

// QUICK START |

OPERATOR TACTICS: SKIRMISH

| CLR: ACTIVE 

FAST LANE

SKIRMISH ONLY

D6 CORE

A5 / TABLETOP

QS.01

QUICK START

- OPERATOR TACTICS LINE

SKIRMISH QUICK START 2066

TWO PLAYERS

SIXTY MINUTES

EVERYTHING YOU NEED.

NOTHING YOU DON'T.

CORE RULES. SIX OPERATORS. THREE SCENARIOS.

NO REFEREE. QUICK REFERENCE CARD.

// SPLICES // EDGE TOKENS // BREACH TOKENS // CONTACT CEILING

QUICK START

SKIRMISH / EDITION 1



01 · SKIRMISH QUICK START

Two splices. One objective. No referee. The dice tell the rest.

This is the fast lane into Operator Tactics: Skirmish. Everything you need to put two splices on a kitchen counter and start the fight. The full book runs deeper. This one runs first.

WHAT YOU NEED

- Two players.
- Three to six miniatures or tokens per side.
- A handful of D6. A tape measure in inches.
- Wound and objective tokens. Anything small.
- A 24" × 24" play area with terrain.

SETUP AT A GLANCE

1. **Scenario.** Roll D6 or agree. Both players see it before building.
2. **Build splices.** 400 points. Three to six operators. No more than two of any class.
3. **Terrain.** Alternate placing pieces. The player who did not place the last terrain piece chooses deployment zone.
4. **Deploy.** Zone chooser deploys first. Infiltrators deploy last, in Stealth, in cover, outside 12" of any enemy.
5. **Fight.** Roll Priority. Alternate activations. Count VP at the end.

CORE RULES

One die. One threshold. Meet or beat. The rest is just naming the verbs.

Roll 1D6. Add modifiers. Meet or beat your threshold. A natural 6 always succeeds. A natural 1 always fails. No modifier overrides these.

Attributes. SHOOT, FIGHT, TACT, OPINT, GUTS. Each is rated **Good** (2+), **Ordinary** (4+), or **Bad** (5+). MOBI is movement in inches per activation.

THE ROUND

1. **Priority.** Both players roll D6. Winner chooses to activate first or second. The loser's first activated operator gets one action this round instead of two.
2. **Activation.** Alternate, one operator at a time. Each operator gets two actions.
3. **End Phase.** Smoke dissipates. Objective control checks. Expired conditions clear.

ACTIONS

Two actions per activation. **Action Floor:** no penalty stack drops an operator below one action. Actions that cost **both actions** require two available actions when declared.

ACTION	EFFECT
Move	Walk up to MOBI in inches. May split around another action.
Sprint	Both actions. Move MOBI × 2. Nothing else.
Shoot	Ranged attack against a target in LoS within weapon range.
Fight	Move into contact. Melee resolves immediately.
Ability	Use a class signature. Cost is on the operator card.
Interact	Manipulate an objective. Usually TACT or OPINT.
Hide	TACT 4+. In cover, outside enemy LoS. Enter Stealth.
Stand Up	One action. Prone to upright.
Call Target	One action. TACT or OPINT 4+. Next friendly Shoot vs. that target gains +1. Earn one Edge.

MOVEMENT DETAILS

- **Difficult terrain.** 2" spent per 1" traveled.
- **Climbing.** 2" per 1" vertical. Ladders and stairs 1:1. No handhold: TACT 4+ or no progress.
- **Falling.** One FW per 3". At 6"+: MW instead.
- **Through friendlies.** Allowed. Cannot end on them. Cannot move through enemies.

SHOOTING

Threshold equals **SHOOT proficiency + target's AR**. Shoot bonuses cap at +2 per attack.

