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RULES CHANGELOG

Unified patch notes and errata across the Operator Tactics line

// 8 ENTRIES · PRINT ED. 01 / 2026

DAILY-DESK PLAYTEST ERRATA

Sixteen daily-desk playtest clarifications across Skirmish, Threat Response, Raid Racers, and Big Game Hunts.

- Skirmish. HVT escort handling defined: half MOBI is half the escort own MOBI per Move, a friendly operator may assume the escort with an adjacent TACT 4+, and an enemy cannot steal the HVT while a standing enemy escort is in base contact. Contacting or escorting the HVT breaks Ghost. Medic Stabilize is a flat d6 read against its printed bands, unmodified by OPINT. Wound penalties hit d6 rolls only and do not reduce MOBI distance. A natural 6 against a Heavy Plate target inflicts 2 Flesh Wounds for any shooter regardless of threshold, not a Mortal Wound. The Link-Up priority loophole is closed: if the priority loser leads with a Link-Up, one of the two linked operators gets no action this round.
- Threat Response. Mission Builder Step 6 now cross-links the existing 20-row Objective Complications d20 table in the Roll Tables companion. A plus 1 or reroll spend cannot rescue a natural 1 and is not consumed. A single-MW HVT reaches Cornered on its first Mortal Wound and is removed by the next wound, with no Last Stand.
- Raid Racers. Stealing a carried package is now a contested grab in base contact, FIGHT vs FIGHT, ties

stay with the current carrier, no natural-6 Mortal Wound. The drone Security Pressure trigger is for non-opposed Race Rolls only, and losing an opposed Block costs Zone and LINE only. The break-clear Commit may be made from Locked In or Chase.

- Big Game Hunts. A hit on a called anatomy target deals its normal wound plus the listed rider plus the payout step, while a miss applies only the Miss line. Handler Intel Tokens modify the Read action only, plus 1 to the die. The Harimau Awan first-descent feint is now a rule: against a Wounded target roll a D6, on 1 to 3 the first descent is a recon pass with the real strike on the second descent, on 4 to 6 it commits straight, and the operator may take one reactive Shoot at the descended cat. The Cloud Strike no-response clause blocks pre-strike reactions only; a surviving operator who returns fire with one reactive Shoot forces the specimen to retreat one full Threat Phase.

FIRING ARC (FRONT 180°)

Both modes gain a forward firing arc. Shooting out of arc is allowed but penalized, so facing now matters for guns, not just movement.

- Skirmish. Each operator has a front, read from the figure's eyeline or a base notch. A model shoots into its front 180° cleanly; a target behind that line takes Out of Arc, minus 1 to the die, stacking with cover and range. Facing changes free at the start or end of any move; no pivot-to-shoot without moving. Reactions obey the arc the same way.
- Iron Line. A unit shoots into its front 180°, measured from its front edge, for free. A flank or rear target raises the shooting Target Number by 1, stacking with Cover. Wheel or Reform to bring a flank or rear target into arc for a clean shot. The arc gates shooting only; LoS, range, and Combat are unchanged.
- Penalty model, not a hard block. A snapped out-of-arc shot is always possible, just worse, so the rule rewards facing without removing the option.
- Propagated to the HTML reader, the combined print PDF, and both quick-start PDFs.

DAILY-DESK PLAYTEST ERRATA

Twenty rulings from two execution passes, across HVT, Skirmish, Raid Racers, Big Game, Threat Response, and the Dead Loop and False Signal modules.

- Skirmish. Rapid Fire is capped at once per activation (no double Rapid Fire for four shots). Ghost breaks on any Interact attempt whether it succeeds or fails. Dead Drop: the plus 2 for discovering the enemy objective is earned only by a successful Call the Target on a still-hidden drop, and a new Carrier Down line drops the package at its last position for any friendly to recover, never the enemy's to score.
- HVT. Per-variable Challenge crit notes now override the Section 4 defaults (a variable-1 nat-1 is a state change, not KIA; a variable-4 nat-6 recovers a state). Medic Health Restoration 3+ is a flat DC, unaffected by the medic's Wounded state. Attack Priority: the team means operators still alive, and a KIA vulnerability-match operator counts as absent so Fallback opens for the survivors.
- Threat Response (Solo). A double natural 1 in an opposed Fight is status quo with no wound. Priority Check rerolls on a tie. New Precision / Restraint option: plus 1 difficulty to limit a side effect.

