

**BURN, SLASH, CUT, INCINERATE, SHOOT, MAUL, VAPORISE,
MAIM, SLAUGHTER, ELECTROCUTE, REND, BLAST
AND DISINTEGRATE YOUR WAY THROUGH
THE FRONTIER**

INTRODUCTION

The Frontier is a pencil-and-paper (tabletop) roleplaying game inspired by action video roleplaying games, such as *Diablo* and *Borderlands*. It has been designed to focus on hi-octane action with big battles, lots of enemies to be slaughtered and a boatload varied loot to be gained as a reward.

You could use it for “serious” dramatic role-playing I suppose, but it wasn’t made with that purpose in mind. It’s a throwback to the old hack-and-slash days, with a modern twist. You may frown on such a concept, but will you feel the same when your character finds his first **legendary** *sniper rifle*? Consider it a guilty pleasure!

Emphasis is given on *simple* but not *simplistic* rules that keep things moving. Characters can develop from Level 1 all the way up to the legendary status of Level 50 and gain a great number of special abilities and equipment. Each of the four core classes a character can belong to has its own function and unique abilities.

The game includes a simple, post-apocalyptic world to host your games, but this is highly optional and could be easily substituted by another setting of your own design.

Your feedback is very important in developing the game. If you take the time to read or, even better, play the game, please report any errors, difficulties or omissions you encountered. I’m especially interested in game mechanics that appeared unclear or broken to you, as well as issues with over/underpowered abilities and equipment. Also, please note that English is not my native language and I would appreciate any feedback on spelling and grammar.

Enjoy!

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WELCOME TO THE FRONTIER

HOW IT CAME TO BE

By the end of the 23rd century, mankind had explored most of the solar system and set up colonies on Mars, the Moon, Titan and Europa, as well as extensive mining operations from the asteroid belt to Triton. However, despite its advancements, humanity still lacked definitive technological solutions to its more pressing concerns.

The discovery of extraterrestrial archeological artefacts at several sites within the solar system, some of them dating more than a million years old, ignited mankind's hopes that it was not alone in the universe. Careful analysis of the relics wielded some evidence about the spacefaring civilisation that had constructed them, including hints at technologies far beyond anything mankind was capable of, but no concrete information about their whereabouts.

Towards the end of the century, an unmanned probe charting the Scattered Disc region of the outer solar system discovered a massive artificial object near Eris. Exploration of the artefact revealed it to be a *jumpgate*, a still-functioning artificial wormhole that could be used to instantly travel to another region of the universe. Expeditionary parties sent into the jumpgate exited at a similar construction near an Earth-like planet with breathable atmosphere located in the outskirts of the Andromeda galaxy, more than two and half million light years away from Earth.

Although the great distance from Earth to the jumpgate meant that travelling to the newly discovered extragalactic planet could only be accomplished at great cost and difficulty, everyone's interest was so high that within a decade several colonies were established. The planet was seemingly ravaged by an ancient war and littered with ruins. There was no trace of the jumpgate's designers, but it was clear that at some point in history the planet served as their home.

Despite the initial disappointment at finding the planet deserted from the elusive ancient civilisation, the artefacts and ruins they left behind wielded tremendous advancements in

human science, with mankind making technological leaps of centuries in the span of a few decades. The vanished benefactors of humanity were named Prometheans and the planet became known as Prometheus.

It is tempting to imagine how far mankind could advance piggybacking on the Prometheans' technological marvels, if curiosity hadn't got the best of it. Scientists became certain that the jumpgate in Prometheus could be re-tasked to connect to other similar structures in faraway places, and that Prometheus itself was only a small part of the Prometheans' intergalactic empire. The lack of deeper understanding about such advanced technology did little to discourage them from trying, but proved catastrophic. Their attempts to reconfigure the jumpgate instead shut it down and created a tremendous energy backlash. The planet itself escaped significant direct effects from the backlash, but most of the orbital installations were wiped out and their debris caused huge explosions and fires when they came crashing down on the surface, destroying many settlements and factories.

That was 50 years ago. The remaining colonists on Prometheus found themselves shut off from Earth, without any indication if contact could ever be made again. With many of their resources destroyed and the prior social institutions made extinct, they have learned to fend for themselves in a world that is so far away from home. Prometheus has become the Frontier.

PROMETHEUS

Prometheus is an earth-like planet orbiting a class B star at a relative distance of 200 million kilometres. Although smaller than Earth (having an equatorial circumference of 32000 kilometres), it has slightly higher gravity (1.1 g) due to its dense mineral core. Unlike Earth, approximately 70% of its surface is land, with water concentrating in a number of lakes.

The planet has a breathable atmosphere of pressure similar to Earth's and slightly higher oxygen concentration (24%). It features a 31-hour day and takes it 297 solar days to complete an orbit around its sun. The high energy output of Prometheus' sun is enough to maintain a high average surface temperature of 24° C despite the planet's relatively high distance. Its polar regions are consequently much smaller than Earth's and much more

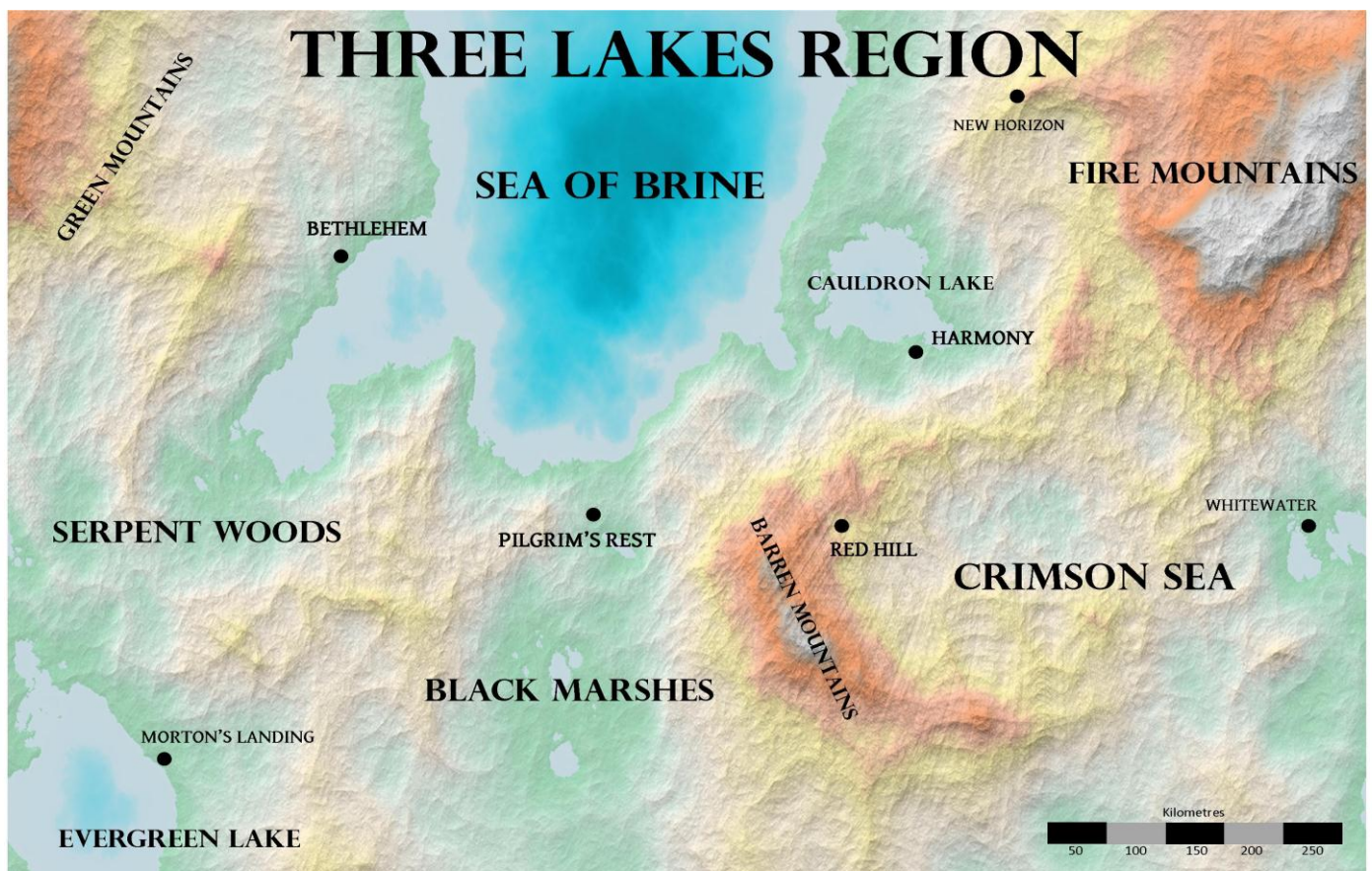
arable land is available for exploitation, although the equatorial regions do get uncomfortably hot.

Climate is generally unpredictable, often becoming violent. This was by far the greatest difficulty the colonisation effort had to overcome and still remains a huge problem for the original colonists' descendants. It is speculated that the volatility of the climate can be traced back to the ancient war that occurred on the planet in the distant past. Whatever the reason for the sudden and violent storms and floods may be, they present a very real danger for the planet's human inhabitants.

THREE LAKES

Prometheus is a big place, so The Frontier concentrates on the Three Lakes region as a campaign setting.

The region is named after 3 large bodies of water: Evergreen lake, Cauldron lake and the Sea of Brine. Numerous Promethean ruins are scattered around in the surrounding woods, hills and mountains (and some say beneath the water), making the area tempting for all sorts of people.



GEOGRAPHICAL FEATURES

BARREN MOUNTAINS

This small mountain range barricades the west border of the Crimson Sea. Like the name suggests, they are almost completely devoid of any plant life. They would be of no interest if they weren't rich in precious metals, including gold and silver. There are several mining operations in the mountains, which naturally attract the attention of many bandits. Anyone too claustrophobic to work the mines can make a decent living working security or supplying the miners with food and other essentials.

BLACK MARSHES

Marshlands cover up a large part of the southern Three Lakes, with the Black Marshes being the largest and most notorious. This is a dangerous area, with many natural hazards and numerous bandits gangs that operate from this area, raiding settlements and then falling back to well-concealed hideouts.

CAULDRON LAKE

The smallest out of the Three Lakes, Cauldron Lake lies very near the Sea of Brine but does not suffer from high salinity. It does have another distinctive feature, however. Several hydrothermal vents, probably connected to the Fire Mountain volcano, keep the water warm all year round as well as rich in minerals. The volcanic material in the water is not concentrated enough to render it unsafe to drink, but has given it a reputation for possessing healing properties, making the lake a popular destination for visitors with all kinds of ailments.

CRIMSON SEA

With a highly misleading name, the Crimson Sea is a large desert comprised almost entirely of red metallic sand. There are some oases and even some small communities, but for the most part this is an unforgiving place with extremely high temperatures, the result of the sun heating up the metallic sand. Many people are willing to brave these conditions to search for the fabled Promethean treasures the desert holds.

EVERGREEN LAKE

The second-largest body of water in the region, this lake has large deposits of the same green basaltic rock that makes up most of the Green mountains. Its waters are rich in fish, making the lake a major food source for the entire region. However, there are some pretty big and aggressive fish living in the lake, which sometimes make a meal out of an entire fishing boat. Fishermen also have to deal with the occasional S'vra hunting party from the Serpent Woods.

FIRE MOUNTAINS

This mountain range rises to 4500 metres at the highest peak and derives its name by an active volcano near its NE end. The volcano contributes to local tremors and will occasionally spew smoke and magma, but the last time a major eruption occurred was 65 years ago.

GREEN MOUNTAINS

Measuring 2300 metres high at its highest peak, this is a relatively low but long chain of mountains ending at the Three Lakes region. It takes its name by the green basaltic rock making most of its bulk.

SERPENT WOODS

An extensive evergreen forest extending from the hills at the base of the Green Mountains all the way down south to the shores of Evergreen lake. The density of the trees makes navigation difficult and woodsmen can make a good buck guiding travellers and caravans through it. Apart from being lost, an unusually high concentration of S'vra tribes is a constant danger. There are rumours of valuable Promethean ruins deep inside the woods, and that the S'vra treat those as holy places and will defend them with their lives.

SEA OF BRINE

The largest body of water in the region, this huge inland sea has a wealth of mineral deposits. The salinity of the water is very high, almost 25%, but surprisingly there are several species of fish and plants that thrive in its waters (all require special preparation to reduce their salty taste, although some consider them a delicacy). Desalination plants

provided water for the region, but many of them were destroyed or fell in disrepair. The business that thrives is salt mining and many salterns can be found along the lake's coast.

MAJOR SETTLEMENTS

BETHLEHEM (POP. 7000)

The largest population centre in the Three Lakes. Before the jumpgate catastrophe, Bethlehem was the headquarters of the Stronatek corporation. It is still ruled with an iron fist by the remnants of the corporate structure and its private army. The city was spared any serious damage during the catastrophe and its industrial base remains intact and functioning. This has made it the de facto power in the area and a threat to the rest of the population, who are forced to pay steep taxes to Bethlehem's CEO and his corporate thugs.

HARMONY (POP. 1200)

This town is built on a particularly picturesque portion of Cauldron Lake's coastline and gets most of its trade from visitors. With advanced medicine in short supply, the number of visitors placing their hopes on the lake's reported healing properties have swelled over the years. So have the number of bandits seeking to prey on them.

MORTON'S LANDING (POP. 1400)

Morton, the founder of this thriving town, landed on this place after leading a group of people across Evergreen Lake fleeing the destruction of their homeland from orbital debris during the jumpgate disaster. Since then, the town has become a trading hub among the fishing villages of Evergreen Lake. Its mayor, Morton's son none the less, also maintains a militia supported by local taxing that come to the aid of the villagers if bandits or S'vra trouble them.

NEW HORIZON (POP. 700)

A small mining community located high in the western side of the Fire Mountains. It used to be much larger but a lot of people left when the ever-present threat of the volcano started to overtake the gains from the dwindling ore supplies. Nowadays, the sporadic visitors to the town, mostly traders, report that the locals are a rugged and quiet folk, generally unfriendly towards outsiders. Rumour goes around that the people of New

Horizon have found a new vein of ore or something even more valuable under the mountain.

PILGRIM'S REST (POP. 950)

In an area particularly rich in Promethean ruins, this small town was built to provide rest and shelter to people of various radical faiths worshipping the Prometheans as some sort of gods or angels. Most of these faiths died out after the jumpgate catastrophe and the town's main trade nowadays comes from travellers unwilling to take a boat through the Sea of Brine.

RED HILL (POP. 1900)

The largest of the mining towns scattered around the Barren Mountains, this trade hub is also the gateway to the Crimson Sea and the last major settlement and supply centre before one hits the desert. Nowadays the town doesn't rely on mining a lot, since most of the ore veins around it have run dry years ago, but has a lucrative service and entertainment sector built for the richen mountain miners and those treasure hunters willing to seek their fortune in the desert.

WHITEWATER (POP. 2300)

Built near some spectacular waterfalls that form as the waters o the southern Fire Mountains drain into local lakes, this town is a sight or the sore eyes of travellers coming out of the desert. The town gets a lot of trade from areas to the east and south of the Three Lakes and due to the Crimson Sea barrier the corporate power and influence of Bethlehem is very limited here.

THE BASICS

COLOUR CODING

Many items in the game, such as skills and equipment are colour-coded to indicate their relative power and rarity. Colour-coded items use the following scheme: **green**, **blue**, **orange**, **red** and **gold**, with **green** being the least and **gold** being the most valuable/rare/powerful.

DICE ROLLS

Dice are used to determine the outcome of actions with a reasonable chance of failure. This game uses exclusively six-sided dice. It is a good idea to have several at hand, as most actions will use more than one die. An even better idea is to have dice with different colour, because sometimes the source of the dice is important in determining the exact result of a roll.

Tip: Keep some blue dice as your trait dice/shield dice, some red dice as your burst fire/armour dice and some white or black dice as your greydice.

The number of dice used for an action will most likely depend on the most relevant character trait. For example, when trying to force open a door you will probably roll dice equal to your character's Muscles rating.

When rolling dice, do not add them together! Instead:

- Each die coming up as 5 or 6 scores 2 hits.
- Each die coming up as 3 or 4 scores 1 hit.
- Dice that come up as 1 or 2 don't score any hits.

Add up the total hits scored by your dice to find out if your action succeeds or fails. You usually need at least 1 hit to succeed, but some actions are more difficult and may reduce

your number of hits. Generally, the more hits you score the more successful you will be in your task.

Results of 1 or 6 may have special effects, depending on the action you're attempting.

- Each die scoring 6 is a *critical*. Some of your abilities or gear may use these to improve the benefits of a successful action.
- Each die scoring 1 is a *fumble*. Fumbles may have negative consequences for certain actions.

MODS

Mods (short for modifiers) are used when a task is easier or more difficult than normal, perhaps due to special circumstances.

Negative mods (penalties) reduce the number of hits you score with your dice, e.g. a -2 mod will take away 2 hits.

Positive mods (bonuses) add extra dice to your roll, e.g. a +2 mod will give 2 extra dice.

Bonuses and penalties cancel each other out when they both apply on a roll.

IF YOU RUN OUT OF IDEAS FOR A MOD...

Very easy tasks	+2
Easy tasks	+1
Challenging tasks	-1
Hard tasks	-2
Gruesome tasks	-3
Epic tasks	-4
Legendary tasks	-5

GREYDICE

For some actions you are going to roll greydice, which are less effective than regular dice. Despite their name, greydice don't have to actually be grey but should be easily distinguishable from the regular dice you use.

Greydice:

- Score no hits on a result of 1-4.
- Score 1 hit on a 5.
- Score 2 hits on a 6.

Results of 1 and 6 are still fumbles and criticals with greydice.

OPPOSED ROLLS

Sometimes, instead of facing a generic action difficulty you will be pitted directly against another character. For example, an arm-wrestling contest will test your Muscles against that of the other contestant, while a Sprint race may test your Moves.

In an opposed roll, both you and your opponent roll dice and count your hits. The one with the most hits wins the contest, but his total hits are reduced by those scored by the opponent (so, if you score 5 hits and your opponent scores 3, you win the opposed roll with 2 hits). Ties are broken by rolling dice again until there is a clear winner.

Tip: To save some time in opposed rolls between a player and an enemy, you can have only the player roll dice and assume that the enemy scores 1 hit per available die.

CHARACTER CREATION

DETERMINE TRAITS

Your character's basic capabilities are measured by four traits: Muscles, Brains, Moves and Guts. Each is rated with a numerical score that shows how many dice are used for rolls related to that trait.

- Muscles measures your physical strength, endurance and fortitude.
- Brains measures your intelligence, wits and perception.
- Moves measures your dexterity, reflexes and quickness.
- Guts measures your willpower and determination.

WHAT DO THE TRAIT SCORES MEAN
1 is <i>poor</i>
2 is <i>fair</i>
3 is <i>good</i>
4 is <i>superb</i>
5 is <i>excellent</i>
6 is <i>fantastic</i>
7 is <i>incredible</i>
8 is <i>phenomenal</i>
9 is <i>legendary</i>
10 is <i>superhuman</i>

All four traits are equally useful in their own way, but while building a character you may want to favour one or two of them at the expense of the others in order to emphasise your character's strengths and weaknesses. You get 12 points to divide among the four traits as you see fit, as long as no trait is lower than 1 or higher than 5.

Traits can be temporarily increased or reduced during the course of the game due to special circumstances. There is no upper ceiling, but no trait can be reduced below 1.

CHOOSE CLASS

Every character is primarily defined by his class, which describe his general role within the team. Although there is plenty of room for customising your character later on, you cannot change your class so pick wisely!

Each class has a list of skills that are open to you. At the 11th level and every 10 levels afterwards (21st, 31st and so on) new skills are added to your class list. Some skills may be found in more than one class lists, but a lot of them are exclusive to a single class.

