


// QUICK START |

OPERATOR TACTICS: RPG

| CLR: ACTIVE 

FAST LANE

RPG CORE

D6 ENGINE

A5 / TABLETOP

RPG.QS

QUICK START

- OPERATOR TACTICS LINE

RPG QUICK START 2066

GM + PLAYERS

ONE D6

EVERYTHING YOU NEED.

NOTHING YOU DON'T.

**CORE MECHANIC. OPERATORS. MISSIONS.
WOUNDS. ALERT. NPCS. CAMPAIGN LOOP.**

// PRESSURE TOKENS // SUPPLY STATE // PATRON LOYALTY // FIELD OPS

QUICK START

RPG / EDITION 1



01 · RPG QUICK START

OPERATOR TACTICS // EDITION 01 / 2026 – TERRA CONFLICTUS LAYER // CANON: PDF
OT.CR

QUICK-START RULES

Everything you need to get operators on the table and missions running.

6 CLASSES

SINGLE D6 SYSTEM

RPG // SKIRMISH // SOLO

GM + PLAYERS OR NO GM

3×3 TABLE

01 WELCOME TO THE FIGHT

INTRODUCTION

Operator Tactics is a tabletop RPG about modern special operations in a fractured near-future Earth. You play elite operators — soldiers, infiltrators, medics, and tech specialists — running missions in contested zones where the politics are dirty, the intel is incomplete, and every call has consequences that follow you to the next job.

The RPG came first. OT was designed from the ground up as a narrative game: a GM-led, character-driven experience where operators build histories, carry liabilities, and run campaigns across connected missions. The skirmish and solo formats grew out of that foundation — same engine, different shape.

The rules are minimal by design. One six-sided die handles everything. Shoot, fight, hack, breach, heal — same mechanic, one die. The system stays out of the way so the action and the story stay at the table.

DESIGN INTENT

Every rule earns its place. If it doesn't create a decision or generate tension, it gets cut. The engine is one die. The game is everything else.

MODES OF PLAY

OT is designed to run in three formats. The core rules in this document are the foundation for all three.

FORMAT	PLAYERS	STRUCTURE	WHAT IT IS
RPG	GM + 1–4 players	Narrative missions, campaign arc, between-mission sequence	The primary game. Operators have backgrounds, liabilities, and service records. The GM builds scenarios and plays NPCs, factions, and the world. Missions connect. Consequences carry.
SKIRMISH	1–2 players (no GM)	Head-to-head tactical combat, 400-point squads, 6 scenarios	Competitive format. Both players build simultaneously after seeing the scenario. No narrative overhead — pure tactical decision-making. Also playable solo with the NPC Behavior tables.
SOLO	1 player (no GM)	Solo oracle, story engine, campaign framework	A GM-less single-operator campaign. Uses oracle tables to generate mission complications, NPC responses, and consequences. The narrative weight of the RPG format, without a second person at the table.

NEW TO THE GAME?

Operation: First Light is the recommended entry point — a guided learn-to-play tutorial that walks one GM and up to four players through every core mechanic across a single 60–90 minute mission. No prior rules knowledge required. Find it in the OT First Contact folder.

THE WORLD

The game is set in **Terra Conflictus, Earth 2060** — a world where climate displacement, resource wars, and political consolidation fractured the old map into six competing power blocs. No front lines. No declarations. Proxy conflicts, deniable operations, and operators like you, running jobs for people whose names you never learn.

The setting is built into every operator's background, every faction's training profile, and every mission's political texture. You don't need to know the full world to play — but the more you know, the more the scenarios mean.

02 THE CORE MECHANIC

FOUNDATION

Roll D6. Meet or beat your proficiency threshold. That is the whole engine.

Almost every action in the game resolves this way. Shoot, fight, hack a terminal, throw a grenade, stabilize a wound — one die, one number.

RATING	THRESHOLD	PROBABILITY (UNMODIFIED)	MEANING
GOOD	2+	5 in 6 (83%)	You almost always succeed. Only a natural 1 fails.
ORDINARY	4+	3 in 6 (50%)	Coin flip. Modifiers make the difference.
BAD	5+	2 in 6 (33%)	You need help, gear, or luck.

MODIFIERS

Modifiers always adjust the die roll — never the threshold. Cover gives attackers -1 on their roll. An adjacent teammate gives +1 to an objective check. Stack all modifiers, then roll once.

Critical Results. Natural 6 always succeeds, regardless of threshold. Natural 1 always fails, regardless of modifiers. These are the only true absolutes in the system.

Threshold above 6: When armor or conditions push the threshold above 6, only a natural 6 can wound — and even then, it deals a Flesh Wound only.

Action Floor: No combination of penalties can reduce an operator below 1 action per activation.

03 WHAT YOU NEED

SETUP

ITEM	NOTES
D6 DICE	A handful. You roll one at a time.
MINIATURES OR TOKENS	One per operator. Anything works at this level.

