

// FIELD MANUAL

OPERATOR INTAKE PACKET

CLR: SPLICE-LEVEL ■■■■□

■ TACTICAL RPG	1-6 OPERATORS	SOLO READY	SESSION 2-4 H
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VOL. I	CORE BOOK	- TERRA CONFLICTUS, 2066
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# OPERATOR TACTICS

EARTH ————— AFTER THE UPHEAVAL

THE WORLD DIDN'T END. **IT STOPPED PRETENDING.**  
 TAKE THE CONTRACT. BRING YOUR OPERATOR HOME.

SPLICE PUNK // GENE-FORGED // LUMICITE-REACTIVE // SEVEN POWERS

**NOT FACTION**  
 FREELANCE / SPLICE



<b>NAF</b> NORTH AMERICAN FEDERATION	<b>SCA</b> SOUTHERN CARTEL ALLIANCE	<b>EO</b> EURASIAN OLIGARCHY	<b>PCU</b> PETRO CALIPHATE UNION	<b>PRC</b> PACIFIC RIM COALITION	<b>VW</b> VOID WALKERS	<b>NRD</b> NORDIC ARCOLOGY NET
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// OT.CR / EDITION 1 / 2026

# OPERATOR TACTICS

TERRA CONFLICTUS 2066

A Tactical RPG by Jesse Alexander

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# THE WORLD

*The world didn't end. It stopped pretending.*

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## 2066

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The resource wars began in 2041. The Upheaval ended them in 2050, not with a treaty, but with the discovery that the planet had stopped cooperating. Climates inverted. Coastlines moved. New ecologies grew over old battlefields. The maps you knew are dead. The new ones change.

Seven powers run what's left. They run it badly. They run it through proxies.

- **NAF.** North American Federation. Tech and surveillance. Plausible deniability is doctrine.
- **SCA.** Southern Cartel Alliance. Bio-engineered terrain. The Amazonian Metroplex.
- **EO.** Eurasian Oligarchy. Mechanized force. Cold-adapted, cold-blooded.
- **PCU.** Petro Caliphate Union. Ideological conviction. The Prophet's directives.
- **PRC.** Pacific Rim Coalition. Algorithmic governance. Cybernetics-fused gene programs.
- **Void Walkers.** No flag. No public roster. Gear from every supply chain, modified beyond recognition.
- **Nordics.** Arcology Network. The most livable place on Earth, and the most watched.

Faction wars are over. Faction operations are not.

## LUMICITE

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The Upheaval left deposits. Lumicite is the catch-all name for material the new ecologies grew over old facilities. Chemical, biological, radiological, sometimes all three. It glows. It doesn't kill you fast. It changes what gear can do, what wounds can heal, what a footprint means in tracked snow.

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## GENE-FORGED

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Humanoid fighters built from apex predator stock. They walk upright. They carry weapons. They use tactics. Their silhouettes belong to something that was never human.

Each faction runs a program. NAF runs wolves. SCA runs jaguars. EO runs bears. The Void Walkers run ravens. The black market runs whatever a client pays for.

Gene-forged operators are common in faction units. Mixed squads, the splice, are the freelance default.

## YOU

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You're not faction. You're not military. You're an operator on contract. Take the job. Read the brief. Bring your splice home, or don't.

The world keeps moving. So do you.

# THE OPERATOR LOOP

*Every mission is a cycle. Take the contract. Run the op. Spend what you earned. Take the next contract.*

## MISSION PHASE / CH.01, CH.07

1. **TAKE THE CONTRACT.** Faction, fixer, or crew sends the brief.
2. **BUILD THE KIT.** Weapons, gear, consumables. Pick what travels.
3. **RUN THE OP.** Roll dice. Take ground. Get the package or get out.
4. **SPEND & LOSE.** Repair, recruit, lie low. The world responds.

## BETWEEN-MISSION PHASE / CH.09

1. **WOUND RECOVERY.** FW auto. MW: Medic OPINT 4+.
2. **DOWNTIME MENU.** Each operator picks one of six.
3. **SUPPLY STATE.** Operational, Strained, Critical.
4. **FIELD REQUISITIONS.** Silver, Gold, Platinum by performance.
5. **BATTLEFIELD EVOLUTION.** Triggers cash in for advancement.
6. **ADVANCE FACTIONS.** Every faction moves one step. Privately.
7. **BRIEF NEXT MISSION.** Cycle restarts.

*The loop never stops. The squad that survives one cycle is the squad that has to plan the next one.*

# 01/

## WELCOME TO THE LINE

*The world didn't end. It stopped pretending.*

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# CHAPTER 1. WELCOME TO THE LINE

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*The world didn't end. It stopped pretending. You take the contract. You bring your operator home, or you don't.*

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## WHAT THIS BOOK IS

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**Operator Tactics** is a tactical RPG. You play a working operator. You take contracts. You don't always come home.

One to six players. One GM, or solo. Sessions run two to four hours. A mission resolves in one session. A campaign runs a season.

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## THE LOOP

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Every mission. Four beats.

1. **Take the contract.** The job comes from a faction, a fixer, or your own crew. Read the brief. Decide if the price is worth it.
  2. **Build the kit.** Pick weapons, gear, consumables. Choose what you carry and what you leave behind.
  3. **Run the op.** Roll dice. Take ground. Take losses. Get the package or get out.
  4. **Spend what you earned. Lose what you spent.** Repair, recruit, lie low. The world responds to what you did.
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## WHAT YOU NEED

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This book. A handful of d6. Pencils. Paper. Friends. Miniatures or markers when you reach the skirmish layer. The book tells you when.

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## THE ROLL

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D6 vs threshold. **4+ standard.** Modifiers apply to your roll, not the threshold. **Nat 6 always succeeds. Nat 1 always fails.** Everything else builds on that.

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## HOW TO READ THIS BOOK

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**Chapters 2 through 6** are for everyone at the table: operators, gene-forged, the rules, the tactical layer, equipment.

**Chapters 7 through 9** are for the GM. Running the op, enemy forces, missions and campaigns.

**Chapter 10** is the solo system, same rules, no GM.

**Back matter** holds the quick reference, the roll tables, the operator roster, and the character sheet.

Read it in order if you want the world to assemble itself before the first die rolls. Skip to Chapter 2 if you just want to make a character. Both work.

# 02/

## OPERATORS

*Six classes. One job each. Build around your signature or work against it.*

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## CHAPTER 2. OPERATORS

*Six classes. One job each. Each signature does what nobody else can. Build around it. Or work against it. Those are your options.*

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### BUILDING YOUR OPERATOR

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Six steps. Ten minutes. One field-ready operator.

1. **Pick a class.** Six options. Defines your function. Permanent for the campaign.
2. **Read your attributes.** Six numbers. Five rated Good, Ordinary, or Bad. One is how far you move.
3. **Build the loadout.** One primary weapon. One sidearm. Up to four pieces of field gear. Melee and grenades don't count against the limit.
4. **Pick a Specialization.** One per mission, swappable between missions.
5. **Generate a callsign.** Roll d20 twice on the Callsign Generator. Or pick.
6. **Roll an operational liability.** Roll d12. Every operator has a problem. Friction makes them real.

Class is permanent. Specialization is swappable. Loadout changes every mission.

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### ATTRIBUTES

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Six numbers tell you what your operator does at the table.

- **SHOOT.** Ranged attacks. React under fire. Fire through a doorway.
- **FIGHT.** Melee attacks. Close in, grapple, end it up close.
- **TACT.** Force a door, plant a charge, throw a grenade, navigate rough terrain.
- **OPINT.** Hack a system, spot an ambush, download files.
- **GUTS.** Hold under fire. Recover wounds. Maintain focus through pain.
- **MOBI.** Movement in inches per activation. Not a roll. Just how far you go.

RATING	THRESHOLD	MEANING
Good	2+	You hit almost everything. Only natural 1 fails.
Ordinary	4+	Coin flip. Modifiers make the difference.
Bad	5+	You need help, gear, or luck.

Roll D6. Meet or beat the threshold. Modifiers shift the die, never the threshold. Natural 6 always succeeds. Natural 1 always fails.

## GUTS CHECKS

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

Triggers:

- A friendly goes Out of Action in your LoS.
- 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.

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## THE SIX CLASSES

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### COMMANDO, 100 PTS

*Close with the enemy and make the problem stop.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Gd 2+	Gd 2+	Ord 4+	Bad 5+	Ord 4+	6"	AR 2 (Medium Rig)

**Signature: Rapid Deployment.** Set the splice activation order. Insert first or last. Applies every round.

**Doctrine: Forward Momentum.** Spend both actions on Shoot or Fight. Next activation ignores the wound-state action penalty. Two actions regardless of wound state.

**Specializations** (choose one per mission):

- **Breach & Clear.** First through a door or opening: first Shoot that activation gains +1.
- **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 gains +1. Once per mission.

**MARKSMAN, 110 PTS**

*Distance and precision. You make specific people stop moving.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Gd 2+	Bad 5+	Ord 4+	Ord 4+	Ord 4+	5"	AR 1 (Light Vest)

**Signature: Steady Aim.** Spend both actions. Stationary. Next Shoot gains +2 to the die. Natural 1 still fumbles.

**Doctrine: Line of Sight Discipline.** On a successful Shoot beyond 18", choose one: push the target 2" in any direction (no Reaction this round), OR your next Overwatch this mission costs 1 action instead of 2.

**Specializations** (choose one per mission):

- **Counter-Sniper.** +1 to SHOOT against targets that Shot last round.
- **Designated Marksman.** Ignore 1 level of cover on the first Shoot per activation.
- **Spotter.** Adjacent ally's next Shoot gains +1.
- **Long Watch.** Overwatch covers two adjacent zones instead of one.

**INFILTRATOR, 100 PTS**

*Move where you don't belong. Get the team in before anyone notices.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Ord 4+	Ord 4+	Gd 2+	Ord 4+	Ord 4+	7"	AR 1 (Light Vest)

**Signature: Ghost.** Stealth persists when you fire silenced weapons. Unsuppressed fire breaks Stealth. Re-entering Stealth from cover costs 1 action if already in cover and outside all enemy LoS.

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**Doctrine: Shadow Discipline.** Kill from Stealth. Re-enter without a TACT check.

**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.
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## BREACHER, 110 PTS

*Doors, walls, hardened entries. You make a way.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Ord 4+	Gd 2+	Gd 2+	Bad 5+	Gd 2+	6"	AR 3 (Heavy Plate)

**Signature: Structural Damage.** Passive, always on. +1 to FIGHT or TACT rolls against structural elements: doors, barricades, walls.

**Doctrine: Hinge Point.** Fight within 3" of a structural element gains +2.

**Specializations** (choose one per mission):

- **Wall Breaker.** Fight action against a wall or barricade creates a 2" opening. 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 an enemy crosses.
  - **Armored Hull.** +1 AR when adjacent to cover.
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## MEDIC, 90 PTS

*You keep operators operational. The difference between wounded and dead.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Bad 5+	Bad 5+	Ord 4+	Gd 2+	Gd 2+	6"	AR 1 (Light Vest)

**Signature: Field Stabilize.** 1 action. Adjacent ally at 1+ MW. Roll OPINT 4+. Success: remove 1 MW. Cannot self-treat. Non-Medic with a kit rolls at -1.

**Doctrine: Triage.** Stabilize an operator at 2 MW. Their next activation gets 2 actions regardless of wound state.

**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.** Ignore 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, 100 PTS

*Electronic warfare, network intrusion, drone operation. You control the data.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	ARMOR
Bad 5+	Bad 5+	Ord 4+	Gd 2+	Ord 4+	5"	AR 1 (Light Vest)

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

**Doctrine: Clean Break.** On a successful Override, move up to 3" free. No action cost.

**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".

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## BUILDING YOUR SQUAD

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Points are your budget. Spend them deliberately.

FORMAT	POINTS	MINIMUM	COMPOSITION
Standard Play	1,000	3 operators	1 Combat, 1 Recon, 1 Support
Skirmish	400	2 operators	None
Solo Play	400	2 operators	None
Advanced Play	1,200	3 operators	Max 3 of any single class

### The Three Roles.

- **Combat.** Commando, Breacher. Close with the enemy. Hold ground. Clear rooms.
- **Recon.** Marksman, Infiltrator. Shape the engagement. Control sightlines.
- **Support.** Medic, Tech Specialist. Keep the squad viable. Without a Medic, wounds accumulate. 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 don't count against the limit.

**Retrain.** Between missions, an operator may swap one Specialization for another from their class list.

Weapons, grenades, and equipment are purchased on top of class base cost. Total squad cost cannot exceed the point limit. See Chapter 5: Equipment for costs.

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## OPERATOR'S EDGE

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Every operator starts each mission with 1 **Edge token**. Spend it at any time, including during a reaction, to reroll any single D6. Result stands. Tokens don't carry between missions.

Use it when failure costs something irreplaceable. Holding it the whole mission is its own waste.

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## CALLSIGN GENERATOR

Roll d20 for Column A and d20 for Column B. Combine.

D20	A. DESCRIPTOR	B. OBJECT
1	Ghost	Hammer
2	Cold	Wire
3	Broken	Eagle
4	Red	Dust
5	Iron	Hound
6	Black	Knife
7	Dead	Shadow
8	Pale	Crow
9	Stone	Bolt
10	Razor	Pike
11	Silent	Fang
12	Steel	Chain
13	Void	Storm
14	Ash	Hook
15	Dark	Wraith
16	Scar	Tusk
17	Hack	Breach
18	Grit	Drift
19	Creed	Shred
20	Viper	Flare

Example: 1 + 1 = Ghosthammer. 17 + 19 = Hackshred.

## OPERATIONAL LIABILITY

Roll d12 when creating an operator. Every operator has a problem. The liability is the behavioral flaw that complicates the mission when it surfaces.