CONDITION	MODIFIER
Light Cover	-1 to die
Heavy Cover	-2 to die
Close Quarters ($\leq 6''$)	+1 to die
Shooting Into a Fight	-2. Modified 1-2 hits an ally.
Long Range ($> 24''$)	-1 to die

SHOOTING RESULTS

- **Hit.** Flesh Wound.
- **Natural 6.** Mortal Wound.
- **Natural 6 vs. Heavy Plate (threshold 7+).** 2 Flesh Wounds. The plate holds. The operator inside doesn't hold as well.
- **Natural 1 — Dry Fire.** The weapon jams. One action to clear.

MELEE

1. **Contact.** Move into base-to-base, or within 1" if either model has a base. One action.
2. **Both roll D6.** +1 if armed with a melee weapon. High wins. Attacker wins ties.
3. **Armor check.** Roll D6. Greater than the loser's AR = wound. Equal or less = absorbed. Natural 6 always penetrates.
4. **Wound.** If the armor check wounds, inflict 1 FW. If the melee winner rolled a natural 6, inflict 1 MW instead. Against Heavy Plate, a natural 6 on the armor check inflicts MW — the blade finds the seam.
5. **Locked.** Loser stays in contact. TACT 4+ next activation to break. Success: 3" clear. Fail: 1 FW, still locked.

Multiple attackers. +1 per friendly already in contact with the defender. Maximum +2.

ARMOR

TYPE	AR	PROPERTIES
None	0	—

TYPE	AR	PROPERTIES
Light Vest	1	—
Medium Rig	2	—
Heavy Plate	3	-1 MOBI, threshold 7+

Heavy Plate. After modifiers, any Shoot attack against Heavy Plate with a final threshold of 7+ can only wound on a natural 6; that natural 6 inflicts 2 Flesh Wounds instead of a Mortal Wound. Against any other armor pushed past 6, a natural 6 inflicts 1 Flesh Wound.

WOUNDS

TRACK	1-2 FW	3 FW	1 MW	2 MW
Penalty	None	-1 all	-1 all, 1 action	-2 all, 1 action
Next	—	4th FW = 1 MW	—	Next hit = OoA

Wound Clarity. Taking an MW clears all FW. MW penalties replace FW penalties.

Out of Action. Removed from play.

STATUS EFFECTS

- **Prone.** Incoming Shoot -1. Crawl at half MOBI. Can Shoot. Cannot Fight or Sprint. Standing costs one action.
- **Pinned.** Next Move costs both actions. Shoot -1. AR -1. Expires at the end of the next activation.

REACTIONS

Triggered when an operator is targeted by a Shoot within 12" and LoS. Declare before the attacker rolls. Costs one action on the operator's next activation; if the operator would have only one action, the reaction spends that action. One reaction per round.

- **Return Fire.** Shoot first.
- **Take Cover.** Move 2" into cover. Apply the cover modifier.
- **Duck Down.** Go prone. Incoming attack at -2.
- **Body Shield.** Take the hit for an adjacent ally.

GRENADES

One action. TACT 4+. 3" blast. Ignores cover.

- **Success.** Lands on target. Everything in the blast takes a Flesh Wound.
- **Failure.** Scatter D6 inches.
- **Natural 6.** Dead-center. MW to the named target. FW to everything else in the blast.
- **Natural 1.** Scatter toward the thrower.

Smoke. TACT 4+. Place a 3" smoke cloud within 12". Smoke blocks LoS through it and gives Light Cover to operators inside it. It dissipates in the End Phase.

Concussion. TACT 4+. 3" blast. No wounds. Each operator in the blast becomes Pinned. Natural 6: named target is also Prone. Natural 1: scatter toward the thrower.

STEALTH

- **Enter.** Hide action. TACT 4+. Cover, outside enemy LoS.
- **While Stealthed.** Cannot be targeted by Shoot. Enemies ignore the operator.
- **Breaks when** the operator shoots and hits, fights, fails a TACT roll in enemy LoS, moves through open ground within 6" of an enemy, or interacts with a scenario objective.
- **Passive detection.** End of round, enemies within 6" with LoS roll 5+ to spot.
- **Surprise attack.** +2 to the first attack from Stealth. Breaks Stealth after the attack unless a class rule says otherwise.