ITEM	NOTES
MEASURING TAPE	Everything measured in inches.
PLAYING SURFACE	3×3 feet minimum. Larger is fine.
TERRAIN	8–12 pieces of hard cover. Open tables get people killed.
PRESSURE TOKENS	Earned during play. Poker chips, coins, or dice work.
WOUND MARKERS	Track FW and MW per operator. Dice alongside base works fine.

YOUR MODELS

There are two ways to get figures on the table. Neither requires buying anything new.

The **parts-bin path**: sprues, clippers, 40k piles of shame, military model kits, dollar-store dinosaurs. Raw material, built up. Whatever you kit-bash can be a gene-forged operator — the Gene Forge provides the in-world logic for any silhouette.

The **Dead Shelf path**: a complete figure you already own. A Pop Mart blind box, a thrift store find, a Quiccs TEQ63 you bought for a different reason, a Labubu that's been sitting on your desk since last year. You don't build it. You give it a name, a card, and a place in a splice.

These figures are **Commercial Stock** in both senses. In the OT world, Commercial Stock gene-forged were built for entertainment markets and ended up on the battlefield when the Upheaval reorganized everything. In yours, the figure was built for a collector shelf and is now on the table. The lore was already written. No conversion required.

THE POINT

The figures already in the world are the correct figures. Designer vinyl — Pop Mart, 52Toys, Quiccs, Kidrobot — already looks like it exists in a near-future contested zone. It was in the toy bins before this game existed. We designed around what already exists. For faction marking, modification techniques, scale guidance, and the full collector crossover framework, see the Commercial Stock document.

04 ATTRIBUTES

OPERATORS

Every operator has six attributes. Five are rated Good, Ordinary, or Bad. One (MOBI) is a fixed number in inches.

ATTRIB-UTE	USED FOR
SHOOT	Ranged attacks. Fire at enemies, reaction shots, shooting through doorways.
FIGHT	Melee attacks. Close combat, grapples, knife work.
TACT	Physical and technical tasks. Force doors, plant charges, navigate terrain, throw grenades.
OPINT	Operational intelligence. Hack systems, spot ambushes, download files, read the room.
GUTS	Morale and toughness. Hold under fire, recover between missions, resist panic.
MOBI	Movement in inches per activation. Not a roll — just distance.

05 THE SIX CLASSES

OPERATORS

Every class fills a role the squad cannot survive without. You are not picking favorites. You are picking the right people for the job.

Each class has one **Signature ability** (always available) and three **Specializations** — choose one per mission. Specializations can be swapped between missions.

COMMANDO

COMMANDO

100 PTS // COMBAT

SHT 2+	FGT 2+	TCT 4+	OPI 5+	GTS 4+	MOB 6"
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AR 2 (Medium Rig) // 3 FW / 2 MW

Signature: Rapid Deployment

Activation-timing +1. When the splice activation order is set, the Commando may insert first or last. Applies every round.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Breach & Clear. When first through a door or opening, first Shoot that activation gains +1 to the die.

Heavy Weapons. +1 to FIGHT or SHOOT with LMG, HMG, or other heavy weapons.

Assault Leader. Adjacent ally gains +1 to their next Shoot or Fight this round.

Last Line. When at 1 MW, next Shoot or Fight roll gains +1. Once per mission.

MARKSMAN

MARKSMAN

110 PTS // RECON

SHT 2+	FGT 5+	TCT 4+	OPI 4+	GTS 4+	MOB 5"
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AR 1 (Light Vest) // 3 FW / 2 MW

Signature: Steady Aim

Spend both actions, must be stationary. Next Shoot action gains +2 to the die. Natural 1 still fumbles.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Counter-Sniper. +1 to SHOOT against targets that made a Shoot action on the previous round.

Designated Marksman. Ignore 1 level of cover on the first Shoot per activation.

Spotter. Adjacent ally's next Shoot gains +1 to the die.

Long Watch. Overwatch covers two adjacent zones instead of one.

INFILTRATOR

INFILTRATOR

100 PTS // RECON

SHT 4+	FGT 4+	TCT 2+	OPI 4+	GTS 4+	MOB 7"
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AR 1 (Light Vest) // 3 FW / 2 MW

Signature: Ghost

Stealth persists when firing silenced weapons. Unsuppressed fire breaks Stealth. Re-entering Stealth from cover costs 1 action (instead of the normal Hide cost) if already in cover and outside all enemy LoS.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Close Cuts. +1 to FIGHT against an unaware target.

Cat Walk. Move through difficult terrain without MOBI penalty.

Electronic Ghost. +1 to OPINT on hack or intrusion rolls.

Ex-Filtration. At mission end, ignore one pursuit or exfil complication.

BREACHER

BREACHER

110 PTS // COMBAT

SHT 4+	FGT 2+	TCT 2+	OPI 5+	GTS 2+	MOB 6"
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AR 3 (Heavy Plate) // 3 FW / 2 MW

Signature: Structural Damage

+1 to FIGHT or TACT rolls against structural elements (doors, barricades, walls). Passive, always on.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Wall Breaker. Make a Fight action against a wall or barricade to create a 2" opening. Costs 1 action.

