportions of Labubu and Skullpanda, the tactical urban edge of the TEQ63, the surrealist darkness of Finding Unicorn — maps directly onto the Splice Punk look. Pop Mart figures already look like they exist in a near-future contested zone. The Splice Punk aesthetic was in the toy bins before this game existed.

Third: this is the setting made material. In Terra Conflictus, the Upheaval didn't destroy everything — it repurposed it. Commercial stock built for theme parks ended up on the battlefield because everything ended up on the battlefield eventually. A player reaching into a thrift bin for their next operative isn't doing something the game *allows*. They're doing something the game is *about*.

That's what separates the Dead Shelf path from miniature-agnosticism. Miniature-agnostic is a rulebook concession — "we won't gatekeep your models." This is different. It's "the figures already in the world are the correct figures. We designed around what already exists."

SHELF TO SPLICE

A Pop Mart Skullpanda on your splice's roster is a commercial stock operative. The in-world explanation was already written. You don't need to paint or modify anything — the figure reads. You just need to know what card to hand your opponent when they ask what it represents.

"Built to work a theme park in Neo-Tokyo. Now here on the battlefield. Still delighted as it flanks you and lets the SMG rip."

TC-2064-GF-FINT-01
REV. 2.1

TERRA CONFLICTUS 2066

GENE FORGED SOLDIERS // COLLAPSE-ERA MASCOTS REPURPOSED FOR WAR

GF PROGRAM
The Gene Forged (GF) program salvages cultural icons from the rubble of consumer collapse. Rebuilt through advanced cybernetics and battlefield conditioning, they fight not for brands, but for the survival of what remains.

UNIT VARIANTS

- GF-BEAR**
HEAVY TROOPER
• BREAK & PUSH
• SHOCK DEFENSE
• SHOCK BUSTER
• CLOSE SUPPORT
- GF-COWN**
COMMAND / SUPPORT
• COMMAND AURA
• SUPPLY BOOST
• PALACE & MENTOR
• AREA CONTROL
- GF-BOTTLE**
MEDIC / CREWMET
• FIELD MEDICINE
• CHAIN DISPENSER
• TROOP REINTEGRATE
• CLOSE SUPPORT
- GF-CORN**
RECON OPERATIVE
• LONG-RANGE RECON
• STEALTHY INfiltration
• TRACKING SUITE
• SHARPER SUPPORT

BASE UNIT // GF-MOON ASSAULT LEADER

PROFILE VIEW
REAR VIEW

UNIT DATA // GF-MOON
ROLE: ASSAULT LEADER / BUSTE
WEIGHT: 100kg (220 lbs) (Large Unit)
REACH: 3-5m (10ft)
MOB: 200kg (440lb)
ASSIGNMENTS:
• REINFORCED CHARGE SPELL
• SHOCKING BOMB PLACING
• UPPER RANGE WEAPON SHARP
• SPECIAL OPERATIVE WEAPON
• AUGMENTED WEAPON MASTERY
• ADVANCED PAIN SUPPRESSION

FIELD ROLES

- ASSAULT LEADER
- HEAVY TROOPER
- COMMAND / SUPPORT
- MEDIC / CREWMET
- RECON OPERATIVE
- SABOTEUR
- FIELD SHARPLAND
- SIGNAL OPERATIVE

ORIGIN FRAGMENTS

- LAMB BROS CEREAL
- DOODY CLIM TORPINE
- HAPPY HIT ROAD MEAL
- FEEL-O-CLOUD TONIC SODA
- HAPPY KING PREZON FOODS
- SPARKLE SMILE DENTAL CARE
- LELL-O-EYE NURSERIES GOODS
- WATFINDER

WEAPON OPTIONS

- PLASMA BASTER
- MAG-PULSE RIFLE
- ION BREAKER
- SHOCK MACE
- COMBAT KNIFE
- FRAG / ION BARRIERS

ARMOR NOTES & SYSTEMS

- BLACK PLASMA ARMOR: STRONG-CAPACITY COMPACT
- POWER SYSTEM: AUTORECHARGE COILS
- BLACK LACES: POWER-LOCK ADJUSTABLE WEAPON
- SHARPENED WEAPON POINT: OVERHEAT PROTECTION
- POWER BATTERY: WEAPON POWER PROTECTABLE
- COM-PANELS: UNIT TO COMMAND COORDINATION
- HELMETRY: VISOR WITH MULTIFUNCTION
- POWER CORE BACKPLATE