- Raid Racers. New Vehicle Layout rule (a front or rear engine gives plus or minus 1 by Tight or Open terrain). Race Complication Pressure replaces the failed-roll drone Pressure and does not stack. Jumpers may take an Early Board (risky) out of a Chase via Latch.
- Big Game. Resonance Drift base save is now a flat GUTS 4+ with no proficiency. Buran and Climax escalations use a harder flat DC 5+. A failed Approach against an already-Cornered specimen gives plus 1 to the first attack and no Tempo. Hunt 05 Template Regression gains a second Mortal Wound box (destroying it takes two MWs).
- RPG, Dead Loop module. New Aberrants on the OT d6 Chassis section (Stalker, Pack, Corvid conversions) and a core-stat legend: TECH maps to TACT, PRES maps to OPINT, and the Dread PRES penalty falls on OPINT.
- RPG, False Signal module. New d6 conversion box (Difficulty 12 is at-threshold, 16+ is minus 2; Perception and Investigation use OPINT, Concealment uses TACT) and Cael Morne's canonical OT Infiltrator stat line.

DAILY-DESK PLAYTEST ERRATA

Twenty-two rulings across the RPG core, Skirmish and Iron Line, Threat Response, Raid Racers, Big Game, and HVT.

- RPG core. New Opposed Checks section (contested non-combat rolls: both roll at threshold, higher wins, a tie is status quo, a nat-6 or nat-1 is decisive). New Crews at a Checkpoint section (a designated lead makes one group check). OPINT now governs social engineering, cover, and false-identity work.
- Skirmish and Iron Line. A Contact Ceiling unit cannot advance, carry, or score an extraction objective while constrained. Counter-melee from Locked (Fight without movement; Locked transfers on a win). Decapitation Strike Chassis means Commander-keyword units. Jamming Pulse's Fragile is renamed Pulse-Fragile with a glossary row.
- Threat Response (Solo). Self-stabilize is legal at plus 1 difficulty. A Performance Token can be earned on yourself. Asset Location plus 2 covers an Extended Op check. New Extraction Failure (D6) table.
- Raid Racers. Forcing through (plus 1 Pressure) frees the activation to advance. Carry penalty: minus 1 to Flow, Latch, and Bail, and minus 2 inches MOBI when carrying a person. New Extraction subsection. Odd

minutes round on the clock. Block on an equal LINE is a stand-off.

- Big Game. Live Capture gains a pulled-strike and an adapt-cap (a nat-6 no longer auto-voids a capture). Adaptive Hide absorbs the wound only, while the anatomy effect still lands. A pre-contact Alert advance does not open the Pursuit loop until after First Contact. The Pursuit window runs without re-rolling flee or fight. A pre-built Read reveals an operator's-choice anatomy target.
- HVT. Each Medic Health Restoration attempt spends one use whether it succeeds or fails (the limit is two attempts, not two successful heals).

DAILY-DESK PLAYTEST ERRATA

Twelve rulings across Skirmish, Raid Racers, HVT, and Big Game.

- Skirmish. New Stealth Objectives rule (control by presence, no Pressure-Clock contest while undetected). The shared Climax Table rerolls a result that cannot apply, and result 4 (Exfil Window) gains a no-carry fallback. New On the Mortal Wound track escalation (each further wound advances one MW box toward Out of Action). Tech Specialist Recon Drone detection mode. Dry Fire generalized to multi-shot actions.
- Raid Racers. STUCK with no action left costs plus 1 Pressure once, and GRIP losses still stack. New Check Raid Action (FIGHT vs FIGHT to displace a rival Jumper). A contested Lift is possession only, with no nat-6 Mortal Wound.
- HVT. Section 8 reconciled to threshold-to-hit: the 6 hits, 1 misses line is a crit and fumble clarifier with no self-KIA, and the to-hit ladder stays live.
- Big Game. New Documentation (Data Recovery) subsystem (Record track, OPINT capture, retune-the-rig interference, win line). Shackleton gains a 5-segment THE RECORD track. A solo-DC-versus-

proficiency clarifier is added. The games.md win note is softened.

DAILY-DESK PLAYTEST ERRATA

Seventeen rulings across Skirmish, Raid Racers, HVT, First Contact, Threat Response, and Big Game, plus engine-wide canon confirmations.

