

TERRA CONFLICTUS 2066

THE NEW CIRCUITS



SPORT AFTER THE UPHEAVAL
JESSE ALEXANDER

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THE NEW CIRCUITS

TERRA CONFLICTUS 2066 ·
FOURTEEN SPORTS, THREE
TIERS

A Supplement & Campaign for Operator Tactics by
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HOW TO USE THIS BOOK

Fourteen games. Three tiers. One rule that decides whether any of them belong in this book at all.

THE DESIGN RULE

Every sport in this book has a core that cannot exist anywhere else.

A sport that would work unchanged in our world is a reskin, and a reskin is not worth adding to a setting this specific. Where a real sport is named below -- football, boxing, strongman, squash -- it is there to make the shape legible in one line, not because the sport is a copy of it. MARCH is not football with a coat of paint. MARCH is football where the referee is a surveillance grid and each side may legally lie to it three times a match. That is the whole difference, and it is the only reason the sport is in this book.

Test every entry against this before you run it: what does this game do that could only happen in Terra Conflictus? If the answer is nothing, cut it.

WHAT THIS BOOK IS

Fourteen games this world plays, outside the two that already have full treatment elsewhere in the line. **Raid Race** has its own companion, *Raid Racers*. **The Crackerjack** has its own chapter in the core Setting Guide (CH15, "The Crackerjack"). Neither is restated here.

Pt. I, the sanctioned tier, is the tier four billion people actually watch: franchises, owners, title sponsors, broadcast partners, shirts with somebody's name on them. **Pt. II, the underground tier**, has no franchises, no broadcast deals, and in one case no governing body at all -- the gap between the two tiers is most of what a sports desk in this world actually writes about. **Pt. III** covers four circuits that were already in the Brand Bible before this book existed. Nothing in that section invents new lore. In all four cases the central mechanic was sitting in the published description already, and the only work was noticing it.

WHAT YOU NEED

The Operator Tactics core rulebook. Six-sided dice. This document.

HOW IT RUNS

Every circuit resolves on the same D6 engine as standard OT play: meet or beat a threshold, natural 6 always succeeds, natural 1 always fails. Good is 2+. Ordinary is 4+. Bad is 5+. Nothing in this book replaces combat, the wound track, or Edge Tokens. These are new action families that run alongside them when a scene calls for a match instead of a firefight.

Standalone. Run any circuit as a one-off: a Catchwater meet the splice gets pulled into, a Stack game that turns into a shakedown, a Long Count challenge that costs somebody their patron.

Campaign frame. A season of any sanctioned-tier sport gives you a ticking clock and a cast whose personal dramas intersect with faction politics, the same way Raid Race and the Crackerjack do. The underground tier works better as texture and complication -- a Catchwater meet that exposes a contaminated Tier One supply, a Half Lap eligibility fight that becomes a splice-composition argument nobody wanted to have out loud.

Betting and the Feed. Every circuit in this book is watched, priced, and bet on somewhere. The Syndicate's book prices circuits before the card runs and settles after -- it never adjusts a result once it exists, and it never invents one that hasn't happened. If your table cares about that layer, a circuit's outcome is exactly as fixed or unfixed as everything else in this world's spectacle economy: rigged by whoever has leverage, watched by everyone regardless.

THE VOICE

Bold Term, description, mechanics. Second person where the text is talking to a GM or a player directly. **The point** callouts are not flavor text sitting next to the rules -- they are the rules' reason for existing, and they should never be cut for space.

01 /

THE
TIER

SANCTIONED

*Franchises, owners, title sponsors, broadcast partners.
The tier four billion people actually watch.*

THE SANCTIONED TIER

Franchises, owners, title sponsors, broadcast partners, shirts with somebody's name on them. This is the tier four billion people actually watch.