HEAD PROFILES

- GF-MOON**
Carnal Icon
- GF-BEAR**
Topline Icon
- GF-LEPR**
Roadside Meal Icon
- GF-FORB**
Espionage Icon
- GF-CORN**
Harvest Icon
- GF-TOOTH**
Dental Icon
- GF-LAMB**
Nursery Icon
- GF-SIGN**
Road Sign Icon

ORIGIN FRAGMENTS

DIVERSITY IS DOCTRINE. MANY ORIGINS, ONE OBJECTIVE.
SPLICE UNITS ADAPT FASTER. PREDATOR, PREY, MASCOT, MYTH. ALL WEAPONS NOW.

SPLICE INTEGRATION COMMAND
MIXED ORIGIN TASK ELEMENT
GF-LINE CROSS-COMPATIBLE

COMMERCIAL STOCK · THE CHARM IS THE WEAPON

YOU NEED LESS THAN YOU THINK

TOOLS OF THE TRADE.

The whole kit fits in a shoebox. Start here; add as the build demands. Nothing on this page costs more than a blind box.

01 CLIPPERS

Flush cutters for pulling parts off the sprue and trimming dino toys clean. The single most-used tool you own.

03 MODEL GLUE / CA

Plastic cement for styrene, super glue (CA) for everything else — resin, metal, vinyl, dissimilar materials.

05 PIN VISE & WIRE

Drill a hole, drop in a wire pin, and a heavy head or arm stays put. The difference between a kitbash and a pile.

02 HOBBY KNIFE

A fresh blade for mold lines, seam cleanup, and carving a join until two unrelated parts agree to be one.

04 UV RESIN

Cures hard under a cheap UV light in seconds. Gap-fills, builds lenses and eyes, and gives optics the "live" look.

06 POLYMER CLAY

Super Sculpey for custom limbs, bio-armor, and bridging gaps. Sculpt it, then bake the whole figure at **275°F**.

// SAFETY

Cut **away** from your hand. Glue and resin want ventilation. Bake polymer clay in a dedicated tray, never the one you eat off. The hobby should outlast the build.

FIVE MOVES, ONE OPERATOR

THE SPLICE PUNK PASS.

For the player who wants to go further, designer vinyl and resin both respond beautifully to modification. These five moves, in order, turn a bare figure into something that looks gene-forged for contested-zone work.

1

BASE COAT

LACQUER PRIMER

Thin passes, built up gradually. Preserves the sculpted detail instead of drowning it — the difference between "primed" and "clogged."

2

COLOR

ACRYLICS

Body, cloth, and skin tones — the same materials the mainstream vinyl-customization community already uses. Forgiving, layerable, water-cleanup.

3

GEAR

ENAMEL METALLICS

Weapons, cybernetic joints, hard kit. Enamel reads as battlefield-used metal in a way acrylic silver rarely does. This is where the operator stops looking like a toy.

4

OPTICS

UV-RESIN EYES

A drop on eyes and lenses, cured hard, for depth and the "live" look designer toys already exploit. Tint it your human accent and the figure suddenly has intent.

5

STRUCTURE

POLYMER CLAY + PRINT

Super Sculpey (cure 275°F) for robotic limbs and bio-armor sculpted right onto the surface. Or bolt on 3D-printed tactical accessories, scaled to ~85% to fit chibi proportions.

BUILD FROM NOTHING

A Kidrobot Munny blank — a featureless white vinyl form made for artist customization — is a ready-made armature for an operator built entirely from scratch, no donor kit required.

KNOW YOUR PLASTIC BEFORE YOU PRIME IT

KNOW YOUR PLASTIC

Every donor takes paint and glue differently. Match the method to the material and nothing flakes off in round three.