### D12 LIABILITY

- 1 Refuses to abandon a teammate. Ever. Will ignore orders and risk mission.
- 2 Takes trophies from kills. Watches, medals, rings. Items found during searches.
- 3 Cannot function without specific operator. GUTS rolls -1 when that operator is down.
- 4 Talks constantly during ops. Low voice, supposed to be covert. Breaks stealth.
- 5 Triggers first. Asks questions after. Compromises approach if enemy sighted.
- 6 Cannot sleep without combat drugs. Deteriorates on extended ops.
- 7 Keeps written tally. Names, faces, every casualty. Notebook is liability if captured.
- 8 Identifies with civilian population. Will refuse orders to cause collateral damage.
- 9 Aggressive about rules. Won't deviate from mission parameters even when field demands it.
- 10 Hoards ammunition. Won't share mags, grenades, or supplies.
- 11 Needs to explain the kill. Insists on understanding target's story. Creates delays.
- 12 Superstitious. Rituals before every op. Refuses to proceed without them.

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**GM Note.** The liability is not a punishment. A squad of perfectly rational operators never makes the table interesting.

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# 03/

## GENE-FORGED

*The labs built soldiers. The world built everything else.*

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## CHAPTER 3. GENE-FORGED

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*The labs built soldiers. The world built everything else.*

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### WHAT GENE-FORGED MEANS AT THE TABLE

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Gene-forging is opt-in. Choose it during character creation, or play baseline. Both are valid operators. Both follow the same rules.

**Gene-forged operators** are humanoid fighters built from apex predator stock. They walk upright. They carry weapons. They use tactics. Their silhouettes, their senses, and their instincts belong to something that was never human.

**At the table**, gene-forged operators use the same classes, attributes, actions, and wound track as baseline. The mechanical difference is one Augment Tag: a benefit and a complication carried for the campaign. The narrative difference is everything else.

**Mixed squads are the norm.** Faction programs are expensive. A squad of all gene-forged is rare. A squad with one or two is standard. Your operator's silhouette is your story to tell.

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### COST

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**Choosing gene-forged costs 15 pts** at creation. Apply during Step 1 (Pick a class). Adds to class cost, gene-forged Commando is 115 pts, gene-forged Medic is 105 pts, and so on.

**Augment Tag is the mechanical effect.** Selection is permanent. No swap.

**Squad budget rule.** A standard 1,000-pt squad can field roughly two gene-forged operators alongside two or three baseline. A 1,200-pt advanced squad can field three or four. The math is yours to spend.

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## AUGMENT TAGS

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Pick one Augment Tag at character creation. The benefit is the gene-forged advantage. The complication is shared by all four, the cost of carrying engineered biology in a contaminated world.

### APEX PHYSIOLOGY

**Benefit.** +1" MOBI. First Fight of the mission gains +1 to die.

### THREAT MAPPING

**Benefit.** On Field Read, always pick two benefits on success, not just on Natural 6.

### RAPID CLOT

**Benefit.** Ignore the first FW suffered each mission.

### SUPPRESSION RESISTANCE

**Benefit.** Ignore Pinned once per mission. Free reaction.

### THE UNIVERSAL COMPLICATION

**All four tags carry the same cost.** End your activation in contaminated terrain. Take 1 FW. No check. (Contamination is Lumericite, chemical, biological. See Chapter 5: Tactical Layer for full terrain mechanics.)

Your augmented biology fights the ecology harder than baseline biology, and loses. Baseline operators roll GUTS 4+ to resist. Gene-forged take the wound.

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## FACTION STOCKS

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The major factions run gene-forged programs. Each program builds from a different stock template. The choice reflects doctrine, not preference.

FACTION	GENE STOCK	PROFILE
NAF	Wolves, German Shepherds, Golden Eagles	Pack doctrine. Built for sustained operations and holding ground.
SCA	Jaguars, Caimans, Capuchin Monkeys	Origin stock. Designed for the close fight and the quick vanish.
EO	Brown Bears, Eurasian Boars, Siberian Lynx	Heavy frames, cold-adapted. Built to absorb fire that would drop baseline operators.
PCU	Jackals, Fennec Foxes, Peregrine Falcons	Heat-adapted. Patient. Dangerous at range and in the dark.
PRC	Siberian Tigers, Macaques, Pangolins	Multiple competing programs. Some cybernetics-fused.
Void Walkers	Ravens, Spotted Hyenas, Monitor Lizards	No faction. No program on record. No paper trail.
Nordics	Polar Bears, Wolverines, Snowy Owls	Not exported. Not for sale. Independent.

**At the table.** Faction stock is narrative. Mechanically, all gene-forged operators use the same rules. The stock tells the GM what your operator looks like, where they trained, and which faction's enemies remember their face.

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## BEYOND APEX STOCK

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The faction programs designed predators. That is not the complete history.

By 2058, gene-forging technology had escaped the military supply chain. The techniques that built a jaguar operator built other things in other labs, for other reasons, funded by other money. Some of those things now carry weapons.

### COMMERCIAL STOCK

Before the wars, gene-forging was a consumer industry. Entertainment complexes commissioned performers, mascots, companion animals. Living branded characters, engineered to specification.

When the resource wars escalated, the commercial programs collapsed. The stock scattered into refugee populations, gray-market labor, mercenary companies. A gene-forged built to entertain children is still gene-forged. The healing is still accelerated. Senses still heightened. Same capability.

**At the table.** Commercial stock explains any operator built from a non-predator template. Your figure doesn't look like a battlefield animal? It wasn't designed for one.

### BESPOKE COMMISSION

Wealth creates vanity. Gene-forging gave vanity a new canvas. Oligarchs commissioned personal retinues built to private aesthetic specifications. Executives ordered custom stock as status symbols. Cartel bosses had gene-smiths build things that amused them.

Some commissions were functional, bodyguards in forms chosen for intimidation, infiltration assets designed to be underestimated. Some were purely decorative until the owner lost power.

**At the table.** Bespoke commission explains anything exotic, weird, or one-of-a-kind. Your operator's silhouette looks like nothing else on the field? Somebody with deep pockets and specific taste paid for it to exist.

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## BLACK-MARKET DEVIATION

The underground gene-smiths answer to no program and no doctrine. Unlicensed labs, former program scientists running private clinics, defectors from every faction's program.

Black-market gene-smiths build to spec. The spec is whatever walks through the door with enough credits. Custom stock. Hybrid stock. Designs the official programs rejected as impractical, unstable, or too strange to field.

**At the table.** Black-market deviation explains anything that looks like it shouldn't exist. Your operator's template doesn't match any known species? Somebody built it in a basement with a stolen template and a client who wanted something nobody had ever seen before.

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## PALEO-STOCK

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**Dinosaurs walk the Earth again.** Not many. Enough.

The SCA cracked paleogenetic reconstruction first. By 2062, the first paleo-stock gene-forged were operational. Reconstructed predator genetics (tyrannosaur, velociraptor, pteranodon) fused to the same human-architecture platform as conventional gene-forged.

The other factions followed within a decade. The EO runs a classified program in Siberian facilities built over permafrost fossil beds. The PRC's program is cybernetics-integrated. The PCU fields paleo-stock operators no one will confirm on the record.

Paleo-stock are rare, expensive, and deeply unsettling to encounter. The instinct profiles are harder to stabilize than mammalian stock. Sixty-five million years of evolutionary distance creates integration problems the engineers are still solving.

**At the table.** Paleo-stock operators follow the same rules as any gene-forged operator. Dinosaurs, pterosaurs, marine reptiles. Whatever the fossil record provides and the gene-smiths can rebuild. The silhouette is just older.

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## ABERRANT STOCK

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Some gene-forged are not what they were built to be.

Gene-forging is an unstable technology applied to biological systems that do not appreciate being redesigned. Over time, under stress, some gene-forged change. The changes are not improvements. They are not degradations. They are mutations, unplanned, uncontrolled, unique to the individual.

A wolf operator whose healing factor accelerates past its designed limits. A commercial-stock operator whose template begins expressing characteristics from genetic sequences the gene-smiths thought were inert.

**At the table.** Aberrant stock makes random encounter material. A gene-forged whose template has destabilized is unpredictable, possibly hostile, and tells the players that the technology everyone depends on has side effects nobody is publishing.

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## THE EVOLVED ECOSYSTEM

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Gene-forging reshaped more than soldiers. Engineered apex predators stalk the contested zones. Thermo-Canis, Aqua-Felis, Mega-Crocodylus, Strato-Raptor, and others. Wildlife, not operators. GM's problem, not the player's.

**See Chapter 8: Enemy Forces** for the Evolved Ecosystem bestiary.

**GM Note.** Gene-forged operators and apex predators are different things. Gene-forged are soldiers. Apex predators are wildlife. A gene-forged jaguar carries a rifle and follows orders. An Aqua-Felis will eat you if you're standing in the wrong river. Keep them distinct at the table.

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# 04/

## GAMEPLAY

*One die. Six sides. Everything resolves the same way.*

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## CHAPTER 4. GAMEPLAY

*One die. Six sides. Everything resolves the same way.*

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### THE DICE

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**Roll a D6. Meet or beat your target number.** That's the whole engine.

Modifiers adjust the die roll, never the threshold. Stack all modifiers, then roll.

RATING	TARGET NUMBER
Good	2+
Ordinary	4+
Bad	5+

**Natural 6 always succeeds.** No modifier overrides it. On an attack, a Mortal Wound instead of a Flesh Wound. On a grenade throw, all targets in blast radius take a Mortal Wound. On an objective check, counts as 2 successes. On any other action, the GM applies an additional positive effect.

**Natural 6 vs Heavy Armor.** When AR raises the threshold above 6 (AR 3, threshold 7+), only a natural 6 wounds. Flesh Wound only. The armor absorbed the penetration.

**Natural 1 always fails.** No modifier saves it. The GM decides what goes wrong. The Fumble Table (Roll Tables, back matter) gives a quick result if you need one.

**Challenge Thresholds.** Some actions set their own threshold independent of attributes. A "TACT 4+" challenge requires 4+ on the die regardless of your TACT rating. Your proficiency bonus applies as a modifier.

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## TURN SEQUENCE

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Four phases. Every round. No exceptions.

PHASE	WHAT HAPPENS
1. Priority Check	Both players roll D6. High roll picks first or second. Ties reroll.
2. Operator Phase	Players alternate activating one operator at a time. Each operator gets 2 actions.
3. Threat Phase	GM activates all NPCs, patrols, reinforcements, and environmental effects. Each unit activates once.
4. End Phase	Resolve ongoing effects. Check objectives. Remove expired Sustain. Start a new round.

**Priority Pressure.** Priority loser's first operator activates with 1 action instead of 2. All others activate normally. That's the friction of losing initiative. You don't die from it. But it costs you.

**Action Floor.** Penalties never reduce an operator below 1 action per activation. That's the floor.

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## ACTIONS

Each operator gets **2 actions per activation**. Spend them how you want.

ACTION	COST	EFFECT
Move	1	Walk up to MOBI in inches. Can split around another action.
Sprint	2	Move up to MOBI ×2. No other actions this activation.
Shoot	1	Ranged attack against a target in LoS within weapon range.
Fight	1	Move into base contact (or within 1" if either model uses a separate base). Melee resolves immediately.
Overwatch	2	Hold position. Free Shoot at first enemy moving into LoS.
Ability	Varies	Use class signature ability or Specialization. Cost listed on operator card.
Interact	1	Manipulate objective, hack a door, plant a charge, defuse a trap. TACT or OPINT 4+.
Field Stabilize	1	Adjacent ally at 1+ MW. Roll OPINT 4+. Success: remove 1 MW. Cannot self-treat. Non-Medic with kit at -1.
Hide	1	Roll TACT 4+. Must be in cover, outside all enemy LoS. Success: enter Stealth.
Field Read	1	Choose one (roll attribute vs 4+): Spot Weakness (OPINT), learn one tactical detail. Call the Target (TACT), next friendly attack on target +1. Read the Room (OPINT), reduce cover penalties against enemies in a terrain feature by 1. Nat 6: two benefits. Nat 1: false information.
Desperation Fire	2	Make a second Shoot at -2. Natural 1 jams your weapon (1 action to clear).
Sustain	Ongoing	Hold a position, signal, or system. Move at half MOBI. On any wound, roll GUTS 4+ or Sustain breaks.
Stand Up	1	You are Prone. Stand up at end of this action.

## MOVEMENT

Move up to your MOBI in inches per Move action. Movement can split around another action.

TERRAIN	COST	COVER EFFECT
Open Ground	Normal	None. Exposed.
Light Cover	Normal	Attacker's die -1
Heavy Cover	Difficult (2" per 1")	Attacker's die -2
Full Cover	Cannot enter without breach	Blocks LoS entirely
Difficult	2" per 1"	None. Rubble, mud, water, dense vegetation.
Elevated	Normal	High ground sees over Light Cover. -1 to attackers from below.
Impassable	Cannot enter	None

**Climbing.** 2" of MOBI per 1" of vertical distance. Ladders and stairs cost 1" per 1". Without ladder or stairs: roll TACT 4+. Failure: no progress, action spent.

**Falling.** 1 Flesh Wound per full 3 inches fallen.

**Friendlys and Enemies.** You may move through friendlys. You may not end on them. You cannot move through enemies.

**Line of Sight.** Draw a line from the center of your base to the center of the target's base. Solid terrain blocks LoS. Elevated positions see over low obstacles.

## SHOOTING

Declare. Calculate. Roll.

1. **Declare a target** in LoS within your weapon's range.
2. **Set the base threshold** from your SHOOT proficiency: Good 2+, Ordinary 4+, Bad 5+.
3. **Add the defender's Armor Rating (AR)** to the threshold. AR never modifies the die.

4. **Apply all die modifiers.** Stack them, then roll.
5. **Meet or beat the threshold to hit.** Standard hit = Flesh Wound. **Natural 6 = Mortal Wound.**

### // OPTIONAL

#### OPTIONAL: CRITICAL HIT TABLE.

When you roll a natural 6 on a Shoot or Fight, the standard Mortal Wound applies. Tables that want extra texture may roll on the **Critical Hit (D12)** in Roll Tables (back matter) for a bonus effect, armor breach, knocked prone, intel compromised, morale break. Use it or don't. The standard MW resolves the hit either way.