EDGE TOKENS

Each splice starts with two Edge. Earn one by succeeding at Call the Target or completing a class Performance trigger. Maximum pool of four. Does not carry between games.

Spend one to **reroll any D6**. Spend one to **add +1 to any roll** (after rolling). Spend one to **clear all Breach Tokens on a friendly**.

BREACH TOKENS

Every Flesh Wound opens a window. When an operator takes a Flesh Wound, the opposing player places one **Breach Token** on that operator. The opposing player holds these tokens.

Spend Breach Tokens from that operator:

- **Force a reroll.** Spend before any roll involving that operator. The targeted operator rerolls one die they just rolled. Take the worse result.
- **Escalate the wound.** Spend after a hit on that operator, before the wound is recorded. Convert that hit from a Flesh Wound to a Mortal Wound.

Maximum three per operator. Cleared when the operator goes Out of Action. The friendly controller may spend one Edge to clear all.

CONTACT CEILING

Gene-forged professionals don't break. They recalculate. When your splice reaches half its operators Out of Action (round down), each survivor makes a **Contact Ceiling check** at the start of their next activation.

Roll GUTS. Pass: activate normally. Fail: defensive only. Shoot from cover, move toward your deployment edge, or Duck Down. No Fight, no Sprint, no Interact.

Spend one Edge to auto-pass. Triggers once per game.

LINK-UP

Once per round, instead of a normal activation, declare a **Link-Up**. Activate two friendly operators simultaneously. Each gets one action, not two. Actions interleave freely. The pair counts as your next activation.

Cannot Link-Up if either operator is Pinned, Locked, or Out of Action.

DESPERATION FIRE

Both actions. Two Shoot attacks. The second attack at -2. Natural 1 on the first ends the activation: the weapon jams and no second shot. Natural 1 on the second jams the weapon. Clear: one action.

SITREP – WHEN THE RULES DON'T COVER IT

No GM, no arguments. When players disagree, or the situation calls for randomness, run a SITREP check.

- **Even odds.** 1D6.
- **Unlikely.** 2D6, take lowest.
- **Likely.** 2D6, take highest.

Result: 1 = No, worse. 2 = No. 3 = No, opening. 4 = Yes, cost. 5 = Yes. 6 = Yes, and...

Maximum two SITREP checks per situation. Then commit.

OPERATOR PROFILES

Six classes. Six jobs. Each one knows what it is and what it isn't.

COMMANDO

FORWARD PRESSURE · 100 PTS

SHOOT Good · FIGHT Good · TACT Ord · OPINT Bad · GUTS Ord · MOBI 6"

ARMOR. Medium Rig (AR 2).

RAPID FIRE. One action. Two Shoot attacks.

LOADOUT. Assault rifle (24"), sidearm (12"), frag x1, combat knife (+1 melee).

PERFORMANCE. Remove an enemy with Fight. Earn 1 Edge.

MARKSMAN

LONG-RANGE FIRE · 110 PTS

SHOOT Good · FIGHT Bad · TACT Ord · OPINT Ord · GUTS Ord · MOBI 5"

ARMOR. Light Vest (AR 1).

STEADY AIM. Both actions, no movement. Next Shoot ignores cover and gains +1.

LOADOUT. Marksman rifle (36"), sidearm (12"), smoke ×1.

PERFORMANCE. Wound a target at long range or through heavy cover. Earn 1 Edge.

INFILTRATOR

STEALTH & SABOTAGE · 100 PTS

SHOOT Ord · FIGHT Ord · TACT Good · OPINT Ord · GUTS Ord · MOBI 7"

ARMOR. Light Vest (AR 1).

GHOST. Begins in Stealth. Cannot Sprint. Non-silenced Shoot attacks break Ghost only on a hit. Silenced Shoot attacks never break Ghost. Fighting, being detected, or interacting with an objective always breaks Ghost.

LOADOUT. Suppressed SMG (18", Silenced), sidearm (12"), concussion grenade ×1, combat knife (+1 melee).