A class will also determine which weapons and armour you are proficient with at the beginning of the game, as well as the equipment you start with.

PROFICIENCIES

Proficiencies indicate the types of weapons and armour you are trained with. They are also used to classify combat gear.

All characters are proficient with pistols, simple melee weapons, grenades and light armour. Additional proficiencies may be gained through some classes or skills.

If you are not proficient with the weapon you are using, attack rolls have a -1 mod.

WEAPON PROFICIENCIES	ARMOUR PROFICIENCIES
Advanced melee	Light armour
Battle rifles	Medium armour
Grenades	Heavy armour
Heavy weapons	
Machine guns	
Pistols	
Shotguns	
Sniper rifles	
Simple melee	
Submachine guns	

If you are not proficient with the armour you're wearing all Moves rolls suffer a -1 mod and your Defence score is reduced by 1 (to a minimum of 0).

THE EXPERT

A cross between a lab scientist and a combat engineer, the Expert has access to invaluable abilities that support the whole team or take out the enemies' defences.

Proficiencies: Simple melee, grenades, pistols, shotguns and light armour.

STARTING EQUIPMENT

- Cheap bulletproof vest: Proficiency Light armour, Protection 1, Value 200.
- Budget shield: Capacity 4, Value 250.

- Cheap repeater: Proficiency Pistols, Power 1, Range 2, +1 akimbo, Value 125 **OR**
Budget shotgun: Proficiency Shotguns, Power 4, Range 1, 2-handed, Value 175.
- Combat dagger: Proficiency Simple melee, Power 1, Range close combat, +1 akimbo, Value 75.
- Common medpack.
- Common shield boost.
- 100 creds.

EXPERT SKILL LIST

Armourcraft
 Armourer
 Battle rifles proficiency
 Disruptobeam
 Fire control
 Firewall
 Medic
 Medium armour proficiency
 Power leech
 Presence
 Prodigy
 Quick charge
 Rapid recharge
 Shieldcraft
 Submachine guns proficiency
 Tech mastery
 Weaponcraft
 Advanced melee proficiency
 Area scan
 Awareness
 Emergency recharge
 High tech
 Hijack
 Machine guns proficiency
 Overcharge
 Reactor
 Resolve
 Savant

Shield boost
 Sniper rifles proficiency
 Switch off
 Toughness
 Weapon expertise
 Armourcraft (Advanced)
 Camaraderie
 Doctor
 EMP
 Energobot
 Energy augmentation
 Firewall (Advanced)
 Heavy armour proficiency
 Overcharge (Advanced)
 Presence (Advanced)
 Pulse wave
 Reactor (Advanced)
 Reflexes
 Shield alacrity
 Shield boost (Advanced)
 Shieldcraft (Advanced)
 Target analysis
 Tech mastery (Advanced)
 Thunder lord
 Weaponcraft (Advanced)
 Awareness (Advanced)
 Displacement field
 Drainzone

Gadget addict
 Nanobiotic cloud
 Overage (Master)
 Reactor (Master)
 Resolve (Advanced)
 Sapper
 Shield boost (Master)
 Thunder lord (Advanced)
 Toughness (Advanced)
 Umbrella shield
 Weapon specialization
 Armourcraft (Master)

Beam power
 Feedback
 Firewall (Master)
 Lightning storm
 Meltdown
 Presence (Master)
 Replenish
 Shieldcraft (Master)
 Starburst
 Tech mastery (Master)
 Thunder lord (Master)
 Weaponcraft (Master)

THE PSION

Relying on his incredible mental powers to subdue any threats, the Psion has little use for technology and frequently shows his disdain towards it.

Proficiencies: Simple melee, grenades, pistols and light armour.

STARTING EQUIPMENT

- Cheap bulletproof vest: Proficiency Light armour, Protection 1, Value 200.
- Budget shield: Capacity 4, Value 250.
- Cheap repeater: Proficiency Pistols, Power 1, Range 2, +1 akimbo, Value 125.
- Combat dagger: Proficiency Simple melee, Power 1, Range close combat, +1 akimbo, Value 75.
- Common medpack.
- Common shield boost.
- 100 creds.

PSION SKILL LIST

Decoy
 Fire bolt
 Mindbomb
 Mindlance
 Presence
 Prodigy

Psionic bolt
 Psionic mastery
 Resolve
 Shock bolt
 Shotguns proficiency
 Submachine guns proficiency

Telekinesis
Awareness
Battle rifles proficiency
Dominate
Electrokinesis
Firewall
Focus
Invisibility
Levitation
Medium armour proficiency
Psionic expertise
Psionic shield
Pyrokinesis
Reflexes
Savant
Telekinesis (Advanced)
Disintegrate
Electrokinesis (Advanced)
Fire blast
Focus (Advanced)
Force barrier
Levitation (Advanced)
Machine guns proficiency
Mindshredder
Presence (Advanced)
Psionic blast
Psionic mastery (Advanced)
Psionic shield (Advanced)
Pyrokinesis (Advanced)
Resolve (Advanced)
Shock blast
Sniper rifles proficiency

Telekinesis (Master)
Toughness
Weapon expertise
Awareness (Advanced)
Electrokinesis (Master)
Firewall (Advanced)
Focus (Master)
Force barrier (Advanced)
Force cage
Haste
Levitation (Master)
Psionic expertise (Advanced)
Psionic shield (Master)
Psychic mattock
Pyrokinesis (Master)
Reflexes (Advanced)
Teleport
Vampire
Willpower thief
Fire wave
Lifedrain
Phase walk
Presence (Master)
Psionic mastery (Master)
Psionic wave
Resolve (Master)
Shock wave
Stasis
Stasis (Advanced)
Teleport (Advanced)
Teleport (Master)

THE SHADOW

A stealthy warrior specialising in precision attacks. Quick and agile, the Shadow can infiltrate the enemy ranks and take out high value targets with surgical strikes.

Proficiencies: Simple melee, grenades, pistols, submachine guns, sniper rifles and light armour.

STARTING EQUIPMENT

- Cheap bulletproof vest: Proficiency Light armour, Protection 1, Value 200.
- Budget shield: Capacity 4, Value 250.
- Cheap silenced repeater: Proficiency Pistols, Power 1, Range 2, +1 akimbo, silent, Value 150 **OR** Budget sniper rifle: Proficiency Sniper rifles, Power 4, Range 5, 2-handed, -2 CQB, -2 swiftiness, silent, Value 300.
- Combat dagger: Proficiency Simple melee, Power 1, Range close combat, +1 akimbo, Value 75.
- Common medpack.
- Common shield boost.
- 100 creds.

SHADOW SKILL LIST

Advanced melee proficiency
 Awareness
 Battle rifles proficiency
 Camouflage
 Dual weapons
 Presence
 Prodigy
 Quick draw
 Reflexes
 Shotguns proficiency
 Silent killer
 Sneak attack
 Subterfuge
 Tumble
 Weapon expertise
 Booby trap
 Camouflage (Advanced)
 Combat sense
 Dual weapons (Advanced)
 Elusive

Firewall
 Litheness
 Machine guns proficiency
 Medium armour proficiency
 Quick draw (Advanced)
 Savant
 Scavenger
 Sneak attack (Advanced)
 Swiftiness
 Thief
 Toughness
 Awareness (Advanced)
 Blade storm
 Camouflage (Advanced)
 Dual weapons (Master)
 Evasion
 Leap & roll
 Litheness (Advanced)
 Precision
 Presence (Advanced)

Quick draw (Master)
 Rapid shot
 Reflexes (Advanced)
 Resolve
 Shroud
 Silent killer (Advanced)
 Slayer
 Sneak attack (Master)
 Thief (Advanced)
 Weapon specialization
 Bladestorm (Advanced)
 Cripple
 Death blow
 Distraction
 Double tap
 Evasion (Advanced)
 Firewall (Advanced)
 Harm's way
 Litheness (Master)

Ninja
 Rapid shot (Advanced)
 Shroud (Advanced)
 Sprinter
 Sprinter (Advanced)
 Thief (Master)
 Toughness (Advanced)
 Awareness (M)
 Commando
 Evasion (M)
 First strike
 Headhunter
 Presence (Master)
 Reflexes (Master)
 Shroud (Master)
 Silent killer (Master)
 Sprinter (Master)
 Swift wind
 Weapon mastery

THE SOLDIER

An expert in most types of weaponry and armour, the Soldier's natural place is at the very front ranks where his toughness and hard-hitting attacks can do the most good.

Proficiencies: All weapons except heavy weapons and all armour except heavy armour.

STARTING EQUIPMENT

- Budget battle armour: Proficiency Medium armour, Protection 2, -1 encumbrance, Value 250.
- Budget shield: Capacity 4, Value 250.
- Cheap repeater: Proficiency Pistols, Power 1, Range 2, +1 akimbo, Value 125 **OR** Budget shotgun: Proficiency Shotguns, Power 4, Range 1, 2-handed, Value 175.
- Budget machine gun: Proficiency Machine guns, Power 2, Range 3, 2-handed, +1 burst fire, -1 recoil, Value 225 **OR** Budget combat rifle: Proficiency Battle rifles, Power 2, Range 3, 2-handed, Value 200.

- Combat dagger: Proficiency Simple melee, Power 1, Range close combat, +1 akimbo, Value 75 **OR** Cheap sword: Proficiency Advanced melee, Power 3, Range close combat, Value 175.
- Common medpack.
- Common shield boost.
- 100 creds.

SOLDIER SKILL LIST

Bandolier
 Controlled fire
 Dual weapons
 Fast healing
 Heavy armour proficiency
 Heavy weapons proficiency
 No retreat
 Presence
 Prodigy
 Rage
 Resilience
 Toughness
 Weapon expertise
 Awareness
 Bandolier (Advanced)
 Brutality
 Charge
 Counterstrike
 Dual weapons (Advanced)
 Firestarter
 Grenadier
 Guardian angel
 Hail of bullets
 Rage (Advanced)
 Reflexes
 Resolve
 Savant
 Wall of steel
 Adrenaline

Bandolier (Master)
 Battle chemistry
 Blade storm
 Dual weapons (Master)
 Firewall
 Hardened
 Last stand
 Marksman
 Presence (Advanced)
 Rage (Master)
 Rapid shot
 Return fire
 Tank
 Toughness (Advanced)
 Wall of steel (Advanced)
 Weapon specialization
 Awareness (Advanced)
 Blade storm (Advanced)
 Boom stick
 Chimeric ammo
 Fury
 Fury (Advanced)
 Great sweep
 Mobility
 Rapid shot (Advanced)
 Reflexes (Advanced)
 Resolve (Advanced)
 Sunder
 Suppressive fire

Tank (Advanced)
Wall of steel (Master)
Fury (Master)
Invisibility
Massacre
Master blaster

Metal storm
Presence (Master)
Rend
Tank (Master)
Toughness (Master)
Weapon mastery

PICK SKILLS

Skills represent the knowledge and talents you've picked up so far in your life. Unlike traits, skills are not rated; you either have a skill or you don't.

The skills you have access to depend on your chosen class, with each having a list of available skills. Some skills require you to already have certain other skills before you can pick them.

At the beginning of your character's career, you have pick one skill per point of Brains (so, a Brains 3 character will start the game knowing 3 skills). A starting character can only pick green skills; other coloured skills will only be available after you reach a certain point in your career.

CALCULATE STATS

Stats are useful character abilities that are mainly derived from attributes, but can also be modified by certain skills or gear. Only permanent changes to a trait's score will affect its dependent stats. Temporary modifiers to a trait have no effect on its stats.

AMMO (MUSCLES x 3)

Ammo shows how much weapon ammunition you can carry with you. This includes all sorts of bullets, power cells and other ammo weapons use without getting too specific.

CHARISMA (AVERAGE OF BRAINS + GUTS, ROUNDED DOWN)

Your Charisma score is used for rolls made to interact with non-player characters.

DEFENCE (AVERAGE OF BRAINS + MOVES, ROUNDED DOWN)

Your Defence score makes you more difficult to hit.

GRIT (GUTS x 2)

Grit is the ability to pull off extraordinary feats under duress. Grit points can be spent to accomplish all sorts of cool stuff.

HEALTH (5 + MUSCLES x 2)

Your Health determines how much damage you can absorb before being incapacitated.

STORAGE SLOTS (MUSCLES x 4)

This is the part of your inventory where you keep all the stuff you carry out of immediate reach. Each slot can keep one small item, but bigger stuff will take up more slots.

GRIT

Grit forms a bank of points that are used during combat (well, mostly) to help you accomplish difficult feats or activate some special abilities. You could think of it as a form of battlefield currency and, like real money, Grit is easy to spend but hard to earn.

Grit points can be spent to:

- Add +2 dice to a roll you're about to make. You can only spend one Grit point on this option.
- Re-roll to improve the outcome of an action. This has to be announced before the results of the roll are applied. You can spend as many Grit points re-rolling as you want, but you have to keep the results of the last roll even if it's worse than your original one.
- Gain +2 Defence against an attack. This can be announced after the actual attack roll has been made, but before its results are applied on you. You can spend any amount of Grit necessary to make the attack fail.
- Restore 3 lost Health points. Grit can also restore long-term injuries.
- Activate a skill requiring you to spend Grit.
- Immediately cool down a skill or other ability with a Cooldown score.

You can spend Grit at any point during a phase.

The Grit bank recovers one used point at the beginning of each new day. You can recover more points by killing high-rank enemies: a captain will give you back 1 point, a boss 2 points and a legend 3 points. This reward goes to the entire team, not just the player who landed the killing blow. Grit can also be awarded by the Gamemaster when you do something particularly clever or entertaining, or to the whole team when you accomplish a significant task or reach a milestone of the story.

LEVELING UP

Although all character start at 1st level, they have the opportunity to advance as they gain experience during the course of the game. Once your experience total reaches a certain amount, you advance to the next level. With patience and luck you can advance all the way up to level 50, which is the maximum level any character can achieve.

Advancing in level improves your character's capabilities in the following ways:

- When you gain an even-numbered level (2nd, 4th, 6th and so on) you gain a new skill, selected from your class list.
- When you gain an odd-numbered level (3rd, 5th, 7th and so on) you gain one development point. When you have gathered enough points you can spend them to increase your traits. You need to spend points equal to a trait's current score to permanently raise it by 1 (to a maximum of 10).
- At the 5th level and every 5 levels afterwards (10th, 15th, 20th and so on) your Health increases by 1.
- For every 10 levels you gain beyond the first one (21st, 31st and so on) new skills become available by your class (the next colour in line) and you can begin investing ranks in them.

All level advancement benefits are gained at the first opportunity you get outside of combat. As mentioned before, level 50 is the highest you can attain. Once you reach this pinnacle you can continue playing but cannot gain any more abilities. It may be a good idea at this point to "retire" your character and start with a fresh one for a different kind of challenge.

EXPERIENCE TO LEVEL UP									
Level 1	0	Level 11	1900	Level 21	5800	Level 31	11700	Level 41	19600
Level 2	100	Level 12	2200	Level 22	6300	Level 32	12400	Level 42	20500
Level 3	200	Level 13	2500	Level 23	6800	Level 33	13100	Level 43	21400
Level 4	300	Level 14	2800	Level 24	7300	Level 34	13800	Level 44	22300
Level 5	500	Level 15	3200	Level 25	7900	Level 35	14600	Level 45	23300
Level 6	700	Level 16	3600	Level 26	8500	Level 36	15400	Level 46	24300
Level 7	900	Level 17	4000	Level 27	9100	Level 37	16200	Level 47	25300
Level 8	1100	Level 18	4400	Level 28	9700	Level 38	17000	Level 48	26300
Level 9	1300	Level 19	4800	Level 29	10300	Level 39	17800	Level 49	27300
Level 10	1600	Level 20	5300	Level 30	11000	Level 40	18700	Level 50	28400

ACTION!

PHASES

A battle is split up in phases, during which you and your teammates as well as your enemies, will take actions. Each phase does not represent a fixed amount of time, like 10 seconds or a minute, but simply the amount of time necessary for everybody's allotted actions to take place. This means that some phases will take longer than others and that's perfectly ok: phases are supposed to be flexible enough to make combat easier, not to be used as precise units of time.

During a phase, each combatant (you, other players and enemies) acts in order of Initiative scores. Once everybody has used his action allowance the phase ends and a new phase begins.

INITIATIVE

Initiative determines the sequence of action during a combat phase, representing the earliest opportunity you get to act. Combatants with high Initiative scores can take their actions before others.

At the beginning of combat you have to generate an Initiative score by rolling Moves. Since perception and decisiveness is also important in battle plans, you also add your Brains to the hits scored to find your Initiative. The resulting score stays the same throughout the entire combat unless you take a full action to refresh your Initiative, in which case you make a new roll at the beginning of the next phase.

Enemies use fixed, predetermined Initiative scores.

DURATION

Some skills, gear or other effects have an almost instantaneous duration (lasting only as long as the action that brought them about), but others may persist for 1 or more phases.

A 1-phase effect that occurs at the beginning of a phase, before anyone has taken any actions/reactions, will last until the end of the current phase.

A 1-phase effect that starts in the middle of a phase (that is after a player or enemy has started taking actions) will last until the end of the next phase.

Adjust the duration of longer-lasting effects accordingly. Regardless of the number of phases persisting, an effect always ends at the end of a certain phase, after everybody has finished their actions.

PERCEPTION

Perception is used to determine if you notice something important, such as spotting a hidden trapdoor or realising that you stand at the edge of a minefield. In such cases, you detect the concealed detail if your Perception score is equal or greater than its Stealth score.

To find out your Perception score for a given case, roll Brains when the opportunity to detect something arises (the Gamemaster will usually ask for the roll).

In combat, you make a Perception roll at the beginning, along with the Initiative roll, and you retain the resulting Perception score for the rest of the battle. You can try to improve your Perception score by taking a simple action and rolling again, but you have to keep the new score even if it's lower.

Like for Initiative, enemies have fixed, predetermined Perception scores. However, any enemy above fodder grade, can take a simple action to try to improve its score as described above.

Visibility mods will generally affect your Perception score in the same way they modify attack rolls, unless you are checking if you can notice non-visual information (like a sound or smell).

ACTIONS

Everybody gets a number of actions they can perform during a phase to get things done, as well as reactions that they can use to avoid harm. In most cases, a character can perform one complex action, one simple action and one reaction per phase.

Actions can only happen when your turn in order of Initiative arrives and not earlier. You can always choose to delay and take your actions later than your Initiative would indicate, but if you don't use your whole allowance by the end of the phase your unused actions are lost and do not carry over to the next phase.

Reactions happen as a response against an action or event threatening you. You can take reactions at any point during a phase, even before your Initiative permits acting.

A simple action and a complex action can be combined together into a full action. Full actions represent tasks time-consuming tasks that leave little time for anything else in a phase.

If you need to, you can convert a complex action into a simple action and a simple action into a reaction.

Free actions and reactions take up very little time or effort to pull off. They include very simple things like speaking a few words or opening and closing a door. You can take as many free actions and reactions as you like during a phase, but the Gamemaster may limit this privilege if it is abused or leads to unrealistic situations (e.g. you can take some free actions to communicate with your teammates, but don't expect to be able to have a lengthy conversation in the limited timespan of a phase).