## SHOOTING MODIFIERS

CONDITION	DIE MODIFIER
Target in Light Cover	-1
Target in Heavy Cover	-2
Long range (beyond half weapon's max)	-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 from Stealth)	+2
Shooting into a fight	-2
Desperation Fire (second shot)	-2
Marksman Steady Aim active	+2 (Nat 1 still fumbles)

**Stacking Limit.** Class abilities cap at +2 per Shoot.

**Heavy Armor Rule.** When AR pushes the threshold above 6 (AR 3, threshold 7+), only a natural 6 wounds. Flesh Wound only.

**Shooting Into a Fight.** Roll SHOOT at -2. Modified 1 or 2 hits your ally. Natural 1 always hits your ally, regardless of modifiers.

## FIGHTING

Close quarters. No cover. The fight resolves on contact.

1. **Move into base contact** (or within 1" if either model uses a separate base). This is your first action. The 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 the result is greater than the loser's AR, the wound lands. Equal or less: armor absorbs. Natural 6 always penetrates. Natural 1 never penetrates (unless AR 0).
4. **Wound.** Flesh Wound on any winning roll. Natural 6 from the winner: Mortal Wound.
5. **Loser stays in contact.** Roll TACT 4+ at the start of next activation to break free. Success: 3" clear. Failure: 1 FW, try again next turn.

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

## COVER & RANGE

RANGE BAND	DISTANCE	MODIFIER
Short	0-6"	+0
Medium	7-18"	+0
Long	19-30"	-1
Extreme	31"+	-2

COVER TYPE	EFFECT
Light Cover	Attacker's die roll -1. Low walls, foliage, fences.
Heavy Cover	Attacker's die roll -2. Concrete barriers, sandbags, vehicle hulks.
Full Cover	Blocks LoS entirely. Cannot be targeted.

## WOUNDS

Every operator has **3 Flesh Wound slots** and **2 Mortal Wound slots**. Same track for every class.

WOUND STATE	PENALTY	ACTIONS
Clean	None	2
1-2 FW	None	2
3 FW	-1 to all rolls	2
3 FW + hit	Converts to 1 MW. All FW cleared.	Same
1 MW	-1 to all rolls	1
2 MW	-2 to all rolls	1
2 MW + hit	Out of Action. Removed from play.	None

**Mortal Wounds.** When you take a Mortal Wound, conversion or direct hit, clear all current Flesh Wounds. MW penalties replace FW penalties. They do not stack. At 2 MW you are Failing: you still act, you still roll, take -2 to everything, 1 action. The next hit takes you Out of Action. Decide whether to extract, fight, or finish the job.

## // OPTIONAL

**OPTIONAL: WOUND COMPLICATIONS TABLE.**

When an operator takes a Mortal Wound, the standard penalty applies. Tables that want extra weight may roll on the **Wound Complications (D12)** in Roll Tables (back matter) for a specific complication: arm hit, leg hit, gut shot, eye injury, internal bleeding. Each complication adds a persistent effect until treated. Use it for cinematic missions or grim campaigns. Standard MW resolution works without it.

**STATUS EFFECTS**

Conditions that change what you can do.

STATUS	EFFECT	HOW IT ENDS
Prone	Incoming Shoot at -1 to attacker. 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 Shoot. 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.

## REACTIONS

When shot at, declare your reaction **before the attacker rolls**.

**Cost.** Lose 1 action on your next activation. **One reaction per operator per round.**

REACTION	TRIGGER	EFFECT
<b>Return Fire</b>	You're shot at	Immediate Shoot at the attacker. Normal modifiers. Cannot Return Fire if Pinned.
<b>Take Cover</b>	You're shot at	Reposition up to 3" into nearest cover. Triggering shot resolves against new position.
<b>Duck Down</b>	You're shot at	Go Prone. Attacker takes -1 on the triggering shot. Standing is a normal action.
<b>Body Shield</b>	Adjacent friendly is targeted	An adjacent operator or NPC becomes the target instead. Resolve as if they were the target.

## HEALING DURING THE MISSION

**Field Stabilize (Medic signature).** 1 action. Adjacent ally at 1+ MW. Roll OPINT 4+. Success: remove 1 MW. Cannot self-treat.

**Field Stabilize (any operator with kit).** Non-Medic with medkit may attempt the same. 1 action. Adjacent. Cannot self-treat. Roll OPINT 4+ at -1. Success: remove 1 MW.

**Pressure Token.** Spend a Pressure Token to reroll any die, auto-pass a GUTS check, or recover 1 FW at the start of next activation.

**Operator's Edge.** Spend your Edge token (1 per mission) to reroll any single D6. New result stands.

**That's all the in-mission healing.** No regeneration. No first aid kits that pop you back to clean. Respect the math: Mortal Wounds are mortal. Every operator who takes one is a step closer to Out of Action.

**GM Note.** Mortal Wounds are structural injuries. When a Field Stabilize succeeds, the operator is functional but not whole. The wound still happened. The operator still bled. The squad still spent a Medic action they can't spend on someone else this turn.

# 05/

## THE TACTICAL LAYER

*The world has rules now that it didn't used to have. Supply broke. Equipment fails. The ground bites back.*

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## CHAPTER 5. THE TACTICAL LAYER

*The world has rules now that it didn't used to have. Supply broke. Equipment fails. The ground bites back. This chapter tells you how.*

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### SUPPLY STATE

---

Your squad's supply level tracks resource availability across the mission. The GM declares Supply State in the briefing. Doesn't change mid-mission.

STATE	EFFECT
<b>Operational</b>	Full access to consumables and Field Stabilize. No restrictions.
<b>Strained</b>	Field Stabilize limited to once per operator per mission. Consumables run low.
<b>Critical</b>	No consumables available. Field Stabilize unavailable. Survival mode.

#### What Supply State changes.

- **Operational.** Standard play. Each operator carries their full loadout. Field Stabilize works as written.
- **Strained.** Each operator carries a maximum of 1 grenade and 1 medkit. Field Stabilize once per operator per mission. Period. Doesn't matter how many wounded fall, you get one each.
- **Critical.** No grenades, no medkits at start. Acquire them in the field or do without. Field Stabilize requires TACT 4+ to improvise materials, then OPINT 4+ to stabilize. Two rolls, two actions, no guarantee.

The Supply State is the GM's pacing dial. Operational missions feel like operators on a budget. Strained missions feel like operators making hard choices. Critical missions feel like the world won.

---

## EQUIPMENT STRESS

Weapons and gear degrade under sustained field use. The GM flags stressed gear in mission setup. Equipment starts Clean. Becomes Stressed through hard use or environmental exposure.

STATE	EFFECT
Clean	Weapon functions normally.
Stressed	Weapon jams on natural 1. 1 action to clear jam (TACT 4+).

### What causes Stress.

- The GM flags gear as Stressed in scenario setup.
- Gear looted from contaminated terrain starts Stressed.
- Battlefield salvage is Stressed unless specified otherwise.

**Clearing a jam.** TACT 4+, 1 action. Pass: weapon returns to Clean for the rest of the mission. Fail: still jammed, try again next activation.

The Stressed state means the world has a vote. A natural 1 doesn't just fail. It costs you the rest of the activation while you clear the chamber.

## CONTAMINATED TERRAIN

Contaminated zones are marked on the mission map before play begins. Lumicite deposits, chemical spill zones, biological infection sites, radiation hot spots. The names don't matter. The rules do.

**Contamination Check.** If you end your activation in contaminated terrain:

OPERATOR TYPE	EFFECT
Baseline	Roll GUTS 4+. Failure: take 1 FW from exposure.
Gene-Forged	Automatically take 1 FW. No roll. Augmented biology reacts unpredictably.

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**Passing through doesn't trigger.** Walk across a contaminated tile during your Move action and you're fine. End your activation there and the world reaches into you.

**Salvage from contaminated areas starts Stressed.** What you take from bad ground will fail you eventually. Ammunition, medkits, captured weapons, all Stressed by default. The Equipment Stress rules apply.

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## STEALTH

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Move unseen. Act and you're exposed.

**Enter Stealth.** Take the Hide action. Roll TACT 4+. Must be in cover and outside all enemy LoS. Success: you're in Stealth.

**While in Stealth.** You cannot be targeted by Shoot attacks. Enemies won't move toward you.

**Surprise Attack.** Your first attack from Stealth gains +2 to the die. Applies to Shoot or Fight. The attack breaks Stealth regardless of outcome.

**Breaking Stealth.** You break Stealth when you:

- Shoot and hit. A missed Shoot does not break Stealth, only a hit does. **Silenced weapons never break Stealth.**
- Fight. Any melee engagement breaks Stealth.
- Fail a TACT roll in enemy LoS.
- Move through or end movement in open ground within 6" of an alert enemy.

**The Infiltrator's Ghost.** The Infiltrator's Ghost signature lets Stealth persist when firing silenced weapons. Unsuppressed fire still breaks it. Re-entering Stealth from cover costs 1 action if already in cover and outside all enemy LoS.

**GM Note.** A careful squad uses Stealth to take the first shot for free. The +2 Surprise Attack and the unbroken-on-miss behavior of silenced weapons reward the setup. Hold those rewards firm. The risk of a failed TACT in enemy LoS is real, and it should bite.

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## GRENADES

Throwing a grenade costs **1 action**. Declare a target location in LoS within range. Roll **TACT 4+**.

**Blast radius: 3 inches.** Grenades ignore cover modifiers, the cover doesn't help inside the blast.

ROLL	RESULT
Natural 6	Perfect throw. Lands exactly on target. All targets in 3" blast suffer a <b>Mortal Wound</b> .
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.** The opposing player nominates the direction. Or roll D6:

- 1 = toward thrower
- 2 = thrower's left
- 3 = thrower's right
- 4 = long left
- 5 = long right
- 6 = away from thrower (beyond target)

Grenade types and damage profiles are listed in **Chapter 6: Equipment**.

**GM Note.** A grenade's worst day is the natural 1. The thrower watches their own grenade scatter D6" and land among friendly operators. The squad sees it coming three feet away and has nowhere to go, because grenade resolution doesn't wait for the next activation. Let the moment land.

# 06/

## EQUIPMENT

*One primary. One sidearm. Four pieces of gear.  
Everything else is a story you tell about the  
loadout.*

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## CHAPTER 6. EQUIPMENT

*One primary. One sidearm. Four pieces of gear. Everything else is a story you tell about the loadout.*

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### LOADOUT

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Every operator carries:

- **One primary weapon.** Rifle, shotgun, SMG, your call.
- **One sidearm.** Backup pistol or suppressed pistol.
- **Up to four pieces of field gear.** Slot-limited.
- **Melee weapons and grenades do not count against the gear limit.**

Spend points within your squad budget. Class base cost first, then equipment on top. See Chapter 2 for squad budgets.

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## WEAPONS

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WEAPON	RANGE	COST	PROPERTIES
Sidearm	Short	10 pts	Standard
Suppressed Pistol	Short	20 pts	Silent
Shotgun	Short	25 pts	Scatter
SMG	Short / Medium	20 pts	Rapid
Suppressed SMG	Short / Medium	30 pts	Silent, Rapid
Assault Rifle	Medium	25 pts	Standard
Battle Rifle	Medium / Long	30 pts	Standard
LMG	Medium	35 pts	Suppressive
Sniper Rifle	Long / Extreme	40 pts	Heavy
Frag Grenade	Short	35 pts	Blast, One-Use
Smoke Grenade	Short	25 pts	Obscure, One-Use

**Range** is the band tier (see Chapter 4: Cover & Range). Short = 0–6". Medium = 7–18". Long = 19–30". Extreme = 31"+.

**Wound resolution** is binary. A hit deals one Flesh Wound. A natural 6 deals one Mortal Wound. Weapons don't scale damage. They differentiate through Range, Cost, and Properties.

---

## WEAPON PROPERTIES

PROPERTY	EFFECT
Silent	Does not break Stealth when firing.
Heavy	Cannot Move and Shoot in the same activation. Choose one.
Suppressive	On a hit, the target becomes Pinned.
Rapid	Multiple attacks per activation when enabled by class abilities.
Scatter	Wide blast at close range. All targets within 3" take a wound.
Blast	Affects all targets in 3" radius. Ignores cover modifiers.
One-Use	Single use per mission.
Obscure	Creates a 3" smoke cloud. Blocks line of sight for 2 rounds.

## ARMOR

ARMOR	AR	THRESHOLD BONUS	MOVEMENT COST	COST
None	0	0	None	0 pts
Light Vest	+1	+1	None	15 pts
Medium Rig	+2	+2	None	30 pts
Heavy Plate	+3	+3	-1" MOBI	50 pts

**AR raises the attacker's hit threshold.** It never modifies the die roll. See Chapter 4: Shooting.

**Heavy Armor Rule.** When AR pushes the threshold above 6 (AR 3 + Bad proficiency, or AR 3 against thresholds that already start at 4+), only a natural 6 wounds. Flesh Wound only. The armor absorbed the penetration.

## FIELD GEAR

Up to four slots per operator. Free at character creation. Pick any four. General utility. Works regardless of class.

ITEM	EFFECT
Night Vision Goggles	Ignore all darkness and low-light penalties.
Flashlight	Illuminate a 6" cone. Negates darkness penalties for attacks into the cone. Reveals Stealthed enemies inside.
Medkit	Counts as a Medic kit for Field Stabilize attempts. Non-Medic with kit rolls OPINT 4+ at -1.
Smoke Charges	Create obscurity. 3" cloud, blocks LoS for 2 rounds.
Breaching Charges	Assist the Breacher. Adds +1 to TACT rolls when used to breach.
Signal Relay	Extends Overwatch range by 6".
Sensor Array	Detect movement through walls within 12".
Reinforced Armor Plating	+1 AR. Costs <b>two gear slots</b> instead of one.