SPORT	READS LIKE	THE THING ONLY THIS WORLD CAN DO
MARCH	Football	The referee is a surveillance grid, and each side may legally lie to it three times
HIGHSIDE	Basketball	The scoring heights make a mono-type squad physically impossible. This is the splice sport.
THE SQUARE	Boxing	Template drift is the career clock. Greatness and ineligibility arrive together, from the same cause.
CLEAN RUN	American Ninja Warrior	The course is adaptive terrain that studies attempts and hardens against whatever nearly worked

MARCH

Where. Global. Eight clubs. Title sponsor IRONWELD COLLECTIVE, broadcast on FLOOD CHANNEL. **Shape.** Eleven a side. Four checkpoint lines. A weighted ball. **Pitch.** *"Football, except the referee is a checkpoint grid and you are allowed to lie to it."*

There are no human officials. Possession, offside, and the line itself are adjudicated by a surveillance grid, the same class of system that runs a district checkpoint. In a world where spoofing that grid is a consumer product, the sport did the only thing it could: it legalized the spoof and rationed it.

Ghost calls. Each side has three per match. A ghost drops the ball off the grid. For that phase the officials genuinely do not know where it is, play continues on the honor of two captains, and the grid re-acquires at the next line.

Ghost phases are **+1 to advance**, and anything that happens inside one is unreviewable forever. Roughly one goal in six is scored inside a ghost and cannot be checked by anybody, which is the single most argued-about fact in the sport.

Each phase, roll ADVANCE. Success moves a line, natural 6 moves two, natural 1 concedes the ball and a line. Four lines scores. Sixteen phases a side.

GM Tip. A MARCH match is a clean way to put a splice inside a stadium-scale crowd scene without a firefight. The ghost call is the hook: whatever the players need to do quietly, three windows a match exist where the world's most comprehensive surveillance grid is contractually blind.

HIGHSIDE

Where. Arcology atria. Six clubs. Title sponsor VEKTORA, broadcast on CABLE MOUTH. **Shape.** Five a side, played upward. **Pitch.** *"Basketball up the side of an atrium, where no single template can play every position."*

Three targets.

TARGET	HEIGHT	POINTS	WHO CAN REACH IT
Low	4m	1	Anyone
Mid	9m	2	Leaper templates
High	17m	3	Climber templates only

The high target cannot be reached by a baseline or a heavy body. The low target cannot be held by a climber, which has no mass to defend ground with. **A squad bred from one template physically cannot compete.** A side that cannot reach a height also cannot contest it, so an opponent shooting there is unopposed.

// THE POINT

Half Lap refuses splices at scrutineering. Highside cannot be played without one. They broadcast on the same night in the same territory, and everybody involved knows exactly what that looks like.

A club short a climber is not eliminated. Ekho Ascent have not signed one in two seasons and still win matches by grinding low and mid targets. They have also not scored a three in that entire time, and the crowd counts.

THE SQUARE

Where. Global, pay-per-view. Title sponsor BURNER, broadcast on NULLCAST.

Shape. Single combat, limited contact, template classes, ten rounds. **Pitch.** *"Boxing, where the thing that makes a fighter great is the same thing that will strip their licence."*

Four rival sanctioning bodies: the NAF Board, the Continental Council, the Free Zone Commission, the Open Register. Four belts. None recognizes the others. Unification has been attempted twice and collapsed both times over whose medical standard counts.

Drift is the career clock. A fighter's template keeps moving after they are grown, and it moves the same way for nearly everyone: reflexes sharpen, impulse control degrades.

DRIFT EFFECT

0-1	Clean. No modifier.
2-3	+1 to exchanges. A natural 1 now costs a point for continuing after the break.
4	+2 to exchanges. The commission is watching and says so publicly.
5	Past the registered range. Licence withdrawn.

A stoppage requires a natural 6 while the opponent is already three points down. Roughly two bouts in five end inside the distance.

// THE POINT

A fighter at drift 4 is the most dangerous person in the division and one medical away from being unlicensable. The unlicensed cards are therefore the best cards, they pay the most, and nothing that happens on one counts toward a belt. Everybody involved knows this is the actual sport and nobody will say so on the broadcast.