Door Kicker. First through a breached doorway: +1 to Shoot or Fight that activation.

Overwatch Fire. May set Overwatch covering a breach point. Triggers when enemy crosses.

Armored Hull. +1 AR when adjacent to cover.

MEDIC

MEDIC

90 PTS // SUPPORT

SHT 5+	FGT 5+	TCT 4+	OPI 2+	GTS 2+	MOB 6"
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AR 1 (Light Vest) // 3 FW / 2 MW

Signature: Field Stabilize

1 action. Adjacent ally at 1+ MW. Roll OPINT 4+. Success: remove 1 MW. Cannot self-treat. Non-Medic using a kit rolls at -1.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Battle Chemist. Injected stim: target's next Shoot or Fight gains +1. 1 action, adjacent, once per target per mission.

Trauma Surgeon. Field Stabilize succeeds on OPINT 3+ instead of 4+.

Calm Under Fire. Medic ignores Pinned status once per mission.

Preserve Life. When an ally would go Out of Action, spend 1 Pressure to keep them at 0 FW / 1 MW instead.

TECH SPECIALIST

TECH

100 PTS // SUPPORT

SHT 5+	FGT 5+	TCT 4+	OPI 2+	GTS 4+	MOB 5"
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AR 1 (Light Vest) // 3 FW / 2 MW

Signature: Circuit Override

1 action. Roll OPINT 4+. Interact with a system: door, turret, drone, camera, or terminal. Hardened tablet grants +1.

SPECIALIZATIONS (CHOOSE ONE PER MISSION)

Drone Operator. Deploy a tactical drone (1 action). Drone acts on your activations as a separate 1-action element.

Netrunner. Remote Override within 12" instead of adjacent.

Counter-Intelligence. Once per mission, cancel an enemy Alert Level tick.

EMP Discipline. EMP Device blast 6" instead of 3".

DOCTRINE BONUSSES

Each class has a Doctrine Bonus — a reward triggered by successful use of the class signature ability. Doctrine Bonuses are always active and do not need to be chosen.

CLASS	DOCTRINE BONUS	EFFECT
COMMANDO	Forward Momentum	When both actions are spent on Shoot or Fight, the next activation ignores the wound-state action penalty (act with 2 actions regardless of wound state).
MARKSMAN	Line of Sight Discipline	On a successful Shoot beyond 18", the target is pushed 2" in a direction you choose (no Reaction), OR the Marksman's next Overwatch this mission costs 1 action instead of 2.
INFILTRATOR	Shadow Discipline	Kill from Stealth: re-enter Stealth without a TACT check.
BREACHER	Hinge Point	Fight action within 3" of a structural element: +2 to the Fight roll.
MEDIC	Triage	When you Stabilize an operator at 2 MW, their next activation gets 2 actions regardless of wound state.
TECH SPECIALIST	Clean Break	On a successful Override, move up to 3" free (no action cost).

06 BUILDING YOUR SQUAD

OPERATORS

FORMAT	POINT BUDGET	MINIMUM	RESTRICTION
STANDARD PLAY	1,000 pts	3 operators	Must include 1 Combat, 1 Recon, 1 Support
SKIRMISH	400 pts	2 operators	No composition requirement
ADVANCED PLAY	1,200 pts	3 operators	Max 3 of any single class
SOLO PLAY	400 pts	2 operators	No composition requirement

THE THREE ROLES

ROLE	CLASSES	WHAT THEY DO
COMBAT	Commando, Breacher	Close with the enemy. Hold ground. Clear rooms. Create approaches.
RECON	Marksman, Infiltrator	Shape the engagement. Control sightlines. Get the team in before anyone knows they're there.
SUPPORT	Medic, Tech Specialist	Keep the squad viable. Without a Medic, wounds accumulate with no recovery. Without a Tech, every locked door is a wall.

Gear Limits. Each operator carries 1 primary weapon, 1 sidearm, and up to 4 pieces of field gear. Melee weapons and grenades do not count against the gear limit.

07 PRESSURE TOKENS

OPERATORS

Pressure tokens are earned through risk and spent for advantage. They carry between rounds but reset at mission end. No GM approval needed — only choices count, not forced actions.

EARN A TOKEN WHEN YOU:

TRIGGER

Push voluntarily into contaminated terrain.

Use your last consumable.

Use Desperation Fire while at 1 MW.

Complete a mission-critical Interact action while at 2 MW.

End your activation inside an enemy's declared Overwatch trigger arc and survive.

Make an honest call that costs the operator something (narrative, GM-granted).

SPEND A TOKEN TO:

EFFECT

Re-roll any die.

Auto-pass a GUTS check.

EFFECT

Recover 1 FW at the start of your next activation.

Delay a consequence by one round.

Cap: each operator caps at 3 Pressure Tokens in their own hand per mission. Shared pool may hold more through mission seeds or GM grants. Pressure is earned by leaning into danger. Hold it for the moments that matter most.