COOLDOWN

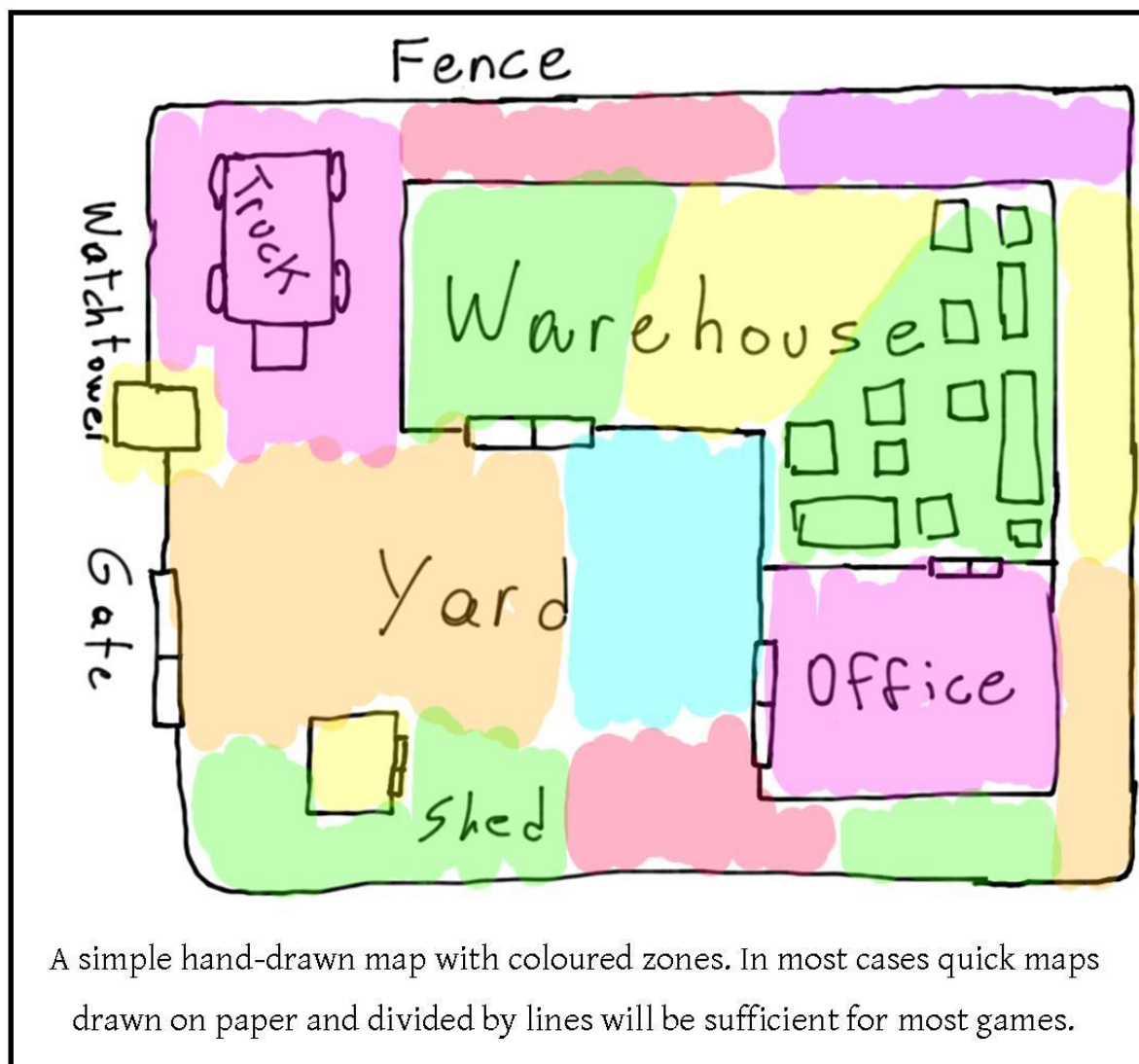
Cooldown is a time management feature of the game, useful for checking how often special abilities can be used. Several skills and gear abilities have a *Cooldown* score, meaning that they can only be used once in a while.

At the beginning of the 2nd phase of combat, and every phase afterwards, the Gamemaster rolls 2 dice and adds their scores together, producing a result between 2 and 12. This is the Cooldown score for that phase. Every combatant (teammates and enemies) can then choose one Cooldown ability that they have previously used to be refreshed and made available again, as long as its Cooldown score is not higher than the result of the Gamemaster's roll.

ZONES

The staging ground for a battle is divided in zones, with each one being a small part of the bigger battlefield. In a way, zones are to game space what phases are to game time. They are just convenient units of space that can be used to break up a large area in manageable chunks, speeding up gameplay. Like phases, zones are flexible in their definition. A zone is simply a place where combatants are close enough to interact with each other; if you want to affect people in other zones you will have to resort to guns or some other means of extending your reach.

Zones are not uniform in shape and size. They are not necessarily square-shaped or circular and each may cover different amounts of surface. They are most often defined by natural borders, barriers or other traits of the area where the battle takes place. For example, if the teammates infiltrate a house full of bandits it would make sense to make each room a



separate zone. Large areas will need to be broken down into constituent zones; an empty warehouse may not have any apparent borders, but it can easily be divided in a north, middle and south zone.

ZONE TRAITS

Since zones are an abstract construct, most of them tend to be similar to each other in game terms. A shoot-out in the middle of a town's main street is not that different from a shoot-out outside an abandoned mine, at least not in terms of game mechanics. Zones that present a special challenge tend to have one or more of the following traits.

VISIBILITY

Visibility mods can be applied on a zone where visibility is impaired for some reason. These mods reduce the hits of all actions that rely on clear vision (attack rolls, detection rolls and any other action the Gamemaster deems affected). A visibility mod can occur due to darkness or concealment (fog, heavy rain, sandstorms and other things that physically obstruct vision) or perhaps have an element of both.

- Darkness mods are applied if they affect the target zone. For example, if you are shooting at someone 3 zones away, you use the darkness mod of the zone your target lies at.

DARKNESS MODS		CONCEALMENT MODS	
Lowlight	-1	Heavy rain	-1
Darkness	-2	Fog	-2
Pitch black	-3	Sandstorm	-3

- Concealment mods are applied if they affect either your zone or the target zone. If both have a different concealment mod, only the worse penalty applies. So, if your zone has heavy fog (-2 concealment) and the zone of the target has light fog (-1 concealment), your attack roll will suffer -2 hits.

Darkness and concealment mods are not cumulative; only the worst of them will apply on a roll.

COVER

Cover mods range from +1 to +2 and are used when the zone offers good opportunities for taking cover. Cluttered zones with lots of objects to hide behind tend to offer this mod, which is applied to the Defence of all characters (and enemies) within the zone. Cover is effective against ranged weapons, but not against close combat attacks, tech or psionic powers.

TERRAIN

Terrain modifications are used for zones with ground that is difficult to traverse, like broken ground, mud or snow.

TERRAIN	
Difficult terrain	Uneven ground, snow, shallow water, mud
Harsh terrain	Broken ground, swamp, ice (+slippery), thick vegetation, deep water

Difficult terrain requires a complex action to move through.

Harsh terrain requires a full action to move through.

Difficult and harsh terrain may also be *slippery*. This requires a Moves roll to be made (-1 penalty for difficult terrain, -2 for harsh terrain); if this is failed, you fall down and lose all other actions for the rest of the phase.

When you are moving from one zone to the next, use the worst terrain to figure out what type of action you need to use. If one of the zones is *slippery*, you have to make a Moves roll to avoid losing your balance.

OBJECTS

The exact contents of a zone are rarely important. Every zone has objects appropriate for its type (furniture for a house, shrubs and trees for a forest, heavy machinery for a factory), that the players and their enemies duck or hide behind in the course of combat without bothering too much about the details. Some objects however, may have special purposes.

AMMO CACHES

These items contain 1-6 points of Ammo, which can be used to resupply the team.

DESTRUCTIBLES

Destructibles are objects that can be damaged by attacks to produce certain effects. A common example is fuel tanks or barrels of hazardous substances that can be destroyed to produce an explosion decimating nearby enemies. Such objects have 3-10 Health points, depending on how difficult they are to destroy, and produce an explosion doing 3-6 dice of damage to everyone within the same zone.

- Chemical barrels do acid damage.
- Explosives crates do blast damage.
- Fuel tanks do fire damage.
- Power generators do pulse or shock damage.

More complex effects are also possible, for example a stack of heavy crates suspended in the air by a crane that can be damaged to make them come crashing down on the team's enemies.

DOORS

Doors and other gates may control passage from one zone to another. Locked doors require a Brains roll to be unlocked; this is a complex action and carries a penalty of -1 to -5 depending on the quality of the lock. Each teammate can attempt to unlock a door only once.

If a door cannot be unlocked, it may be possible to break it open by doing enough damage to reduce its Health to 0. Good quality doors may have armour to protect against damage.

- Standard door: Health 10, Armour 0.
- Reinforced door: Health 15, Armour 1.
- Security door: Health 20, Armour 2.
- Hardened door: Health 25, Armour 3.
- Blast door: Health 30, Armour 4.

The armour dice of doors are not damaged on a roll of 1, but they can still be damaged by acid and other special effects.

ITEM LOCKERS

Lockers may contain ammo, cash and random items; check the Loot section to determine their contents. They are colour-coded according to the value of their contents, with green lockers being the least and gold lockers the most valuable.

To get to the contents of a locker, the team has to unlock it first. Unless they know the combination, this requires a Brains roll with a penalty equal to the locker's grade (-1 for green lockers, up to -5 for gold ones). Each teammate can attempt to unlock a locker only once.

MOVEMENT

You can take a simple action to move to one of the adjacent zones, assuming there is no barrier (a wall, locked door or other obstacle) blocking you. *Difficult* terrain requires a simple action, while *harsh* terrain requires a complex action to move through.

ATHLETICS

The borders between some zones may present a special physical challenge, requiring a Moves roll (typically with a -1 to -3 penalty, sometimes higher) to negotiate. Examples include having to walk on a narrow steel beam, jumping over a chasm or climbing up a wall. Medium and heavy armour makes things more difficult, inflicting a penalty on such rolls equal to their encumbrance.

A failed roll means that you can't move to the next zone and you lose the action you've taken to do so. If the roll fails and you've scored any fumbles, the Gamemaster may impose additional repercussions based on the challenge (for example, you may lose your balance and take falling damage).

BLOCKING

You can use a reaction to prevent someone from entering or leaving your zone, in effect cancelling their movement action. This requires you to win in an opposed roll, pitting your Muscles against the target's Muscles or Moves (whichever is higher).

Should you win the opposed roll the target doesn't move and loses the action he used to do so. If he was trying to enter into the zone you're occupying, he is prevented from doing so for the rest of the current phase at least, although he is free to try to move to another zone. If you prevented him from leaving your zone, he cannot take another movement action during the current phase.

When 2 zones are separated by a narrow entrance (such as a door or small cave opening), you get a +1 bonus to blocking.

GUARDING

As a simple action, you can guard the passage between two specific adjacent zones. This allows you to try to block anyone trying to move between those zones for 1 phase. However, each additional block test you make carries an increasing -1 mod (e.g. the first test is at no penalty, the second at -1, the third at -2 and so on).

ATTACKS AND DAMAGE

ATTACK PROCESS SUMMARY

1	Roll trait dice (Muscles or Moves) + weapon power dice.
2	If you've scored more trait dice hits than the target's Defence, the attack hits.
3	You deal damage equal to the total hits scored on the attack roll plus the weapon's Power.
4	Target rolls damage resistance: armour dice + any shield dice he chooses. His hits reduce the damage taken.
5	Any leftover damage reduces the target's Health.
6	Secondary consequences: <ul style="list-style-type: none">➤ Lose 1 Ammo if the ammo die scores equal to or lower than the weapon's Consumption.➤ Armour dice that fumble are lost.➤ Any shield dice used are removed from the shield's bank.

Attacking takes a complex action and requires an attack roll depending on the kind of weapon utilised. Use Muscles when attacking with a close combat weapon, Moves with a ranged weapon.

Close combat attacks are only possible if the target is within the same zone. Ranged attacks can be used at a distance up to their Range score (in zones) as long as there is an unobstructed line of sight to the target (e.g. they cannot affect someone at the other side of a wall).

To make an attack roll, roll a number of dice equal to the relevant. Check the hits you've scored on your trait dice first; you have to score more hits on these dice than the target's Defence, else the attack fails.

A successful attack deals damage equal to the total number of hits plus the weapon's Power rating, but the target gets the opportunity to resist this damage. Please note that the target's Defence does not reduce damage!

If your attack succeeds and you have gear or skills that use criticals, you should now spend them. Be careful, as some effects may be foiled by the target's damage resistance roll.

UNARMED STRIKES

Instead of using a weapon, you can punch, kick or otherwise attack an enemy with an unarmed strike. This has poor effectiveness when compared to a weapon, but is available at all times (even when your weapon slots are full) and doesn't use any Ammo. An unarmed strike is a close combat attack with 0 Power.

AMMO CONSUMPTION

If you are using a weapon with a Consumption rating, you have to roll an ammo die whether the attack is successful or not (you can roll that along with the attack dice to speed up things). If the ammo die scores equal to or lower than the weapon's Consumption score, you lose 1 point from your Ammo bank. This simple mechanic keeps track of your ammo usage without having to stop and calculate how many shots you've fired or how much ammo your weapon holds. You don't actually waste any actions reloading your gun (unless you have a weapon with the *slow reload* quality) as you are assumed to do that between your significant actions when the opportunity presents itself.

You can replenish your Ammo bank by buying ammo from traders or getting it from stockpiles you find and sometimes from enemy corpses.

RANGE

Ranged weapons have a Range rating that indicates the maximum distance in zones at which they are still effective. Targets beyond that Range cannot be attacked.

Weapons with Range 0 can only attack enemies within the same zone.

Attacks made at the maximum Range of a weapon are less accurate and suffer a -1 mod to the attack roll (e.g. a weapon with Range 3 suffers a -1 attack mod when used against a target 3 zones away). Range 0 weapons and those weapons with the area effect quality do not suffer this penalty.

DODGE

When everything else fails just dive out of harm's way! You can use a reaction to get +1 Defence against one attack, but this has to be declared before the attack roll is made. Or, you can go in full defensive mode and forego all other actions and reactions to get +1 Defence against all attacks until the end of the phase; this has to be declared at the beginning of the phase.

SNAP FIRE

Snap fire (or swift strike for close combat attacks) is a quick but inaccurate attack mode. It allows you to attack as a simple action, but all of your trait dice in the attack roll become greydice.

WEAPONS AKIMBO

If you have a weapon placed in each of your active weapon slots, you may attack with both of them as part of the same action. This is known as using the weapons "akimbo". Both weapons must be either ranged or close combat ones; you cannot attack with a ranged and a close combat weapon at the same time. Akimbo attacks can be directed at the same target, or at different targets should you wish so.

To use the akimbo attack mode, make two separate attack rolls and decide how you want to split your trait attack dice between them. For example, if you have Moves 4 and you attack with pistols akimbo, you can choose to use 2 Moves attack dice for each attack, or 3 dice for

the first attack and 1 for the second. Regardless of how you split the trait dice, you always use all the weapon power dice for both attacks.

RESISTING DAMAGE

If you are the target of a successful attack, you have the opportunity to resist the damage it causes by using your armour and energy shield.

Make a damage resistance roll by using the dice provided by the armour you're wearing (if any). Each hit on the damage resistance roll negates one damage hit. If there are any hits left, they reduce your Health.

You can also add dice from your shield's bank. You can use as many shield dice as you like, up to the shield's current capacity, but once used these dice are gone and can't protect you from other attacks so make sure you use them wisely! Shield dice offer more effective protection than armour: each shield die gives you a minimum of 1 hit (so that's 1 hit on a roll of 1-4 and 2 hits for 5-6).

Unlike shields, armour dice are used against (almost) every attack, but armour can get damaged in combat. Any armour dice that fumble are damaged and cannot be used again until they are repaired.

Shields regain one used level at the end of each phase in which you didn't use them at all. Damaged armour has to be repaired outside of combat (by a trader offering this service or by using the appropriate skills) to restore lost dice.

Enemy resistance: To reduce the number of rolls and speed up gameplay, fodder and lieutenant-rank enemies can use fixed numbers for their damage resistance instead of rolling. Simply assume 1 hit scored per armour or shield dice and no criticals. Any effect turning armour/shield dice into greydice will reduce the number of fixed hits (i.e. assume that the greydice don't score any hits at all). Captain, boss and legend-rank enemies should still roll for damage resistance.

ELEMENTAL DAMAGE

Some weapons have one or more elements, like fire or acid, which can produce special effects when they score a successful hit.

Acid damage corrodes armour and mechs. Armour dice against an acid attack are damaged on a roll of 1 or 2; multiple armour dice can be damaged from a single acid attack. Additionally, each attack critical inflicts +1 damage against a mech target.

Blast damage inflicts massive trauma. Each attack critical causes +1 damage.

Fire damage can set the target on fire. If the target loses any Health from the attack, each attack critical sets him on fire with one immolation die. At the beginning of the next phase roll the immolation dice; every hit reduces the target's Health by 1.

Immolation dice from multiple fire attacks are not cumulative; the target will only be affected by the worst attack (e.g. if the target is affected by 2 immolation dice and another fire attack gives him another 4 dice, the total is 4 dice, not 6).

Pulse damage overloads shields and short-circuits power armour and mechs. Each attack critical removes one die from the target's shield bank. Additionally, each attack critical inflicts +1 damage on targets wearing power armour or mechs.

Shock damage stuns and debilitates. If the target loses any Health from the attack, each attack critical inflicts a -1 penalty to any trait rolls (including attack rolls) attempted by the target for 1 phase.

The effects of multiple shock attacks are not cumulative; the target will only be affected by the worst penalty and not by the total of them.

ELEMENTAL RESISTANCE

Some protective gear or abilities provide resistance against one or more forms of elemental damage.

Each +1 rank of elemental resistance cancels 1 damage hit from an attack that does the corresponding elemental damage (e.g. fire resistance protects against attacks doing fire damage). Elemental resistance is applied right after the attack roll and instantly reduces damage. If you get resistance of the same kind for more than one source, it is added together (e.g. +2 fire resistance from your armour and +1 fire resistance from your shield will give you +3 fire resistance).

Some attacks cause more than one type of elemental damage (for example, blast damage plus fire damage). If you have resistance against both types of damage, use only the one with the highest rating.

Elemental resistance granted by armour or shields will only function if the armour/shield in question has any dice left.

EFFECTS OF DAMAGE

If you lose all Health points during combat, you become incapacitated. This doesn't mean that you are dead or crippled for life; you could be knocked out cold, reduced to crawling or any other condition that would prevent you from moving and taking effective action. Although you cannot act while incapacitated, your teammates can still fight on and you'll get the chance to recover after combat is over.

If all of your team gets incapacitated by the opposition, it is up to the Gamemaster to determine what happens next. In the worst case scenario all of the team is killed or eaten and everyone has to make a new character, but that doesn't have to be the case every time the players are defeated in combat. Perhaps they are taken captive by bandits and have to work to escape or maybe they are saved by the timely arrival of the cavalry.

The incapacitation mechanic tends to let players off lightly; even after sustaining heavy damage a player only needs to wait for his teammates to mop up before getting back in action. This is consistent with the game's video game-like theme, but may be abused by players if they start taking stupid risks safe in the knowledge that they can always recover. The Gamemaster is free to rule that senseless actions like leaping off a mountain or jumping into a vat of acid will result in permanent injury or even certain death. Additionally, there are some badass enemies that can kill a character instead of just incapacitating him. All in all though, the risk of permanent death should remain low during the normal course of the game.

Incapacitation is reserved for the players only. Enemies who lose all of their Health drop dead and stay that way. Occasionally - and for important enemies only - the Gamemaster may allow an enemy to simply be defeated. This could only be temporary, with the overwhelmed enemy making a dramatic escape to lick his wounds and face the team another day, but in most cases should be permanent, giving players the chance to learn important information from their defeated opponent or simply letting them decide his fate.

RECOVERING

At the end of a battle, you recover all the Health you've lost during that battle except from one point, which is lost to long-term injury. Several battles in a row can limit your available Health by quite a bit. Long-term injuries are healed at the rate of 1 point per day or by visiting a doctor.