CLEAN RUN

Where. The GSOTC, year round. Title sponsor BURNER, broadcast on FLOOD CHANNEL. **Shape.** One runner, eight obstacles, no opponent. **Pitch.** *"An obstacle course that watches you fail and rebuilds itself to make sure the next one fails the same way."*

Eight obstacles, ramping: the Slip, Cantilever, Dead Hang, the Shear, Rolling Face, the Gap, Tower, Last Wall. The opening obstacles are +2 and +1 to clear. Tower and Last Wall are -2.

The course learns. Any runner who fails at obstacle five or later causes that obstacle to be **hardened by one grade**, to a maximum of two, permanently. The adaptive terrain reviews the telemetry between attempts and rebuilds against whatever nearly worked.

About one attempt in a hundred and fifty reaches the end. There have been three clean runs in the sport's history, and two of them belong to the same woman, who has since retired and will not discuss it.

// THE POINT

Every deep run makes the course harder for everyone who comes after, using that runner's own attempt to do it. The better the season, the worse the course. Last Wall has been rebuilt eleven times and has ended more attempts than anything else on the card.

GM Note. The GSOTC shares its terrain with the Crackerjack Competition (core Setting Guide, CH15). A splice that has worked one has a live line on the other -- the adaptive terrain does not forget what nearly worked against it, regardless of which event asked.

02/

THE UNDERGROUND TIER

No franchises. No broadcast deals. In one case, no governing body at all.

THE UNDERGROUND TIER

No franchises, no broadcast deals, and in some cases no governing body at all.

SPORT	READS LIKE	THE THING ONLY THIS WORLD CAN DO
Catchwater	Competitive fishing	The weigh-in is a resonance check, and the best catchment is the one that reads hot
Load Line	Strongman, tested and untested divisions	Weight class is set by declared genome, and a drifted template cannot be classed at all
Stack	Kubb or skittles, with streetball's local rules	The crates are live salvage and nobody is certain what is in all of them
Half Lap	Team pursuit cycling	Cohesion is genomic. A splice cannot field a cohort and is refused at scrutineering.
Dead Air	Squash, if you were also the ball	Low gravity on the only sovereign entity not on the planet
The Long Count	Boone and Crockett, or free-diving records	The quarry is Aberrant fauna and the book is kept by BAFO

CATCHWATER

Where. PCU territory and the water blocs. **Shape.** Teams work a district's rooftop catchment network inside a rain window and deliver sealed allocation drums. **What it is about.** Nobody controls the clock.

The meter, not the scale. Inspectors don't check for dirt. They run a resonance meter over every drum, because catchment downstream of a Lumicite site carries trace substrate, and water that reads hot is barred from the allocation network. It is also worth several times the prize money to buyers who don't care

about the allocation network. The best catchment on any card is the one the crews aren't supposed to work, everybody knows where it is, and the meter is the only thing between a district's drinking water and a very good payday.

About one entry in sixteen is barred at the meter.

Roll **D6+3** for the rain window in rounds. Before that, roll **2D6**: on a 3 or less the front breaks up and the meet washes out entirely.

Each team starts with **3 Seal**. Each round, a team either presses or reseals.

Press. Roll the team's HAUL rating. Natural 6: +2 volume. Success: +1 volume. Failure: lose 1 Seal. Natural 1: lose 1 Seal and take 1 Contamination -- grey water in the drum is a deduction and everyone can see it.

Reseal. Roll the team's SEAL rating. Success restores 1 Seal, to a maximum of 3.

At the end of any round before the window closes, roll 2D6. On a 3 or less the rain stops early and everything still on the roof stays there.

Scoring. volume x seal, minus 2 per contamination. A team at 0 Seal delivers nothing at all, whatever is in the drums.

// THE POINT

Volume is worth nothing if the seal fails, so every round is a choice between hauling one more drum and making the ones you have hold. Teams that press all the way through post enormous raw volume and score zero.

LOAD LINE

Where. Contested zones, everywhere. **Shape.** Two-person timed carry over a fixed route of five segments. **What it is about.** Registration.

Weight class is set by **declared genome**, verified against HELIX STANDARD.