PERFORMANCE. Full activation in Stealth, undetected. Earn 1 Edge.

BREACHER

DOORS, WALLS, DEMOLITION · 110 PTS

SHOOT 0rd · FIGHT Good · TACT Good · OPINT Bad · GUTS Good · MOBI 5"

ARMOR. Heavy Plate (AR 3, -1 MOBI already included in MOBI).

BREACH. One action. Auto-destroy a door or barricade, or place a demo charge (TACT 4+, 3" blast, frag effect).

ANTI-ARMOR MELEE. Combat kit ignores the Heavy Plate cap — treat AR as 2 for melee armor checks.

LOADOUT. Shotgun (12", +1 within 6"), sidearm (12"), frag ×1, breaching charges ×2.

PERFORMANCE. Open a route an ally uses next activation. Earn 1 Edge.

MEDIC

FIELD STABILIZATION · 90 PTS

SHOOT Bad · FIGHT Bad · TACT 0rd · OPINT Good · GUTS Good · MOBI 6"

ARMOR. Light Vest (AR 1).

TRIAGE. One action. Adjacent. Field Dress: remove 1 FW, no roll. Stabilize: OPINT roll. Natural 6 removes an MW. 4–5 converts an MW to an FW. 1–3 nothing.

LOADOUT. Sidearm (12"), medical kit, smoke ×2.

PERFORMANCE. Successfully Stabilize an MW. Earn 1 Edge.

TECH SPECIALIST

HACKING & ELECTRONIC OVERRIDE · 100 PTS

SHOOT Bad · FIGHT Bad · TACT 0rd · OPINT Good · GUTS 0rd · MOBI 6"

ARMOR. Light Vest (AR 1).

OVERRIDE. One action. OPINT 4+. Hack or disable electronic systems. Adjacent is auto-success.

LOADOUT. Sidearm (12"), hacking kit, smoke ×1, recon drone (8" range, LoS, 1 action to deploy).

RECON DRONE. While deployed, the Tech may draw LoS from the drone for Override and Call Target. Destroyed by any hit.

PERFORMANCE. Override changes the tactical situation. Earn 1 Edge.

BUILD A SPLICE

A splice answers from a triangle. State doctrine fires from a square.

Three to six freelance operators assembled under a single contract. Mixed composition. No flag. The splice is your unit.

1. **Budget.** 400 points. Standard format.
2. **Operators.** Minimum three, maximum six.
3. **Class limit.** No more than two of any single class.
4. **Loadouts.** Fixed per class at this scale.
5. **Build simultaneously.** Both players see the scenario first, then build at the same time without showing their lists.
6. **Name the splice.** Callsigns, unit tag, patch, or paint scheme. Make each operator easy to identify.

FORMAT	POINTS	OPERATORS
Small	300	3–4
Standard	400	3–6
Large	500	5–6

FIRST GAME SPLICES

For a first match, use these 400-point splices. Swap names and models freely; the rules care about class and loadout.

SPLICE	OPERATORS	HOW IT PLAYS
Door-Kickers	Commando, Breacher, Medic, Tech Specialist	Direct pressure. Breach routes, keep the Commando alive, and use the Tech to solve objectives.
Glass Knife	Commando, Marksman, Infiltrator, Medic	Control angles. Let the Marksman pin lanes while the Infiltrator works the objective.

RULES TERMS

TERM	MEANING
Silenced	A silenced Shoot attack never breaks Ghost. For ordinary Stealth, use the normal Stealth break list.
Jammed	The weapon cannot Shoot until the operator spends one action to clear it.
Locked	The operator is stuck in melee contact. TACT 4+ next activation breaks free 3"; failure causes 1 FW and remains Locked.
Difficult Terrain	Spend 2" of movement for each 1" traveled through it.
Breach Opening	When Breach destroys a door, barricade, or impassable section, mark a 2" opening. Operators may move through it normally.
Threshold Example	Ordinary Shoot is 4+. Target AR 2 makes it 6+. Light Cover gives -1 to the die, so a natural 6 is the only hit.