## SPECIALIZATION GEAR

Class-specific items. Tied to specialization choice. May not count against general gear slots, assigned with the specialization.

ITEM	CLASS	EFFECT
Recon Probe	Infiltrator	Silent observation.
Signal Booster	Marksman	Extends Overwatch coverage.
Hardened Tablet	Tech Specialist	+1 to Circuit Override.
Breaching Tools	Breacher	Improves structural Fight rolls.
Pharmacology Kit	Medic	Enables Battle Chemist specialization.

## GRENADES

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Throw, scatter, and blast resolution lives in **Chapter 5: The Tactical Layer**. The mechanics are there. The items are here.

**Frag Grenade** (35 pts, One-Use). Blast property, affects all targets in 3" radius, ignores cover. Standard hit = FW. Natural 6 on the throw = MW to all targets in blast.

**Smoke Grenade** (25 pts, One-Use). Obscure property, 3" cloud blocks LoS for 2 rounds. No wound effect.

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## SALVAGE

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Field-acquired equipment is salvage. Not your kit. Not your maintenance.

**Salvage starts Stressed.** A natural 1 jams the weapon. Clear with TACT 4+ (1 action). See Chapter 5: Equipment Stress.

**Salvage from contaminated terrain is also Stressed and may carry contamination.** End your activation in a contaminated zone with looted gear: the gear is Stressed, and the contamination check applies as normal.

**GM Note.** Salvage is what you didn't pack, picked up in the field. The Stressed default is the price of taking it. Players who plan their own loadout never see Stressed Nat 1 jams. Players who improvise pay the cost.

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# 07/

## RUNNING THE OP

*The operators see the table. You see everything underneath it.*

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## CHAPTER 7. RUNNING THE OP

*The operators see the table. You see everything underneath it.*

---

### GM FUNDAMENTALS

---

Your job is not to play against the operators. Your job is to make the world push back, hard enough to matter, honest enough to trust.

**Assign general ratings.** Don't track every number on every NPC. Use the rating consistently across similar NPCs.

RATING	THRESHOLD	USE FOR
Good	2+	Elite soldiers, specialists, HVTs
Ordinary	4+	Standard guards, trained militia
Bad	5+	Conscripts, panicked civilians, grunts

**Run the Threat Phase like a unit, not a list.** Grunts move as groups, share a single skill check, hold loose formation. Elites activate individually. HVTs take their turn at the moment that hurts most.

**Honor the dice.** When the roll says the squad got the drop, they got the drop. When the roll says the patrol heard them, the patrol heard them. The world reacts to outcomes, not to your preferences.

The full NPC stat block format and faction doctrine live in **Chapter 8: Enemy Forces**. This chapter is about running the op, designing the mission, pacing the alert, managing visibility and weather, rolling the tables.

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### MISSION DESIGN

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Every mission is a controlled collapse. You design the conditions; the operators decide how it falls apart.

## THE FIVE-ZONE METHOD

Build every map around five zones. Most maps won't have all five, you pick what fits. The shape comes from how the zones connect.

ZONE	PURPOSE
Insertion Zone	Where the squad enters. Defendable. One or two patrols at most.
Approach Corridor	Between insertion and objective. Long enough to punish a straight dash.
Objective Zone	Where the work happens. Defensible. Enemy-set defense.
Kill Zone	Open ground the enemy can rake with fire. Bait the squad through it or around it.
Extraction Zone	The way out. Not the same edge as insertion.

Lay them out so a straight line through the map crosses three zones. The squad chooses which they engage and which they avoid.

## SETTING SUPPLY STATE

Assign a Supply State to every mission in the briefing. Doesn't change mid-mission.

- **Operational.** Splice has full gear. First missions, post-resupply, high-value contractor scenarios. Operators feel resourced.
- **Strained.** Standard for most campaign missions. The collapsed supply chain is the default. Operators make do.
- **Critical.** Reserve for scenarios that should feel desperate. Aftermath of a botched extraction, cut-off deep insertion, faction-sanctioned denial of resources. Every resource decision matters.

**Supply State shifts between missions** based on campaign events. A Patron Loyalty drop (to -1 or below) drops Supply State one step. Exceptional mission success can raise it.

## PLACING CONTAMINATION

Mark contaminated terrain on your sector map before play begins.

**Use contamination for:** former Upheaval sites, collapsed biotech facilities, chemical weapon impact zones, gene-lab ruins, any location the setting describes as ecologically compromised.

**Contamination doesn't move or spread during play.** It's a fixed zone.

**Gear looted from contaminated areas starts Stressed.** See Chapter 5: Equipment Stress.

## EQUIPMENT STRESS IN SCENARIOS

Flag any pre-stressed gear explicitly in the scenario description. Use this for:

- Enemy weapons that survivors can loot (battlefield salvage is Stressed by default).
- Cache finds in contaminated areas.
- Gear provided by a low-Loyalty patron who's cutting corners.

## MISSION TYPES (D8)

Roll or pick to generate the core objective for a standalone mission.

D8 MISSION TYPE	
1	Extraction. Get someone out. They may not want to leave.
2	Sabotage. Destroy a system, structure, or supply line. Plant charges, extract.
3	Surveillance. Observe and report. Do not engage unless compromised.
4	Elimination. One target. Confirmed kill required.
5	Seizure. Take and hold a location. Clear all hostiles, hold 3 rounds.
6	Recovery. Retrieve an object or data package.
7	Escort. Move a VIP through hostile territory.
8	Interdiction. Block enemy movement through an area for 4 rounds.

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## SCENARIO SEED (D6 × 4)

Roll four times for a mission premise: Who, What, Where, Complication.

D6	WHO	WHAT	WHERE	COMPLICATION
1	Corporate asset	Extract	Urban center	Mole in the squad
2	Government official	Eliminate	Industrial zone	Hostage taken
3	Weapons cache	Destroy	Remote outpost	Civilian presence
4	Research data	Recover	Fortified compound	Double-cross
5	Defector	Protect	Transit hub	HVT escalation early
6	Infrastructure	Sabotage	Underground site	Time limit

## MISSION STRUCTURE

Every mission has three phases. The pacing comes from how you load each one.

**Approach.** Positioning, intelligence gathering, reading the ground. The Infiltrator's time. Let the squad breathe. They're spending this time loading the gun.

**Objective.** The pressure point. Why they came. Every decision here has a cost. Make the timing, exposure, and risk of the critical action feel real.

**Extraction.** The situation has changed since they arrived. The route they planned may not exist anymore. This phase should never feel like a formality.

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## ALERT LEVEL

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Quiet doesn't mean safe. It means you haven't been noticed yet.

**Alert Level tracks enemy awareness across the mission.** It starts at 0 and climbs. Never goes back down on its own.

TIER	STATE	ENEMY BEHAVIOR
0	Cold	Standard patrols. No active searching.
1	Tense	Patrols move on shorter intervals. Some guards check in.
2	Elevated	Active search. Patrols double. Reinforcements begin staging.
3	Hot	Sector lockdown. Reinforcements arrive each Threat Phase. Enemy quality increases.
4+	Blown	Full mobilization. Extract or fight through.

## RAISING ALERT LEVEL

EVENT	EFFECT
Gunshot (unsuppressed)	+1 Alert
Alarm triggered	+1 Alert. Roll Alarm Consequences.
Guard goes missing	+1 Alert at next patrol cycle (d6 rounds)
Body discovered	+1 Alert immediately
Communication failure	+1 Alert at next check-in interval
HVT wounded	+1 Alert

---

## ALARM CONSEQUENCES (D8)

Roll when an alarm is triggered.

D8 CONSEQUENCE	
1	Lockdown doors. All electronic access points seal. Override required (Tech OPINT 4+).
2	Reinforcements. One Grunt fireteam (3 models) arrives at the nearest entry point next Threat Phase.
3	Guard sweep. Two Grunts move toward the loudest sector this turn.
4	Extraction prep. The HVT begins moving toward a secondary exit (GM tracks privately).
5	Intel destruction. An NPC begins destroying documents or wiping drives (d6 rounds, then intel is gone).
6	Comms out. Enemy calls for external support. Reinforcements arrive in d6+2 rounds.
7	Civilian scatter. All civilians move to the nearest covered position and stay there.
8	Escalation. Alert Level increases by an additional +1 beyond the triggering event.

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## ILLUMINATION (D6)

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Roll when the mission begins, or when operators move into a new environment.

D6	CONDITION	EFFECT
1	Total Darkness	All SHOOT at -2. Stealth OPINT +2. MOBI -1. NVGs negate SHOOT penalty only.
2	Dim Light	SHOOT at -1. Stealth OPINT +1. NVGs negate SHOOT penalty.
3	Normal Light	No modifiers. Standard visibility. Default condition.
4	Bright Light	SHOOT +1 beyond 12". Stealth OPINT -1. Good for Marksman.
5	Harsh Glare	SHOOT at -1 when firing into light source. No penalty firing away. Thermal scopes unaffected.
6	Strobing / Intermittent	All SHOOT at -1. GUTS 4+ at start of activation or lose 1 action. Affects both sides.

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## WEATHER (D12)

Roll before the mission begins. Weather modifies tactics, LoS, and equipment function.

D12	CONDITION	EFFECT
1	Clear Skies	No modifiers. Standard engagement conditions.
2	Light Rain	MOBI -1. +1 to Stealth OPINT checks.
3	Heavy Downpour	MOBI -2. LoS reduced to 18". Electronics: TACT 4+ before each use or malfunction.
4	Dense Fog	LoS reduced to 8". All SHOOT at -2. Infiltrator gains +1 to re-entry.
5	High Winds	SHOOT at -1 beyond 12". Grenades scatter d6" in random direction.
6	Night Operations	All SHOOT at -2 without NVGs. -1 with NVGs. Stealth OPINT +2.
7	Sandstorm	LoS reduced to 6". MOBI -1. All SHOOT and OPINT at -1. Heavy cover provides no benefit over light.
8	Blizzard	MOBI -2. TACT 4+ each round or 1 FW from exposure. LoS reduced to 10".
9	Extreme Heat	GUTS 4+ at start of each activation or -1 to all rolls. Heavy armor: GUTS 5+.
10	Electrical Storm	All electronic equipment offline. Tech Override unavailable. Lightning: d6 at end of round, Nat 1 = random exposed operator hit.
11	Toxic Atmosphere	All operators without sealed equipment take 1 FW at end of each round. Cover does not protect.
12	Ash Fall	LoS reduced to 12". All surfaces count as difficult terrain. MOBI -1. Tracks visible. Hidden operators revealed if they move.

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## PATROL BEHAVIOR (D6)

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Roll when an NPC patrol activates.

### D6 BEHAVIOR

- |   |  |
|---|--|
| 1 | Advance. Move full MOBI toward nearest known operator. If unaware, move toward nearest objective.                  |
| 2 | Hold Position. Stay put. Overwatch stance: fire at first operator to enter LoS. SHOOT Ordinary 4+.                 |
| 3 | Sweep. Move half MOBI laterally. OPINT 4+ to detect hidden operators within 8". Detect: engage next round.         |
| 4 | Regroup. Fall back to nearest cover. +1 defensive rolls until next Threat Phase. Reloading.                        |
| 5 | Investigate. Move toward last disturbance (gunfire, explosion, alarm). Full MOBI. Engage any operator encountered. |
| 6 | Radio Check. Stop to communicate. Jammed comms: -1 all rolls next round. Active comms: reinforcements in 2 rounds. |
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## FORCE COMPOSITION (D8)

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Roll at mission start to determine the type of opposition operators face.

### D8 FORCE

- |   |  |
|---|--|
| 1 | Local Militia. 4–6 hostiles. SHOOT Ord, FIGHT Bad. No armor. Break after 2 casualties.                       |
| 2 | Private Military. 3–4 operators. SHOOT Gd, FIGHT Ord. Light armor. Flanking tactics.                         |
| 3 | Corporate Security. 2–3 operators plus automated turret. SHOOT Ord, OPINT Gd. Medium armor. Defend in place. |
| 4 | Faction Regulars. 4 operators. All Ord. Medium armor. Radio for reinforcements after 2 rounds.               |
| 5 | Cult Zealots. 5–6 hostiles. FIGHT Gd, GUTS Gd, SHOOT Bad. No armor. Charge. Never retreat.                   |
| 6 | Spec Ops Team. 3 operators. SHOOT Gd, TACT Gd. Light armor. Coordinated. Flank, suppress, close.             |
| 7 | Garrison Detail. 6–8 hostiles. SHOOT Bad, FIGHT Ord. Light armor. Fixed positions. Won't pursue.             |
| 8 | Augmented Unit. 2–3 hostiles. FIGHT Gd, MOBI 8". Medium armor. Berserk after taking FW.                      |
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## SECRET OBJECTIVES (D8)

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Present one Secret Objective to the operators before each mission. Don't reveal the reward until they complete it.

D8	OBJECTIVE	REWARD
1	Surgical Strike. Deliver the killing blow on the HVT.	2 Pressure tokens next mission.
2	Shadow Ops. Complete mission without taking any wounds.	Infiltrator starts with unbreakable Ghost for 2 rounds next mission.
3	No One Left Behind. All teammates extract. None OOA.	All operators recover 1 MW free.
4	Headhunter. Eliminate 3+ enemies personally.	+1 SHOOT next mission.
5	Retrieval. Locate unsanctioned intel or equipment. OPINT 4+ in cleared area.	Free Prototype Gear roll.
6	Guardian. Prevent any teammate from taking MW.	+1 GUTS all operators next mission.
7	Overwatch Angel. Score 2+ kills using Return Fire.	+1 Shoot Reaction per round next mission.
8	Ghost Protocol. Complete one objective with no enemy aware of your operator.	Infiltrator starts with 2 Pressure tokens next mission.

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## GM QUICK NOTES

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**Trigger precision matters.** When a player declares Overwatch, hold them to a specific trigger ("if any enemy moves into sector C," "if the HVT appears in the north corridor"). Vague triggers ("if I feel like it") create disputes. Name a thing or name a sector.