08 SUPPLY STATE

PLAYING THE GAME

Before each mission, check the squad's Supply State. This determines what consumables operators carry and how Field Stabilize works.

STATE	CONSUMABLES	FIELD STABILIZE
OPERATIONAL	Standard, full loadout.	Unlimited uses.
STRAINED	Max 1 grenade + 1 medical kit per operator.	Once per operator per mission.
CRITICAL	None at mission start; acquire in field only.	TACT 4+ to improvise a kit, then OPINT 4+ to stabilize.

Supply State shifts with Patron Loyalty. Patron Loyalty -1 or below drops Supply State one step. Exceptional mission success may raise it one step.

09 TURN SEQUENCE

PLAYING THE GAME

PHASE	WHAT HAPPENS
1. PRIORITY CHECK	Both sides roll D6. High roll picks first or second. Ties reroll. Priority Pressure: the loser's first operator to activate this round gets 1 action instead of 2.
2. OPERATOR PHASE	Players alternate activating one operator at a time. Each operator gets 2 actions (except Priority loser's first). Activate in any order.

PHASE	WHAT HAPPENS
3. THREAT PHASE	GM activates all NPCs, patrols, reinforcements, and environmental effects. Each NPC unit activates once.
4. END PHASE	Resolve ongoing effects. Check objectives. Remove expired Sustain effects. Start a new round.

09 ACTIONS

PLAYING THE GAME

Each operator gets **2 actions per activation**. No combination of penalties can reduce you below 1 action.

ACTION	COST	EFFECT
MOVE	1	Walk up to your MOBI value in inches. Movement can be split around another action.
SPRINT	2	Move up to MOBI ×2 inches. No other actions this activation.
SHOOT	1	Make a ranged attack against a target in LoS within weapon range.
FIGHT	1	Move into contact (base-to-base, or within 1" if either model uses a separate base) and make a melee attack. Fight triggers immediately.
OVERWATCH	2	Hold position. Make one free Shoot attack against the first enemy that moves into your LoS.
ABILITY	Varies	Use your class signature ability or Specialization. Cost listed on your operator card.
INTERACT	1	Work an objective, hack a door, plant a charge, defuse a trap. Usually TACT or OPINT 4+ check.
FIELD STABILIZE	1	Adjacent ally at 1+ MW. Cannot self-treat. Roll OPINT 4+. Success: remove 1 MW. Non-Medic using a kit rolls at -1.
HIDE	1	Roll TACT 4+. Must be in cover and outside all enemy LoS. Success: enter Stealth.
FIELD READ	1	Roll OPINT or TACT 4+. Choose: Spot Weakness (learn a tactical detail), Call Target (next friendly attack on target +1), or Read the Room (reduce cover penalty by 1 against enemies in a terrain feature). Nat 6: two benefits. Nat 1: false information.

ACTION	COST	EFFECT
DESPERATION FIRE	2	Make a second SHOOT attack at -2. Natural 1 on the second shot jams your weapon (1 action to clear).
SUSTAIN	Ongoing	Hold a position, signal, or system. Move at half MOBI only. When you take a wound while Sustaining, roll GUTS 4+ or Sustain breaks.
STAND UP	1	You are Prone. Stand up at the end of this action.

10 REACTIONS

PLAYING THE GAME

When targeted by a SHOOT attack, declare your reaction **before the attacker rolls**. Cost: lose 1 action on your next activation. One reaction per operator per round.

REACTION	TRIGGER	EFFECT
RETURN FIRE	You're shot at	Immediately make a Shoot attack against the shooter. Normal modifiers. Cannot Return Fire if Pinned.
TAKE COVER	You're shot at	Reposition up to 3" into the nearest cover. The triggering shot resolves against the new position.
DUCK DOWN	You're shot at	Go Prone. The attacker takes -1 on the triggering shot. Standing is a normal action.
BODY SHIELD	Adjacent friendly is targeted	An adjacent operator or NPC becomes the target instead. Resolve as if they were the target.

11 SHOOTING

COMBAT

STEP BY STEP

1. Declare target in LoS within weapon range.
2. Set threshold from SHOOT proficiency: Good 2+ / Ordinary 4+ / Bad 5+.
3. Add defender's AR to the threshold. AR never modifies the die roll.
4. Apply all die modifiers. Stack them, then roll.
5. Meet or beat threshold to hit. Hit = Flesh Wound. **Natural 6 = Mortal Wound.**

SHOOT MODIFIERS (TO DIE ROLL)

CONDITION	MODIFIER
Target in Light Cover (low walls, foliage)	-1
Target in Heavy Cover (barriers, vehicles)	-2
Long range (beyond half weapon's max range)	-1
Close Quarters weapon within 6" (weapon property)	+1
Target Prone	-1
Attacker has 3 FW	-1
Attacker Pinned	-1
Elevation advantage	+1
Assisting operator in LoS of same target	+1
Surprise Attack (first shot from Stealth)	+2
Shooting into a fight	-2
Desperation Fire (second shot)	-2
Marksman's Steady Aim active	+2 to the die (natural 1 still fumbles)

Stacking Limit: No single Shoot attack may benefit from more than +2 total from class abilities.