- Skirmish. New shared Climax Table (D6) in the Scenarios section, with all six scenarios re-pointed to it. Skirmish has no generic Grunt, so the reinforcement result returns the trailing side's most recent loss.
- Raid Racers. New minutes-to-rounds conversion: 2 minutes is 1 round, in Mission Seeds.
- HVT. Counterattack D6 mapping (1-2, 3-4, 5-6 by listed order). A critical failure clears the challenge, and the operator is still KIA. Confrontation attacks read 6 hits, 1 misses, with no self-KIA.
- RPG, First Contact. A Surprise Attack from undetected Stealth is a silent takedown of a Grunt or Line Elite, or 1 Mortal Wound versus a Heavy or HVT. Zone-movement and an extract rule are added for The Long Drink (extract means escorted Okafor reaches the Dock and leaves the board).
- Threat Response (Solo). New Extended-Op occupied-objective rule (contested like Intel recovery when an enemy stands on the station). Mission-BUILDER fallback for The Full Picture.

- Big Game. Canonical Alert ladder restated by wound position. Armor Rating defined: a specimen's AR is added to your Shoot or Fight threshold. Printed and solo DCs are the Ordinary baseline, and you roll at your own proficiency. New Tempo spend menu.
- Engine-wide canon confirmations. A natural 6 on a Shoot or Fight is a Mortal Wound, not plus 1 wound. Armor Rating is a to-hit modifier (Good 2+ versus AR 2 is 4+). A printed DC is written for an Ordinary actor, so roll at your operator's own proficiency with modifiers on the die. Restated in the solo reader and the shared combat rules so every title inherits them.

IRON LINE POST-PLAYTEST PATCH

A 3,000-point Signal Dominance playtest surfaced eight balance concerns. Core Order, Signal, and Integrity architecture is unchanged.

- Initiative Seize. Seize now requires exceeding the round number, not meeting or beating it, and cannot be attempted on round 1. Round-1 seize was an auto-win on a 1+ and distorted every deployment.
- Killzone Designation (Overwatch Surge, 6 Signal). Target must roll over Strain plus 2 on 2D6, previously straight over Strain. Closes the feed-Signal, auto-pass loop.
- Jamming Pulse (Iron Curtain Pulse). Cost raised 2 to 3. Fragile from this Pulse is now prospective only and does not retroactively break pre-damaged units.
- EW without a Relay. Pulses may still broadcast at plus 1 Signal from any friendly unit if no Relay is in play. Hacks and Surges still require a Relay. Losing your last Relay is a degradation, not a hard shutdown.
- Processing Overload (Architect Algorithm). Penalty scales with timing: 4 Signal / 5 Interrupts if the Commander breaks rounds 1 to 3, 2 / 3 if later.
- Artillery Rig. Cost raised 350 to 400. Allowed weakness list expanded with Self-Destructive, Short-Ranged, Degraded, Clumsy (+2).

- Deadly Shots. The second Strain on a nat-6 bypasses Implacable but not Hardened.
- Implacable cap. Now explicitly per-attacker-per-activation, not per-round. Surges, cascade, and movement Strain ignore the cap entirely.
- Example army lists updated to reflect new Artillery Rig costs.

SKIRMISH POST-PLAYTEST PATCH

Three internal playtest games surfaced four corner-case exploits and one dead-end interaction. No change to the core D6 loop or any point cost.

- Ghost / Interact. Interacting with a scenario objective now breaks Ghost. A Ghost-Infiltrator can no longer pick up an objective and extract through Stealth without counterplay.
- Heavy Plate, ranged. A natural 6 against Heavy Plate now inflicts 2 Flesh Wounds, previously 1. The plate still holds against Mortal Wounds on ranged attacks.
- Heavy Plate, melee. A natural 6 on the melee armor check against Heavy Plate now inflicts a Mortal Wound, and the Breacher's kit counts as Anti-Armor (treats Heavy Plate as AR 2 for melee armor checks).
- Grenade, natural 6. A dead-center strike now inflicts a Mortal Wound to the named target only and Flesh Wounds to others in the blast, previously a Mortal Wound to all.
- Stealth break list clarification. The general Stealth rules now also list interacting with a scenario objective as a break trigger, matching the Ghost patch.

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