CLASS	LOAD
Baseline	60kg
Light template	75kg
Heavy template	95kg
Unclassed	110kg

Each turn, roll the pair's CARRY rating at **-1 if carrying 110kg**. Natural 6: clear 2 segments. Success: clear 1 segment. Failure: a drop -- the load goes down and they reset it. Natural 1: a drop, and the turn is lost as well.

Fewest turns wins. Drops break ties. A pair that has not finished in 18 turns is recorded as did not finish.

The unclassified division. An operator whose template has **drifted past its registered range cannot be classed** -- not because anyone judged them dangerous, but because the paperwork has nowhere to put them. The unclassified division exists to hold them. Everyone carries 110kg regardless of what they are. Roughly half the field does not finish. It is the best-attended event on any card and its results are not recognized by anybody, which is a sentence worth reading twice.

// THE POINT

This is the eligibility argument with a stopwatch on it. Whoever decides what a template's registered range is decides who is allowed to compete, and nobody in the setting has ever explained who that is.

STACK

Where. Everywhere. There is no governing body and there never has been.
Shape. A heavy ball and a vertical stack of salvage crates. Take theirs down while yours stands. **What it is about.** The rules change street to street, and that is the culture rather than a defect.

The crates are real salvage. Nobody in this world has spare purpose-made sports equipment, so a stack is whatever the district pulled out of the ground that month, and the contents are not always known. Most of it is inert. Some of it is pre-Upheaval and sealed for a reason.

On a natural 6 topple, roll two D6. On double 1 a crate splits on the pavement and starts reading: **the game is abandoned**, no result, everybody back up the street. This happens in about one match in thirty and it is the only thing that stops a game of Stack.

Both sides start with a stack **3 crates** high. Roll **D6 for house rules** before every match. The house rules are not optional and not negotiable, and the visiting side does not get a say.

D6	HOUSE RULE	EFFECT
1	Open floor	No restriction. Whoever puts the stack down wins.
2	Two hands	The ball must be thrown two-handed. All throws at -1.
3	Standing count	A stack that loses its top crate but stays upright still counts. Roll 5+ to stay up.
4	No ground game	A ball that touches the ground is dead and returns to centre.
5	Height rule	Stacks are rebuilt taller each round. The game gets worse and longer.
6	Barricadia rules	Everything is legal except touching the other side's crates by hand.

Twelve rounds. Each side throws once per round, rolling THROW. Success takes a crate, natural 6 takes two. A toppled stack scores 1 and both stacks are rebuilt.

The decider. Nobody walks off a tied stack. Play continues until one side scores. Every district settles it this way, and it is the one rule none of them argue about.

HALF LAP

Where. Gorodskie Ekho. EO and Kavast territory. **Shape.** A four-leg cold-weather pack relay run by mono-type genomic cohorts. **What it is about.** Genomic cohesion, and who is allowed to have it.

Eligibility. A cohort must be of **one template**. Scrutineering refuses anything else. A splice cannot enter this sport. That is not an oversight in the rules -- it is the rule.

Each cohort starts at **3 Cohesion**. Each leg, roll PACE with a **+1 at 3 Cohesion, +0 at 2, and -1 below that**. Natural 6: 1 time unit. Success: 2 time units. Failure: 4 time units and lose 1 Cohesion -- somebody has come off the back.

At 0 Cohesion the cohort is **Broken**. They finish as individuals and are scored as such.

After every leg roll D6. On a 1 the cold takes a leg out of them: 1 extra time unit.

Lowest total time wins. Cohesion breaks ties.

// THE POINT

The bonus for moving as one body decays the moment one body cannot keep up, which is the same argument this setting has about mono-type formations generally. A pack is faster until it isn't, and then it is five people in the snow.

DEAD AIR

Where. The UNSO Traveler, low Earth orbit. The mid-sphere corridors. **Shape.** A twelve-person league on a ship of nine hundred people, broadcast down. **What it is about.** There is no friction, so every action commits you to a vector.

Each competitor tracks **Vector**, from 0 to 5. Nine rounds.