HAZARDS

CONFLAGRATIONS

Entire zones may be on fire. Shields and armour are very poor at protecting against the intense heat of sustained flames. Every character in such a zone suffers the effects of 1-3 immolation dice (depending on the intensity of the fire) for every phase spent inside the zone. Fire resistance can offer some protection against such damage: for every +2 fire resistance you have, roll one damage resistance die against the fire damage.

FALLING

Falling from a height inflicts damage equal to the hits of a roll with:

- 2 dice for short falls (3-5 m)
- 4 dice for medium falls (6-15 m)
- 6 dice for long falls (15-30 m)
- 8 dice for very long falls (31-60 m)
- 10 dice for extreme falls (61+ m)

Armour doesn't protect against falling damage, but you can make a damage resistance roll if you're willing to use shield dice for protection.

Falling in water or another liquid will halve the distance fallen for damage purposes. If you are not unconscious or immobilised you can try to break your fall by rolling Moves, reducing the distance fallen by 3 metres per hit scored.

MINEFIELDS

Some zones may be mined and those minefields have a *stealth* score determined by the Gamemaster (usually between 4 and 8). Any character entering a minefield has to make a Moves roll with a -2 penalty; use greydice if the character was unaware of the minefield (i.e. did not detect it through Perception). A failed roll means that the character suffers 4 dice of damage, plus an additional die per fumble scored on his roll. Those damage dice score criticals on a roll of 5 or 6.

Minefields may have:

- Chem mines, doing acid damage.
- Frag mines, doing blast damage.
- Phosphorous mines, doing fire damage.
- Pulse mines, doing pulse damage.
- Shock mines, doing shock damage.

QUICKSAND

Quicksand can be found in swamps, marches and sandy desert environments and can quickly swallow characters, especially those in armour. In many cases it is difficult to detect before it's too late – quicksand has a *stealth* score between 3 and 6.

On entering a quicksand zone, a character must roll Muscles or Moves (whichever is higher) or begin sinking. This roll carries a -1 penalty if the character wears no armour, -2 if he wears light armour, -3 for medium armour and -4 for heavy armour. If the roll fails, the character begins to sink (stage 1).

A sinking character cannot move and his Defence is reduced to 0 but he can still use his weapons, gear and skills. At the beginning of each new phase, he will sink a bit more in the quicksand (progressing to the next stage of sinking). On reaching the 3rd stage of sinking, the character is completely swallowed by the quicksand and begins to suffocate.

As a full action, the character can attempt to pull out of the quicksand. This takes a Muscles or Moves roll with the above penalties. A successful roll allows him to reverse one stage of sinking (e.g. from stage 2 to stage 1) plus an additional stage per critical scored. If he reduces sinking to stage 0 he has pulled himself out of the quicksand and can immediately

move to an adjacent zone; should he remain in the quicksand he has to make a roll on the next phase or begin sinking again.

Teammates can help a sinking character, as long as they are not sinking themselves. Any teammate in an adjacent zone can take a full action to give a sinking character 2 bonus dice for his rolls.

SUFFOCATION

A character can survive without air for a number of phases equal to his Muscles. Afterwards, he begins losing Health at an accelerated rate: 1 Health for the 1st phase, 2 for the 2nd, 4 for the 3rd, 8 for the 4th and so on.

In environments that have a little air remaining (for example, a burning room full of smoke), the rate of Health loss is slowed down a bit: 1 Health for the first 2 phases, 2 for the next 2 phases, 4 for the next 2 and so on.

STEALTH

You can go into stealth mode to become unseen and move silently, allowing you to manoeuvre around enemies or to stage more efficient ambushes. Entering stealth mode requires a complex action, while exiting just takes a free action. However, you cannot attempt to enter stealth mode in the presence of enemies within the same zone.

When you enter stealth mode you have to roll Moves in order to generate a Stealth score, which shows how well you have concealed yourself. This is compared to the Perception score of enemies to see if they detect you. Enemies in the same zone get +1 Perception to detect you, while enemies 3 or more zones away have -1 Perception. Visibility mods to Perception scores are reduced by 1 to detect you, because sound can still give away your position.

Being stealthy while wearing medium or heavy armour is extremely difficult: apply twice the armour's encumbrance as a penalty to your stealth roll.

You can change your stealth score without exiting stealth mode by taking a complex action and rolling again; you have to keep the new score even if it's worse. The availability of things to hide between will certainly affect your ability to remain concealed, so your zone's

cover mod is added to your stealth score. Moving between zones with different amounts of cover will modify your stealth score accordingly.

While you are in stealth mode and remain undetected, you cannot be directly targeted by enemy attacks. However, area effect attacks will still affect you.

Once an enemy has detected you and assuming that he is able to communicate his findings, he can take one free action per phase to reduce your stealth score by 1 points. The most likely outcome is that eventually some of his comrades will also detect you and further reduce your stealth score until you are revealed to everybody.

Noisy actions, like blowing up stuff or breaking windows will automatically take you out of stealth mode. The same happens after you make an attack, unless you are using a silent weapon. Silent attacks don't take you out of stealth mode but reduce your stealth score by 1 per attack.

Movement in stealth mode is slow, taking a complex instead of a simple action (moving through difficult terrain will take a full action if you want to get the +3 mod for moving carefully). Your movement cannot be blocked if you remain undetected by the blocker. However, an enemy who has taken the guard action to block movement between 2 zones will have +2 Perception to detect you if you attempt to slip past him.

INVENTORY

Your inventory contains all the stuff you wear, hold and carry. Instead of keeping track of tedious details such as the weight of your camping gear or water canteen, your inventory simply consists of a number of slots in which you can store stuff.

STORAGE SLOTS

Items you carry with you but which are not within your immediate reach go in your storage slots. Depending on the item's size, it will usually take up one or more slots. If you don't have enough slots available you simply can't carry the item (unless you put it in one of your active slots). Items in storage slots cannot normally be used without first being transferred to an active slot.

ACTIVE SLOTS

These are the slots holding the items currently in use. Each active slot will hold one item of the appropriate type.

Armour slot	Holds the armour set you're currently wearing.
Backpack slot	Holds your backpack or any other item designed to be carried on your back.
Accessory slot	Holds one accessory, like helmets and other devices.
Primary weapon slot	Holds the weapon you're currently holding in your main hand.
Secondary weapon slot	Holds the weapon you're holding in your off-hand. 2-handed weapons will take both weapon slots.
Quick access slot	Holds any 3 items you wish to be able to reach in a hurry, like medpacks or grenades. Only certain items can be held here.
Shield slot	Holds your active energy shield.

USING YOUR INVENTORY IN COMBAT

To access and manipulate your inventory during combat you have to take a simple action. This allows you to make up to 3 inventory swaps. You can use a swap to move an item from your storage to an empty active slot or replace an active item with one in storage.

If you are using one weapon in each weapon slot, you can change both of them with new weapons or a 2-handed weapon using a single swap.

Shields can be swapped as any other item, but the new shield needs time to initialise and calibrate itself. This takes 1 phase per each die in the shield's bank before the shield becomes active and starts protecting you.

Armour works different than other items because it takes time to put on or take off. Armour can't be swapped using inventory swaps, but instead has to be taken off or worn as separate actions. Light armour needs 1 full action to wear or take off, medium armour needs 2 full actions and heavy armour needs 3 full actions (e.g. to swap your damaged heavy armour with a new medium armour, you would need 5 full actions in total). During this time you don't get any protection from armour, making this process awkward and risky during combat.

SOCIAL INTERACTIONS

Between episodes of ending hordes of enemies and restoring peace and prosperity on Prometheus, players may need to use something else than guns and brawn to achieve their goals. Charm and diplomacy may come handy when they have to persuade tight-lipped, distrustful locals to reveal what's really going on in their part of the woods, or to negotiate a truce between two warring bandit gangs and convince them to unite against the corporate newcomers.

Such situations are usually handled by a Charisma roll, made by whomever the team assigns as their spokesperson. Charisma rolls can have a modifier depending on the team's reputation and their connection to the locals, ranging from -1 for mildly distrustful people to -5 for hostile ones.

Note that Charisma is not mind control. Players are fools if they think that they can get somebody to agree to absurd terms simply by rolling enough hits. There will be plenty of cases where they will not be able to talk their way out of trouble (this is The Frontier, not Diplomacy after all). What Charisma can do, is make the other side sympathetic to the player's cause and needs - how sympathetic depends on the context of a social encounter as much as on the hits scored.

SKILLS

SKILL TIERS

Skills are divided in 5 tiers, according to the level at which they become available for each class.

Green skills are available from the 1st level.

Blue skills become available at the 11th level.

Orange skills become available at the 21st level.

Red skills become available at the 31st level.

Gold skills become available at the 41st level.

ADVANCED AND MASTER SKILLS

Several skills have advanced and master versions that scale up the benefits they derive. To purchase the advanced version of a skill, you must already have the basic version. To purchase the master version, you have to get the advanced skill first. Additionally, you can only purchase advanced and master skills if they appear in your class skill list.

COOLDOWN

Skills with Cooldown have limited availability, so you will have to ration their usage. When such a skill is used, it becomes unavailable until the Gamemaster scores a favourable result on a Cooldown roll and you choose to have the skill refreshed.

The Cooldown score of a skill depends on your level and the skill's tier.

SKILL COOLDOWN					
Level	Green skills	Blue skills	Orange skills	Red skills	Gold skills
1-10	10	n/a	n/a	n/a	n/a
11-20	9	10	n/a	n/a	n/a
21-20	8	9	10	n/a	n/a
31-40	7	8	9	10	n/a
41-50	6	7	8	9	10

If you are using an advanced or master version of a skill, its Cooldown score is still based on the tier of the basic skill.

RAPID REFRESH

Rapid refresh skills can cool down along with another skill. After the Gamemaster rolls for Cooldown, you can choose to cool down one rapid refresh skill along with a regular skill. Note that the Cooldown roll must still score equal or higher than a rapid refresh skill's score.

TECH AND PSIONIC POWERS

These skills utilise the technological knowledge of the Expert class or the incredible mental powers of the Psion class to benefit and support your team or strike down your foes. They require a complex action to activate and use.

PSIONICS AND SHIELDS

The energy field emitted by shields interferes with the manifestation of psionic powers when its source lies very close to the Psion. If you activate psionic powers while using a shield, any rolls related to them suffer a penalty equal to the shield's max capacity.

You can reduce this penalty by your Guts score if you activate a psionic power as a full action.

SUPPORT SKILLS

Support skills apply their benefits to all teammates that are within the same zone as the skill user (a teammate that moves or fails to keep up with the skill user immediately loses those benefits).

Only one support skill of a given kind can benefit a teammate at a time.

SKILL DESCRIPTIONS

ADRENALINE

If you score 2 or more attack criticals, your next attack gains +1 power. This benefit will last until the end of the next phase if not used earlier.

ADVANCED MELEE PROFICIENCY

You gain proficiency with advanced melee weapons.

AREA SCAN

Tech support power/Cooldown

+2 Perception for 3 phases.

ARMOURCRAFT

Select one armour quality from the following list:

- +1 camouflage
- +2 elemental resistance (choose from acid, blast, fire, pulse or shock)
- +1 integrity
- +1 power armour
- +1 protection
- +2 stability

You can add the quality you have learned to any armour of common rarity with a day's worth of work at an expense equal to half the value of the armour. After the armour is upgraded, its rarity increases to the next level.

Limitations:

- A light armour cannot receive more than +2 protection or any level of power armour.
- Medium and heavy armour cannot receive the camouflage quality.

- No armour can have more than one type of elemental resistance.

This skill can be purchased several times, each time adding a new quality to your repertoire.

Advanced: You can now upgrade uncommon armour.

Master: You can now upgrade rare armour.

ARMOURER

You can repair a light armour you are given, restoring damaged armour dice at a cost of one hour of work and 50 creds worth of materials per die.

You can purchase this skill a second time to become able to repair medium armour and a third time for heavy armour.

AWARENESS

You roll one more die for Perception rolls.

Advanced: You now roll 2 more dice for Perception rolls.

Master: You now roll 3 more dice for Perception rolls.

BANDOLIER

The maximum capacity of your Ammo bank increases by 2.

Advanced: Your Ammo bank capacity now increases by 4.

Master: Your Ammo bank capacity now increases by 6.

BATTLE CHEMISTRY

At the beginning of the next phase after you attack with an acid weapon, the target loses Health equal to the number of armour dice damaged by the acid attack. Acid resistance will reduce this Health loss by its rating.

BATTLE RIFLES PROFICIENCY

You gain proficiency with battle rifles.

BEAM POWER

As a free action, you can transfer any amount from your shield's capacity to a teammate within 3 zones.

BLADE STORM

Cooldown (rapid refresh)

Use this skill to make a swift strike attack as a free action.

Advanced: When using Bladestorm, you can choose to make a regular close combat attack as a free action. If you choose this option, the skill's Cooldown increases by 2.

BOOBY TRAP

As a complex action, you can use one of your grenades to set up a trap between your zone and one of the adjacent zones. The first enemy to move between those zones has to make a Perception roll with a penalty equal to your Brains. If this roll is failed, the trap explodes and he takes damage plus his movement is blocked. Roll the grenade's Power dice and double the hits scored; the target makes a damage resistance roll against them. Once the trap is detonated, it cannot affect any other targets. Each enemy succeeding in his Perception roll to pass through the trap unharmed provides a cumulative +1 bonus to his comrades to avoid the trap.

BOOM STICK

Each attack critical scored with a shotgun grants the attack +2 knockdown.

BRUTALITY

Spend 1 Grit to make all of your attacks produce +1 damage per attack die scoring 5 or 6 for the rest of the current phase. This ability can be used only once per phase.

CAMARADERIE

Cooldown

Use a tech support power as a simple action.

CAMOUFLAGE

You roll one more die for Stealth rolls.

Advanced: You now roll 2 more dice for Stealth rolls.

Master: You now roll 3 more dice for Stealth rolls.

CHARGE

When you move at least one zone before attacking with a close combat weapon, you get to roll one more attack die.

CHIMERIC AMMO

Select one type of elemental damage (acid, blast, fire, pulse or shock) when you purchase this skill. Thereafter, you can spend 1 Grit to add that type of damage to all attacks with ranged weapons for 3 phases. You cannot use this ability again until its duration expires.

This skill can be purchased several times, each time adding a new type of elemental damage to your repertoire. However, you can only apply one type of damage at a time to your attacks.

COMBAT SENSE

Spend 1 Grit to increase your Initiative by 3. This skill can only be used at the beginning of a phase and only once per combat.

COMMANDO

Cooldown

When you use two weapons akimbo to attack the same target, you can use this skill to pick the best outcome out of the two attack rolls and apply it to both attacks.

CONTROLLED FIRE

Cooldown

Negates all recoil penalties to your attack rolls for 1 phase.

COUNTERSTRIKE

Cooldown

When you are attacked with a close combat weapon, use this skill to immediately attack back with a close combat weapon of your own.

CRIPPLE

If you score 2 or more criticals on your attack roll and the target fails a Muscles roll (with a penalty equal to the attack hits scored), he becomes unable to move and his Defence is reduced by 1 (to a minimum of 0) for 1 phase. Multiple cripple attacks do not have cumulative effects on a target.

DEATH BLOW

Spend 1 Grit to gain +2 power and the +2 savage quality for all attacks for 1 phase. This skill can only be used once per phase.

DECOY

Psionic power/Cooldown

Creates an illusory duplicate of yourself that follows your movements. Any attack targeting you has a 50% chance (1-3 on one die rolled) of affecting the decoy, although area effect attacks will always affect both of you. The decoy lasts for 3 phases or until it takes total damage equal to your Guts. You can only have one decoy active at any time.

DISINTEGRATE

Psionic power/Cooldown

Spend 1 Grit to affect a target of captain grade or lower within 3 zones. If you beat the target in an opposed roll (your Guts versus his Muscles), he is instantly destroyed.

DISPLACEMENT FIELD

Tech support power/Cooldown

+1 Defence for 3 phases.

DISRUPTOBEAM

Tech power/Cooldown

Affects one target up to 2 zones away. This power works as a ranged attack, but you use Brains for the attack roll. It has the following qualities: +3 power, pulse damage, disrupting and any die scoring 5 or 6 is a critical.

DISTRACTION

Cooldown

If you make a successful attack with a silent weapon while you are in stealth mode, use this skill to add 2 to your stealth score (instead of the normal reduction by 1).

DOCTOR

Requires Medic

Once per day, you can use the Medic skill outside of combat to heal 1 point of long-term injuries per 2 hits scored on a Brains roll. This task consumes about half an hour worth of your time.

This skill can be purchased several times, each time allowing you to use it once more per day.

DOMINATE

Psionic power/Cooldown

Affects one target (of captain grade or lower) within 2 zones. If you win in an opposed Brains roll, you can direct the actions of the target for 1 phase, forcing it to attack your enemies or even itself. Mech targets are immune to this power.

DOUBLE TAP

When you score 2 or more attack criticals with a pistol or submachine gun (excluding criticals gained through the savage quality), you can immediately make a snap fire attack with the same weapon as a free action. This secondary attack cannot trigger this effect.

DRAINZONE

Tech power/Cooldown

Affect an entire zone up to 3 zones away, as well as all adjacent zones, with a shield-draining effect. At the beginning of each phase any enemy within this area will lose one die from his shield bank. Each 2 drained dice will restore one of your own used shield dice. This effect lasts for 3 phases. No zone may be affected by more than one Drainzone at the same time.

DUAL WEAPONS

When you attack with two weapons akimbo, you can keep one of your trait dice and apply it towards both attacks without having to split it between them.

Advanced: You can now keep 2 trait dice for akimbo attacks.

Master: You can now keep 3 trait dice for akimbo attacks.

ELECTROKINESIS

Psionic powers inflicting shock damage gain +1 power.

Advanced: Psionic powers inflicting shock damage gain the stunning quality. When you use that ability, the Cooldown of the power increases by 2.

Master: Psionic powers inflicting shock damage gain the +1 savage quality.

ELUSIVE

Cooldown

You are able to dodge as a free action.

EMERGENCY RECHARGE

Spend 1 Grit and roll Guts. You recover one used shield die per hit scored. This skill can only be used once per phase.

EMP

Tech power/Cooldown

Affects all enemies within a zone up to 3 zones away. Roll Brains and check your hits against each target's Defence separately. Those targets hit are affected by an attack with the following qualities: +5 power, pulse damage, disrupting.

ENERGOT

Tech power/Cooldown

You create a sphere of energy under your command within your zone. The energobot has 2 in each trait, 6 points of Health, no armour and 6 shield dice. You may take a free action once per phase to move the energobot one zone; it is a flying unit and is not hampered by difficult terrain. You can also take simple actions to move the energobot additional zones if you desire. The maximum distance at which you can move the energobot away from you is 5 zones. You are able to use your tech powers against targets within the energobot's zone as if you were there, as well as your Medic or Doctor skill to heal teammates within that zone. If you have any support skills active, they will also benefit teammates within the energobot's zone.

ENERGY AUGMENTATION

Tech support power/Cooldown

+1 power to all friendly weapons for 3 phases.

EVASION

You roll one bonus die to resist the damage of an area-effect attack (any attack that affects a whole zone).

Advanced: You now roll 2 bonus dice against area attacks.

Master: You now roll 3 bonus dice against area attacks.

FAST HEALING

When you use Grit to recover lost Health, you regain 2 extra Health points.

FEEDBACK

When you destroy a mech or a target wearing power armour, you can instantly cool down a tech power with Cooldown equal to or lower than the damage you inflicted (before the target's damage resistance roll).

FIRE BLAST

Psionic power/Cooldown

Affects a zone up to 3 zones away. This power works as a ranged attack with the area quality, but you use Guts for the attack roll. It has the following qualities: +6 power, fire damage.