DONOR MATERIALS

MATERIAL	FOUND IN	GLUE	NOTES FOR FINISHING
HARD VINYL / PVC	Pop Mart, blind boxes	CA / epoxy	Wash first. Lacquer or vinyl-safe primer; flexes, so avoid brittle coats.
SOFT VINYL (SOFUBI)	Larger designer toys	CA / flexible	Flexible — use a primer that moves with it or paint will crack on handling.
ABS	Action figures, model kits	plastic cement / CA	Takes primer well. Tough; sands clean for seam work.
POLYSTYRENE	Wargame sprues, scale kits	plastic cement	The friendliest plastic. Cement welds it; primes and paints with no fuss.
RESIN (3D PRINT)	STL prints, garage kits	CA	Wash off release agent / uncured resin. Primer mandatory. Layer lines = texture, or sand smooth.

FINISHING REGISTER

WHAT EACH FINISH IS FOR

LACQUER	Primer base, thin coats
ACRYLIC	Body, cloth, skin
ENAMEL	Metal, gear, weathering
UV RESIN	Eyes, lenses, gap-fill
PIGMENTS	Mud, dust, contested-zone grime

// THE TWO-ACCENT RULE

Keep the **system** color and the **human** color apart. Cold signal yellow for infrastructure, labels, and faction systems. The human accent — here, hot pink — for the people and the marks they make. The two accents don't touch. That tension is the Splice Punk look.

BIG FIGURES, NO CONVERSION MATH

SCALE & THE TABLE

Standard blind-box figures run 75 to 85mm tall. Traditional 28mm wargames aren't built for that — the multiplier is roughly 2.6×, which throws off movement, terrain, and footprints.

Operator Tactics fixes it with one line. The **Vinyl Scale** variant: wherever the rules print a distance in centimetres, read it as inches. A 6cm move becomes a 6-inch move. It scales naturally to larger figures and bigger bases with zero math at the table.

// VINYL SCALE

1 cm → 1 inch. Read every distance in the rulebook as inches. Done.

BASE SIZING

CLASS	SQUARE	ROUND
OPERATOR	6.5 cm	70 mm
HEAVY / LARGE COMMERCIAL STOCK	8 cm	80 mm
VEHICLE / EMPLACED	10 cm	100 mm

Terrain scales up with it — Vinyl-Scale terrain sits closer to 1:18 diorama scale, which makes model-railroad, architectural-miniature, and prop-making suppliers your best source. The same thrift stores that stock the figures often stock the terrain.



VINYL SCALE ON THE TABLE — READ THE CENTIMETRES AS INCHES AND THE BIG FIGURES JUST WORK

FROM THE DIG TO THE TABLE

BUILD STUDY: THE D-REX.

A cybernetic triceratops soldier, built paleo-stock. This is the practical centerpiece of the zine — one real model, the concept that drove it, and the finished build turned all the way around.



SUBJECT FILE

"D-REX"

Species: cybernetically enhanced triceratops hybrid. Role: heavy assault / siege breaker. Black plated armor with integrated power systems, a G9 heavy plasma cannon, and the one detail that makes it ours — the bio-frill, reforged and lit up in human-accent pink.

LINEAGE: PALEO-STOCK · SCA FOSSIL PROGRAM

CONCEPT → OBJECT

The concept sheet opposite is the design target. The model on the next page is what came off the bench: a 3D-printed dino body, cleaned up, based, and given the Splice Punk pass. Concept and object don't have to match exactly — the gap between them is where the build becomes yours.

CHARACTER CONCEPT SHEET - "D-REX" CYBERNETIC TRICERATOPS SOLDIER

ASSAULT POSE

new massive, chain gun



Multi-purpose power-fist

PROFILE

SUBJECT: G-9 "D-Rex" Unit
 SPECIES: Cybernetically enhanced Triceratops hybrid
 ROLE: Heavy Assault / Siege Breaker
 KEY FEATURE:



Painted Bio-Skull



Black Plated Armor with Integrated Power Systems

STEALTH/SPEC-OPS



ALERT POSE

HEAD, TURNING, CHECMOUNTED DATE-BNOST, OR MOUNTED DATA-SLATE CREBONE



MODIFIED COMPACT COMPCT BULLPUP PLASMA CARBINE

BREAKER POSE



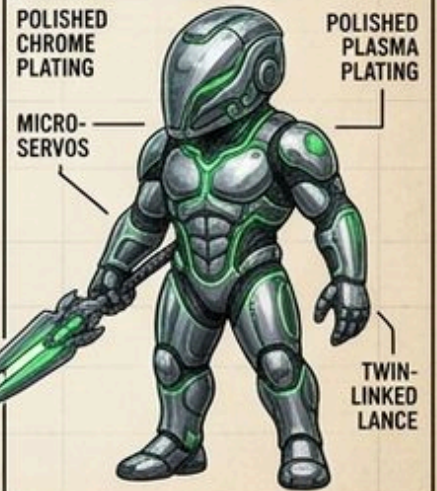
MEDIC/FIELD TECH



MULTI-SCANNER

PLASMA CANNON REMOVED IN TOOL-BELT

HIGH-TECH PROTO



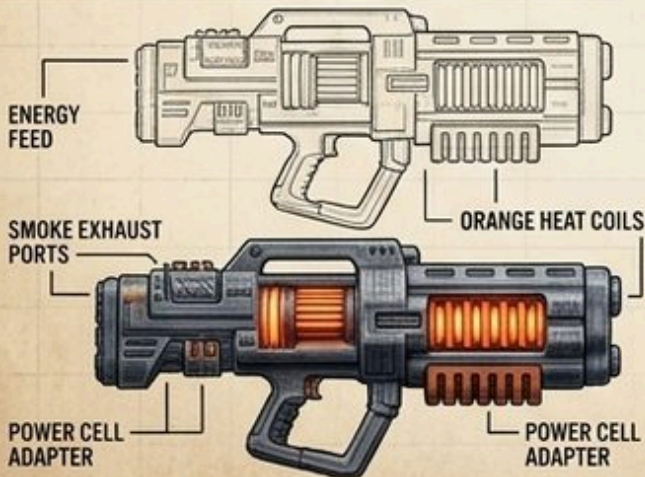
POLISHED CHROME PLATING

MICRO-SERVO

POLISHED PLASMA PLATING

TWIN-LINKED LANCE

PRIMARY WEAPON: G9-HEAVY PLASMA CANNON



ENERGY FEED

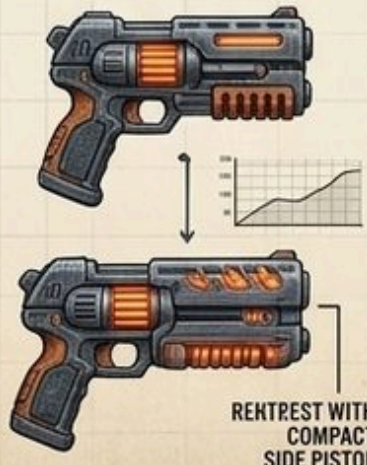
SMOKE EXHAUST PORTS

POWER CELL ADAPTER

ORANGE HEAT COILS

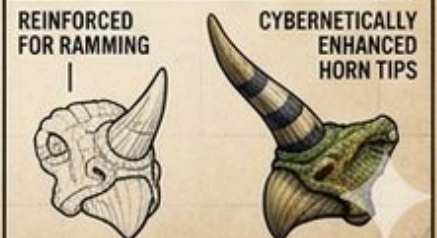
POWER CELL ADAPTER

SIDEARM: G9-PULSE PISTOL



RETRREST WITH COMPACT SIDE PISTOL

MELEE: D-REX HORN APPLIQUE



REINFORCED FOR RAMMING

CYBERNETICALLY ENHANCED HORN TIPS

ONE MODEL, EVERY ANGLE

THE BUILD, TURNED AROUND

Here's the model off the bench — a rough-textured black 3D print, based and given the pink pass. Walk around it. The grit in the print *is* the finish: it reads as scarred hide and battlefield wear, not as a flaw to sand away.



FRONT • FRILL + RIFLE



3/4 • WEAPON RAISED



SIDE • HEAD TURNED



DETAIL • THE BIO-FRILL



REAR 3/4 • PINK TAIL-TIP



BACK • LEG PANEL + BASE

THE PINK PASS

Black body, base coat to grime. Then the human accent goes on only where it counts: the frill, the open mouth, the tail-tip, one leg panel. Four touches of pink turn an anonymous black print into a faction-marked operator. Restraint is the technique.

// BASING

The textured round base does double duty — it sets the Vinyl-Scale footprint (70 mm operator) **and** carries the embossed unit ID. Base the figure and it stops being a model and starts being a unit.

THE CONTEXT DOES THE WORK

FACTION MARKING.