Commit. Roll VECTOR at **-1 per point of current Vector**. Success: score 1, natural 6 scores 2, Vector +1. Failure: Vector +2. **At Vector 5 you hit the bulk-head** -- lose a point, reset to 0, and the corridor makes the sound it makes.

Shed. Roll SHED. Success reduces Vector by 2.

// THE POINT

Nothing here is about speed. Speed is free. The only question that matters is whether you can shed what you have built up before the wall, and overcommitting is the characteristic mistake of the sport and the reason nine hundred people come to watch.

THE LONG COUNT

Where. Global. Kept by BAFO. **Shape.** Not a league. A record book. **What it is about.** The only leaderboard where the holders keep dying.

Three standing records.

RECORD	UNIT	BETTER IS
Largest confirmed specimen	kg	higher
Fastest clean capture	minutes	lower
Consecutive contracts without a wound	contracts	higher

A challenger declares a record and makes an attempt. Roll their rating. Failure is an attempt that came up short -- nothing changes. Natural 1 and the challenger does not come back. Success is not enough on its own: the mark only falls on an exceptional run, a natural 6 on the attempt or a clean attempt backed by a 6 on

the measure. Then roll D6 for the margin.

A record falls roughly once every year and a half. A challenger dies roughly every other session. Both of those numbers are the point.

GM Note. Do not put an established character in front of the Long Count casually. The table is built to take someone, and it should take someone the group has a reason to care about, at a moment chosen on purpose. Any challenger the players face by default should be a name the Long Count's own bookkeeping generated, not a canon figure -- the record book prices its risk before the attempt and reports the result flatly, the same discipline the Syndicate's own book holds itself to.

03/

LEGACY CIRCUITS, NOW PLAYABLE

Four sports that were already in the Brand Bible. The mechanic was always sitting in the description. Nobody had noticed it yet.

LEGACY CIRCUITS, NOW PLAYABLE

Four sports that were already in the Brand Bible. Nothing here invents new lore -- in all four cases the central mechanic was sitting in the published description already, and the only work was noticing it.

SPORT	THE PUBLISHED DETAIL EVERYTHING HANGS ON
Traverse League	"Operates under callsigns only. The League does not ask about genomic registration and does not have a policy on the matter. This omission is intentional. "
Canal Sprint	" Course changes with the tide. Teams of two: navigator and engine."
Burn Run	"Participants race through a contested zone grid, leaving signatures at designated relay points. Scored on reach, legibility, and style."
The Rope	"No bracket, no prize money, no faction presence. The organizer is whoever is willing to be the organizer this season. "

TRAVERSE LEAGUE

Where. Contested cities. Flooded London hosts the flagship twice a year. **Pitch.** *"Urban crossing judged on style, where nobody is allowed to ask who you are."*

The League runs on callsigns and has no genomic registration policy, deliberately. That makes it the one circuit on Earth where a competitor barred everywhere else can still compete: an operator whose template has drifted past its registered range, one on a detention list, one whose genome is claimed as property by a faction that would like them back. They enter under a callsign and nobody at the desk asks.

Roughly a third of any Traverse field cannot legally be competing somewhere else. This is the exact inverse of Load Line, which exists to class people by genome, and the two circuits are the clearest statement the sports world makes about registration.

Five crossings. Roll CROSS for each. A failure ends the run there. Each cleared crossing scores **2 points** and triggers a STYLE roll worth **1**, or **2 on a natural 6**, at +1 if the crossing itself was a natural 6. Style is judged, not measured, and it is half the sport.

GM Tip. A Traverse League field is the cleanest place in this book to put an operator the splice needs to find but can't through any registered channel. Nobody at the desk has their real name. Somebody in the crowd does.

CANAL SPRINT

Where. Flooded London, the submerged lower city. **Pitch.** *"Two-person boat racing where the course is inside a drowned building and the tide decides which rooms still exist."*

Roll **D6 for the tide** and D6 for whether it is rising. The tide moves one step every leg, across four legs. Five routes, each passable only inside a band of water levels.