**Climbing failure is not a fall.** When an operator fails their TACT 4+ climbing check, they stay where they are. The action is spent. They don't fall unless the surface was actively dangerous and you said so up front.

**Field Stabilize is the squad's lifeline.** Hold it firm, but never give it free. Strained Supply State limits it to once per operator per mission. Critical Supply State requires the two-roll improvise-and-stabilize procedure. The Medic is what lets the squad keep operating.

**The Alert Level only goes up.** Resist any pressure to lower it. The squad earns their consequences. The clean missions feel cleaner because the messy ones felt messier.

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# 08/

## ENEMY FORCES

*The enemy is never just a stat block. They have doctrine, fear, and a reason to be here.*

## CHAPTER 8. ENEMY FORCES

*The enemy is never just a stat block. They have doctrine, fear, and a reason to be here.*

### RUNNING NPCs

Every NPC uses the same five-attribute format as operators. **Don't track every number.** Assign a general rating per attribute and use it consistently across similar NPCs.

RATING	THRESHOLD	USE FOR
Good	2+	HVTs, specialists, named characters
Ordinary	4+	Standard guards, trained militia, Elites
Bad	5+	Conscripts, panicked civilians, Grunts

**Four tiers.** Hostile Asset (non-combatant or overflow target), Grunt, Elite, HVT. Pick the tier first. Pick the loadout second.

### HOSTILE ASSET, 15 PTS

*Non-combatants, civilians, captured assets, or overflow targets. Use sparingly.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	5+	5+	5+	5+	4"	0	1 FW / 0 MW

**All checks at -2.** Removed on any single wound.

**Default behavior.** Civilians move 4" toward the nearest exit unless restrained. Captured assets do nothing unless given an order. The Hostile Asset tier exists for two purposes: (1) populating a scene with non-combatant figures the squad has to plan around, and (2) absorbing overflow when a Shoot or Fight resolves into a crowd.

**Overflow rule.** When an attack hits a target adjacent to a Hostile Asset, and the result lands as a "but" or scatters, the Hostile Asset takes the overflow before any Elite or HVT does.

**GM Note.** Hostile Assets give a populated battlefield its texture. They make collateral damage real. They make extraction missions harder. Use them often.

## GRUNT, 40 PTS

*The baseline enemy. Cheap, numerous, interchangeable.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	5+	5+	5+	5+	5"	0	2 FW / 0 MW

**Out of Action after 2 FW.** No MW conversion. Excess damage doesn't transfer to adjacent models.

**Group activation.** Up to six Grunts act as one unit. Same activation. Same skill check. Loose formation.

**Grunt Suppression.** When three or more Grunts have LoS to the same target, that target's next SHOOT roll suffers -1.

**No reactions.** Grunts don't get Return Fire, Take Cover, Duck Down, or Body Shield. They eat the hit.

**Grunt Command.** One Grunt per group can spend the activation on a Command action instead of moving or shooting. Pick one:

- **Rally.** One Pinned Grunt in the group removes Pinned status.
- **Suppress.** All Grunts in the group gain +1 to Suppression actions this round.
- **Maneuver.** The group moves at full MOBI through difficult terrain (still 2" per 1", but ignores penalty stacking).

## ELITE, 55 TO 85 PTS

*Trained operators, squad leaders, specialists. They use cover. They coordinate.*

VARIANT	SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS	COST
Standard	4+	4+	4+	4+	4+	5"	1	3 FW / 1 MW	55 pts
Hardened	3+	3+	3+	3+	3+	5"	2	3 FW / 1 MW	85 pts

**Same tier, different loadouts.** The Hardened Elite is the same tier with better gear and training. Use the point cost as the dial.

**Individual activation.** Elites activate one at a time, anywhere in the Threat Phase.

**Specialization.** Give an Elite one Specialization from any operator class. Hardened Elites can have two.

**Full reaction budget.** Elites get Return Fire, Take Cover, Duck Down, and Body Shield like operators.

## HVT, 100+ PTS

*Mission-critical targets. Have a unique ability. Usually have bodyguards.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
Varies	3+	3+	2+	3+	5"	2	3 FW / 2 MW

**Wound States.** HVTs escalate as they take damage.

STATE	TRIG- GER	EFFECT
Fresh	No MW yet	Standard activation in Threat Phase.
Cornered	1 MW taken	+1 to all rolls. Attempts escape if possible. Activates at start of Threat Phase.
Last Stand	2 MW taken	One final action before going OOA: full attack, trigger a trap, destroy intel, execute a hostage. GM chooses based on scenario.

**HVT Forced Engagement.** If the mission clock reaches Round 10 and the HVT hasn't taken a Mortal Wound, the HVT moves toward the nearest sector containing player operators. It activates at the start of the next Threat Phase.

**GM Note.** HVTs drive the mission's tension. The escalation states are deliberate. Cornered makes them dangerous. Last Stand makes them unpredictable. Hold the line on both. The squad is supposed to feel the clock.

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## NPC MOTIVATION

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Assign one motivation before the mission. It determines behavior, surrender conditions, and morale.

MOTIVATION	SURRENDER?	BEHAVIOR
True Believer	Never	Fight to the last. Ignore morale checks.
Zealot	Never	Fight to the last. May self-destruct if cornered.
Professional	If out-matched	Tactical. Will break and regroup rather than die for nothing.
Paid	If out-matched	Calculating. Reassess if the math stops working.
Coerced	If out-matched	Reluctant. First to break under pressure.

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## SURRENDER & ESCORT

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**Surrendered NPC.** Takes no actions. Moving a surrendered NPC requires 1 action from an operator and reduces that operator's MOBI by half while escorting.

**Re-engagement.** A surrendered NPC who witnesses allied NPCs winning nearby may attempt to rejoin: roll GUTS 4+. Success: they re-engage.

**Escorting a willing NPC.** An operator adjacent to a willing NPC can escort them. Both move together using the slower model's MOBI. No extra action cost.

**Zone Transitions.** Moving an escorted NPC through a zone boundary: roll TACT 4+. Failure: NPC stumbles. Operator loses 1 action stabilizing them.

**Wounded NPCs.** 2+ FW = half MOBI. MW = cannot move without assistance. An adjacent operator spends both actions to move at half MOBI.

**NPC Reactions.** An escorted NPC cannot take reactions. They move with their escort or stay put.

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## FACTION DOCTRINES

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Four tactical archetypes. Each is a play pattern, not a faction. Assign a doctrine to any unit during scenario setup. Default assignments per faction below, but GMs may apply any doctrine to any unit.

### COORDINATED PRESSURE

When two or more units sharing this doctrine have LoS to the same target, each gets +1 to their Shoot roll against that target. Elites call coordinates on activation instead of taking a Reaction. The next friendly Shoot at that target adds +1.

**Running it.** Prioritize LoS overlap. Move units to establish mutual fire coverage before engaging. Punish operators who hold still in the open.

### ATTRITION PROTOCOL

Any Elite or HVT of this doctrine who hits an operator automatically applies Pinned in addition to the wound result. No separate suppression action required. Grunts of this doctrine don't break morale until 50% of the group is Out of Action (instead of standard 3+ casualties).

**Running it.** They grind. Every hit creates suppression. They don't rush, they tighten the perimeter while operators lose actions.

### CALCULATED RISK (PMC / MERCENARY)

Elites attempt to Break Contact (TACT 4+, move toward extraction point) when they take a MW. They won't fight to Out of Action. They lay Overwatch to cover their retreat.

**Running it.** Professional, not fanatical. When Elites start going down, they pull back. Trade fire to cover an exit. They don't die for nothing.

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## OPPORTUNIST DOCTRINE

Units of this doctrine prioritize looting fallen operators. Any Grunt within 3" of an Out of Action operator (friendly or enemy) spends activation looting rather than attacking, unless attacked this round. Elites can override this with a Command action.

**Running it.** Their greed creates weird tactical situations. They may ignore an active operator to loot a body. Exploit it, or bait it.

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## THE SEVEN MAJOR FACTIONS

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Each faction has a doctrinal voice, a gene-forged stock, a special forces unit, and a default tactical doctrine. The tactical doctrine is the **starting point** for combat. A faction can field forces using a different doctrine when the scenario demands.

## FACTIONS AT A GLANCE

FACTION	DOCTRINE	SPECIAL FORCES	STOCK	OPERATIONS
NAF	Coordinated Pressure	Aurora Rangers	Wolves, Shepherds, Eagles	Tech and surveillance. Plausible deniability.
SCA	Calculated Risk	Phantom Vipers	Jaguars, Caimans, Capuchins	Patient infiltration. The Amazonian Met-roplex.
EO	Attrition Protocol	Tempest Riders	Bears, Boars, Lynx	Mechanized force. Cold-adapted.
PCU	Coordinated Pressure	Dune Specters	Jackals, Foxes, Falcons	Conviction. Range and dark.
PRC	Mixed	Neon Ronin	Tigers, Macaques, Pangolins	Algorithmic governance. Cyber-fused programs.
Void Walkers	Opportunist	Covert	Ravens, Hyenas, Lizards	No flag. No paper trail.
Nordics	Independent	Confidential	Polar Bears, Wolverines, Owls	Most livable. Most watched.

### NAF. NORTH AMERICAN FEDERATION

*Solve problems with technology. When technology fails, throw better technology at it.*

**Gene-Forged.** Wolves, German Shepherds, Golden Eagles. Pack doctrine. Sustained operations. Holding ground. **Special Forces.** Aurora Rangers. Urban warfare and rapid deployment specialists. Held Neo-Toronto in 2065. **Default Tactical Doctrine.** Coordinated Pressure.

NAF operators are well-equipped, well-trained, and operate within political constraints that complicate every mission. Command wants results with plausible deniability.

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## SCA. SOUTHERN CARTEL ALLIANCE

*Patience and terrain. The environment is a weapon if you know how to use it.*

**Gene-Forged.** Jaguars, Caimans, Capuchin Monkeys. Origin stock. Amazonian. Designed for the close fight and the quick vanish. **Special Forces.** Phantom Vipers. Jungle warfare, sabotage, intelligence gathering. They leave calling cards. Nobody wants to find one. **Default Tactical Doctrine.** Calculated Risk.

SCA operators favor infiltration and extraction over direct confrontation. The patient knife beats the loud gun.

## EO. EURASIAN OLIGARCHY

*Force and surveillance. If you can see it, you can hit it. If you can hit it, you own it.*

**Gene-Forged.** Brown Bears, Eurasian Boars, Siberian Lynx. Heavy. Slow to anger. Extremely hard to stop. **Special Forces.** Tempest Riders. Mechanized assault and armored warfare. Broke the NAF blockade at New Moscow in 2078. **Default Tactical Doctrine.** Attrition Protocol.

EO operators are professionals inside a machine. The machine works. The machine is also watching.

## PCU. PETRO CALIPHATE UNION

*Conviction and expendable fighters. Faith is a force multiplier.*

**Gene-Forged.** Jackals, Fennec Foxes, Peregrine Falcons. Heat-adapted. Patient. Dangerous at range and in the dark. **Special Forces.** Dune Specters. Desert warfare, long-range reconnaissance, asymmetric tactics. They can disappear into sand and reappear behind you. **Default Tactical Doctrine.** Coordinated Pressure.

PCU operators believe in the mission at a level NAF operators find unsettling. Conviction is a tactical asset and a liability when the mission changes and the doctrine does not.

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## PRC. PACIFIC RIM COALITION

*Data.* If the algorithm says go, you go. If the algorithm is wrong, you find out at the worst possible time.

**Gene-Forged.** Siberian Tigers, Macaques, Pangolins. Multiple competing programs running simultaneously. Some cybernetics-fused. **Special Forces.** Neon Ronin. Urban infiltration, close-quarters combat, cyber warfare. Quelled the Neon City Uprising of 2087 in seventy-two hours. **Default Tactical Doctrine.** Mixed (varies by program).

PRC operators work alongside systems smarter than them in specific domains. The question is always whether the system is helping them or managing them.

## VOID WALKERS

*No faction. No program on record. No paper trail.*

**Gene-Forged.** Ravens, Spotted Hyenas, Monitor Lizards. First confirmed sighting 2053. **Special Forces.** N/A, they are a covert force. **Default Tactical Doctrine.** Opportunist.

Void Walkers appear in operational zones with no warning, complete objectives that do not align with any known faction's stated interests, and vanish. Their equipment is custom, pulled from multiple faction supply chains and modified beyond recognition.

**GM Tool.** If a Void Walker appears in your mission, something larger is in motion. Use them to introduce complications no faction would logically generate.

## NORDICS. NORDICS ARCOLOGY NETWORK

*Independent. Better at appearing neutral than anyone else in the world.*

**Gene-Forged.** Polar Bears, Wolverines, Snowy Owls. Stock does not export. Rarely freelance. The ones who pass through are unmistakable: too clean, too controlled. **Special Forces.** Confidential. Internal security only. **Default Tactical Doctrine.** Independent (GM-defined per scenario).

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The Nordics Arcology Network is the most livable place on Earth in 2060, and the most watched. Every faction wants access to Nordic technology. The Nordics sell access at prices that keep all factions equally unhappy.

## MONO-TYPE COHORTS AND THE SPLICE

Nation-state military units are mono-type gene-forged cohorts by doctrine. NAF deploys wolf-lineage. EO deploys bear-lineage. Void Walkers deploy raven-lineage. Special units, HVTs, and veterans can break the pattern as a signal that something unusual is happening, but it should be the default.

The contrast between mono-type enemy forces and the player's mixed splice is a storytelling tool. When an NPC calls the operators' splice a *splice* with contempt, that lands harder if the NPC's own unit is visibly cohesive.

**Dialogue note: "splice."** State military NPCs use *splice* when addressing freelance operators. Not every line, just enough that players feel it. Sample lines: *"Another splice. What's in the mix this time?"* / *"Command wants the splice out of this sector by morning. I don't care how."* / *"Wolf and raven on the same frequency, that's not a unit, that's a genomic accident."*

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## GENE-FORGED ENEMY PROFILES

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Three optional tags. Apply one to any gene-forged NPC unit during scenario setup.