SPECIAL CASES

Shooting Into a Fight: Roll SHOOT at -2. Modified result of 1 or 2 hits your ally instead. Natural 1 always hits your ally.

Threshold Above 6: Heavy armor can push the threshold beyond 6. Only a natural 6 wounds, and it deals a Flesh Wound only — armor absorbed the penetration.

12 FIGHT (MELEE)

COMBAT

1. Move into contact: base-to-base, or within 1" if either model uses a separate base. This is your first action. Fight triggers immediately.
2. Both operators roll D6. Add +1 if armed with a melee weapon. High total wins. Attacker wins ties.
3. Armor check: roll D6. If result exceeds the loser's AR, the wound lands. Equal or less: armor absorbs. Natural 6 always penetrates. Natural 1 never penetrates (unless AR is 0).
4. Winner deals a wound: any winning roll = FW. Natural 6 from winner = MW.
5. Loser stays in contact. TACT 4+ at start of next activation to break free (move 3" clear). Fail: take 1 FW, try again next turn.

Multiple Attackers: Each additional friendly in contact grants +1 to Fight roll. Maximum +2 from allies.

13 GRENADES

COMBAT

Throwing a grenade costs 1 action. Declare a target location in LoS within range. Roll TACT 4+. Blast radius: 3". Grenades ignore cover modifiers.

ROLL	RESULT
Natural 6	Perfect throw. Lands exactly on target. All targets in 3" blast suffer a Mortal Wound.
4-5	Grenade lands on target. Apply normal grenade effect.
2-3	Grenade scatters D3" in a random direction.
Natural 1	Grenade scatters D6" in a random direction. May threaten friendly operators.

Scatter Direction: Opposing player nominates direction, or roll D6: 1 = toward thrower, 2 = left, 3 = right, 4 = long left, 5 = long right, 6 = away from thrower.

14 MOVEMENT & TERRAIN

BATTLEFIELD

TERRAIN	MOVEMENT	COVER MODIFIER	NOTES
OPEN GROUND	Full	None	You are exposed.
LIGHT COVER	Full	-1 to attacker	Low walls, foliage, fences.
HEAVY COVER	Half (difficult)	-2 to attacker	Concrete barriers, sandbags, vehicle hulks.
DIFFICULT	Half (2" per 1")	None	Rubble, mud, shallow water, dense vegetation.
ELEVATED	Full	-1 from below	Rooftops, balconies. See over Light Cover.
IMPASSABLE	Blocked	Blocks LoS	Solid walls, deep water, cliffs.

LINE OF SIGHT

Draw a line from the center of your base to the center of the target's base. If solid terrain blocks it, no LoS. Elevated operators can see over Light Cover. Heavy Cover still blocks.

CONTAMINATED TERRAIN

Any terrain can carry the **Contaminated** tag (GM marks on map before play). If you **end your activation** in contaminated terrain:

OPERATOR TYPE	EFFECT
BASELINE	Roll GUTS 4+. Failure = take 1 FW.

OPERATOR TYPE	EFFECT
GENE-FORGED	Take 1 FW automatically. No roll.

Passing through contamination without ending there = no effect. Salvage looted from contaminated terrain starts Stressed.

SPECIAL MOVEMENT

SITUATION	RULE
CLIMBING	Costs 2" per 1" vertical. Ladders/stairs: 1" per 1". No clear handhold: TACT 4+ or no progress, action spent.
FALLING	1 FW per full 3" fallen.
UNLOCKED DOORS	Costs 1" of movement to pass through.
LOCKED DOORS	Requires Breach (Breacher) or Override (Tech) to open.
WINDOWS	LoS as Light Cover. Entering costs 2" of movement.

15 VISIBILITY CONDITIONS

BATTLEFIELD

CONDITION	EFFECT
FULL DAYLIGHT	No penalties. Standard rules.
LOW LIGHT (DUSK, HEAVY RAIN, DENSE SMOKE BEYOND 3")	All Shoot beyond 12" at -1. Stealth detection range reduced to 4".
DARKNESS (NIGHT, NO ILLUMINATION)	All Shoot at -1. Max Shoot range 12". Stealth detection reduced to 3". Without Night Vision: -1 to TACT and OPINT checks.
NIGHT VISION	Ignore all darkness and low-light penalties.
FLASHLIGHT	Illuminate a 6" cone. Negates darkness in cone. Reveals Stealthed enemies inside it.

16 ALERT LEVELS

BATTLEFIELD

Track where enemy forces are on the attention scale. Most missions start at Level 0. The squad's job is to keep it there — or manage what happens when they can't.