TERRAIN & SETUP

Cover, footprint, line of sight. The board decides as much as the dice do.

BOARD SIZE

- **Standard / Small.** 24" × 24".
- **Large.** 36" × 36".
- **Vinyl Scale.** 36" × 24" standard / 48" × 36" large.

SETUP PROCEDURE

1. Agree on the piece count. Six to ten pieces is normal.
2. Alternate placing. No piece within 4" of a deployment edge. Minimum 3" between pieces. At least one LoS-blocking piece on the centerline.
3. The player who did not place the last terrain piece chooses deployment zone and deploys first.
4. Place objectives per the scenario. Then deploy.

TERRAIN TYPES

TYPE	EFFECT
Open Ground	No cover. No cost.
Light Cover	Low walls, foliage. Shoot -1.
Heavy Cover	Reinforced barriers. Shoot -2. Difficult terrain.
Full Cover	Blocks LoS. Cannot be targeted.
Impassable	Cannot enter. Breach creates an opening.
Elevation	See over low obstacles.

LINE OF SIGHT

Center of base to center of base. Solid terrain breaks the line. When the call is disputed, run a SITREP at even odds. Move on.

DEPLOYMENT ZONES

- **Standard.** 6" from your board edge.
- **Corners.** 8" from the corner in both directions.
- **Infiltrator Exception.** Anywhere on the board, in cover, outside 12" of any enemy. Deploys last.

SCENARIOS

Eight rounds unless the scenario says otherwise. Pick once. Play it. Argue later.

PRESSURE CLOCK

Every scenario runs a **Pressure Clock** with a threshold of 3. The Clock gains one token when:

- The first operator on either side goes Out of Action.
- Operators from opposing splices are simultaneously within 3" of the same objective.
- An operator fails a Contact Ceiling check.

When the Pressure Clock hits 3 tokens, trigger the scenario's Climax Variable immediately. The Clock fires once per game. If Round 5 ends without the Clock reaching 3, roll the Climax Variable automatically.

The Pressure Clock replaces the individual trigger listed under each scenario's Climax Variable. Both players track it openly.

CLIMAX VARIABLE

When the Pressure Clock fires, roll D6 and apply the result immediately. If a result cannot apply, use result 4 instead.

D6	CLIMAX	EFFECT
1	Bad Drop	Each player moves one uncarried objective up to 3". In Total War, each player moves one full-cover piece up to 3".
2	Lights Out	Until the end of the next round, all Shoot attacks beyond 12" suffer -1 and all Hide rolls gain +1.
3	Crossfire	Each player chooses one enemy in LoS of two or more operators. That enemy becomes Pinned.
4	Smoke Break	Place a 3" smoke cloud touching the most contested objective or board center. It blocks LoS and dissipates in the next End Phase.
5	Extraction Window	Starting next round, a player with an operator in the enemy deployment zone scores +1 VP at the End Phase.
6	Signal Spike	Each splice gains 1 Edge, even if this would exceed the normal maximum. This bonus Edge must be spent before game end.

CROSSFIRE

Setup. Three objectives on the centerline, evenly spaced. Opposing edges, 6" deep.

Objective. Control objectives (operator within 3", opponent does not). Check on Rounds 4, 6, and 8.

VP. +1 per objective per check (max 9). +1 per enemy OoA.

Climax Variable. When any operator controls an objective at the Round 4 check, roll D6.

SMASH & GRAB

Setup. One objective at the board center. Opposing edges, 6" deep.

Objective. Interact (TACT 4+) to pick up the objective. Carry it. Extract to your deployment zone. The carrier takes -2 MOBI and cannot Sprint. If the carrier goes OoA, place the objective where they fell. Adjacent friendly operators may hand it off for one action; adjacent enemies may contest it.

VP. +5 for extraction. +1 per enemy OoA. No extraction by Round 8: the current carrier's player wins. If no one carries it, highest VP wins.