The detail that separates commercial stock from a prop is gear — and you don't need to repaint a figure to give it an allegiance. You add an identifier and let the context do the work.

MARK-01

THE PATCH

A small painted shoulder patch or chest decal in faction colors. The smallest possible commitment; reads instantly across the table.

MARK-02

THE BASE RIM

Work faction colors into the rim of the base. The figure stays exactly what it is; the base declares the side.

MARK-03

THE CARD

A printed card beside the base showing affiliation, name, and lineage. Zero paint. Pure re-context.

MARK-04

THE GEAR

Want NAF? Add a drone mount and an AI visor. Doctrine made visible — one bolt-on bit signals the whole faction.

"YOU'RE NOT REPAINTING THE WHOLE FIGURE. YOU'RE ADDING AN IDENTIFIER. THE FIGURE STAYS WHAT IT IS."

NO SHARED FLAG. NO SHARED LINEAGE.

CREATING A SPLICE.

Your unit is a Splice — a small, independent contract unit of freelance operators with no shared flag, no shared lineage, and zero obligation to look like anyone else's standing army.

State military cohorts are mono-type by doctrine. NAF fields wolf formations. The EO fields bears. The Void Walkers field ravens. Your splice can be those things. Or not. Your splice is whatever you build.

A wolf operator from a dissolved NAF contract. A raven intel specialist who answers to no flag now. A baseline human breacher who's never been gene-forged and never wanted to be. And that cheerful commercial-stock operative on your right who looks delighted by everything? Built for a theme park. Still delighted as it flanks you. That's a splice.



A SPLICE: MISMATCHED ON PURPOSE

ASSEMBLE ONE

Pick 3–6 mismatched operators. Mix lineages on purpose — the contrast is the aesthetic. Name each one. Write the backstory on an index card. The splice is a collage, and the seams are the point.

// IF KITBASHING ISN'T YOUR JAM

Baseline humans serve in every faction and every splice. Gene-forge programs are expensive; not every operator comes out of one. The contrast between a standard human and the gene-forged beside them is **part of what makes the aesthetic work.**

The Inspiration

My splice needs a fast 'Paleo-Stock' hunter... and I think I have the perfect start in my bits-bin!
Time for the **Kitbash Doctrine!**

RUMMAGE

BITS & PIECES

Gene Forged Raptor

The Kit Bash Doctrine allows you to build a gene-forged operator with a lineage and history from raw material [cite: 1, 2]. Leo's 'Paleo-Stock' hunter is actual reconstructed prehistoric genetics [cite: 1].

Where to Look: The Sources

Unsupported minis, model kits, dinosaur toys, anything with the right potential... the Gene Forge doesn't care about origins [cite: 1, 2]!

PREHISTORIC PALOOZA

SNNIP! SNNIP!

Parts sources include spars, modern military kits, near-future sci-fi, and plastic dinosaur toys from Dollar Tree [cite: 1, 2].

The Fusing: Assembly

Let's give this 'Paleo-Stock' Raptor some serious armor plating from a Sci-Fi kit. This resin really holds everything together!

FUSE

Polymer clay (Super Sculpey works vinyl; cure at 275°F) can be used for custom robotic limbs, bio-armor, and modifications [cite: 1].

Polymer clay (Super Sculpey works vinyl; cure at 275°F) can be used for custom robotic limbs, bio-armor, and modifications [cite: 1].

Modification: The Splice Punk Pass

Now for the 'Splice Punk' look: bright colors and a fierce battle-wearry grin. It's ready to hunt!

SPLAT, SWISH

SPLAT, SWISH

The standard modification path for vinyl involves lacquer primer, acrylic paints, enamel metallics for weathering, and UV resin on eyes [cite: 1].

Creating a Splice: Faction Marking

My splice, the 'Jaguar Jaegers,' is diverse and effective. A Paleo-Stock Raptor, a breacher, and even some Commercial Stock

SPEAR-HEAD RAPTOR OPERATOR (Paleo-Stock/SCA Contract)

The SCA has been sitting on the richest fossil deposits, leading to actual reconstructed prehistoric genetics, like Paleo-Stock Raptor [cite: 1, 2]. Your splice can be whatever you build [cite: 1].

The Final Splicer

Leo's Splicer Team, 'The Paleo-Pack'!