### PACK COORDINATION

Gene-forged Grunts activate individually (not as a group). They can share the group's reaction budget with any unit within 4".

### TRAUMA RESPONSE

When a gene-forged Elite takes a MW, they make a SHOOT check instead of a GUTS check. Pass: they fire once at whoever wounded them before going Out of Action.

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## PERSISTENCE

Gene-forged Elites don't go Out of Action at 2 MW. They continue at -2 to all rolls and 1 action until a third hit lands.

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## THREAT KEYWORDS

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Assign one keyword per enemy or unit at scenario setup. Keywords persist the whole mission. They modify how the unit behaves under the AI Protocol, apply them on top of tier and faction doctrine.

KEYWORD	EFFECT
Unaware	Doesn't activate until alerted. First attack against an Unaware enemy gains the Surprise bonus (+2 to die).
Entrenched	+1 AR while in cover. Loses bonus if forced out of cover.
Aggressive	Always moves toward the nearest operator. Never takes cover.
Shielded	First hit per round absorbed (no wound applied). Second hit resolves normally.
Flanker	Always attempts to move to an angle that avoids the target's current cover.

**One keyword per unit.** A Veteran Grunt isn't both Entrenched and Flanker, pick one. Different units can carry different keywords in the same scenario.

**GM Note.** Threat Keywords are the cheapest way to vary an encounter. Two Grunts with Aggressive and two Grunts with Entrenched in the same room create immediate tactical variation without needing different stat blocks.

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## THE EVOLVED ECOSYSTEM

Engineered apex predators. Wildlife, not soldiers. They don't carry rifles. They don't follow orders. They'll kill anything in their territory that doesn't smell right.

The five species below are the most common. The GM may improvise others. Apex predators ignore the standard NPC reaction set. They Advance, Fight, or Retreat based on territory and prey behavior. No surrender. No morale break.

### THERMO-CANIS (ELITE)

*Wolves rebuilt for extreme heat. Pack hunters. PCU perimeter security.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	3+	4+	4+	3+	8"	1	3 FW / 1 MW

**Pack Coordination.** Activates as a group of 3 to 5. Each Canis in contact with the same target adds +1 to the others' Fight roll, max +2. **Heat Tolerant.** Ignores Extreme Heat weather penalties. **Run-Down.** First Move action each activation may exceed MOBI by 2".

### AQUA-FELIS (ELITE)

*Semi-aquatic big cats. Silent in water. Fast on land. SCA bred them. SCA is not sure they still control them.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	2+	3+	3+	4+	7"	1	3 FW / 1 MW

**Aquatic.** Ignores all water terrain penalties. Treats deep water as Stealth-permissive cover. **Ambush Predator.** First Fight from Stealth gains +2, breaks Stealth normally. **Silent Approach.** Does not break Stealth on Move actions through water.

## MEGA-CROCODYLUS (HVT)

*Saltwater crocodiles scaled up to armored-vehicle weight. SCA river corridors.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	2+	5+	5+	2+	4" / 8" water	3	4 FW / 2 MW

**Armored Hide.** Heavy Armor Rule applies. Only natural 6 wounds, FW only. **Death Roll.** When Mega-Crocodylus wins a Fight, the target takes 1 FW immediately and is grappled. Grappled target cannot Move and rolls all attacks at -1 until they pass TACT 4+ to break free. **Aquatic.** Ignores water terrain. Submerges to break LoS. **Slow on Land.** First Move action each activation on land costs 2" for 1".

## STRATO-RAPTOR (ELITE)

*High-altitude birds of prey. Enhanced vision. Talons compromise light armor.*

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR	WOUNDS
5+	3+	4+	2+	4+	12" flight	1	2 FW / 1 MW

**Flight.** Ignores all ground terrain. Cannot be Pinned. Cannot be Fought except by elevated operators within 6". **Talon Strike.** First Fight per activation reduces target's AR by 1 for the rest of the round. **High Eye.** OPINT 2+ to spot Stealthed operators within 12".

## FILTER-FISH (NO COMBAT TIER)

*Small fish adapted to polluted waterways. Bio-indicators. Where filter-fish die, the water will kill you.*

Filter-Fish are not combat threats. They are environmental signals. A pool of dead Filter-Fish marks contaminated water as Lumericite-grade. Living Filter-Fish in a pool indicate the water is below contamination threshold for that activation. The GM may rule otherwise as the campaign progresses and contaminations shift.

**GM Note.** Gene-forged operators and apex predators are different things. Gene-forged are soldiers. Apex predators are wildlife. A gene-forged jaguar carries a rifle and follows orders. An Aqua-Felis will eat you if you're standing in the wrong river. Keep them distinct at the table.

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## STEALTH BREAK GRADATION (D10)

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When an operator is spotted during infiltration, roll to determine the enemy response level.

D10	RESPONSE
1	Phantom. False alarm. Guard chalks it up to wind or nerves. No action. Alert unchanged.
2	Sound Contact. Enemy heard something. One guard moves toward sound. No weapons drawn. Investigate 1 round, return if nothing.
3	Shadow. Enemy saw silhouette. One guard investigates. Weapons at low ready. OPINT 4+ to spot within 6". Investigates 2 rounds.
4	Peripheral Glimpse. Guard caught movement. All operators in zone must freeze (no actions) or be spotted automatically. Guard returns after 1 round if no movement.
5	Partial ID. Enemy knows someone is here but not where. Two guards sweep for d6 rounds. OPINT 4+ each round to detect within 8".
6	Noise Spike. All guards in adjacent zones alerted. Patrol intervals halve for rest of mission. Alert Level +1.
7	Visual Confirm. One guard has eyes on one operator. Radio attempted. Jammed comms: guard moves to ally. Active comms: all guards in zone alerted. Alert +1.
8	Weapons Free. Guard opens fire. All enemies in LoS activate. Stealth fully broken. Alert +1.
9	Compromised Position. Operator spotted and position marked. Reinforcements: 1 Grunt fireteam in 2 rounds. Alert +2.
10	Full Blown. All operators in zone detected. All enemy forces activate. Alert +2. HVT escape protocol if applicable.

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# 09/

## MISSIONS & CAMPAIGNS

*Campaigns are won and lost between missions.*

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## CHAPTER 9. MISSIONS & CAMPAIGNS

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*Campaigns are won and lost between missions. The splice that manages its resources, its wounds, and its patron survives.*

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### THE MISSION CYCLE

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Every mission resolves into three phases: **Approach** (positioning, intel, reading the ground), **Objective** (the pressure point, why they came), **Extraction** (the situation has changed since they arrived). Mission framework and pacing live in **Chapter 7: Running the Op.**

This chapter handles what happens **before** a mission starts and **after** it ends. The campaign machinery: wound recovery, downtime, advancement, faction movement, requisitions, evolutions.

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### LINKING MISSIONS

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Operators who survive carry their wound track into the next mission unless the campaign allows recovery time. A linked campaign of five integrated scenarios plus a finale runs six to seven sessions.

**Campaign-scale supply matters.** Supply State at the start of each mission depends on the campaign's resource posture. When the patron sours on the squad, Supply State drops one step. Exceptional mission success can raise it. Patron sentiment is GM judgment, not a tracked number.

**The world keeps moving.** Every faction advances one step on their timeline between missions. Write it down. Don't tell the players.

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## THE BETWEEN-MISSION SEQUENCE

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Run this after every mission, in order.

**Run-Down Checklist.** Tick each box as the squad clears the step.

1. Wound Recovery  2. Downtime Menu  3. Supply State Update  4. Field Requisitions  5. Battlefield Evolution  6. Advance Factions  7. Brief Next Mission

### 1. WOUND RECOVERY

**Flesh Wounds.** All FW recover automatically. No roll required.

**Mortal Wounds.** Persist. Require treatment.

**Medic Treatment.** The Medic treats Mortal Wounds between missions. Roll OPINT vs 4+. Success: MW recovered. Failure: MW persists into the next mission. **One operator treated per downtime sequence.**

**No-Medic Recovery.** If no Medic is in the splice, each operator with a Mortal Wound rolls GUTS 4+. Success: MW recovered. Failure: MW persists. This roll cannot be assisted.

**Edge Tokens.** Don't carry over between missions unless a specific campaign reward says so.

## 2. DOWNTIME MENU

Each operator selects **one** activity.

ACTIV- ITY	EFFECT
<b>Rest</b>	Recover 1 additional FW or remove Stressed from one piece of equipment.
<b>Train</b>	Swap your Specialization for a different one from your class. No cost.
<b>Acquire</b>	Roll OPINT 4+. Success: add one piece of gear at current Supply State prices.
<b>Intel</b>	Roll TACT 4+. Success: GM reveals one piece of advance information about the next mission (patrol route, enemy tier, or objective location).
<b>Recover</b>	For operators with an unhealed MW. Roll GUTS 4+. Success: convert 1 MW to 1 FW. Failure: wound persists.
<b>Lay Low</b>	Reduce Heat / Alert carry-over by 1 tier, or reduce one faction's Threat rating by 1.

## 3. SUPPLY STATE UPDATE

Check current Supply State for the next mission.

STATE	EFFECT
<b>Operational</b>	Standard, no restrictions.
<b>Strained</b>	Consumables halved. Field Stabilize limited to once per operator per mission.
<b>Critical</b>	No consumables. Field Stabilize requires TACT 4+ to improvise a kit, then OPINT 4+ to stabilize.

**Job framework reference.** Job 1 = Operational. Job 2 = Strained. Job 3 = Strained or Critical.

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#### 4. FIELD REQUISITIONS

Award based on mission performance tier (Silver / Gold / Platinum). See Field Requisitions section below.

#### 5. BATTLEFIELD EVOLUTION

Check Performance Triggers. Award if earned. See Performance Triggers + Battlefield Evolutions sections below.

#### 6. ADVANCE FACTIONS

Move every faction one step on their timeline. Write it down. **Don't tell the players.**

#### 7. BRIEF NEXT MISSION

Present the next operation. Let the squad plan.

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### FIELD REQUISITIONS

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One-use rewards earned from mission performance. Three tiers. Award based on how cleanly the mission went.

#### TIER 1. SILVER (FULL OR PARTIAL SUCCESS)

Pick one.

- **Extra Edge.** +1 Edge token next mission.
- **Resupply Drop.** One operator swaps entire loadout at no cost.
- **Pre-Op Intel.** Designate one zone. All enemies revealed for Round 1 of the next mission.

#### TIER 2. GOLD (FULL SUCCESS ONLY)

Pick one. Operates instead of Tier 1, not in addition.

- **Close Air Support.** Strike one zone in the next mission. Every unit in that zone rolls vs 4+ or takes a Mortal Wound. Requires LoS and a 1-round delay.
- **Hardened Transport.** Skip one zone during infiltration. The squad bypasses that zone entirely.
- **Black Budget Gear.** One operator gains one off-list item. One mission only.

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### TIER 3. PLATINUM (FULL SUCCESS + ZERO MW)

Pick one. The squad earned it.

- **Ghost Protocol.** All operators begin the next mission undetected. Stealth is established at start.
  - **Command Override.** Force one enemy to skip one activation in the next mission.
  - **Extraction Guarantee.** All surviving operators extract regardless of position when the call is made.
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### PERFORMANCE TRIGGERS

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Battlefield Evolutions are earned by specific table behavior. After each mission, check whether any operator triggered one of these:

- Went **Out of Action** and was **successfully Field Stabilized** and returned to active duty the same mission.
- **Completed the mission primary objective while at 2 MW.**
- **Eliminated an HVT in solo engagement** (no assisting operator in LoS).
- **Maintained Stealth for 3+ consecutive rounds** without breaking.
- Made the **final action that secured a campaign-critical objective.**

**One Battlefield Evolution per operator per campaign.** No stacking. The first trigger that fires is the one that counts. The operator who earned Hard to Kill in Mission 2 carries that scar for the rest of the campaign and earns no further Evolutions.

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### BATTLEFIELD EVOLUTIONS

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Permanent operator advancements. Earned by Performance Triggers. Each evolution is selected when earned and persists for the rest of the campaign.

**Maximum one Evolution per operator.** A second trigger doesn't stack. The campaign rewards depth, not accumulation.

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## TRIGGER EVENTS

TRIGGER	WHAT HAPPENED
Sole Survivor	Every other operator removed. You completed or extracted alone.
Against All Odds	Survived 2+ Mortal Wounds in one mission.
Ghost Protocol	Completed an entire mission undetected.
Field Promotion	Another operator permanently removed. You were closest.
Broken Instrument	Failed a critical objective. Squad extracted. Primary goal lost.

## EXAMPLE EVOLUTIONS

When a trigger fires, pick one (GM may offer more):

**Last Operator Standing.** When every other operator is removed: +1 to all rolls for the rest of the round. Once per mission.

**Hard to Kill.** The first MW each mission converts to FW instead.

**Phantom.** Re-enter Stealth without rolling. Must be in cover. Once per mission.

**Weight of Command.** Issue an order as a free action. One ally within 6" takes a free action. Once per mission.

**Nothing Left to Lose.** First round of the next mission: +1 all rolls. Fades after Round 1.

**GM Note.** Battlefield Evolutions are not power creep. They are scar tissue. Each one says something specific about what the operator survived and what it cost. The operator who earned Hard to Kill isn't the same operator who started the campaign. And they know it.

---

## ADVANCEMENT

Operators advance through accumulated experience and Performance Triggers. The GM awards XP at the end of each mission.

---

## EARNING XP

- **Mission Success.** Completing primary objectives awards experience for the squad pool.
- **Exceptional Performance.** Individual operators who achieve standout moments gain advancement opportunities. Examples: a last operator standing a dramatic last stand, a Medic stabilizing three wounded operators in a single round, an Infiltrator extracting target intel in silence.
- **Survival.** Operators who complete the mission alive gain advancement points toward attribute improvement.