Climax Variable. When any operator interacts with the objective, roll D6.

TOTAL WAR

Setup. No objectives. Opposing edges, 6" deep.

Objective. Destroy the opposing splice.

VP. +2 per enemy OoA. Full elimination ends the game immediately. Otherwise, highest VP at Round 8.

Climax Variable. When the first operator on either side goes OoA, roll D6.

VICTORY & TIEBREAKERS

Scenario VP overrides general VP. Tiebreakers, in order:

1. Most surviving operators.
2. Fewest total MW on survivors.
3. Most Priority wins during the game.
4. Each player rolls D6. High wins.

02 - SCENARIO MAPS

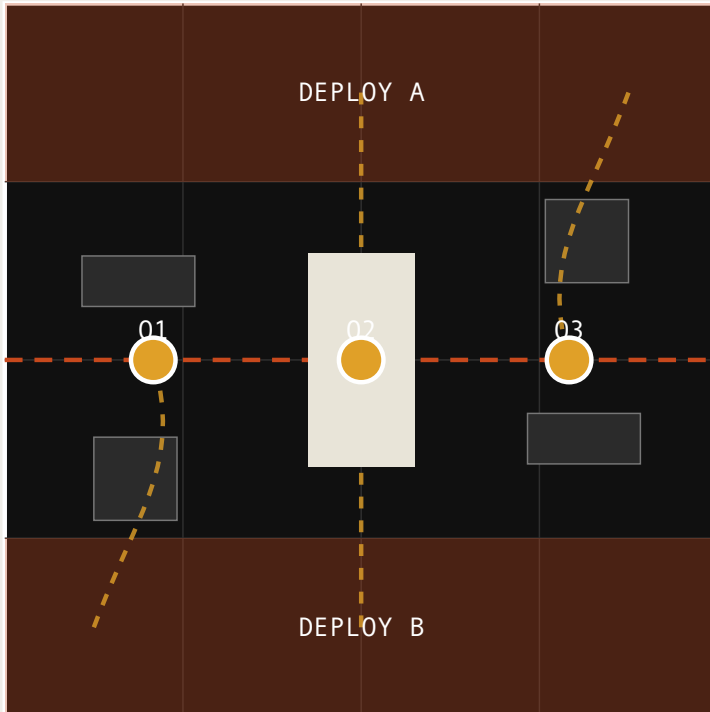
Three setup templates for standard 24" × 24" Skirmish boards.

How to read them. Orange zones are deployment. Cyan marks scenario objectives. White blocks are full cover or impassable terrain. Dark blocks are light or heavy cover. Dashed lines show high-pressure movement lanes, not mandatory paths. Keep at least one LoS-blocking piece near the centerline unless the map says otherwise.

 Deployment  Objective  Cover  LoS block  Risk zone

CROSSFIRE · THREE-NODE KILL GRID

THREE OBJECTIVES ON THE CENTERLINE · OPPOSING EDGES, 6" DEEP



Template: safer sides, exposed middle.

TERRAIN INTENT

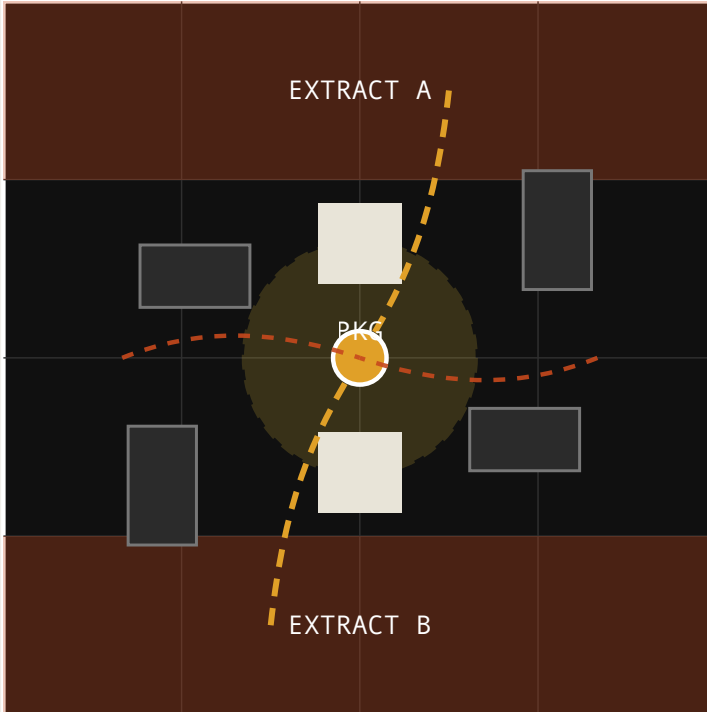
- Center block splits long LoS.
- Side cover supports flanks without casting all three objectives.