ROUTE	PASSABLE AT	SPEED
Undercroft	1-3	2
Cheapside cut	2-5	3
Fleet channel	3-6	3
the Arcade	4-7	4
over the roofs	6-9	5

The **navigator** rolls first and picks the line. On a success they take the fastest route that is actually open. On a failure they take whatever they took. If the route has closed by arrival the boat **backs out and loses seven**, which is a leg and a half.

The **engine** then rolls for the leg time.

// THE POINT

The Ironweld Collective sponsors a boat. VEKTORA sponsors a boat. The Interchange market's unsponsored boat has placed top three four years running, and in this implementation it does so on navigation alone: it is the only crew with a good navigator and an ordinary engine, and it strands about a third as often as the money does. Sponsorship buys engines. It does not buy knowing which arcade is still open at tide four.

BURN RUN

Where. Flooded London, Gorodskie Ekho, the Amazonian Metroplex. **Pitch.** *"Competitive tagging through a live contested zone, where the tags are indistinguishable from real operator marks."*

Six relay points inside a fixed window. Roll RUN to reach each one; a failure ends the run. Each point reached scores 2. Then roll MARK: a legible signature scores another 2, and a natural 6 adds 2 style.

The misread. On a natural 6 mark, roll 2D6. On a 4 or less that signature is clean enough that somebody takes it for a real station mark. It happens about once every four events.

// THE POINT

This setting already runs on mark culture. A station mark is information compressed into a form that takes three seconds to read and carries twelve hours of operational meaning, and a Burn Run signature is left in exactly that visual language, in a contested zone, at a relay point. There is no way to tell them apart.

Every event pollutes the information network of the zone it runs through. Faction intelligence reads competition marks as operational marks because it cannot do otherwise, and every so often somebody acts on one. The GSOTC has asked about acquiring the format. The organizers have not replied, and this is probably why.

GM Tip. A Burn Run signature that gets read as an operator mark is a live hook - the splice can spend a session chasing a lead that was never anything but a teenager's tag, or discover the mistake only after acting on it.

THE ROPE

Where. Flooded London neighborhoods. **Pitch.** *"A circuit with no bracket, no purse and no organizer unless somebody volunteers, where the only prize is a line in an archive."*

First, roll 2D6. On a 4 or less nobody volunteered to organize it and there is no meet. No announcement, no fixture, nobody to be annoyed at. This happens about one meet in six.

Otherwise pick an organizer from the field and roll the category: rope traversal, load carry, timed crossing, or contested weather. Three attempts each, rolling ROPE. Success scores 2, a natural 6 scores 3.

The top three go into **the Burn Archive's quarterly documentation**, and that is the entire prize. There is no money and there never has been. Being on the Burn Archive leaderboard is the whole point, and the leaderboard is the only thing that accrues.

GM Tip. The Rope is the sport with nothing to steal, nothing to fix, and nothing to bet on -- which makes it the cleanest possible cold open for a session. Let the players watch one before anything goes wrong.

FRANCHISES AND SPONSORS

Team rosters rotate season to season -- the desk regenerates fixtures and standings on its own schedule. Sponsors and broadcasters are canon-locked. Use the sponsors to dress a scene. Invent the club name on the spot; nobody will check it against last season's bracket.

THE FIXED NAMES

IRONWELD COLLECTIVE. Title sponsor, MARCH. Also fields a Canal Sprint boat -- buys engines, not navigators.

VEKTORA. Title sponsor, HIGHSIDE. Also sponsors a Canal Sprint boat.

BURNER. Title sponsor, THE SQUARE and CLEAN RUN. The green-label energy drink brand that isn't a company so much as a recipe in wide circulation (see the core Setting Guide, CH05, "The Brand Bible"). Sponsoring two circuits at once is on-brand: BURNER shows up at every table regardless of theater.

FLOOD CHANNEL. Broadcasts MARCH and CLEAN RUN.

CABLE MOUTH. Broadcasts HIGHSIDE.

NULLCAST. Broadcasts THE SQUARE -- pay-per-view, appropriately opaque.