FIRE BOLT

Psionic power/Cooldown

Affects one target up to 3 zones away. This power works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +5 power, fire damage.

FIRE CONTROL

Tech support power/Cooldown

All ranged attacks gain +1 accuracy for 3 phases.

FIRE WAVE

Psionic power/Cooldown

Spend 1 Grit to affect up to 3 zones, attacking all enemies within them, with each zone being adjacent to the previous one and the starting zone adjacent to your zone. This power works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +4 power, fire damage.

FIRESTARTER

When your fire attack inflicts immolation dice on the target, increase their total number by 1.

FIREWALL

You roll one more die to resist harmful tech powers (including damage resistance rolls against tech attacks).

Advanced: You now roll 2 more dice versus tech powers.

Master: You now roll 3 more dice versus tech powers.

FIRST STRIKE

Cooldown

Use this skill at the beginning of a phase to take a single complex action before anyone else can act. This action does not count towards your normal action allowance. If more than one characters use this skill in the same phase, they take their first strike actions in order of their initiative scores.

FOCUS

Reduces the Cooldown of green psionic powers by 1.

Advanced: Reduces the Cooldown of blue psionic powers by 1.

Master: Reduces the Cooldown of orange psionic powers by 1.

FORCE BARRIER

Psionic power/Cooldown

Erects a barrier of psychic energy that blocks all movement between two adjacent zones that are both within 3 zones of you. Anyone attempting to pass from one zone to the other has to beat you in an opposed roll, using his Muscles against your Guts. The barrier is impervious to all damage and lasts for 3 phases.

Advanced: When you use Force barrier, you can reposition it as a simple action.

FORCE CAGE

Requires *Force barrier*

When you use Force barrier, you can shape it as a cage that completely envelops a zone and prevents passage to or from it. If you take this option its Cooldown increases by 1.

FURY

As your first action during a phase you can choose to make one (and only one) attack as a free action. Should you do so, all rolls related to your actions (including the attack roll of the free attack) will suffer a -3 penalty for 1 phase.

Advanced: The action penalty is reduced to -2.

Master: The action penalty is reduced to -1.

GADGET ADDICT

Your inventory gains a second accessory active slot, so that you can use 2 accessories at the same time.

GREAT SWEEP

Cooldown

Use this skill to grant a 2-handed close combat weapon the Area quality for your next attack with it.

GRENADIER

You can put up to 2 grenades as one item in your quick access inventory slot.

GUARDIAN ANGEL

Cooldown (rapid refresh)

Use this skill to take part or all of the damage from an attack targeting one teammate within the same zone. This skill must be used before your teammate makes his damage resistance roll.

HAIL OF BULLETS

When attacking with a weapon having the burst fire quality, you can spend Ammo to roll additional burst fire dice (up to 3 extra dice).

HARDENED

Cooldown

Use this skill if you're wearing heavy armour to halve your Health loss from all attacks for 1 phase.

This skill cools down instantly if you score 2 or more armour criticals on a damage resistance roll.

HARMONY

Reduces a shield's penalty to psionic powers by 2.

Advanced: A shield's penalty to psionic powers is now reduced by 4.

Master: A shield's penalty to psionic powers is now reduced by 6.

HARM'S WAY

Cooldown

When you dodge to avoid a ranged attack and it fails to hit you, use this skill to redirect the hit to an enemy within the same zone that has a lower Defence score than yours.

HASTE

Cooldown

Quickens you or one of your teammates within 2 zones. The target gains a haste effect for 2 phases. He gets +1 Defence as well as a bonus simple action per phase (which can be combined with his regular simple action into a second complex action). No one can benefit from more than one haste effect at a time.

HEADHUNTER

Cooldown

Use this skill to increase an attack's damage by 1 per critical scored.

HEAVY ARMOUR PROFICIENCY

You gain proficiency with heavy armour.

HEAVY WEAPONS PROFICIENCY

You gain proficiency with heavy weapons.

HIGH TECH

Cooldown

Use this skill to increase the effective area of a tech support power by 1 zone.

HIJACK

Tech power/Cooldown

Affects one mech target (of captain grade or lower) within 2 zones. If you win in an opposed Brains roll, you can direct the actions of the mech for 1 phase, forcing it to attack your enemies or even itself.

INVINCIBILITY

Spend 1 Grit to roll 3 extra dice for all damage resistance rolls for 1 phase. This skill can only be used once per phase.

INVISIBILITY

Psionic power/Cooldown

You turn nearly invisible for 3 phases. Make a Stealth roll using Guts instead of Moves and add 5 to the resulting stealth score. Attacking while invisible doesn't automatically take you out of stealth mode, but instead reduces your stealth score by 2 (1 if you use a silent weapon). At the end of the power's duration you exit stealth mode.

LAST STAND

If you lose all Health, you can spend 1 Grit and roll a single die to avoid being incapacitated. On a roll of 4-6, you remain standing. Any further damage will incapacitate you unless you use this skill again.

LEAP & ROLL

Cooldown

When you dodge to avoid an attack and it misses you, use this skill to move to an adjacent zone (you still have to succeed in a movement test if necessary).

LEVITATION

Psionic power/Cooldown

You gain the ability to fly (as per the flyer quality of enemies) for 1 phase per hit scored on a Guts roll.

Advanced: You now have the fast flyer quality, allowing you to move 2 zones per movement action when flying.

Master: You can activate Levitation as a simple action.

LIFEDRAIN

Psionic power/Cooldown

Drains the life force of all non-mech enemies within your zone and all adjacent zones. At the beginning of each of the next 3 phases, each target loses 1 Health, which is then used to recover your own lost Health. The only way to prevent this is to move away from the affected zones.

LIGHTNING STORM

Tech power/Cooldown

Affects all enemies within a zone up to 3 zones away. This power works like a ranged weapon, but you use Brains for the attack roll. It has the following qualities: +6 power, stunning and any die scoring 5 or 6 is a critical.

LITHESS

You roll one more die to resist being blocked and to maintain your balance while moving through slippery surfaces.

Advanced: You now roll 2 more dice for the above situations.

Master: You now roll 3 more dice for the above situations.

MACHINE GUNS PROFICIENCY

You gain proficiency with machine guns.

MARKSMAN

Cooldown

If you successfully hit with a battle or sniper rifle and you scored 2 or more attack criticals, use this power to gain +1 power for your next attack with the same weapon. This bonus continues to build up if the same conditions are met with successive attacks, up to a maximum bonus of +5 power. A chain bonus vanishes and the skill's effect ends when you fail to hit and score 2 criticals or if you don't attack with the weapon for longer than 1 phase.

MASSACRE

Cooldown

After you kill an enemy, use this skill to attack again with the same weapon as a free action. This additional attack gains +2 power.

MASTER BLASTER

Cooldown

If you destroy an enemy with a weapon doing blast damage, use this skill to immediately cool down the weapon's detonating quality.

Master blaster cools down automatically whenever you score 3 or more attack criticals with a weapon doing blast damage.

MEDIC

Cooldown

Use this skill to tend to the injuries of a teammate within the same zone (or, alternatively, your injuries). Take a complex action and roll Brains. You restore 1 lost Health for every hit scored, but long-term injuries are not affected. Instead of restoring Health, you can also remove one poison die affecting the teammate.

MEDIUM ARMOUR PROFICIENCY

You gain proficiency with medium armour.

MELTDOWN

Tech power/Cooldown

Affects a target up to 3 zones away. If you win an opposed Brains roll, the target's shield discharges with a burst of energy, losing all shield dice. Roll the shield dice lost as blast damage that affects every enemy in that zone (including the target).

METAL STORM

Cooldown

When making an attack using the Strafe quality, you can spend 1 more Ammo to affect all enemies within 2 adjacent zones.

MINDBOMB

Psionic power/Cooldown

Spend 1 Grit to target one zone up to 3 zones away. Roll Guts; any enemy that has Guts lower than your hits is stunned and will suffer a -1 penalty (plus an additional -1 per critical scored) to all trait rolls for 1 phase. Mech targets are immune to this power.

MINDLANCE

Psionic power

Unleashes a mental attack against a single target that is treated as a ranged weapon with the following stats: Power 1, Range 2, silent. You use Guts for the attack roll.

This attack deals psionic damage that ignores armour, so the target doesn't roll any armour dice for his damage resistance roll.

MINDSHREDDER

Psionic power

Unleashes a mental attack against a single target that is treated as a ranged weapon with the following stats: Power 2, Range 4, silent. You use Guts for the attack roll.

This attack deals psionic damage that ignores armour, so the target doesn't roll any armour dice for his damage resistance roll.

MOBILITY

Cooldown (rapid refresh)

Use this skill to negate an armour's encumbrance penalty for 1 phase. You must be proficient with the armour.

NANOBIOTIC CLOUD

Tech support power/Cooldown

+3 regeneration for 3 phases.

NINJA

Cooldown

You can enter stealth mode in the presence of enemies within the same zone.

NO RETREAT

Cooldown (rapid refresh)

Block an enemy as a free reaction.

OVERCHARGE

Any shield you use has +1 capacity.

Advanced: Your shield now has +2 capacity.

Master: Your shield now has +3 capacity.

PHASE WALK

Psionic power/Cooldown

You assume an immaterial form, in which you appear as an ethereal, translucent apparition. While in this state, you can pass through barriers as if they were not there, your movement cannot be blocked and you ignore difficult terrain and traps or hazards. You are immune to any kind of damage, except from psionic damage which affects you normally. Conversely, you can only attack enemies with skills doing psionic damage or other non-damaging psionic powers. This state lasts for a maximum of 3 phases before you enter the real world again.

POWER ATTACK

You can remove one (and only one) trait die from your attack roll to get +2 damage if the attack is successful.

Advanced: When you use your Power attack skill, you can trade up to 2 of your trait dice.

Master: When you use your Power attack skill, you can trade up to 3 of your trait dice.

POWER LEECH

Tech power/Cooldown

Affects one target up to 2 zones away. If you win an opposed Brains roll, the target loses a number of shield dice equal the hits scored. If the target is a mech or wearing power

armour, he will start losing Health once all shield dice are gone. Additionally, the *Cooldown* of your tech powers is reduced by 1 for the next phase.

PRECISION

Cooldown

When you hit with a sniper rifle, use this skill to gain +1 damage per critical scored.

PRESENCE

Your Charisma is permanently raised by 1.

Advanced: Your Charisma is now raised by 2.

Master: Your Charisma is now raised by 3.

PRODIGY

Select one of your *Cooldown* skills when you purchase this skill. Its *Cooldown* score is reduced by 1.

This skill can be purchased several times, each time applying to a different skill.

PSIONIC BLAST

Psionic power/Cooldown

Affects a zone up to 3 zones away. This power works as a ranged attack with the area quality, but you use Guts for the attack roll. It has the following qualities: +4 power, psionic damage.

Psionic damage ignores armour so targets don't roll any armour dice for their damage resistance roll.

PSIONIC BOLT

Psionic power/Cooldown

Affects one target up to 3 zones away. This power works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +3 power, psionic damage.

Psionic damage ignores armour, so the target does not roll any armour dice for his damage resistance roll.

PSIONIC EXPERTISE

The range at which your psionic powers can affect a target increases by 1 zone.

Advanced: You psionic powers now work at +2 range.

PSIONIC MASTERY

You roll one more die when using psionic powers.

Advanced: You now roll 2 more dice for psionic powers.

Master: You now roll 3 more dice for psionic powers.

PSIONIC SHIELD

Psionic skill/Cooldown

Forms a defensive halo protecting you with 3 shield dice for 3 phases (unused dice vanish when the duration expires). These shield dice do not penalise your psionic powers like normal shields do, but cannot be used in conjunction with a shield. They are also rather unstable; any die scoring 1 will also drain one more die from the psionic shield.

The skill cannot be activated again before its duration expires or all dice have been used.

Advanced: Psionic shield now grants 4 shield dice.

Master: Psionic shield now grants 5 shield dice.

PSIONIC WAVE

Psionic power/Cooldown

Spend 1 Grit to affect up to 3 zones, attacking all enemies within them, with each zone being adjacent to the previous one and the starting zone adjacent to your zone. This power works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +2 power, psionic damage.

Psionic damage ignores armour so targets don't roll armour dice for their damage resistance rolls.

PSYCHIC MATTOCK

Cooldown

For the rest of the current phase, any psionic power inflicting psionic damage that causes Health loss will also turn all of the target's shield dice into greydice for 1 phase.

PULSE WAVE

Cooldown

Spend 1 Grit to add the area quality to all of your attacks with weapons doing pulse damage for 1 phase.

PYROKINESIS

Psionic powers inflicting fire damage gain +1 power.

Advanced: Psionic powers inflicting fire damage gain the incendiary quality. When you use that ability, the power's Cooldown increases by 2.

Master: Psionic powers inflicting fire damage gain the +1 savage quality.

QUICK CHARGE

Tech support power/Cooldown

Shields gain +1 recharge for 3 phases.

QUICK DRAW

As long as you have only pistols equipped in your weapon slots, your Initiative is increased by 1.

Advanced: You now gain +2 Initiative when using Quick draw.

Master: You now gain +3 Initiative when using Quick draw.

RAGE

Cooldown

Lose 1 Health to gain +1 Muscles for 3 phases.

Advanced: When you use your Rage skill you also add the +1 savage quality to close combat attacks.

Master: You now gain +2 Muscles when you use Rage.

RAPID RECHARGE

The *Cooldown* score of your shield's *recharge* quality is reduced by 1.

RAPID SHOT

Cooldown

Use this skill to make a snap fire attack as a free action.

Advanced: When using Rapid shot, you can choose to make a regular ranged attack as a free action. If you choose this option, the skill's *Cooldown* increases by 2.

REACTOR

Reduces the *Cooldown* of green tech powers by 1.

Advanced: Reduces the *Cooldown* of blue tech powers by 1.

Master: Reduces the *Cooldown* of orange tech powers by 1.

REFLEXES

You permanently gain +1 Defence.

Advanced: You now have +2 Defence.

Master: You now have +3 Defence.

REND

When you attack with close combat weapons akimbo and they both hit the same target, the second attack will do +2 damage.

REPLENISH

Tech support power

Spend 1 Grit to immediately restore all shields to their maximum capacity.

RESILIENCE

Before you make a damage resistance roll, you can choose to damage one or more of your armour dice to reduce damage by 3 per die removed.

Even if your armour has the *integrity* quality, you still have to damage its dice for this skill to work.

RESOLVE

You roll one more die to resist harmful psionic powers (including damage resistance rolls versus psionic powers).

Advanced: You now roll 2 more dice to resist psionic powers.

Master: You now roll 3 more dice to resist psionic powers.

RETURN FIRE

Cooldown

If you are attacked with a ranged weapon, use this skill to fire back with a ranged weapon of your own.

SAPPER

Tech power/Cooldown

Affects one target up to 3 zones away if you beat him in an opposed Brains roll. For 1 phase, all attacks against the target (including your teammates attacks) gain the penetration quality.

SAVANT

Select one of your Cooldown skills when you purchase this skill. The selected skill becomes a rapid refresh skill.

This skill can be purchased several times, each time applying to a different Cooldown skill.

SCAVENGER

The Gamemaster rolls one more die for the loot roll of one enemy or locker per encounter (usually for the enemy or locker with the highest loot rating).

If more than one teammates have this skill, the bonus dice do not increase but may be applied to other enemies destroyed or lockers opened in an encounter (e.g. if 2 people have this skill then the bonus die would be used for 2 loot rolls per encounter).

SHIELD ALACRITY

Your shield gains +1 recharge.

SHIELD BOOST

Tech support power/Cooldown

Grants 1 bonus shield die to all shields, even above their normal maximum capacity, for 3 phases. This bonus die is the first to be used and cannot be recovered. Unused dice vanish when the power's duration expires.

Advanced: Shield boost now grants 2 bonus shield dice.

Master: Shield boost now grants 3 bonus shield dice.

SHIELD CRAFT

Select one shield quality from the following list:

- +2 capacity
- +2 elemental resistance (choose from acid, blast, fire, pulse or shock)
- enduring
- +1 recharge

You can add the quality you have learned to any shield of common rarity with a day's worth of work at an expense equal to half the value of the shield. After the shield is upgraded, its rarity increases to the next level.

This skill can be purchased several times, each time adding a new quality to your repertoire.

Advanced: You can now use your Shieldcraft skill on uncommon shields.

Master: You can now use your Shieldcraft skill on rare shields.

SHOCK BLAST

Psionic power/Cooldown

Affects a zone up to 3 zones away. This power works as a ranged attack with the area quality, but you use Guts for the attack roll. It has the following qualities: +6 power, shock damage.

SHOCK BOLT

Psionic power/Cooldown

Affects one target up to 3 zones away. This power works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +5 power, shock damage.

SHOCK WAVE

Psionic power/Cooldown

Spend 1 Grit to affect up to 3 zones, attacking all enemies within them, with each zone being adjacent to the previous one and the starting zone adjacent to your zone. This power

works as a ranged attack, but you use Guts for the attack roll. It has the following qualities: +4 power, shock damage.

SHOTGUNS PROFICIENCY

You gain proficiency with shotguns.

SHROUD

Spend 1 Grit to increase your Stealth score by 3. This skill cannot be used again until you exit stealth mode.

Advanced: Using Shroud now increases Stealth by 4.

Master: Using Shroud now increases Stealth by 5.

SILENT KILLER

When attacking in stealth mode and undetected by the target, you deal +1 damage if you hit and score 1 or more criticals.

Advanced: You now have the chance to deal +2 damage if you score 2 or more attack criticals.

Master: You now have the chance to deal +3 damage if you score 3 or more attack criticals.

SLAYER

All attacks gain +1 power.

SNEAK ATTACK

Spend 1 Grit to roll one more attack die for all attacks made this phase, as long as you remain in stealth mode and undetected by the target. This skill can only be used once per phase.

Advanced: You now roll 2 more dice when using Sneak attack.

Master: You now roll 3 more dice when using Sneak attack.

SNIPER RIFLES PROFICIENCY

You gain proficiency with sniper rifles.

SPRINTER

When you move 2 or more zones during the same phase, you can make a movement test with a -3 penalty (plus any other mods) to move one more zone as a free action.

Advanced: Reduces the penalty to -2.

Master: Reduces the penalty to -1.

STARBURST

Tech support power/Cooldown

Shields gain the *nova* quality (choose between blast, fire, pulse or shock) for 3 phases. A shield that already has the nova quality keeps its current elemental type and rolls one more die every time it uses it.

STASIS

Psionic power/Cooldown

This skill requires a full action and 1 Grit to be activated. Time stops for everybody but you for a short while at the end of the current phase. This allows you to take an extra phase worth of actions while the rest of the world remains suspended. Enemies have their Defence reduced to 0 during this period.

Advanced: You can extend the effects of Stasis to one (and only one) teammate within 1 zone by spending an additional Grit point.

SUBMACHINE GUNS PROFICIENCY

You gain proficiency with submachine guns.

SUBTERFUGE

Cooldown

Use this skill to enter stealth mode as a free action.

SUNDER

Cooldown

Your close combat attacks gain the *shieldbreaker* quality for 1 phase.

SUPPORT SPECIALIST

Increase the effective range of your support powers by 1 zone.

SUPPRESSIVE FIRE

Cooldown (rapid refresh)

If you have a weapon with the Strafe quality, you can take a simple action and spend 1 Ammo to block movement in an entire zone within the weapon's range. For 1 phase, any enemy wishing to move in or out of the zone will have to beat you in an opposed roll first. You roll a number of dice equal to your Moves plus the weapon's Power, while the target rolls dice equal to his Moves or Muscles (whichever is greater) plus his armour. The target may also spend shield dice to add them to his roll.

You can instantly cool down this skill by spending 2 Ammo.