0	Unaware	Normal patrol. No active searching. Operators can move freely in non-LoS areas.
1	Suspicious	One guard investigates. Others continue patrol. Something seemed wrong. No confirmation yet.
2	Alerted	All guards move to search posture. No one leaves their post. They know something is here.
3	Lockdown	Building seals. Reinforcements called. Every exit monitored.
4	Hot	Full response. No hesitation. Everything at once. You are no longer in a stealth mission.

WHAT RAISES ALERT

EVENT	CHANGE
Unsuppressed gunfire (nearby)	+1 or +2 (GM call)
Guard finds evidence of intrusion	+1
Guard goes missing from patrol (after 2 turns)	+1
Failed TACT check in enemy LoS	GM call

WHAT HOLDS OR LOWERS ALERT

ACTION	EFFECT
Create Distraction (TACT 4+)	Redirects one guard for 2 turns. No alert change.
Tech Override at security terminal (OPINT 4+)	Hold Alert or reduce by 1.
Silent takedown + body hidden	No alert change.

17 WOUND TRACK

WOUNDS & MORALE

Clean	No Wounds	No penalties	2 actions
Wounded	1–2 FW	No penalties	2 actions
Hurt	3 FW	–1 all rolls	2 actions
Critical	1 MW	–1 all rolls	1 action
Failing	2 MW	–2 all rolls	1 action
Down	+1 hit at 2 MW	Out of Action	Removed

Wound Clarity: When you take a MW (conversion or direct hit), clear all current FW. MW penalties replace FW penalties — they don't stack.

3 FW + hit: Converts to 1 MW. All FW cleared. The wound track resets to the MW state.

Mortal Wound removal via Field Stabilize: Medic Field Stabilize (OPINT 4+, 1 action, adjacent) removes 1 MW on success. Apply updated wound state after treatment.

18 GUTS CHECKS

WOUNDS & MORALE

Roll GUTS vs 4+. Success: you hold. Failure: lose 1 action on your next activation.

Make a GUTS check when:

TRIGGER

A friendly operator in your LoS goes Out of Action.

You take your first Mortal Wound this mission.

You activate with 3 Flesh Wounds.

You are the last active operator on your side.

The GM calls for it under extreme circumstances.

19 STATUS EFFECTS

WOUNDS & MORALE

STATUS	EFFECT	HOW IT ENDS
PRONE	Incoming Shoot attacks at -1. Crawl at half MOBI. Can Shoot at no penalty. Cannot Fight, Sprint, or use movement abilities.	Stand Up (1 action).
PINNED	Next Move costs both actions. -1 to all Shoot rolls. AR reduced by 1. Pinned only once per round.	Expires at end of your next activation.
STEALTH	Cannot be targeted by Shoot. Enemies won't move toward you.	Hit with unsuppressed Shoot. Any Fight. Failed TACT in enemy LoS. Moving in open within 6" of an alert enemy.
SUSTAINING	Move at half MOBI only. On any wound, roll GUTS 4+ or Sustain breaks.	Ability expires, or wound + failed GUTS check.
OUT OF ACTION	Removed from play.	Fate determined after the mission (see Between Missions).

20 ENEMY TIERS

ENEMIES

TIER	SHOOT	FIGHT	AR	FW	MW	MOBI	COST
GRUNT	5+	5+	0	2	0	5"	40 pts
ELITE	4+	4+	1	3	1	5"	Varies
HVT	Varies	Varies	Varies	3+	2+	Varies	Scenario

21 NPC BEHAVIOR

ENEMIES

TIER	ACTIVATION	MORALE	AVAILABLE REACTIONS	NOTES
GRUNT	Group	Breaks at 3+ group casualties	None	Cheap, numerous, fragile. Basic opposition.

TIER	ACTIVA-TION	MORALE	AVAILABLE REACTIONS	NOTES
ELITE	Individual	Standard GUTS (4+)	Return Fire, Take Cover	Trained, armed, uses cover. Mid-tier threat.
HVT	Individual	Escalation track	Scenario-specific	Named, mission-critical. At 1 MW: Cornered phase. At 2 MW: Last Stand. See scenario sheet.

22 WEAPONS

EQUIPMENT

WEAPON	RANGE	COST	NOTES
SIDEARM	12"	10 PTS	Close Quarters (+1 within 6").
SUPPRESSED PISTOL	12"	20 PTS	Silent. No alert on hit. Close Quarters.
COMBAT KNIFE / MELEE	Contact	5 PTS	+1 to Fight rolls.
SHOTGUN	12"	25 PTS	Close Quarters. +1 within 6".
SMG	18"	20 PTS	Close Quarters.
SUPPRESSED SMG	18"	30 PTS	Silent. Close Quarters.
COMPACT CARBINE	24"	15 PTS	Standard.
ASSAULT RIFLE	24"	25 PTS	Standard. Reliable.
SUPPRESSED CARBINE	24"	25 PTS	Silent.
BATTLE RIFLE	30"	30 PTS	Hard-hitting. No close-quarters bonus.
LMG	24"	35 PTS	Suppression platform. Pinned on hit.
DESIGNATED MARKSMAN RIFLE	36"	30 PTS	Marksman class. Steady Aim compatible.