TABLE NOTES

- Score on Rounds 4, 6, and 8.
- Pressure Clock spikes when objectives are contested.

SMASH & GRAB · CENTRAL PACKAGE RUN

ONE OBJECTIVE AT BOARD CENTER · CARRIER TAKES -2 MOBI AND CANNOT SPRINT



Template: easy pickup, hard exit.

TERRAIN INTENT

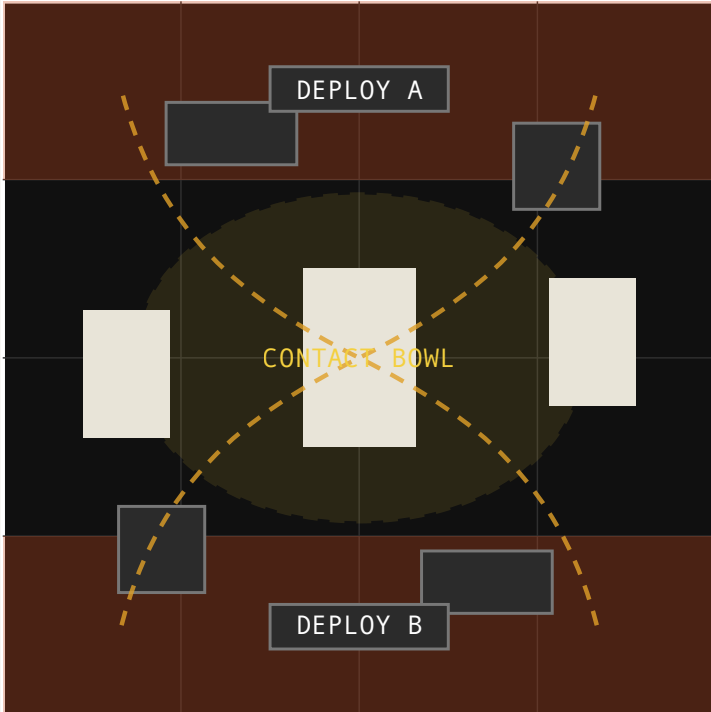
- Two center blocks prevent a clean firing lane.
- Side lanes create interception angles.

TABLE NOTES

- Interact with the package at TACT 4+.
- If nobody extracts by Round 8, the carrier's player wins.

TOTAL WAR · CONTACT BOWL

NO OBJECTIVES · OPPOSING EDGES, 6" DEEP · FULL ELIMINATION ENDS THE GAME



Template: angles, cover, dangerous middle.

TERRAIN INTENT

- Use more full cover than usual.
- Keep the center hostile but traversable.

TABLE NOTES

- Score +2 VP per enemy OoA.
- The first OoA usually fires the Climax Variable.

03 · SPLICE ROSTER

Print one per player. Build the splice, mark the wounds, keep the match moving.

SPLICE	PLAYER	POINTS	EDGE
SCENARIO	OPPONENT	PRIORITY WINS	

#	CALLSIGN / CLASS	PTS	STATS	TRACK
1			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □
2			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □
3			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □
4			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □
5			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □
6			SHOOT ___ FIGHT ___ TACT ___ OPINT ___ GUTS ___ MOBI ___ AR ___	FW □ □ □ □ MW □ □ OoA □

LOADOUTS / ABILITIES / SCENARIO NOTES

VP	BREACH TOKENS / NOTES	CONTACT	CEILING
		TRIGGERED?	