SWIFT WIND

Spend 1 Grit to get 4 defensive points. You can spend any amount of these points to increase your Defence against an incoming attack (before the attack roll is made). These points last for 1 phase, with any unused points vanishing at the end.

SWIFTNESS

Cooldown

You can move one zone as a free action. If you are faced with *difficult* terrain, you can move as a simple action instead. If you are faced with *harsh* terrain, you can move as a complex action instead.

SWITCH OFF

Tech power/Cooldown

Affects a target up to 2 zones away if you beat him in an opposed Brains roll. The target's shield shuts down and cannot be used for 1 phase.

TANK

You roll one more die for all damage resistance rolls.

Advanced: You roll 2 more die for damage resistance.

Master: You roll 3 more dice for damage resistance.

TARGET ANALYSIS

Tech support power/Cooldown

Attacks roll one more dice for 3 phases.

TECH EXPERTISE

The range at which your tech powers can affect a target increases by 1 zone (this doesn't apply to support powers).

Advanced: Your tech powers now work at +2 range.

TECH MASTERY

You roll one more die when using a tech power.

Advanced: You now roll 2 more dice for tech powers.

Master: You now roll 3 more dice for tech powers.

TELEKINESIS

Psionic power/Cooldown

Affects a target up to 2 zones away if you beat him in an opposed roll (your Guts versus his Muscles). The target is knocked down (as per the knockdown weapon quality). If you wish so, you can also move him to an adjacent zone (if there are no barriers in the way).

Advanced: Turns up to 2 of the target's dice into greydice.

Master: You can now activate Telekinesis as a simple action.

TELEPORT

Psionic power/Cooldown

You can instantly move to another zone that lies within 5 zones of your starting point, ignoring any barriers that lie between. You do not need a clear line of sight to the destination zone, unless you've never visited the area before.

Advanced: When you use Teleport, you can bring along one willing teammate that is within your zone.

Master: You can now bring along 2 teammates.

THIEF

You roll one more die to unlock doors and containers.

Advanced: You now roll 2 more dice to unlock doors and containers.

Master: You now roll 3 more dice to unlock doors and containers.

THUNDER LORD

Any of your weapons or tech powers doing pulse and/or shock damage will inflict +1 damage on a successful hit.

Advanced: Weapons and powers also gain the +1 savage quality.

Master: Weapons and powers doing pulse damage will also inflict shock damage. Vice versa, weapons and powers doing shock damage will also inflict pulse damage.

TOUGHNESS

Your Health is permanently raised by 2.

Advanced: You now have +4 Health.

Master: You now have +6 Health.

TUMBLE

Cooldown

Use this skill as a free reaction to gain +1 Defence for 1 phase.

UMBRELLA SHIELD

Tech support power/Cooldown

Spend 1 Grit to create a team shield with 10 shield dice (this shield cannot recover used dice). Any teammate within its range can add dice from it to his damage resistance rolls, although you can veto the amount of dice withdrawn. The umbrella shield has to be exhausted before a second one can be erected.

VAMPIRE

Psionic power

Spend 1 Grit to affect one target within your zone, if you win in an opposed roll of Guts versus the target's Muscles. The target loses half of his remaining Health and you restore an equally amount of lost Health (up to your normal max Health).

WALL OF STEEL

You roll one more die when trying to block an enemy or to resist being blocked.

Advanced: You now roll 2 more dice to block or resist being blocked.

Master: You now roll 3 more dice to block or resist being blocked.

WEAPON EXPERTISE

Select a group of weapons you are proficient with when you purchase this skill. You roll one more die when attacking with such weapons.

This skill can be purchased several times, each time for a new weapon group.

WEAPON MASTERY

Requires *Weapon specialisation* with the selected weapon group

Select a group of weapons when you purchase this skill. You now roll 3 more dice when attacking with such weapons.

This skill can be purchased several times, each time for a new weapon group.

WEAPON SPECIALISATION

Requires *Weapon expertise* with the selected weapon group

Select a group of weapons when you purchase this skill. You now roll 2 more dice when attacking with such weapons.

This skill can be purchased several times, each time for a new weapon group.

WEAPONCRAFT

Select one weapon quality from the following list:

- +1 accuracy
- +1 akimbo
- +1 CQB
- +1 savage
- +1 power
- +1 swiftness
- elemental damage (choose from acid, blast, fire, shock or pulse)

You can add the quality you have learned to any weapon of common rarity with a day's worth of work at an expense equal to half the value of the weapon. After the weapon is upgraded, its rarity increases to the next level.

This skill can be purchased several times, each time adding a new quality to your repertoire.

Advanced: You can now use your Weaponcraft skill on uncommon weapons.

Master: You can now use your Weaponcraft skill on rare weapons.

WILLPOWER THIEF

Reduce the Cooldown of your psionic powers by 1 for the next phase after you destroy a non-mech enemy with a psionic power doing psionic damage. This skill only applies once regardless of the number of enemies slain.

GEAR

LOOT

When enemies are defeated or an item locker is opened, you have a chance of finding Ammo and one or more items. Such finds are collectively known as "loot".

Loot is usually random, although the Gamemaster may choose to introduce specific items at some point in the story. To find the quantity and quality of the loot, you make a Loot roll.

Each item locker gets a separate roll. Roll 1 die for **green** lockers, 2 dice for **blue** lockers, 3 dice for **orange** lockers, 4 dice for **red** lockers and 5 dice for **gold** lockers.

After the team bests their opponents in an encounter, make a roll for the whole encounter. Roll 1 die per lieutenant defeated, 2 dice per captain, 3 dice for a boss and 4 dice for a legend. Fodder-grade enemies add one greydie per gang of fodder defeated.

Tip: It is usually better to have the loot determined before the start of a session to avoid losing precious game time and boring the players!

Each hit on the Loot roll produces 1 point of Ammo that can be used to replenish the teammates' depleted Ammo banks.

Each hit will also produce money, either in the form of hard cash or precious stones, jewels and other valuables. The team gets 100 creds per hit, multiplied by 2 for orange lockers or if the fight involved a captain, by 3 for red lockers or if the fight involved a boss and by 4 for gold lockers or if the fight involved a legend.

When 2 or more hits are scored, the loot will also include items.

- **Common** items cost 2 hits each.
- **Uncommon** items cost 3 hits each.

- **Rare** items cost 4 hits each and only appear if the Loot roll scores at least 1 critical. They will not appear before the player team averages at least 10 level.
- **Epic** items cost 5 hits each and only appear if the Loot roll scores at least 2 criticals. They will not appear before the player team averages at least 20 levels.
- **Legendary** items cost 6 hits each and only appear if the Loot roll scores at least 3 criticals. They will not appear before the player team averages at least 30 levels.

Use the most beneficial combination with respect to item rarity, e.g. if you score 9 hits and 2 criticals the loot should include 1 epic and 1 rare item rather than 3 uncommon items.

To determine the type of an item, roll a single die.

NON-LEGENDARY ITEMS		LEGENDARY ITEMS	
1-2	Armour/Shield	1-3	Armour/Shield
3-4	Weapon	4-6	Weapon
5	Explosive		
6	Miscellaneous		

Once you know the type and rarity of an item, pick one from the appropriate list, preferably using a random method.

- Grenades and consumables (items like medpacks or shield boosts that are consumed and only provide a temporary effect) are found in packs of 3.
- Rockets are found in packs of 2.

These mechanics tell you what the loot is but not how it appears. The Gamemaster should devise a realistic way to introduce these items after an encounter. They can be found among the dead bodies of a bandit gang, inside the guts of a huge worm-like monster or in the nest of a pack of deadly creatures under the bones of their previous victims.

MERCHANTS

Merchants are a player's best friend - at an inflated cost! Mostly encountered in towns and other population hubs but occasionally found travelling in the wilderness, they sell equipment and services to keep the team going.

There are 3 types of merchants:

- *Arms dealers* sell weapons and ammo.
- *Armourers* sell armour and shields (as well as liquid metal sprays and shield boosts), and can also repair armour.
- *Doctors* sell medical consumables, like medpacks, and can treat injuries.

Merchants will typically have a large quantity of every common item they sell. Each also has a special item they stock in limited supply. Roll a die to determine the rarity of the special item:

- 1-3: Uncommon
- 4-5: Rare (team level 10+)
- 6: Reroll, item is epic on a second roll of 6 (team level 20+)

A merchant only has one special item in stock and this should change from story to story.

Merchants will happily buy any item the players want to dispose of for an amount of cash equal to the item's value (damaged armour has to be fully repaired before they take it). They sell at a price equal to 3 times an item's value (that's supply and demand for you - take it or leave it).

SERVICES

- Ammo (arms dealers): 1 Ammo for 50 creds.
- Repair armour (armourers): 1 armour die (or integrity point) for 150 creds.
- Treat injuries (doctors): 1 long-term injury for 100 creds.

ATTACK AND GEAR QUALITIES

2-HANDED

This weapon takes up both active weapon slots.

ACCURACY

Adds a number of greydice to your trait when making an attack roll.

AKIMBO

This mod applies to attack rolls when the weapon is used akimbo. A positive mod can only compensate for the splitting of the dice and will not allow you to roll more trait dice than if you were using the weapon one-handed. This quality does not apply to the weapon in your other hand.

AMMO GENERATOR

Each time the ammo die scores 4, 5 or 6, you recover 1 used Ammo point. Weapons with this quality have Consumption 0 and never lose Ammo.

AMPLIFIER (BLAST, FIRE, PULSE OR SHOCK)

When using a weapon with the corresponding elemental damage, you can spend one shield die (and only one) to improve its elemental effect as if you rolled an extra critical.

ANTI-PSI

Provides a bonus to all rolls made to resist psionic powers.

AREA EFFECT

An area effect weapon attacks an entire zone. Make a single attack roll: any enemy within the zone with Defence lower than your attack hits is hit and suffers the attack's damage and other effects. Each target hit makes a separate damage resistance roll.

AURA (BLAST, FIRE, PULSE OR SHOCK)

Produces an aura that damages anyone attacking you with a close combat weapon, whether that attack is successful or not. Roll the armour's dice (those that haven't been damaged) and apply the hits scored as damage of the corresponding elemental type - the target makes a damage resistance roll as usual.

BULLSEYE

Cooldown 9

The weapon's *accuracy* quality provides regular bonus dice instead of greydice for your next attack.

BURST FIRE

Possessed by rapidly-firing weapons, like machine guns. When attacking, you can choose to add a number of burst fire dice to your attack roll. Burst fire dice score 1 hit on a result of 4, 5 or 6 and cannot score criticals. In addition, each burst fire die scoring 1 or 2 drains 1 point of Ammo. You do not have to use all the burst fire dice provided by the weapon if you don't want to (like when you're running low on ammo).

CAMOUFLAGE

Add this quality to your Stealth score whenever you enter stealth mode.

CQB

Makes the weapon better or worse at attacking in close range. The CQB mod is applied to all attack rolls against targets within the same zone as you.

DETONATING

Cooldown 9

Use this quality to inflict collateral damage on another target within the same zone that has a Defence score lower than your attack hits. The target suffers damage equal to the weapon's Power plus half your attack hits and must make a damage resistance roll against it.

DISRUPTING

Cooldown 9

Use this quality to turn all of the target's shield dice into greydice for 1 phase.

ENCUMBRANCE

Reduces Initiative and Defence, and penalises all rolls made to maintain your balance while moving through *slippery* terrain. It is also applied to all Athletics rolls required to move between zones. Stealth rolls are also penalised by twice an armour's encumbrance.

ENDURING

Each shield die scoring a critical returns to the shield's bank after the damage resistance roll instead of being discarded.

ENTANGLE

A successful hit with the weapon traps the target if he fails a Muscles or Moves roll (target's choice) with a penalty equal to the Entangle rating plus any attack criticals scored. At the beginning of each new phase, a trapped target receives damage automatically without an attack roll necessary, assuming that the weapon hasn't been used to attack anyone else in the meantime. Roll dice equal to the weapon's Power, but any hits scored are doubled – criticals can be used to power special damage effects if the weapon has any; the target makes a damage resistance roll against this damage. The target can try to escape as a simple action, by succeeding in a new Muscles or Moves roll. As long as he is entangled, all of his action rolls (except from those made to free himself) suffer a penalty equal to the Entangle score.

EVERBURNING

Any immolation die scoring 4-6 remains in play and affects the target in the next phase as well.

GRENADE LAUNCHER

Extends the maximum range at which grenades can be used.

HARDENED

This armour saves one or more dice from the Penetration quality of an incoming attack.

HELIX

Functions like the Launcher quality, but holds up to 3 rockets in reserve before it needs to be reloaded.

HYPERAMP (BLAST, FIRE, PULSE OR SHOCK)

When using a weapon with the corresponding elemental damage, double the criticals rolled to determine elemental effects. This ability only affects criticals rolled and will not double criticals derived from other sources (such as the amplifier quality).

INCENDIARY

Cooldown 9

Use this quality to double the immolation dice inflicted by your attack.

INTEGRITY

When an armour with this quality suffers a damaged armour die result, it loses a point of Integrity instead. Only when all Integrity is gone will the armour begin to lose dice from damage. Lost Integrity points must be repaired as if they were damaged dice.

KINETIC BATTERY

Each armour critical scored stores 1 point in the battery. Once the battery is full (3 points stored), you can discharge it as a free action to gain +2 power for your next attack.

KINETIC CONVERTER

When you inflict more than 5 points of damage with a close combat attack (before the damage resistance roll), your shield recovers one used die.

KNOCKDOWN

A successful attack has a chance to make the target lose his next simple action. This happens if the amount of Health lost plus the weapon's Knockdown rating is greater than the target's Muscles. Further knockdown hits on someone who is already down have no effect.

LAUNCHER

This weapon fires rockets and its weapon power depends on the type of rocket used. Once a rocket has been fired, you have to take a complex action to take a new one from your inventory and load it before the weapon can fire again.

MULTI-RESISTANCE

You can re-configure the armour's elemental resistance as a free action, switching it to protect against a different element or splitting it between different elements. For example, an armour with +3 acid resistance can be configured to provide +3 fire resistance or +2 blast and +1 pulse resistance. The new configuration is permanent until you decide to alter it.

NASTY

Every time this attack causes Health loss, an amount equal to the quality's score is written off as long-term injuries.

NOVA (BLAST, FIRE, PULSE OR SHOCK)

Use this ability as a free action to discharge one or more shield dice from your shield in order to create an explosion dealing damage of the corresponding elemental type to every enemy within the same zone. Roll the shield dice you've spent and apply the hits to see how much damage it causes – each target makes a separate damage resistance roll against this.

OVERHEATING

This weapon suffers from overheating problems. If the ammo die scores 1, the weapon shuts down after the attack and will fail to function for 1 phase.

OVERPENETRATION

The target doesn't roll any armour dice for his damage resistance roll.

OVERPOWER

Add this quality as a bonus to the attack roll if the target is not armed with a close combat weapon (other than his unarmed strike).

PARRY

Increases your Defence versus close combat attacks only. If you use two weapons with a parry bonus, they are not cumulative; only the highest applies.

PENETRATION

Each attack critical removes 1 armour die used by the target for his damage resistance roll.

POISONOUS

If this attack causes any Health loss, each attack critical will inflict 1 poison die on the target. At the beginning of the next phase, roll the poison dice: any die scoring 4-6 will cause 1 point of additional Health loss. Poison dice that score hits remain in play and will affect the target in subsequent phases. Multiple poison attacks are cumulative in their effects and will saddle the target with more poison dice.

POWER ARMOUR

Adds a bonus to Muscles rolls for close combat attacks and blocking (both blocking an enemy and breaking through a block) as well as any other task related to the direct application of physical strength. On the other hand, this armour is considered to be a power armour, which may make it more vulnerable to certain attacks (like pulse damage).

PSI GENERATOR

Each armour critical scored reduces the Cooldown of your psionic powers by 1 for the next phase.

QUAKE

When a target is knocked down by the weapon's knockdown quality, you can inflict one additional effect on him if you have scored any attack criticals. Choose between making him lose his next complex action (instead of just a simple action) or having him knocked back to an adjacent zone of your choice. The knockback effect can be used to send the target to a hazardous area (e.g. a chasm or pool of acid) but cannot move him through a solid barrier.

RECHARGE

Cooldown 9 (rapid refresh)

Your shield regains a number of used shield dice. If the shield has fully discharged (used up all dice), it has to recover at least one die before this ability can be used.

RECOIL

Inflicts a penalty to the attack roll unless you take a simple action to brace before attacking.

REGENERATION

At the end of each phase in which you've lost Health points from damage, roll the Regeneration dice. You regain one Health point per die scoring 5 or 6, but this quality cannot help with Health lost in previous phases or with long-term injuries.

ROCKET POWER

Rockets fired by this launcher gain a boost in their Power.

SAVAGE

One or more attack dice that scored 5 are turned into criticals.

SCATTERSHOT

The weapon can be used to attack 2 targets within your zone. Make a single attack roll and apply the results separately against each target.

SECURITY

Provides a bonus to all rolls made to resist tech powers.

SELF-SEALING

Each armour critical score will restore one damaged armour die (and then Integrity points, if the armour has any). An armour with this quality will recover from all damage at the end of combat without requiring repair.

SHILDBREAKER

All of the shield dice used by the target for his damage resistance roll are greydice.

SILENT

This weapon doesn't take you out of stealth mode when attacking, but instead reduces your stealth score by 1.

SLOW RECOVERY

When you score 2 or more fumbles on an attack roll, you have to take a simple action to ready the weapon before it can be used again.

SLOW RELOAD

This weapon takes a long time to reload. When the Ammo die indicates that you lose Ammo, you have to take a simple action to reload the weapon before it can be used again.

STABILITY

This quality is added to your Muscles to determine if you're affected by a knockdown attack.

STRAFE

This weapon can attack a area, affecting all enemies within a zone as if it had the *area* quality. If you use this ability, any attack die that fumbles will drain an Ammo point. A strafing attack cannot be performed as snap fire.

STUNNING

Cooldown 9

Use this ability to extend the duration of the penalty inflicted by your weapon's shock damage for an extra phase.

SUPERNOVA

When you use the shield's *nova* ability, roll 3 more dice in addition to the shield dice expended.

SWIFTNESS

A negative mod acts as a penalty for all snap fire and swift strike attacks. A positive mod enables you to roll an equal number of regular dice instead of greydice when making a snap fire or swift strike attack – this will not allow you to roll more attack dice than your trait plus attack bonuses.

TECH GENERATOR

Each armour critical scored reduces the Cooldown of your tech powers by 1 for the next phase.

ULTRABURST

Burst dice can score attack criticals and score 2 hits on a result of 6.

VAMPIRIC

Any shield dice drained by the weapon's pulse damage replenish your used shield dice.

VITALITY

Recover a lost Health point whenever you roll a shield critical. You may also spend shield dice to recover lost Health. This ability cannot restore long-term injuries.

VITA-RAYS

When you use the shield's *vitality* quality, it will also affect all teammates within your zone and all adjacent zones.

VITRIOLIC

Each attack critical scored damages one of the target's armour dice.

WEAPONS

APOLLO

Heavy weapon

Power	Range	Consumption	Storage	Value
5	3	3	4	600
2-handed, -2 recoil, overheating, fire damage				
5	3	3	4	1200
2-handed, -2 recoil, overheating, fire damage, incendiary				
6	3	3	4	3000
2-handed, -2 recoil, overheating, fire damage, incendiary				
6	3	3	4	6000
2-handed, -2 recoil, overheating, fire + blast damage, incendiary				

AVENGER

Legendary machine gun

Power	Range	Consumption	Storage	Value
4	3	3	3	13500
2-handed, +4 burst fire, strafe, -1 swiftness, -2 recoil, ultraburst, random elemental damage				

When this weapon is introduced, determine the elemental damage type it uses randomly (1: acid, 2: blast, 3: fire, 4: pulse, 5: shock, 6: reroll).