Wow, that Raptor looks like it was born for this war-game!

My creation, a true testament to the Kit Bash Doctrine!

SPEAR-HEAD RAPTOR OPERATOR (Paleo-Stock/SCA Contract)

Kitbashing is a core design principle for Operator Tactics, grounding the Gene Forge as a structural invitation for kitbashing anything [cite: 2]. The gesture enacts the setting [cite: 1].

WHERE TO LOOK: PART SOURCES

UNSUPPORTED MINIS



SCALE MODELS



VINYL FIGURES / DEAD SHELF



MISC. TOYS



FUSE

WHAT TO BUILD: GENE-FORGE LINEAGES



APEX STOCK: PREDATOR GENETICS FUSED TO HUMAN ARCHITECTURE



Kavast Wolf
• Mono-type state military doctrine.



Protectorate Raven



Compact Bear
- inspired by <IMAGE 1>.



COMMERCIAL STOCK: BUILT FOR ENTERTAINMENT MARKETS

• Chibi proportions, expressive faces, call everyone "buddy" [cite: commercial_stock_test].
• Ex-theme park, safe for public [cite: commercial_stock_test].



BESPOKE STOCK: ONE-OF-A-KIND KIND COMMISSION BUILDS

• an oligarch's exotic cat-humanoid



PALEO-STOCK: RECONSTRUCTED PREHISTORIC GENETICS

• D-Rex from <IMAGE 8>.
• SCA research assets [cite: commercial_stock_text].



ABERRANT STOCK: UNLICENSED, MUTATED TEMPLATES

• Unlicensed builds from underground gene-smiths [cite: kitbash_text].



HOW TO MODIFY & CUSTOMIZE

TOOLS OF THE TRADE



CLIPPERS



HOBBY KNIFE



MODEL GLUE



UV RESIN

VINYL CUSTOMIZATION PATH



Thin lacquer primer pass, acrylic paints, enamel metallics for weathering, UV resin for eyes [cite: uvw].

STRUCTURAL WORK



Super Sculpey for robotic limbs/bio-armor, cures at 275°F [cite: commercial_stock_text].

SCALE SOLUTIONS



Scale 3D tactical accessories (e.g., 1:12 scale gear, scaled down to 85%) for standard figures [cite: commercial_stock_text].

VINYL SCALE RULE

1cm

= 1 INCH



standard rule



for Vinyl Scale

Scales naturally for larger figures & bases

[cite: commercial_stock_text].



CREATING A SPLICE



YOUR SPLICE: INDEPENDENT CONTRACT UNIT OF FREELANCE OPERATORS



Wolf operator (Kavast design)



Raven specialist (Protectorate)



"D-Rex" commercial stock [cite: kitbash]

STATE ARMIES USE MONO-TYPE DOCTRINE, YOUR SPLICE IS WHATEVER YOU BUILD



GF-ROOST breacher (demo/dase ascaalt)

Gear defines the character. NAF Wolf wears Aurora Rangers armor [ac. SCA Jaguar in minimal chest rig [cite: kitbash]]

Make a unique blend of lineages [cite: kitbash_text]

**** CORE PRINCIPLE:** The figures already in the world are the correct figures. Operator Tactics is built on salvaging and repurposing consumer culture's plastic waste, from thrift store bins to piles of shame. Both the parts-bin builder and the Dead Shelf salvager are correct [cite: commercial_stock_kitbash].

STAY UP TOO LATE. BUILD FROM JUNK.

EARN YOUR SPLICE

The best armies in this game will not be the most expensive. They'll be the ones somebody stayed up too late building from junk, gave a faction name, wrote a backstory for on an index card – and then watched get flattened in round three. That's the hobby. That's the whole thing.

So earn the badges. Build one operator from a dollar-store toy. Run a splice that's never matched. Give a thrift-store figure a name and a card. Each one is a small dare to put something built, not bought, on the table.

THE ANALOG ARGUMENT

This is the Dead Shelf path as a first-class principle – not a workaround for the miniature question, but the setting itself. Pick up what's in front of you and put it to work.

TERRA CONFLICTUS 2066: Kitbashing Merit Badge Guide (and Splice Punk Pass!)

SECTION 1: REQUIREMENT 1 – BE PREPARED: RUMMAGE!