04 · QUICK REFERENCE

One spread. The whole game. Keep it open at the table.

TURN SEQUENCE

Priority. Both roll D6. High chooses. Loser's first operator gets 1 action.

Activation. Alternate. 2 actions each. Both-action moves require 2 available actions.

End Phase. Objectives, conditions, smoke.

RESOLUTION

D6 + modifiers vs. threshold.

Good = 2+. Ordinary = 4+. Bad = 5+.

Natural 6 = success. Natural 1 = fail.

WOUND TRACK

1–2 FW: no penalty.

3 FW: –1 all.

4th FW = 1 MW (clears FW).

1 MW: –1 all, 1 action.

2 MW: –2 all, 1 action.

Next hit at 2 MW = OoA.

COVER & RANGE

Light Cover: Shoot –1.

Heavy Cover: Shoot –2.

Close Quarters ($\leq 6''$): +1.

Long Range ($> 24''$): –1.

Into Fight: –2 (1–2 hits ally).

REACTIONS

Return Fire / Take Cover (2", apply cover) / Duck Down (prone, –2 incoming) / Body Shield.

One per round. Costs 1 action next turn, even if it is the operator's only action.

EDGE

Start with 2. Earn from Call the Target or class Performance. Max 4.

Spend: reroll, +1 after rolling, or clear all Breach Tokens on a friendly.

SITREP

Unlikely = 2D6 low. Even = 1D6.
 Likely = 2D6 high.
 1 = No, worse. 2 = No. 3 = No, opening. 4 = Yes, cost. 5 = Yes. 6 = Yes, and...

HEAVY PLATE

AR 3, -1 MOBI, threshold 7+.
 Nat 6 shoot = 2 FW.
 Nat 6 melee armor check = MW.
 Anti-Armor melee treats AR as 2.

GRENADES

Frag: TACT 4+. 3" blast. Ignores cover.
 Hit = FW to all in blast. Concussion = Pinned. Smoke = 3" LoS block.
 Nat 6 = MW to named target, FW to others.
 Nat 1 = scatter toward thrower.

STEALTH (GHOST)

Stealth breaks on: hit, fight, failed TACT in LoS, open ground within 6" of enemy, interact with objective.
 Ghost: silenced Shoot never breaks; non-silenced breaks only on hit.

BREACH TOKENS

On each FW: opposing player places 1 Breach Token. Max 3.
 Force reroll: spend before roll.
 Escalate: spend after hit, before wound, FW → MW.
 Cleared on OoA. 1 Edge clears all.

CONTACT CEILING

Triggers once at 50% OoA (round down).
 Each survivor: GUTS at next activation. Fail = defensive only. Pass = normal.
 1 Edge = auto-pass.

PRESSURE CLOCK

Threshold: 3 tokens. Gains 1 when: first OoA, objective contested, Contact Ceiling fails.
 At 3: trigger scenario Climax. Round 5 end without 3 = auto-trigger. Fires once.

01

BRIEF

PG 1

LEARN IT IN AN HOUR. PLAY IT IN ANOTHER. **THE FULL BOOK CAN WAIT.**

Quick Start is the fast lane into Operator Tactics: Skirmish. The whole core, no waste. Two splices. Three scenarios. No referee. A reference card you can put on the table.

When you've played a few games and you want the full kit — advanced modules, scenario maps, league play, Iron Line mass-battle — the full Skirmish & Iron Line book is waiting.

For now, just open the page. Roll the die. Move on.

02

SPECS

QUICK START

PAGES

23

A5 / FAST LANE

SCENARIOS

3

NO REFEREE

CLASSES

6

OPERATOR PROFILES

PLAYERS

2

HEAD-TO-HEAD

SPLICES

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

• **TERRACONFLICTUS.COM**