BAFO. Keeps the Long Count. Not a sponsor. The only institutional presence in this book that isn't selling anything.

CLUBS WORTH NAMING

Ekho Ascent. HIGHSIDE club. Hasn't fielded a climber-template player in two seasons, grinds low and mid targets to win anyway, hasn't scored a three in that entire stretch. The crowd counts.

The Interchange market's boat. Canal Sprint, unsponsored. Top three finish four years running on navigation alone -- an ordinary engine paired with a navigator who knows which arcade is open at tide four. The book everyone else buys does not cover that.

District Stack teams. No club structure exists -- Stack has no governing body and never has. A team is whoever's district pulled the crates that month. House rules travel with the district, not the team.

GM Tip. When a scene needs a club name and none of the above fit, build one the way this world's own brands are built: a place name plus a trade word. Barricadia Side. Alto Cito Rise. Nobody will ask for the franchise history. Nobody has one.

ATTRIBUTE AND ROLL REFERENCE

*Same engine, every circuit. Meet or beat. Nat 6 always succeeds, nat 1 always fails.
Good 2+, Ordinary 4+, Bad 5+.*

BY SPORT

SPORT	NAMED ROLL(S)	TRACK(S)	STARTING VALUE
MARCH	ADVANCE	Lines (to 4)	0
Highside	Standard OT attack roll, height-restricted	Points	0
The Square	Exchange roll (unnamed, drift-modified)	Drift (0-5), Points	Drift fighter per
Clean Run	Obstacle clear roll (per obstacle, modifiers listed)	Obstacles cleared (of 8)	0
Catchwater	HAUL, SEAL	Seal (3 max), Volume, Contamination	Seal 3
Load Line	CARRY	Segments (of 5)	0
Stack	THROW	Crates (3 per side)	3
Half Lap	PACE	Cohesion (3 max), Time	Cohesion 3
Dead Air	VECTOR, SHED	Vector (0-5), Score	Vector 0
The Long Count	Challenger's rating (varies)	Record margin	n/a
Traverse League	CROSS, STYLE	Crossings (of 5), Points	0
Canal Sprint	Navigator roll, Engine roll (unnamed)	Tide level, Leg time	Tide by 2D6
Burn Run	RUN, MARK	Relay points (of 6), Points	0
The Rope	ROPE	Attempts (3 per category)	0

READING THIS TABLE

Most circuits use one or two named rolls that stand in for the specific skill the sport tests -- CARRY for a Load Line pair, PACE for a Half Lap leg. Where the source material didn't name a roll (Highside's shooting, The Square's exchanges, Canal Sprint's navigation and engine work), run it on the closest standard OT attribute and let the height, drift, or tide table carry the modifier instead. The circuit's texture lives in its track and its modifiers, not in inventing a new named stat for its own sake.

Tracks that cap eligibility, not just score:

- The Square's **Drift** track ends a career at 5, not just a bout.
- Half Lap's **Cohesion** track breaks a cohort into individuals at 0.
- Catchwater's **Seal** track can zero out a team's entire delivery regardless of volume hauled.

Tracks that reset rather than accumulate:

- Dead Air's **Vector** resets to 0 on a bulkhead hit, at a cost.
- Clean Run's obstacle grades ratchet up permanently but the runner's own progress resets on every attempt.

GM NOTE ON VOIDED RESULTS

None of these sports invent a "the GM decides" outcome. Every track above resolves from the dice as written. If a scene needs a circuit result and nobody wants to run the full mechanic, use the sport's stated base rate instead: roughly 1 in 6 MARCH goals inside a ghost call, roughly 1 in 150 Clean Run attempts finishing, a Long Count record falling about once every year and a half. Treat these as flavor, not as replacement math -- they describe what a season looks like, not what any single roll should do.

SEASON CALENDAR

When a circuit runs, and how much warning a splice gets before it does.