Requirement 1: Discover. Scour your "piles of shame," model kits, and local thrift store bins for potential gene-forged operators [cite: 1, 2]. Everything from Dollar Tree dinosaurs to old 40k sprues is a potential Gene Forge asset [cite: 1, 2].

Remember, scouts: a true operator isn't bought, they're discovered! [cite: 1, 2]

SOURCES

- UNSUPPORTED MINIS
- SCALE MODELS
- VINYL FIGURES (DEAD SHELF)
- MISC. TOYS [cite: 2]

SECTION 2: REQUIREMENT 2 – BE RESOURCEFUL: ASSEMBLE!

Requirement 2: Build. Use your tools and a little 'Kit Bash Doctrine' to fuse different genetics into a coherent operator [cite: 1, 2]. Don't just glue things; re-context them [cite: 2]!

Use polymer clay (Super Sculpey works on vinyl; cure at 275°F [cite: 2]) for custom bio-armor and custom robotic limbs [cite: 2].

TOOLS

- SNIP! (CLIPPERS)
- SAFETY FIRST! (HOBBY KNIFE)
- SOUL PLASTIC! (MODEL GLUE)
- BONDS SOUL & PLASTIC (UV RESIN)

SECTION 3: REQUIREMENT 3 – BE BRAVE: CUSTOMIZE!

Requirement 3: Persona. Apply the 'Splice Punk Pass!' Give your gene-forged soldier a unique identity with faction patches, colors, and a ferocious grin [cite: 2]. A simple Faction Marking, like a custom base rim, turns a 'prop' into a named commercial stock operative [cite: 2]!

Vinyl figures respond well to modification! Thin lacquer primer, acrylic paints, and enamel metallics create battlefield weathering [cite: 2]. Don't forget UV resin on the eyes for a 'live' look [cite: 2]!

SECTION 4: CREATE A SPLICE & EARN THE BADGE!

Earn your Kitbashing Merit Badge by presenting a coherent 'Splice'—a small, independent contract unit—ready for standard wargame tables (Vinyl Scale, of course!) [cite: 2]. Present this guide and your custom splices to Scout Master Rex [cite: 1, 2]. Congratulations, you've repurposed consumer waste into a legend of the post-Upheaval world [cite: 1, 2]!

THE MERIT-BADGE GUIDE – PRINT, EARN, SEW ON

TERRA CONFLICTUS 2066: KITBASHING MERIT BADGE GUIDE (AND SPLICE PUNK PASS!)

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Use polymer clay (Super Sculpey works on vinyl; cure at 275°F [-135°C] for custom bio-armor and robotic limbs. [cite: 2])

TOOLS

- CLIPPERS
- HOBBY KNIFE
- PLASTIC
- GREEN STUFF

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SPLICE INTEGRATION COMMAND MIXED ORIGIN TASK ELEMENT GF-LINE CROSS-COMPATIBLE

DIVERSITY IS DOCTRINE. MANY ORIGINS. ONE OBJECTIVE. PREDATOR. PREY. MASCOT. MYTH. ALL WEAPONS NOW.

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TOOLS

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- SOUL PLASTIC! (MODEL GLUE)
- BONDS SOUL & PLASTIC (UV RESIN)

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SPLICE SQUAD · RUN A MISMATCHED UNIT

PHOTOREAL · TAKE IT ALL THE WAY

WHERE THE BUILDS END UP

IN THE FIELD.

Built, based, marked, and deployed. This is the contested zone your operators were made for — mood, not instruction. Steal a lighting idea. Steal a basing idea. Build toward one of these.



EXTRACTION · GET THE PACKAGE OUT



URBAN · CONTESTED CITY BLOCK



RAIN · THE ONI IN THE DOWNPOUR



CONTACT · THE LINE HOLDS



NIGHT · ON THE TABLE



STANDOFF · SPLICE VS. SPLICE

TALK LIKE YOU BUILD

GLOSSARY / SLANG

SHELF TO SPLICE

Taking a finished figure off a shelf or out of a bin and putting it to work as an operator. The Dead Shelf path in three words.

THE PINK PASS

Adding the human accent only where it counts. Restraint as a technique — four touches, not a repaint.

THE FUSE

The moment unrelated parts — model, toy, bits-box, vinyl — become one operator. Clip, pin, glue, bridge.