WEAPON	RANGE	COST	NOTES
SNIPER RIFLE	48"	40 PTS	Maximum standoff. Heavy — cannot Move and Shoot in same activation.
FRAG GRENADE	Thrown 12"	35 PTS	3" blast. FW all in range (MW on nat 6).
FLASHBANG	Thrown 12"	8 PTS	3" blast. All targets Pinned this round.
SMOKE GRENADE	Thrown 12"	25 PTS	2" cloud. Heavy Cover until end of next round.
EMP GRENADE	Thrown 12"	15 PTS	3" blast. Disables all electronics (drones, cameras, powered armor) until end of round.
DEMO CHARGE	Placed	15 PTS	Breacher signature use. Can also destroy structural targets. 3" blast.

23 ARMOR

EQUIPMENT

ARMOR	AR	THRESHOLD EFFECT	MOVEMENT	COST
NONE	0	—	—	—
LIGHT VEST	1	+1 to threshold	—	15 PTS
MEDIUM RIG	2	+2 to threshold	—	30 PTS
HEAVY PLATE	3	+3 to threshold	-1" MOBI	50 PTS

AR is added to the hit threshold, not the die roll. A Good (2+) shooter vs. AR 2 = threshold 4+. The defender never rolls armor separately — it makes the attacker's job harder to begin with.

EQUIPMENT STRESS

STATE	EFFECT
CLEAN	Default. No penalty.
STRESSED	Natural 1 on any Shoot = weapon jams. TACT 4+, 1 action to clear.

Weapons start Stressed if: GM flags in setup, looted from contaminated terrain, or battlefield salvage (Stressed by default unless specified).

24 FIELD GEAR

EQUIPMENT

ITEM	COST	EFFECT
MED KIT	15 PTS	Once per mission: Medic may use Field Dress twice in a single activation (instead of once).
TRAUMA KIT	20 PTS	Once per mission: automatically succeed on a Stabilize roll without rolling OPINT.
STIMULANTS	10 PTS	Once per mission: target operator ignores wound penalties for one full activation.
BREACHING CHARGES	10 PTS	Breacher can use Demo Charge twice this mission instead of once.
SMOKE CANISTER	5 PTS	Deploy at start of activation — 4" cloud of smoke (heavy cover) until end of round.
RECON DRONE	20 PTS	Deploy as Interact action. OPINT 4+ to spot hidden enemies in 8" radius. Destroyed if targeted.
SIGNAL JAMMER	15 PTS	Once per mission: prevent enemy from calling reinforcements for 2 rounds.
HACKING KIT	20 PTS	Non-Tech operators may attempt Override (OPINT 5+ instead of 4+).
GRAPPLE KIT	10 PTS	Climbing costs 1" per 1" vertical instead of 2".
NIGHT VISION OPTICS	15 PTS	Ignore all darkness and low-light penalties.
BALLISTIC SHIELD	25 PTS	+1 AR while stationary (does not move with operator).
COMMS RELAY	10 PTS	Operators within 8" of this gear piece may share Pressure tokens once per round.

25 SCENARIOS & SETUP

GAME SETUP

- 1. Choose a scenario.** Pick a mission or roll from the scenario tables. The scenario sets the objective, enemy composition, and special conditions.
- 2. Build squads.** Each player builds within the point budget. Standard play: 1000 pts. Skirmish: 400 pts.
- 3. Set terrain.** Use the Five-Zone Method. Standard table: 3×3 feet. Place 8–12 pieces of hard cover. Open tables get people killed.
- 4. Deploy.** Roll D6. High roll chooses deployment zone. The other player deploys first. Operators within 6" of your board edge. In cover if terrain allows.
- 5. Begin Round 1.** Roll Priority. Play begins.

OBJECTIVE TYPES

OBJECTIVE	MECHANIC
EXTRACTION	Move a VIP or asset to the extraction point. VIP moves with an adjacent operator's Move action.
ELIMINATION	Remove the HVT from play. Apply HVT Escalation track (Cornered → Last Stand) when HVT takes first MW.
RECOVERY	Reach a location, spend Interact action (TACT or OPINT 4+) to secure the objective. Carry it to extraction.
SABOTAGE	Place Demo Charges or Override a system. Demo: Breacher TACT 4+. Override: Tech OPINT 4+. Set and detonate or hold.
SURVEILLANCE	Reach and hold a position for a full round. Mark enemies with Field Read. No alarm triggered before timer expires.

FIVE-ZONE TABLE METHOD

Divide your table into five zones: center, and one per board quadrant. Place at least 2 pieces of terrain per zone. Ensure clear lanes exist between zones for movement and LoS — but no operator should be able to see across the full table without cover interrupting the line.

26 CAMPAIGN FRAMEWORK

RUNNING THE OP

The campaign is three jobs, a patron, and a problem that gets worse. You don't need a full setting to start. You need four answers and someone on the other end of the comms.