BISON

Battle rifle

Power	Range	Consumption	Storage	Value
2	3	2	3	400
2-handed, +1 accuracy				
2	4	2	3	800
2-handed, +1 accuracy				
2	4	2	3	2000
2-handed, +2 accuracy				

2	5	2	3	4000
2-handed, +2 accuracy				

BLASTAR

Battle rifle

Power	Range	Consumption	Storage	Value
2	3	2	3	400
2-handed, blast damage, penetration, -1 CQB				
2	3	2	3	800
2-handed, blast damage, penetration, -1 CQB, +1 savage				
2	3	2	3	2000
2-handed, blast damage, penetration, -1 CQB, +1 savage, detonating				
3	3	2	3	4000
2-handed, blast damage, penetration, -1 CQB, +1 savage, detonating				

BRIMSTONE

Legendary pistol

Power	Range	Consumption	Storage	Value
2	2	1	1	7500
+1 akimbo, fire damage, everburning, incendiary, +1 savage				

CERBERUS

Shotgun

Power	Range	Consumption	Storage	Value
4	1	3	3	350
2-handed, +1 CQB				
5	1	3	3	700
2-handed, +1 CQB				
5	1	3	3	1750
2-handed, +2 CQB				
6	1	3	3	3500
2-handed, +2 CQB				

COBRA

Submachine gun

Power	Range	Consumption	Storage	Value
1	2	1	2	300
+1 burst fire, +1 swiftness				
2		1	2	600
+1 burst fire, +1 swiftness				
2		1	2	1500
+2 burst fire, +1 swiftness				
2		1	2	3000
+2 burst fire, +2 swiftness				

COLOSSUS

Heavy weapon

Power	Range	Consumption	Storage	Value
Per rocket	4	0	4	600
Launcher, +1 rocket power				
Per rocket	4	0	4	1200
Launcher, +1 rocket power, +1 accuracy				
Per rocket	4	0	4	3000
Launcher, +2 rocket power, +1 accuracy				
Per rocket	5	0	4	6000
Launcher, +2 rocket power, +2 accuracy				

CZAR

Legendary sniper rifle

Power	Range	Consumption	Storage	Value
5	5	3	4	15000
2-handed, -2 swiftness, -2 CQB, bullseye, +3 accuracy				

DEFIANCE

Heavy weapon

Power	Range	Consumption	Storage	Value
Per rocket	4	0	4	600
Helix				
Per rocket	4	0	4	1200
Helix, +1 accuracy				
Per rocket	4	0	4	3000
Helix, +1 accuracy, +1 rocket power				
Per rocket	5	0	4	6000
Helix, +2 accuracy, +1 rocket power				

DEFENDER

Pistol

Power	Range	Consumption	Storage	Value
2	2	1	1	250
+1 akimbo				
3	2	1	1	500
+1 akimbo				
3	2	1	1	1250
+1 akimbo, penetration				
4	2	1	1	2500
+1 akimbo, penetration				

DEUCE

Machine gun

Power	Range	Consumption	Storage	Value
3	3	2	3	450
2-handed, +1 burst fire, strafe, -1 swiftness, -1 recoil				
4	3	2	3	900
2-handed, +1 burst fire, strafe, -1 swiftness, -1 recoil				
4	4	2	3	2250
2-handed, +1 burst fire, strafe, -1 swiftness, -1 recoil				
5	4	2	3	4500

2-handed, +1 burst fire, strafe, -1 swiftness, -1 recoil

DRAGONBREATH

Shotgun

Power	Range	Consumption	Storage	Value
4	1	3	3	350
2-handed, fire damage				
4	1	3	3	700
2-handed, fire damage, +1 savage				
4	1	3	3	1750
2-handed, fire damage, +1 savage, incendiary				
5	1	3	3	3500
2-handed, fire damage, +1 savage, incendiary				

GOLIATH

Submachine gun

Power	Range	Consumption	Storage	Value
2	2	1	2	300
+1 burst fire				
3		1	2	600
+1 burst fire				
3		1	2	1500
+1 burst fire, +1 accuracy				
4		1	2	3000
+1 burst fire, +1 accuracy				

GRAV HAMMER

Advanced melee weapon

Power	Range	Consumption	Storage	Value
5	Close combat	0	2	500
2-handed, +2 overpower, +2 knockdown, -1 swiftness, slow recovery				
6	Close combat	0	2	1000
2-handed, +2 overpower, +2 knockdown, -1 swiftness, slow recovery				
6	Close combat	0	2	2500

2-handed, +2 overpower, +4 knockdown, -1 swiftiness, slow recovery				
7	Close combat	0	2	5000
2-handed, +2 overpower, +4 knockdown, -1 swiftiness, slow recovery				

GREEN WASP

Sniper rifle

Power	Range	Consumption	Storage	Value
3	5	3	4	500
2-handed, -1 swiftiness, -2 CQB, +1 burst fire				
4	5	3	4	1000
2-handed, -1 swiftiness, -2 CQB, +1 burst fire				
4	5	3	4	2500
2-handed, -2 CQB, +1 burst fire				
4	5	3	4	5000
2-handed, -2 CQB, +2 burst fire				

HAMMERHEAD

Battle rifle

Power	Range	Consumption	Storage	Value
3	3	2	3	400
2-handed				
4	3	2	3	800
2-handed				
4	4	2	3	2000
2-handed				
5	4	2	3	4000
2-handed				

HAWKEYE

Sniper rifle

Power	Range	Consumption	Storage	Value
4	6	3	4	500
2-handed, -2 swiftiness, -2 CQB				
4	6	3	4	1000

2-handed, -2 swiftness, -2 CQB, +1 accuracy				
4	7	3	4	2500
2-handed, -2 swiftness, -2 CQB, +1 accuracy				
4	7	3	4	5000
2-handed, -2 swiftness, -2 CQB, +2 accuracy				

INFERNO

Sniper rifle

Power	Range	Consumption	Storage	Value
4	5	3	4	500
2-handed, -2 swiftness, -2 CQB, fire damage				
4	5	3	4	1000
2-handed, -2 swiftness, -2 CQB, fire damage, +1 savage				
4	5	3	4	2500
2-handed, -2 swiftness, -2 CQB, fire damage, +1 savage, incendiary				
5	5	3	4	5000
2-handed, -2 swiftness, -2 CQB, fire damage, +1 savage, incendiary				

LAS-WHIP

Advanced melee weapon

Power	Range	Consumption	Storage	Value
2	Close combat	0	2	400
+2 overpower, +2 entangle, fire damage				
2	Close combat	0	2	800
+2 overpower, +3 entangle, fire damage				
2	Close combat	0	2	2000
+2 overpower, +3 entangle, fire damage, incendiary				
2	Close combat	0	2	4000
+2 overpower, +4 entangle, fire damage, incendiary				

LONGBOW

Heavy weapon

Power	Range	Consumption	Storage	Value
Per rocket	5	0	4	600
Launcher				
Per rocket	5	0	4	1200
Launcher, +1 accuracy				
Per rocket	6	0	4	3000
Launcher, +1 accuracy				
Per rocket	6	0	4	6000
Launcher, +2 accuracy				

LUCKY PUNK

Legendary pistol

Power	Range	Consumption	Storage	Value
6	2	0	2	10500
Ammo generator, +2 knockdown				

LYNX

Pistol

Power	Range	Consumption	Storage	Value
1	2	1	1	250
+1 akimbo, +1 swiftness				
1	2	1	1	500
+1 akimbo, +2 swiftness				
1	2	1	1	1250
+2 akimbo, +2 swiftness				
1	2	1	1	2500
+2 akimbo, +3 swiftness				

MANHUNTER

Pistol

Power	Range	Consumption	Storage	Value
4	2	2	2	350
Slow reload				
5	2	2	2	700
Slow reload				
5	2	2	2	1750
Slow reload, +2 knockdown				
6	2	2	2	3500
Slow reload, +2 knockdown				

MANTA

Shotgun

Power	Range	Consumption	Storage	Value
4	1	3	3	350
2-handed, acid damage				
4	1	3	3	700
2-handed, acid damage, +1 savage				
4	1	3	3	1750
2-handed, acid damage, +1 savage, vitriolic				
5	1	3	3	3500
2-handed, acid damage, +1 savage, vitriolic				

MJOLNIR

Legendary advanced melee weapon

Power	Range	Consumption	Storage	Value
7	Close combat	0	4	15000
2-handed, quake, +2 overpower, +6 knockdown, -1 swiftness, slow recovery				

NOSFERATU

Legendary submachine gun

Power	Range	Consumption	Storage	Value
3	2	1	2	9000
+1 burst fire, pulse damage, vampiric, disrupting				

NEEDLER

Submachine gun

Power	Range	Consumption	Storage	Value
1	2	1	2	300
+2 burst fire				
1		1	2	600
+3 burst fire				
2		1	2	1500
+3 burst fire				
2		1	2	3000
+4 burst fire				

OGRE

Heavy weapon

Power	Range	Consumption	Storage	Value
5	3	3	4	600
2-handed, -2 recoil, overheating, blast damage				
5	3	3	4	1200
2-handed, -2 recoil, overheating, blast damage, detonating				
6	3	3	4	3000
2-handed, -2 recoil, overheating, blast damage, detonating				
6	3	3	4	6000
2-handed, -2 recoil, overheating, blast + fire damage, detonating				

ORCA

Pistol

Power	Range	Consumption	Storage	Value
4	1	2	2	350
Slow reload, +1 CQB				
5	1	2	2	700
Slow reload, +1 CQB				
5	1	2	2	1750
Slow reload, +1 CQB, +2 knockdown				
5	1	2	2	3500
Slow reload, +2 CQB, +2 knockdown				

PARTISAN

Sniper rifle

Power	Range	Consumption	Storage	Value
5	5	3	4	500
2-handed, -2 swiftness, -2 CQB				
6	5	3	4	1000
2-handed, -2 swiftness, -2 CQB				
6	5	3	4	2500
2-handed, -2 swiftness, -2 CQB				
7	5	3	4	5000
2-handed, -2 swiftness, -2 CQB				

PEACEKEEPER

Pistol

Power	Range	Consumption	Storage	Value
3	2	2	2	350
Slow reload, +1 accuracy				
3	3	2	2	700
Slow reload, +1 accuracy				
3	3	2	2	1750
Slow reload, +2 accuracy				
3	4	2	2	3500

Slow reload, +2 accuracy

PHOTON BLADE

Legendary advanced melee weapon

Power	Range	Consumption	Storage	Value
3	Close combat	0	2	18000
+2 overpower, overpenetration, pulse + fire damage, disrupting				

PIONEER

Shotgun

Power	Range	Consumption	Storage	Value
5	1	3	3	350
2-handed				
6	1	3	3	700
2-handed				
6	1	3	3	1750
2-handed, +2 knockdown				
7	1	3	3	3500
2-handed, +2 knockdown				

PULSAR

Pistol

Power	Range	Consumption	Storage	Value
1	2	1	1	250
+1 akimbo, pulse damage				
1	2	1	1	500
+1 akimbo, pulse damage, +1 savage				
1	2	1	1	1250
+1 akimbo, pulse damage, +1 savage, disrupting				
2	2	1	1	2500
+1 akimbo, pulse damage, +1 savage, disrupting				

QUASAR

Heavy weapon

Power	Range	Consumption	Storage	Value
5	3	3	4	600
2-handed, -2 recoil, overheating, pulse damage				
5	3	3	4	1200
2-handed, -2 recoil, overheating, pulse damage, disrupting				
6	3	3	4	3000
2-handed, -2 recoil, overheating, pulse damage, disrupting				
6	3	3	4	6000
2-handed, -2 recoil, overheating, pulse + fire damage, disrupting				

RAPTOR

Battle rifle

Power	Range	Consumption	Storage	Value
2	3	2	3	400
2-handed, +1 burst fire				
3	3	2	3	800
2-handed, +1 burst fire				
3	3	2	3	2000
2-handed, +2 burst fire				
4	3	2	3	4000
2-handed, +2 burst fire				

REAPER

Machine gun

Power	Range	Consumption	Storage	Value
2	3	2	3	450
2-handed, +2 burst fire, strafe, -1 swiftness, -1 recoil, -1 swiftness, blast damage				
2	3	2	3	900
2-handed, +2 burst fire, strafe, -1 swiftness, -1 recoil, -1 swiftness, blast damage, +1 savage				
2	3	2	3	2250

2-handed, +2 burst fire, strafe, -1 swiftness, -1 recoil, -1 swiftness, blast damage, +1 savage, detonating				
3	3	2	3	4500
2-handed, +2 burst fire, strafe, -1 swiftness, -1 recoil, -1 swiftness, blast damage, +1 savage, detonating				

SCARAB

Submachine gun

Power	Range	Consumption	Storage	Value
1	2	1	2	300
+1 burst fire, +1 akimbo				
1		1	2	600
+1 burst fire, +2 akimbo				
1		1	2	1500
+2 burst fire, +2 akimbo				
2		1	2	3000
+2 burst fire, +2 akimbo				

SCORCHER

Submachine gun

Power	Range	Consumption	Storage	Value
1	2	1	2	300
+1 burst fire, fire damage				
1		1	2	600
+1 burst fire, fire damage, +1 savage				
1		1	2	1500
+1 burst fire, fire damage, +1 savage, incendiary				
2		1	2	3000
+1 burst fire, fire damage, +1 savage, incendiary				

SCORPIO

Pistol

Power	Range	Consumption	Storage	Value
1	2	1	1	250
+1 akimbo, silent				
1	2	1	1	500
+1 akimbo, silent, +1 CQB				
2	2	1	1	1250
+1 akimbo, silent, +1 CQB				
2	2	1	1	2500
+1 akimbo, silent, +2 CQB				

SHOCK BATON

Simple melee weapon

Power	Range	Consumption	Storage	Value
2	Close combat	0	2	250
+2 overpower, shock damage				
2	Close combat	0	2	500
+2 overpower, shock damage, +1 savage				
2	Close combat	0	2	1250
+2 overpower, shock damage, +1 savage, stunning				
3	Close combat	0	2	2500
+2 overpower, shock damage, +1 savage, stunning				

STORMER

Battle rifle

Power	Range	Consumption	Storage	Value
2	3	2	3	400
2-handed, shock damage				
2	3	2	3	800
2-handed, shock damage, +1 savage				
2	3	2	3	2000
2-handed, shock + pulse damage, +1 savage				
3	3	2	3	4000

2-handed, fire damage, +1 savage

SUNRAY

Battle rifle

Power	Range	Consumption	Storage	Value
2	3	2	3	400
2-handed, fire damage				
2	3	2	3	800
2-handed, fire damage, +1 savage				
2	3	2	3	2000
2-handed, fire damage, +1 savage, incendiary				
3	3	2	3	4000
2-handed, fire damage, +1 savage, incendiary				

SWORDFISH

Legendary battle rifle

Power	Range	Consumption	Storage	Value
4	3	2	3	12000
2-handed, shieldbreaker, +2 accuracy				

TIAMAT

Legendary heavy weapon

Power	Range	Consumption	Storage	Value
6	3	3	4	18000
2-handed, -2 recoil, overheating, +2 savage, 3 x elemental damage				

When this weapon is introduced, randomly determine 3 elemental damage types that the weapon uses (1: acid, 2: blast, 3: fire, 4: pulse, 5: shock, 6: reroll).

VIBROAXE

Simple melee weapon

Power	Range	Consumption	Storage	Value
4	Close combat	0	3	400
	2-handed, +2 overpower, penetration			
5	Close combat	0	3	800
	2-handed, +2 overpower, penetration			
5	Close combat	0	3	2000
	2-handed, +2 overpower, penetration, +1 savage			
6	Close combat	0	3	4000
	2-handed, +2 overpower, penetration, +1 savage			

VIBRODAGGER

Simple melee weapon

Power	Range	Consumption	Storage	Value
1	Close combat	0	1	150
	+1 akimbo, +1 swiftness, +1 overpower, penetration			
1	Close combat	0	1	300
	+1 akimbo, +2 swiftness, +1 overpower, penetration			
1	Close combat	0	1	750
	+2 akimbo, +2 swiftness, +1 overpower, penetration			
2	Close combat	0	1	1500
	+2 akimbo, +2 swiftness, +1 overpower, penetration			

VIBROWORD

Advanced melee weapon

Power	Range	Consumption	Storage	Value
3	Close combat	0	2	350
	+2 overpower, penetration			
4	Close combat	0	2	700
	+2 overpower, penetration			
4	Close combat	0	2	1750
	+2 overpower, penetration, +1 parry			
5	Close combat	0	2	3500

+2 overpower, penetration, +1 parry

VINDICATOR

Machine gun

Power	Range	Consumption	Storage	Value
2	3	2	3	450
2-handed, +2 burst fire, strafe, -1 swiftiness, -1 recoil				
2	3	2	3	900
2-handed, +3 burst fire, strafe, -1 swiftiness, -1 recoil				
3	3	2	3	2250
2-handed, +3 burst fire, strafe, -1 swiftiness, -1 recoil				
3	3	2	3	4500
2-handed, +4 burst fire, strafe, -1 swiftiness, -1 recoil				

VIPER

Pistol

Power	Range	Consumption	Storage	Value
3	2	2	2	350
Slow reload, acid damage				
3	2	2	2	700
Slow reload, acid damage, +1 savage				
3	2	2	2	1750
Slow reload, acid damage, +1 savage, vitriolic				
4	2	2	2	3500
Slow reload, acid damage, +1 savage, vitriolic				

WIDOWMAKER

Legendary shotgun

Power	Range	Consumption	Storage	Value
6	1	3	3	10500
2-handed, blast damage, scattershot, detonating				

ZEUS

Heavy weapon

Power	Range	Consumption	Storage	Value
5	3	3	4	600
2-handed, -2 recoil, overheating, shock damage				
5	3	3	4	1200
2-handed, -2 recoil, overheating, shock damage, stunning				
6	3	3	4	3000
2-handed, -2 recoil, overheating, shock damage, stunning				
6	3	3	4	6000
2-handed, -2 recoil, overheating, shock + pulse damage, stunning				

ARMOUR

AEGIS

Medium armour

Protection	Storage	Value	Qualities
2	4	500	-1 encumbrance, +1 stability, +2 random elemental resistance
2	4	1000	-1 encumbrance, +1 stability, +4 random elemental resistance
3	4	2500	-1 encumbrance, +1 stability, +4 random elemental resistance
3	4	5000	-1 encumbrance, +1 stability, +6 random elemental resistance

When this armour is introduced, randomly determine the type of elemental damage it protects against (1: acid, 2: blast, 3: fire, 4: pulse, 5: shock, 6: roll for 2 types of damage and split the resistance bonus between them).