THE UNDERGROUND TIER

CIRCUIT	SEASON	CADENCE
Catchwater	Rain-dependent	Meets called at short notice, roughly 1 in 12 washed out
Load Line	Year round	Both divisions on the same card
Stack	Year round	Rolling district ladders
Half Lap	Winter	Opens December
Dead Air	Year round	The Traveler runs its own schedule
The Long Count	Twice yearly	BAFO publishes, everyone argues

THE SANCTIONED TIER

No published season calendar exists for the sanctioned tier the way it does for the underground -- franchises run on broadcast schedules set by their title sponsors, and those shift year to year with the sponsorship deals. Treat MARCH, Highside, and The Square as running roughly year-round with a season climax that a GM can place wherever the campaign needs it. Clean Run is the exception: it runs at the GSOTC continuously, sharing terrain with the Crackerjack Competition (core Setting Guide, CH15), so it's always live and always available as a cold open.

LEGACY CIRCUITS

CIRCUIT	SEASON	CADENCE
Traverse League	Twice yearly	Flagship event in Flooded London
Canal Sprint	Tide-dependent	Course itself changes leg to leg
Burn Run	Irregular	Runs whenever a contested zone grid is stable enough
The Rope	Rolling	About 1 meet in 6 fails to find an organizer at all

CANON ANCHORS

This book draws directly from:

- `tc2066_sports_desk/NEW_CIRCUITS.md` -- the source manuscript for all fourteen sports, their mechanics, and their "the point" framing.
- `tc2066_sports_desk/sim/sportnotes.py` -- the canon one-and-two-sentence descriptions shared with the live site (THE LINE, THE SPREAD). This book's tuning-fork lines stay aligned with these.
- `tc2066_sports_desk/sim/circuits.py`, `crackerjack.py`, `raidrace.py`, `canoncircuits.py`, `bigleagues.py` -- the simulator adapters that actually run each circuit's fixtures. Sponsor names, tier assignments, and fixture structure here should match what the sim runs; if the sim changes, this book's specifics should be checked against it before the next printing.
- Core Setting Guide, CH05 "The Life" -- the Feed, flicker-paint culture, and the underground economy of spectacle that all fourteen circuits sit inside.
- Core Setting Guide, CH15 "What Plays Here" -- the Crackerjack and Raid Race campaign frames, which this book does not restate.
- `RaidRacers_Print_Edition` -- the full companion for Raid Race, referenced but not duplicated here.

Design principle: a sport earns its place in this book by doing something the real world's version of it cannot. Everything else is a reskin, and reskins don't get a chapter.

COLOPHON

Operator Tactics: The New Circuits. Edition 1. Designed by Jesse Alexander. Published 2026.

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

Every sport in this book has a core that could not exist anywhere else. A sport that would work unchanged in our world is a reskin, and a reskin was not worth adding to a setting this specific. *Raid Race* and the *Crackerjack* already have their own full treatment elsewhere in the line -- see *Raid Racers* and the core Setting Guide.

Use this supplement standalone or alongside the Operator Tactics core rulebook. The Splice Punk x TDR aesthetic governs every visual decision. The flicker-paint is real. The drones improved every season for a reason. Bring your operator home.

01

BRIEF

PG 1

A SPORT THAT WORKS UNCHANGED IN OUR WORLD IS A RESKIN.

RESKIN WASN'T WORTH THE PAGE COUNT.

The **New Circuits** is the sports and record-book supplement for Operator Tactics: fourteen games, three tiers, one D6 engine. The sanctioned tier runs on franchises and broadcast deals. The underground tier has no governing body at all, in one case by design. Four legacy circuits were always in the Brand Bible -- the mechanic was sitting in the published description the whole time.

Raid Race and the Crackerjack already have their own full treatment elsewhere in the line. This book is everything else that four billion people watch.

02

SPECS

SUPPLEMENT

PAGES	SPORTS	CHAPTERS	ENGINE
64	14	3	D6
A5 FORMAT	THREE TIERS	PLUS BACK MATTER	MEET OR BEAT

03

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02	THE UNDERGROUND TIER	B	SPONSORS & TABLES

BOARD OPEN
PRICE BEFORE, SETTLE AFTER