WEARING THE BUILD

When the gear, not the genetics, makes the operator. A wolf isn't a wolf until it's wearing the doctrine.

RUNNING YOUR OWN TEMPLATE

Fielding a splice that ignores mono-type doctrine. Every state cohort hates it. Do it anyway.

BUILD PRIDE

The thing you feel watching a model you stayed up too late on get flattened in round three. Worth more than the win.

COMMERCIAL STOCK

In-world: gene-forged built for entertainment markets. Out-of-world: the designer vinyl on your shelf. Same words, on purpose.

MONO-TYPE

State doctrine — one apex template per cohort. Wolves with wolves, ravens with ravens. The opposite of a splice.

VINYL SCALE

The house rule that reads every centimetre as an inch, so big figures play without conversion math.

CASTING

Choosing the thrift-bin object whose shape already *is* the unit. A Mega Pop Mart figure isn't a workaround for a Siege Walker. It's casting.

DEAD SHELF

The secondary stream — thrift bins, donation piles, your own abandoned collection. The supply chain that's already there.

THE ANALOG ARGUMENT

Built beats bought. The cheapest army made with the most love wins the table that matters.

SALVAGE · TRADE · RECRUIT

CLASSIFIEDS

WANTED

ONE MEGA POP MART FOR SIEGE WALKER DUTY

Biggest thing on your shelf, smallest thing on my conscience. Must out-mass everything in my splice. Frill optional. Will trade two ravens and a clean base.

FOR SALE

SOLDER™ STARTER BENCH KIT

Clippers, knife, pin vise, UV cure light, one bottle of nerve. "Bring it back. Put it to work." Batteries and ambition not included.

FOUND

HALF A LABUBU SERIES, GOODWILL BIN, TUESDAY

Three dollars. Already commercial stock. Already has a backstory. Already yours if you want them — drop a card and a name.

SERVICES

UNDERGROUND GENE-SMITH, NO QUESTIONS

Black-market deviation a specialty. Mismatched arms, doubled heads, lineages that don't track. Answerable to nobody. Cash only.

NOTICE

CARCASS COFFEE — OPEN LATE FOR BUILDERS

Open until the glue sets. Free refills for anyone painting at the back table. We've seen worse than your seam lines.

RECRUITING

SPLICE FORMING — MONO-TYPE NEED NOT APPLY

One wolf (ex-NAF), one raven (no flag), seeking a baseline breacher and one cheerful commercial-stock operative. Bring your own grit.

TRADE

DOLLAR-STORE FOSSIL DIG

Bag of 12 dinosaurs, lightly chewed. Excellent paleo-stock. Will trade for primer or a sprue of modern military bits.

PSA

BAKE YOUR CLAY IN A DEDICATED TRAY

275°F. Not the cookie sheet. We will know. Your splice will know. Ventilate.

LOST

ONE PINK TAIL-TIP, 70MM BASE SCALE

Last seen mid-flank. If found, the D-Rex would like it back. Reward: build pride and a story for the index card.

MIXED ORIGIN
TASK ELEMENT

TACTICAL DIVERSITY
INDEX: MAXIMUM

SIC-77-2066-A
// CLOSING

ONE STARTED AT A
HOBBY SHOP. ONE
STARTED AT A GOODWILL
ON A TUESDAY.
BOTH ARE CORRECT.

DIVERSITY IS DOCTRINE.

- MANY ORIGINS.
- ONE OBJECTIVE.
- SPLICE UNITS ADAPT FASTER.

PREDATOR. PREY. MASCOT. MYTH.
ALL WEAPONS NOW.

OPERATE TOGETHER.
HIT HARDER.
HOLD LONGER.

TERRAIN DOES NOT CARE
WHAT YOU WERE
MADE FROM.

Commercial stock: gene-forged built for entertainment markets. Ended up here. Still delighted. You have no idea what it's capable of. — Dream it, salvage it, build it, put whoever the hell you want in your splice.

TACTICAL DOCTRINES

- CROSS SPECIES SYNERGY
- ADAPTIVE LOADOUTS
- ENVIRONMENTAL DOMINANCE
- WIDEN FLEXIBILITY
- ONLY THROUGH PURPOSE
- ONE FIRETEAM. NO LIMITS.