THE SQUAD'S SITUATION (ANSWER BEFORE SESSION 1)

QUESTION	ANSWER
WHO ARE YOU?	A squad of 3–6 operators working freelance / for a patron / under contract. Active in [City] for [timeframe].
WHAT DO YOU HAVE?	A staging area — safehouse, shipping container, back room. Note what it provides: supplies, comms rig, medical station.
WHAT DO YOU OWE?	Roll D6 on the Obligation table below, or pick one.
WHAT'S AT STAKE?	The squad needs [money / extraction / information / protection] within [timeframe]. Failure costs [consequence].

OBLIGATION TABLE (D6)

ROLL	OBLIGATION
1	You owe your patron for the staging area. First job's pay covers it. Refuse the job, lose the safehouse.
2	One operator has a Mortal Wound from a prior contract. It won't heal without a Medic or downtime.
3	A previous employer believes you stole intelligence. One faction starts at Unfriendly.
4	You're carrying gear that belongs to someone else. Return it (lose 100 pts of equipment) or they come looking.
5	One operator has a personal connection in this city. That connection is in trouble. Side job available from Session 1.

ROLL OBLIGATION

6 Clean slate. No debts. Unknown here. That's an advantage — until nobody vouches for you either.

THE THREE-JOB ARC

JOB	PURPOSE	DESIGN NOTES
JOB 1: THE INTRODUCTION	Teach the table. Establish the city. Introduce the antagonist's fingerprints.	Supply State: Operational . 4 sectors max. Teach movement, combat, wounds. End with unexpected information.
JOB 2: THE COMPLICATION	The problem is bigger. New actors. New pressure. Stealth matters.	Supply State: Strained (default). Introduce Alert Levels. At least one NPC as person, not stat block. Info from Job 1 recontextualizes something. End with choice affecting Job 3.
JOB 3: THE RESOLUTION	Everything converges. Split objectives. The antagonist is present. Consequences land.	Supply State: Strained or Critical . Split objectives if group allows. HVT has Cornered/Last Stand behavior, possibly gene-forged. At least one outcome from Jobs 1–2 changes conditions. End with hook forward.

PATRON LOYALTY TRACK

LEVEL	STATE	EFFECT
-2	Burned	Patron cuts contact. Final pay withheld. May sell squad's location.
-1	Strained	Less intel. Reduced pay. Patron holds back.
0	Neutral	Standard briefing. Standard pay. Professional distance.
+1	Trusted	Better intel. Bonus gear available. Patron shares personal stakes.
+2	Bonded	Patron risks their position to help. Full disclosure. Real partnership.

Shifts loyalty: Full success = +1. Partial = no change. Failed objective = -1. Betraying patron's interest = -2. Going beyond contract to protect something they care about = +1.

27 BETWEEN MISSIONS

RUNNING THE OP

Run this checklist after every mission, in order:

STEP	ACTION
1. WOUND RECOVERY	All FW clear automatically. MW: Medic rolls OPINT 4+ to treat (or GUTS 4+ without Medic). Failure: MW carries into next mission.
2. DOWNTIME MENU	Each operator selects one activity: Rest (auto FW recovery), Train (swap Specialization), Acquire (OPINT 4+, gain one gear), Intel (TACT 4+, GM reveals next-mission detail), Recover (GUTS 4+, convert 1 MW → 1 FW), or Lay Low (reduce faction Threat by 1).
3. RETRAIN	Any operator may swap their Specialization. No cost.
4. FIELD REQUISITIONS	Award by performance: Silver (objective complete, casualties taken), Gold (minimal casualties), Platinum (no casualties, clean).
5. ADVANCE FACTIONS	Move every faction one step on their timeline. Don't tell the players.
6. UPDATE PATRON LOYALTY	Shift based on mission outcome.
7. UPDATE SUPPLY STATE	Check Patron Loyalty — shifts may apply.
8. BRIEF NEXT MISSION	Present the next job. Let the squad plan.

FIELD REQUISITION TIERS

TIER	OPTIONS
SILVER	Ammo resupply, basic medical kit, or intel package.
GOLD	Specialist gear, elite-grade weapon, or field upgrade.
PLATINUM	Priority extract, unique asset, or Pressure token bonus (carries over to next mission).

01

BRIEF

PG 1

LEARN THE ENGINE. RUN THE FIRST OP. THE FULL BOOK CAN WAIT.

Quick Start is the fast lane into Operator Tactics RPG play: one D6, six operator classes, combat, wounds, NPCs, missions, campaign pressure, and the between-mission loop.

Use it when the table needs rules now and the archive later. The full core book carries the deeper setting, expanded procedures, and complete scenario support.

For now, brief the squad. Place the terrain. Roll the die.

02

SPECS

QUICK START

PAGES

29

A5 / FAST LANE

CLASSES

6

OPERATOR ROLES

DIE

D6

CORE ENGINE

MODE

RPG

GM + PLAYERS

OPERATORS

- COMMANDO
- MARKSMAN
- INFILTRATOR
- BREACHER
- MEDIC
- TECH

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