## SPENDING XP

Advancement is not automatic. At the end of a mission, if an operator earned advancement, spend XP to:

- **Improve an Attribute.** Move from Bad (5+) to Ordinary (4+) to Good (2+). Each step costs accumulated XP.
- **Retrain Specialization.** Between missions, swap your chosen specialization for a different one from your class list. Describe the training that justifies it. No XP cost, handled in the Downtime Menu.

**GM Note.** A failed mission where an operator made crucial decisions under pressure may grant advancement even without mission success. A mission where an operator repeated standard tactics and survived grants less consideration. Reward the choices that mattered, not the outcomes.

---

## EXTRACTION PROTOCOL

When half the splice has a Mortal Wound, the GM may offer a fighting retreat.

**Accepting.** Move-only operators don't provoke reactions during extraction. Campaign consequences: lost ground, temporary reputation hit, follow-up mission to recover what was left behind.

**Refusing.** The splice fights through. Both choices are valid. Both have costs.

---

---

## POST-MISSION CONSEQUENCES (D12)

---

Roll after each mission to determine what fallout follows the operators into the next operation.

### D12 CONSEQUENCE

- |    |   |
|----|---|
| 1  | Clean Exit. No blowback. No attention. Enjoy it.  |
| 2  | Rumor Spread. Locals know something happened. First TACT check for social interaction next mission suffers -1.      |
| 3  | Faction Retaliation. One squad contact goes dark for next mission.  |
| 4  | Heat. Local security increased. Next mission Alert Level starts at 1.   |
| 5  | Collateral Fallout. Next mission includes "Clean Hands" constraint: no civilian casualties or client pulls funding. |
| 6  | Intel Leak. One piece of next mission's briefing intel is false. GM decides which. Do not tell the squad.           |
| 7  | Equipment Seizure. One operator loses non-weapon gear before next mission.  |
| 8  | Ally Compromised. A friendly NPC was captured or turned. May appear as hostile in future.                           |
| 9  | Media Exposure. Any Alert above 2 triggers immediate extraction order next mission.                                 |
| 10 | Rival Faction Moves. GM advances one faction's Move by 2 steps instead of 1.  |
| 11 | Reputation Boost. One free Field Requisition (any tier). Client relationship improves.                              |
| 12 | New Enemy. Named antagonist enters the campaign with a grudge. Appears in a future scenario.                        |
-

---

## CONTACT RELIABILITY (D8)

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When reaching out to a contact or asset between missions, roll to determine their current status.

### D8 CONTACT STATE

- |   |   |
|---|---|
| 1 | Burned. Compromised. Intel is false. Acting on it gives enemy +1 Alert at mission start. GM does not reveal.            |
| 2 | Gone Dark. No response. Unavailable this cycle. May resurface later.  |
| 3 | Scared. Dead drops only (costs 1 extra downtime action). Info accurate but incomplete. Omits the most dangerous detail. |
| 4 | Distracted. Own crisis. Needs a favor first (1 Supply, side objective, or specific intel). Pay and they deliver.        |
| 5 | Reliable. Solid. One piece of accurate intel or one resource. No complications.   |
| 6 | Connected. Provides intel plus introduction to new contact in next AO.  |
| 7 | Upgraded. Higher-quality support: Tier 2 Requisition, classified intel (2 details), or 1 NPC ally for 1 round.          |
| 8 | Indebted. Goes above and beyond. All requested support plus one bonus. One-time. Debt cleared.                          |
-

## INTEL & LEVERAGE (D8 x 2)

When operators interrogate, negotiate with, or extract intel from an NPC, roll **twice**: once for **What They Know**, once for **What It Costs**.

D8	WHAT THEY KNOW	WHAT IT COSTS
1	Nothing useful. Bystander.	Free. They talk because they're nervous.
2	Patrol timing. Accurate for 4 hours.	Safety. Clear a threat near them first.
3	Layout. One floor or zone. 80% accurate.	Money. 1 Field Requisition or equivalent.
4	Personnel. One Elite or HVT name, role, description.	Evacuation. Escort to safe zone.
5	Faction intel. One faction's goal, strength, recent movements. 24 hours old.	Information exchange. They want something the squad knows.
6	Weakness. Unguarded entrance, supply dependency, shift gap, or habit.	Protection. Guarantee safety of family/property. Breaking promise has campaign consequences.
7	Objective intel. Exact location, status, or complication the briefing missed.	Future favor. Undefined debt redeemable in future mission.
8	Everything. Full picture: enemy strength, HVT location, defenses, escape routes.	Betrayal of someone else. Target a person not in current mission. Moral cost.

---

## FACTION PRESSURE

---

Every faction has a timeline. They advance whether the operators engage them or not. **Move every faction one step between missions.** GM tracks privately.

What "advance" means is GM-defined per faction:

- **NAF.** Drone deployment expands. New surveillance node activated. Tech rollout in a new sector.
- **SCA.** Bio-engineered terrain claims more ground. A new species is reported. The Amazonian Metroplex extends a tendril.
- **EO.** A new mining concession announced. Heavy equipment moves into a contested zone. Surveillance penetration deepens.
- **PCU.** A new ideological campaign launches. Water distribution shifts. The Prophet issues a directive.
- **PRC.** An algorithm goes live. A new cybernetic upgrade enters the field. Project Amaterasu progresses one step.
- **Void Walkers.** A new objective surfaces. The pattern shifts. Their gear shows up where it shouldn't be.
- **Nordics.** Access prices change. A new neutrality clause enters trade agreements. Their cameras catch something.

**Faction pressure surfaces in the squad's missions** through Post-Mission Consequences, Force Composition rolls, Alert Level effects, and the Patron Loyalty mechanic. Players see the consequences. They don't see the cause.

---

# 10/

## SOLO OPERATIONS

*Learn five tools. Play forever without a GM.*

# CHAPTER 10. SOLO OPERATIONS

*Learn five tools. Play forever without a GM.*

## WHY SOLO WORKS

Solo OT replaces a human GM with five discrete tools. Each answers one class of question that would otherwise cross the table. If a rule or scenario card answers a question, you don't ask the oracle. If the oracle can answer it, you don't improvise. If the protocol can decide for an enemy, you don't override.

The whole system is built to keep your judgment out of the loop where it would bias the fight in your favor.

**Solo Discipline.** Apply the result. Don't reroll. Don't interpret favorably. The whole point is that the final room is harder than you planned.

## THE FIVE SOLO TOOLS

TOOL	WHAT IT REPLACES	WHEN YOU USE IT
<b>SITREP Oracle</b>	GM judgment on uncertain events	Any yes/no question the rules don't already answer.
<b>Enemy AI Protocol</b>	GM enemy decisions	Every enemy activation during the Threat Phase.
<b>Fog of War</b>	GM-hidden information	Setup: enemies are waypoint tokens, not models.
<b>Event Phase</b>	GM-driven complications	End of every round after Turn 1.
<b>Heat Track</b>	Campaign-level pressure	Between missions: rises and falls with how clean you play.

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## TURN SEQUENCE (SOLO)

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Every round of solo OT resolves in **five phases**. Work top to bottom. Don't skip.

PHASE	WHAT HAPPENS
1. <b>Priority</b>	Both sides roll D6. You choose to take priority or concede. The loser's first activated model gets 1 action instead of 2.
2. <b>Operator</b>	Activate each operator. Two actions each. Finish one operator before starting the next.
3. <b>Threat</b>	Every enemy activates under the Enemy AI Protocol. Alert State → Target Priority → Action Priority.
4. <b>Event</b>	Roll 2D6 on the Universal Event Table (or draw one scenario card). <b>Skip on Turn 1.</b>
5. <b>End</b>	Resolve ongoing status effects. Check objectives. Remove expired Sustains. Advance clocks.

The Event Phase sits between Threat and End on purpose. The enemy has acted. You've acted. Now the world gets a turn, after both sides, before cleanup, so its effects land on the state you both just built.

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## MODIFIED RULES

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Core rules apply. These are the solo-specific adjustments. Anything not listed here runs the way the core game runs it.

**Priority Check.** You choose whether to take priority or concede after both sides roll. Priority Pressure applies to whichever side concedes (their first activated model gets 1 action).

**Action Floor.** Every activation has a floor of 1 action. Applies to operators and enemies equally. Penalties never reduce below it.

**Falling (solo variant).** 1 FW per 3" fallen. **6"+ deals 1 MW instead.** Solo play is harsher than core. (Core CH04 caps falling at 1 FW per 3" with no MW conversion. Solo intentionally raises the cost.)

**Reactions.** A reaction costs 1 action next activation. One per operator per round. **Body Shield** is the only reaction that requires both an adjacent friendly and LoS, review CH04 for the full set.

**GUTS Check Triggers.** Same as CH04. Plus: any extreme situation beyond the listed triggers fires SITREP at Even Odds, a yes-result triggers a check.

**Wound Clarity.** Same as CH04. Applies to enemies too, when an enemy converts 3 FW to MW, clear their FW track.

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## SITREP ORACLE

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The picture is never complete. Make your call with what you have.

**SITREP is the yes/no oracle.** Use it for questions the rules and scenario card can't answer. Limit: **2 checks per situation.** Then commit.

### ODDS

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

### THE TABLE

D6	RESULT
1	No, and it gets worse.
2	No.
3	No, but there's an opening.
4	Yes, but there's a cost.
5	Yes.
6	Yes, and something breaks your way.

Unlikely can't produce a 6. Likely can't produce a 1. The extremes are reserved for the neutral-odds roll.

---

## PROMPTS (D6 + D6)

When the oracle result needs more than yes/no, roll two D6. First die reads the Action column, second die reads the Object column. Combine through the fiction.

D6	ACTION	OBJECT
1	Secure	Route
2	Destroy	Asset
3	Reveal	Threat
4	Shift	Position
5	Delay	Objective
6	Compromise	Contact

**When to Ask.** SITREP fires when the rules can't answer and the scenario card is silent. That's its only trigger. You don't ask SITREP whether your shot hits. The dice decide that. You ask SITREP when the fiction produces a question no rule covers: *Is the door locked? Did the civilian hear the shot? Is there a second exit?*

---

## ENEMY AI PROTOCOL

They follow their training. No improvisation.

**Every enemy activates using this protocol.** First valid action wins. Don't improvise. Play the enemy as if they have an SOP card taped to their helmet.

## ACTION PRIORITY (ALERT)

Read top to bottom. First valid line wins.

#	ACTION	CONDITION
1	React	Targeted by Shoot and eligible.
2	Fight	An operator is in contact (base-to-base or within 1").
3	Shoot	Target in LoS. Use Target Priority to pick.
4	Advance	Alert, no LoS: full MOBI toward last known operator position.
5	Hold	Assigned to a zone: take cover, don't pursue.

## TARGET PRIORITY (ALERT)

When the AI Shoots, this list picks the target.

1. Operator who attacked this enemy this round.
2. Closest operator in LoS.
3. Most wounded operator in LoS.
4. Nearest to the primary objective.
5. Tie: roll D6. Odd = left, even = right, from the enemy's facing.

## THREAT KEYWORDS

Assign one keyword per enemy at setup. Persists the whole mission.

KEYWORD	EFFECT
Unaware	Doesn't activate until alerted. First attack from Unaware gains Surprise bonus.
Entrenched	+1 AR while in cover. Loses bonus if forced out.
Aggressive	Always moves toward nearest operator. Never takes cover.
Shielded	First hit per round absorbed. Second resolves normally.
Flanker	Always attempts to move to an angle that avoids the target's current cover.

**Running AI Smoothly.** Read the Action Priority list top to bottom. First valid line wins. Don't think about what you would do, think about what an SOP card taped to a helmet says. The enemy is not clever. The enemy is trained. Trained operators follow the list. Untrained operators follow the list worse.

**Speed tip.** Resolve all enemies of the same type at once. Two Grunts in the same patrol? Same action, same target priority check. Resolve simultaneously. Move on.

## SOLO ENEMY TIERS

Solo uses the Chapter 8 tier framework. No solo-specific stat block changes. The difficulty comes from the AI Protocol and the Event Phase, not from harder enemies.

TIER	FW	MW	COST	AR	NOTES
Hostile Asset	1	0	15	0	All checks -2. Non-combatant or overflow target.
Grunt	2	0	40	0	Group activation. No reactions. No MW.
Elite Standard	3	1	55	1	Individual activation. Full reactions. One Specialization.
Elite Hardened	3	1	85	2	Individual activation. Full reactions. Two Specializations.
HVT	3	2	100+	2	Mission-critical. Wound state escalation (see CH08).

**Hostile Assets** are non-combatants. They don't attack. They move 4" toward the nearest exit unless restrained. A Hostile Asset used as a combatant tier (15 pts) takes all checks at -2 and is removed on any single wound. Overflow from a crowd Shoot lands here first.

**Why Solo Combat Is Different.** You know every enemy stat. You placed every piece of terrain. The asymmetry is not informational, it is temporal. You planned your approach with full knowledge. The Protocol planned nothing. It reacts. Reactive enemies governed by a rigid priority list will do things no human GM would choose, and those choices will catch you in ways no human GM would find. The Protocol doesn't bluff. Doesn't adapt. It follows the card. That's why it works.

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## WHAT LIVES OUTSIDE THIS CHAPTER

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Solo OT has more depth than six pages can contain. The full system lives in the **Solo Operations supplement**. That includes Fog of War setup, Event Phase tables, the Heat Track campaign mechanic, alert state transitions, HVT escalation in solo play, and prebuilt solo missions. This chapter gives you the engine. The supplement gives you the road.

What you can run from this chapter alone:

- A single mission with one or more operators.
- The five tools as your GM substitute.
- A pre-written scenario card from the supplement (or one you build using the Mission Type d8 + Scenario Seed in CH07).

What you'll want from the supplement when you commit to a campaign:

- The Heat Track between-mission system.
  - The Event Phase table (D12 mid-mission complications).
  - Prebuilt scenarios designed for solo pacing.
  - Hex Crawl integration for free-roaming campaigns.
-

# OPERATOR ROSTER

Six pre-built operators from First Contact. Hand them out and play.

## CROSS

COMMANDO / GENE-FORGED / 100 PTS

SHT 2+ · FGT 2+ · TCT 4+  
 OPI 5+ · GTS 4+ · MOB 6"

AR 2 (Medium Rig) · 3 FW / 2 MW

**Rapid Deployment.** Insert first or last when splice order is set.

**Augment:** Suppression Resistance.

**Loadout:** Carbine, Sidearm, 1 frag, 1 medkit.

## SHADE

MARKSMAN / 110 PTS

SHT 2+ · FGT 5+ · TCT 4+  
 OPI 4+ · GTS 4+ · MOB 5"

AR 1 (Light Vest) · 3 FW / 2 MW

**Steady Aim.** Stationary, both actions. Next Shoot +2.

**Loadout:** Sniper Rifle, Sidearm, 1 smoke, 1 medkit.

## VEIL

INFILTRATOR / 100 PTS

SHT 4+ · FGT 4+ · TCT 2+  
 OPI 2+ · GTS 4+ · MOB 6"

AR 0 · 3 FW / 2 MW

**Ghost.** Stealth persists with silenced weapons.

**Loadout:** Suppressed SMG, Suppressed Pistol, Combat knife, 1 flashbang, 1 medkit.

## ROOK

BREACHER / 110 PTS

SHT 4+ · FGT 2+ · TCT 2+  
 OPI 5+ · GTS 2+ · MOB 4"

AR 3 (Heavy Plate) · 3 FW / 2 MW

**Structural Damage.** +1 to FIGHT/TACT vs walls, doors, barricades.

**Loadout:** Shotgun, Sidearm, Breaching axe, 1 frag, 1 medkit, 1 breaching charge.

## DOC

MEDIC / 90 PTS

SHT 4+ · FGT 5+ · TCT 4+  
 OPI 2+ · GTS 2+ · MOB 5"

AR 1 (Light Vest) · 3 FW / 2 MW

**Field Stabilize.** Adjacent ally 1+ MW. OPINT 4+. Remove 1 MW.

**Loadout:** SMG, Suppressed Pistol, 1 smoke, 1 medkit.

**Special:** Advanced trauma kit re-roll.

## CIRCUIT

TECH SPECIALIST / 100 PTS

SHT 5+ · FGT 5+ · TCT 4+  
 OPI 2+ · GTS 4+ · MOB 5"

AR 1 (Light Vest) · 3 FW / 2 MW

**Circuit Override.** OPINT 4+. Door, turret, drone, camera, terminal.

**Loadout:** SMG, Suppressed Pistol, Hardened tablet, 1 smoke, 1 medkit.

# PLAYER QUICK REFERENCE

## THE ROLL

D6 vs threshold. Modifiers adjust the die, never the threshold. Nat 6 always succeeds. Nat 1 always fails.

RATING	THRESHOLD
Good	2+
Ordinary	4+
Bad	5+

## WOUND TRACK

STATE	PENALTY	ACT
Clean / 1-2 FW	None	2
3 FW	-1 all rolls	2
3 FW + hit	Converts to 1 MW. Clear FW.	Same
1 MW	-1 all rolls	1
2 MW (Failing)	-2 all rolls	1
2 MW + hit	Out of Action.	None

## STATUS EFFECTS

STATUS	EFFECT / ENDS
Prone	Incoming Shoot -1. Half MOBI crawl. Stand Up (1 act).
Pinned	Move = both actions. Shoot -1. AR -1. Ends next activation.
Stealth	Can't be Shot. Enemies won't approach. Breaks on hit / Fight / failed TACT in LoS / open ground near alert.
Sustaining	Half MOBI. Wound = GUTS 4+ or Sustain breaks.
Out of Action	Removed from play.

## ACTIONS (2 PER ACTIVATION)

ACTION	COST	EFFECT
<b>Move</b>	1	Up to MOBI inches.
<b>Sprint</b>	2	MOBI ×2. Nothing else.
<b>Shoot</b>	1	Ranged in LoS, in range.
<b>Fight</b>	1	Base contact. Resolves now.
<b>Overwatch</b>	2	Free Shoot at first into LoS.
<b>Ability</b>	varies	Class signature / Spec.
<b>Interact</b>	1	Hack, plant, defuse. 4+.
<b>Field Stabilize</b>	1	Adjacent 1+ MW. OPINT 4+. -1 MW.
<b>Hide</b>	1	TACT 4+. In cover, outside LoS.
<b>Field Read</b>	1	Spot / Call / Read Room. 4+.
<b>Desperation Fire</b>	2	Second Shoot -2. Nat 1 jams.
<b>Sustain</b>	ongoing	Hold. Half MOBI.
<b>Stand Up</b>	1	Leave Prone.

## REACTIONS (1 PER ROUND, COSTS 1 ACTION NEXT ACTIVATION)

REACTION	EFFECT
<b>Return Fire</b>	Immediate Shoot at attacker.
<b>Take Cover</b>	Reposition 3" into cover.
<b>Duck Down</b>	Go Prone. Attacker -1.
<b>Body Shield</b>	Adjacent friendly takes the hit instead.

# GM TABLES

The four tables a GM reaches for most. Full text lives in CH07 and CH08.

## MISSION TYPES (D8)

D8	MISSION
1	Extraction. Get someone out.
2	Sabotage. Plant charges. Extract.
3	Surveillance. Observe, report.
4	Elimination. One target. Confirmed.
5	Seizure. Take, hold 3 rounds.
6	Recovery. Object or data package.
7	Escort. VIP through hostile.
8	Interdiction. Block 4 rounds.

## PATROL BEHAVIOR (D6)

D6	BEHAVIOR
1	Advance. Full MOBI to nearest known.
2	Hold. Overwatch. SHOOT 4+.
3	Sweep. Half MOBI. OPINT 4+ in 8".
4	Regroup. Fall to cover. +1 defense.
5	Investigate. To last disturbance. Engage.
6	Radio Check. Comms. Reinforce 2 rds.

## ALARM CONSEQUENCES (D8)

D8	CONSEQUENCE
1	Lockdown. Override (Tech OPINT 4+).
2	Reinforcements. Grunt fireteam (3) next phase.
3	Guard sweep. Two Grunts to loud sector.
4	Extraction prep. HVT to secondary exit.
5	Intel destruction. d6 rounds then gone.
6	Comms out. External. Reinforce d6+2.
7	Civilian scatter. To nearest cover.
8	Escalation. Alert +1 extra.

---

**STEALTH BREAK GRADATION (D10)**


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D10	RESPONSE
1	Phantom. False alarm. No action.
2	Sound Contact. One guard, 1 round.
3	Shadow. Low ready. OPINT 4+ in 6", 2 rounds.
4	Peripheral. All in zone freeze or spotted. 1 rd.
5	Partial ID. Two guards sweep d6 rds. OPINT 4+ in 8".
6	Noise Spike. Zones alerted. Patrols halve. Alert +1.
7	Visual Confirm. One guard. Radio. Alert +1.
8	Weapons Free. All in LoS active. Alert +1.
9	Compromised. Reinforce 2 rds. Alert +2.
10	Full Blown. All forces. Alert +2. HVT escape.

---

**NPC TIER QUICK STATS**


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TIER	PTS	WOUNDS	NOTES
<b>Hostile Asset</b>	15	1 FW / 0 MW	All checks -2. Crowd overflow.
<b>Grunt</b>	40	2 FW / 0 MW	Group activate. No reactions.
<b>Elite Standard</b>	55	3 FW / 1 MW	All 4+. AR 1. One Spec.
<b>Elite Hardened</b>	85	3 FW / 1 MW	All 3+. AR 2. Two Specs.
<b>HVT</b>	100+	3 FW / 2 MW	Cornered & Last Stand escalation.

---

**SUPPLY STATE**


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STATE	EFFECT
<b>Operational</b>	Standard. Field Stabilize as written.
<b>Strained</b>	1 grenade + 1 medkit / op. Field Stabilize once / op.
<b>Critical</b>	No consumables. Field Stabilize: TACT 4+ then OPINT 4+.

---

## ROLL TABLES

*Optional and on-demand. The standard rules resolve every hit, every fumble, every Mortal Wound. These tables are for tables that want extra weight.*

### CRITICAL HIT (D12)

---

Roll on a natural 6. Standard MW still applies.

- |           |  |
|-----------|--|
| <b>1</b>  | Armor breach. Target's AR -1 this round.                   |
| <b>2</b>  | Knocked prone.   |
| <b>3</b>  | Disarmed. 1 action to recover.                             |
| <b>4</b>  | Pinned.  |
| <b>5</b>  | Pushed back 2", GM picks angle.                            |
| <b>6</b>  | Concussed. Target's next action -1.                        |
| <b>7</b>  | Intel compromised. Hidden intel revealed.                  |
| <b>8</b>  | Equipment destroyed. One gear Stressed.                    |
| <b>9</b>  | Morale crack. Adjacent Grunts GUTS or break.               |
| <b>10</b> | Through-and-through. Pass to next target in LoS within 3". |
| <b>11</b> | Suppressive cone. Enemies in 3" Pinned.                    |
| <b>12</b> | Decisive. MW = 2 MW. 1 MW + this = OOA.                    |
-

---

## WOUND COMPLICATIONS (D12)

---

Roll on MW. Persists until healed.

- |    |   |
|----|---|
| 1  | Arm hit. SHOOT/FIGHT -1. No 2H weapons.               |
| 2  | Leg hit. MOBI -2". No Sprint.                         |
| 3  | Gut shot. GUTS -1. 1 FW/round until stabilized.       |
| 4  | Eye injury. SHOOT -1 beyond Short. OPINT -1.          |
| 5  | Internal bleeding. -1 all. No FW recovery.            |
| 6  | Concussion. OPINT/TACT -1. GUTS 4+ to keep 2 actions. |
| 7  | Broken rib. FIGHT/GUTS -1. Sprint costs 2 FW.         |
| 8  | Severed comms. No Field Read. No Assist bonus.        |
| 9  | Punctured lung. MOBI -1". Sprint = 1 FW.              |
| 10 | Hand mangled. No Interact. No reload.                 |
| 11 | Hearing loss. No Stealth detect. -1 GUTS to noise.    |
| 12 | Multiple. Roll twice more. Both apply.                |

---

## FUMBLE (D12)

---

Roll on natural 1 when rules don't specify.

- |    |  |
|----|--|
| 1  | Weapon jams. TACT 4+ (1 action) to clear.      |
| 2  | Off-balance. Target +1 to next attack.         |
| 3  | Wide miss. Strays into cover or wrong target.  |
| 4  | Slip. Operator goes Prone.                     |
| 5  | Dropped item. Gear falls 1", random.           |
| 6  | Empty. Reload costs 1 action next activation.  |
| 7  | Wrong target. Hits adjacent ally or misses.    |
| 8  | Loud failure. Alert +1 within 6".              |
| 9  | Strain. Operator takes 1 FW.                   |
| 10 | Tactical error. Next Move +1" cost.            |
| 11 | Squad confusion. Adjacent ally -1 next action. |
| 12 | Catastrophic. Combine two of the above.        |
-

## USING THESE TABLES

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Optional. The standard rules resolve combat without them. Roll Critical Hit on natural 6, Wound Complication on Mortal Wound, and Fumble on natural 1. Use one, two, or all three. **Cinematic missions:** all three. **Standard play:** none.

# CHARACTER SHEET

Photocopy. Fill in. Bring it to the table.

CALLSIGN .....	PLAYER .....		
CLASS .....	SPECIALIZATION .....	PTS .....	GENE - FORGED? .....

## ATTRIBUTES

SHOOT	FIGHT	TACT	OPINT	GUTS	MOBI	AR

## WOUND TRACK

Flesh Wounds (3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal Wounds (2)	<input type="checkbox"/>	<input type="checkbox"/>	
Edge Token (1, expendable)	<input type="checkbox"/>		

## SIGNATURE ABILITY

## DOCTRINE

## LOADOUT

PRIMARY WEAPON  
 .....

SIDEARM  
 .....

FIELD GEAR 1	FIELD GEAR 2
FIELD GEAR 3	FIELD GEAR 4
MELEE	GRENADES

**OPERATIONAL LIABILITY (D12)**

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**AUGMENT TAG (GENE-FORGED ONLY)**

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**BATTLEFIELD EVOLUTION (CAMPAIGN)**

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**NOTES**

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## COLOPHON

**Operator Tactics. Edition 1.** Designed by Jesse Alexander. Published 2026.

Set in IBM Plex Sans (body), Archivo Narrow (display), IBM Plex Mono (codes), News-reader (italic). All Open Font License. Printed on uncoated stock at A5 trim.

Voice and structure follow a discipline of declarative rules, action-verb definitions, flavor inside mechanics, and second-person address.

The Splice Punk x TDR aesthetic governs every visual decision. The Lumicite is real. The Void Walkers are not your friends. Bring your operator home.

01 BRIEF PG IV

# TAKE THE CONTRACT. BRING YOUR OPERATOR HOME.

**OPERATOR TACTICS** is a tactical RPG of contract operators in a fractured world. You play a working operator on a freelance splice. *Take jobs. Build the kit. Run the op.* Spend what you earned. Lose what you spent.

The Upheaval ended the resource wars and started the next thing. Seven faction powers run what's left, badly, through proxies. Gene-forged operators built from apex predator stock.

02 SPECS CORE

PLAYERS <b>1-6</b> + GM OR SOLO	SESSION <b>2-4 H</b> ONE MISSION	SYSTEM <b>D6</b> MEET OR BEAT	CLASSES <b>SIX</b> ONE JOB EACH
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03 TEN CHAPTERS 110 PG / A5

01 WELCOME TO THE LINE . . . . . 008	02 OPERATORS . . . . . 011
03 GENE-FORGED . . . . . 021	04 GAMEPLAY . . . . . 028
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