AJAX

Legendary medium armour

Protection	Storage	Value	Qualities
3	4	15000	-1 encumbrance, +1 stability +6 acid resistance, multi-resistance

CARAPACE

Heavy armour

Protection	Storage	Value	Qualities
4	5	600	-2 encumbrance, +2 stability
5	5	1200	-2 encumbrance, +2 stability
5	5	3000	-2 encumbrance, +2 stability, +2 integrity
6	5	6000	-2 encumbrance, +2 stability, +2 integrity

CHAMELEON

Light armour

Protection	Storage	Value	Qualities
2	3	400	+1 camouflage
2	3	800	+1 camouflage, +2 integrity
2	3	2000	+2 camouflage, +2 integrity
2	3	4000	+3 camouflage, +2 integrity

DIAMONDBACK

Heavy armour

Protection	Storage	Value	Qualities
3	5	600	-2 encumbrance, +2 stability, kinetic battery
4	5	1200	-2 encumbrance, +2 stability, kinetic battery
4	5	3000	-2 encumbrance, +2 stability, kinetic battery, +2 integrity
5	5	6000	-2 encumbrance, +2 stability, kinetic battery, +2 integrity

DRAGONSCALE

Heavy armour

Protection	Storage	Value	Qualities
3	5	600	-2 encumbrance, +2 stability, fire aura
3	5	1200	-2 encumbrance, +2 stability, fire aura, +2 fire resistance
4	5	3000	-2 encumbrance, +2 stability, fire aura, +2 fire resistance
4	5	6000	-2 encumbrance, +2 stability, fire aura, +4 fire resistance

GOBLINMAIL

Medium armour

Protection	Storage	Value	Qualities
2	4	500	-1 encumbrance, +1 stability, self-sealing
3	4	1000	-1 encumbrance, +1 stability, self-sealing
3	4	2500	-1 encumbrance, +1 stability, self-sealing, +2 integrity
4	4	5000	-1 encumbrance, +1 stability, self-sealing, +2 integrity

JUGGERNAUT

Heavy armour

Protection	Storage	Value	Qualities
3	5	600	-2 encumbrance, +2 stability, +1 power armour
3	5	1200	-2 encumbrance, +2 stability, +1 power armour, +2 integrity
3	5	3000	-2 encumbrance, +2 stability, +2 power armour, +2 integrity
4	5	6000	-2 encumbrance, +2 stability, +2 power armour, +2 integrity

LEVIATHAN

Legendary heavy armour

Protection	Storage	Value	Qualities
9	5	18000	-3 encumbrance, +2 stability

MINDWALKER

Legendary light armour

Protection	Storage	Value	Qualities
3	3	12000	Psi generator, +2 anti-psi

STORMCLOAK

Medium armour

Protection	Storage	Value	Qualities
2	4	500	-1 encumbrance, +1 stability, shock aura
2	4	1000	-1 encumbrance, +1 stability, shock aura, +2 shock resistance

3	4	2500	-1 encumbrance, +1 stability, shock aura, +2 shock resistance
3	4	5000	-1 encumbrance, +1 stability, shock aura, +4 shock resistance

TESLA

Legendary medium armour

Protection	Storage	Value	Qualities
3	4	15000	-1 encumbrance, +1 stability, tech generator, +2 security, +2 integrity

THORAX

Medium armour

Protection	Storage	Value	Qualities
3	4	500	-1 encumbrance, +1 stability
4	4	1000	-1 encumbrance, +1 stability
4	4	2500	-1 encumbrance, +1 stability, +2 integrity
5	4	5000	-1 encumbrance, +1 stability, +2 integrity

TRAUMAGUARD

Light armour

Protection	Storage	Value	Qualities
2	3	400	
2	3	800	+2 integrity
3	3	2000	+2 integrity
3	3	4000	+4 integrity

SHIELDS

ASCLEPIUS

Legendary shield

Capacity	Storage	Value	Qualities
6	2	15000	+2 recharge, vitality, vita-rays

CYCLONE

Legendary shield

Capacity	Storage	Value	Qualities
8	2	15000	+1 recharge, random amplifier, hyperamp

When this shield is introduced, randomly determine the elemental property of its amplifier and hyperamp quality (1: blast, 2: fire, 3: pulse, 4: shock, 5: roll for 2 elements, the shield can switch between them as a free action, 6: the shield can use all 4 elements, switching between them as a free action).

EDELWEISS

Capacity	Storage	Value	Qualities
4	2	500	Vitality
4	2	1000	Vitality, +1 recharge
6	2	2500	Vitality, +1 recharge
6	2	5000	Vitality, +2 recharge

FIREBALL

Capacity	Storage	Value	Qualities
4	2	500	Fire amplifier
6	2	1000	Fire amplifier
6	2	2500	Fire amplifier, +1 recharge
8	2	5000	Fire amplifier, +1 recharge

FOXFIRE

Capacity	Storage	Value	Qualities
4	2	500	Fire nova
4	2	1000	Fire nova, +2 fire resistance
6	2	2500	Fire nova, +2 fire resistance
6	2	5000	Fire nova, +4 fire resistance

MAGSTAR

Capacity	Storage	Value	Qualities
4	2	500	Pulse nova
4	2	1000	Pulse nova, +2 pulse resistance
6	2	2500	Pulse nova, +2 pulse resistance
6	2	5000	Pulse nova, +4 pulse resistance

QUICKSILVER

Capacity	Storage	Value	Qualities
4	2	500	+1 recharge
4	2	1000	+2 recharge
4	2	2500	+3 recharge
4	2	5000	+4 recharge

STARBURST

Legendary shield

Capacity	Storage	Value	Qualities
8	2	15000	+1 recharge, random nova, supernova

When this shield is introduced, randomly determine the elemental type of its *nova* ability (1: blast, 2: fire, 3: pulse, 4: shock, 5: roll for 2 elemental types between which the shield can switch as a free action, 6: the shield can switch between any of the 4 elemental types as a free action).

THOR

Capacity	Storage	Value	Qualities
4	2	500	Shock amplifier

6	2	1000	Shock amplifier
6	2	2500	Shock amplifier, +1 recharge
8	2	5000	Shock amplifier, +1 recharge

THUNDERBIRD

Capacity	Storage	Value	Qualities
4	2	500	Shock nova
4	2	1000	Shock nova, +2 shock resistance
6	2	2500	Shock nova, +2 shock resistance
6	2	5000	Shock nova, +4 shock resistance

TITAN

Legendary shield

Capacity	Storage	Value	Qualities
10	2	15000	Kinetic converter, enduring

TORTOISE

Capacity	Storage	Value	Qualities
6	2	500	
8	2	1000	
8	2	2500	Enduring
10	2	5000	Enduring

TSUNAMI

Capacity	Storage	Value	Qualities
4	2	500	Pulse amplifier
6	2	1000	Pulse amplifier
6	2	2500	Pulse amplifier, +1 recharge
8	2	5000	Pulse amplifier, +1 recharge

VOLCANO

Capacity	Storage	Value	Qualities
4	2	500	Blast amplifier
6	2	1000	Blast amplifier

6	2	2500	Blast amplifier, +1 recharge
8	2	5000	Blast amplifier, +1 recharge

WHITENOISE

Capacity	Storage	Value	Qualities
4	2	500	+1 anti-psi
6	2	1000	+1 anti-psi
6	2	2500	+2 anti-psi
8	2	5000	+2 anti-psi

UNITY

Legendary shield

Capacity	Storage	Value	Qualities
12	2	15000	

YELLOWSON

Capacity	Storage	Value	Qualities
4	2	500	Blast nova
4	2	1000	Blast nova, +2 blast resistance
6	2	2500	Blast nova, +2 blast resistance
6	2	5000	Blast nova, +4 blast resistance

EXPLOSIVES

ALL-PURPOSE ROCKET

Power	Storage	Value	Qualities
6	1	400	Area, pulse damage, penetration
7	1	1000	Area, pulse damage, penetration
7	1	2000	Area, pulse damage, penetration, +1 savage

ANTI-TANK ROCKET

Power	Storage	Value	Qualities
8	1	200	Penetration

8	1	400	Penetration, +1 savage
9	1	1000	Penetration, +1 savage
9	1	2000	Penetration, +2 savage

CHEM GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, acid damage
4	1	1	300	Area, acid damage, vitriolic
4	1	1	750	Area, blast damage, vitriolic, +1 savage
4	1	1	1500	Area, blast damage, vitriolic, +2 savage

CHEM ROCKET

Power	Storage	Value	Qualities
6	1	200	Area, acid damage
6	1	400	Area, acid damage, vitriolic
6	1	1000	Area, acid damage, vitriolic, +1 savage
6	1	2000	Area, acid damage, vitriolic, +2 savage

FLECHETTE GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, penetration
4	1	1	300	Area, penetration, +1 savage
5	1	1	750	Area, penetration, +1 savage
5	1	1	1500	Area, penetration, +2 savage

FRAG GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, blast damage
4	1	1	300	Area, blast damage, +1 savage
5	1	1	750	Area, blast damage, +1 savage
5	1	1	1500	Area, blast damage, +2 savage

HI-EX ROCKET

Power	Storage	Value	Qualities
6	1	200	Area, blast damage
6	1	400	Area, blast damage, +1 savage
7	1	1000	Area, blast damage, +1 savage
7	1	2000	Area, blast damage, +2 savage

MICROFUSION GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	300	Area, blast + fire damage
5	1	1	750	Area, blast + fire damage
5	1	1	1500	Area, blast + fire damage, +1 savage

NAPALM ROCKET

Power	Storage	Value	Qualities
6	1	200	Area, fire damage
6	1	400	Area, fire damage, +1 savage
7	1	1000	Area, fire damage, +1 savage
7	1	2000	Area, fire damage, +2 savage

PHOSPHOROUS GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, fire damage
4	1	1	300	Area, fire damage, +1 savage
5	1	1	750	Area, fire damage, +1 savage
5	1	1	1500	Area, fire damage, +2 savage

PULSE GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, pulse damage
4	1	1	300	Area, pulse damage, +1 savage
5	1	1	750	Area, pulse damage, +1 savage
5	1	1	1500	Area, pulse damage, +2 savage

PULSE ROCKET

Power	Storage	Value	Qualities
6	1	200	Area, pulse damage
6	1	400	Area, pulse damage, +1 savage
7	1	1000	Area, pulse damage, +1 savage
7	1	2000	Area, pulse damage, +2 savage

SHOCK GRENADE

Power	Range	Storage	Value	Qualities
4	1	1	150	Area, shock damage
4	1	1	300	Area, shock damage, +1 savage
5	1	1	750	Area, shock damage, +1 savage
5	1	1	1500	Area, shock damage, +2 savage

SHOCK ROCKET

Power	Storage	Value	Qualities
6	1	200	Area, shock damage
6	1	400	Area, shock damage, +1 savage
7	1	1000	Area, shock damage, +1 savage
7	1	2000	Area, shock damage, +2 savage

MISCELLANEOUS ITEMS

AMMO CHIP

This device can be added to any ranged weapon in order to reduce its Consumption by 1 (to see minimum of 1). Once added, it cannot be removed from a weapon. A weapon can only benefit from one ammo chip.

Storage	Value
1	750

ADRENOPACK

An adrenopack can be used as a simple action to increase your Moves for a short amount of time. You cannot use more than one adrenopack at a time.

Effect	Storage	Value
+1 Moves for 2 phases.	1	50
+1 Moves for 4 phases.	1	100
+2 Moves for 2 phases.	1	250
+2 Moves for 4 phases.	1	500

ANTIDOTE

Antidote can be used as a simple action to remove one or more Poison dice affecting you or a teammate within the same zone.

Effect	Storage	Value
Removes 1 poison die.	1	50
Removes 2 poison dice.	1	100
Removes 3 poison dice.	1	250
Removes 4 poison dice.	1	500

AUTOINJECTOR

Accessory

Once per phase, you can use an item in your quick access slot that affects only you as a free action.

Storage	Value
1	300

BLUR

Blur can be used as a simple action to gain a haste effect for a short amount of time. You get +1 Defence as well as a bonus simple action per phase (which you can combine with your regular simple action into a second complex action). After the duration elapses your Muscles, Moves and Defence are reduced by 1 for twice that amount of time. You cannot benefit from more than one haste effect at a time.

Effect	Storage	Value
Lasts for 2 phases.	1	250
Lasts for 3 phases.	1	500

CERASTEEL HELMET

Accessory

Roll one bonus die for damage resistance rolls.

Storage	Value
2	1500

CYCLONIC REACTOR

Accessory

Reduces the *Cooldown* score of your shield's *recharge* quality by 1.

Storage	Value
2	3000

DISPLACEMENT FIELD

Accessory

+1 Defence.

Storage	Value
2	1500

EPSILON DISRUPTOR

Accessory

Roll one bonus die to resist harmful psionic powers (including damage resistance rolls against them).

Storage	Value
2	1500

FORCE GAUNTLET

Accessory

Roll one more die for close combat attacks.

Storage	Value
2	3000

GUNNER'S PACK

Backpack

This item is too large to be placed in your storage inventory and has to be carried in your back pack slot.

Effect	Value
+1 storage slots, +1 Ammo capacity.	150
+2 storage slots, +2 Ammo capacity.	300
+3 storage slots, +3 Ammo capacity.	750
+4 storage slots, +4 Ammo capacity.	1500

HACKING GAUNTLET

Accessory

Roll a bonus greydie when using tech powers.

Storage	Value
2	600

JETPACK

Backpack

Grants the ability to fly, as if you had the *flyer* enemy quality. A jetpack can function for 10 phases, afterwards shutting down to recharge for 6 hours. An *advanced* jetpack can operate as per the *fast flyer* quality, but doing so burns up 2 phases worth of power in a single phase.

This item is too large to be placed in your storage inventory and has to be carried in your back pack slot.

Type	Value
Basic jetpack	1500
Advanced jetpack	3000

LIQUID STEEL SPRAY

This spray is used as a simple action to repair one damage armour die (or *integrity* level). A canister may contain several doses, but each application requires a separate action.

Effect	Storage	Value
Contains 1 dose.	1	50
Contains 2 doses.	1	100
Contains 3 doses.	1	250
Contains 4 doses.	1	500

MEDPACKS

A medpack can be used as a simple action to restore lost Health, either your own or that of a teammate within the same zone. It cannot restore long-term injuries.

Effect	Storage	Value
Restores 2 Health.	1	50
Restores 4 Health.	1	100
Restores 6 Health.	1	250
Restores 8 Health.	1	500

MICROPULSE GENERATOR

Accessory

If you have an armour with the aura quality equipped, it rolls one more die whenever it is used.

Storage	Value
2	600

MOMENTUM ABSORBER

Accessory

If you have an armour equipped, this accessory provides +1 stability (with a light armour), +2 stability (with a medium armour) or +3 stability (with a heavy armour).

Storage	Value
2	600

MUZZLE BRAKE

This item can be added to a weapon to reduce its recoil by 1. Once added, it cannot be removed from the weapon. A weapon can only benefit from one muzzle brake.

Storage	Value
1	750

NANOREPAIR UNIT

Accessory

Your equipped armour gains the self-sealing quality.

Storage	Value
2	3000

NEURAL COCKTAIL

A neural cocktail can be used as a simple action to reduce the Cooldown of your psionic powers for a short amount of time. You cannot use more than one at a time.

Effect	Storage	Value
-1 Cooldown for 2 phases.	1	50
-1 Cooldown for 4 phases.	1	100
-2 Cooldown for 2 phases.	1	250
-2 Cooldown for 4 phases.	1	500

NIGHTVISION GOGGLES

Accessory

Reduces darkness mods by 3 points.

Storage	Value
2	600

PORTABLE AI

Accessory

Roll a bonus die when using tech powers.

Storage	Value
2	3000

POWER BOOST

A power boost can be used as a simple action to reduce the Cooldown of your tech powers for a short amount of time. You cannot use more than one at a time.

Effect	Storage	Value
-1 Cooldown for 2 phases.	1	50
-1 Cooldown for 4 phases.	1	100
-2 Cooldown for 2 phases.	1	250
-2 Cooldown for 4 phases.	1	500

POWER GAUNTLET

Accessory

Roll a bonus greydie for close combat attacks.

Storage	Value
2	600

PSYCHIC CRYSTAL

Accessory

Roll one more die when using psionic powers.

Storage	Value
2	3000

PSYCHIC FOCUS

Accessory

Roll a bonus greydie when using psionic powers.

Storage	Value
2	600

RESERVE POWER UNIT

Accessory

Your shield gains +1 *recharge*. Additionally, at the beginning of a phase after it has fully discharged (used up all dice), the *Cooldown* of its *recharge* quality is reduced by 2.

Storage	Value
2	3000

SHIELD BOOST

A shield boost can be used as a simple action to instantly recover one or more used shield dice.

Effect	Storage	Value
Restores 1 shield die.	1	50
Restores 2 shield dice.	1	100
Restores 3 shield dice.	1	250
Restores 4 shield dice.	1	500

SMART TARGETING

Accessory

Roll a bonus die when attacking with ranged weapons.

Storage	Value
2	3000

SNIPER VISOR

Accessory

Roll a bonus greydie when attacking with ranged weapons.

Storage	Value
2	600

STIMPACK

A stimpack can be used as a simple action to increase your Muscles for a short amount of time. You cannot use more than one stimpack at the same time.

Effect	Storage	Value
+1 Muscles for 2 phases.	1	50
+1 Muscles for 4 phases.	1	100
+2 Muscles for 2 phases.	1	250
+2 Muscles for 4 phases.	1	500

SUPPRESSOR

A suppressor can be added to a pistol (excluding the *slow reload* ones), submachine gun or sniper rifle to make them silent. An advanced suppressor makes the weapon capable of firing in stealth mode without losing any Stealth score.

Type	Storage	Value
Basic suppressor	1	150
Advanced suppressor	1	750

TRAVELLER'S PACK

Backpack

This item is too large to be placed in your storage inventory and has to be carried in your back pack slot.

Effect	Value
+2 storage slots.	150
+4 storage slots.	300
+6 storage slots.	750
+8 storage slots.	1500

ULTRAVISION GOGGLES

Accessory

Reduces both darkness and concealment mods by 3 points.

Storage	Value
2	1500

UTILITY BELT

Accessory

Your quick access inventory slot can hold one more item.

Storage	Value
2	300

ENEMIES

GRADES

Enemies that will be encountered by the teammates during their adventures in The Frontier can be generally divided in 5 colour-coded grades.

Fodder are the rank-and-file enemies. They are weak individually but can form large gangs that use numbers to their advantage.

Lieutenants are a step above fodder. They are more capable but still weaker than a good team. They are usually found in small groups or leading gangs of fodder.

Captains are powerful enemies that can easily go man-to-man with a player character.

Bosses are very strong enemies that can serve as the perfect opponent for the climactic end-battle of a story.

Legends include the most powerful enemies in The Frontier. Each is a unique character with unusual abilities. A legend can serve as the team's main antagonist over a number of stories before a final epic confrontation.

ENEMY ACTIONS

Fodder and lieutenants can only take a limited number of actions during a phase. They have one simple and one complex action, but no reactions (unless they convert one of their actions into a reaction). They also can't perform any snap fire or swift strike attacks. They still have an unlimited number of free actions/reactions at their disposal.

Captains, bosses and legends have the same allowance of actions given to player characters.

GANGS

Fodder are weak enemies on their own, but they're usually present in large groups called gangs. Gangs make fodder-grade enemies more dangerous as well as making it easier for the Gamemaster to handle large numbers of enemies.

A gang is a group of 2-5 fodder that functions as a single character: it moves, attacks and acts in unity. Gangs use the statistics of a single fodder, except that Health is increased by 1 per additional member.

Because of their numbers, gangs function more effectively than a single fodder. Each gang gets a pool of dice equal to its additional members (so that's 1-4 dice) that can be distributed to any roll it has to make (including attack and damage resistance rolls). This pool refreshes at the beginning of each new phase. A gang that has lost half or more of its Health will have only half of its dice pool available for actions.

On the other hand, because gangs are vulnerable against area-effect attacks. Any attack with the Area quality or that affects a whole zone will cause +1 damage on a gang.

BADASSERY

An enemy's level indicates at which point it can be introduced as a reasonable challenge, relative to the team's average level. Running a group of 10th-level lieutenants against a team of 5th-level player characters will seriously tax them, and a 15th-level boss will probably wipe them out!

When the players grow in level, enemies that were terrible before may look like pushovers. No one enjoys destroying wimps, so it's time to make lower level enemies into badasses.

There are 3 ranks of badassery and each, when applied, will raise an enemy's level by 10. It works very simply: each badassery rank adds one die to any roll made by the enemy (including attack and damage resistance rolls) and increases its Health by 1 (for fodder), 2 (for lieutenants), 3 (for captains), 4 (for bosses) or 5 (for legends). Badassery is also added to Initiative, Perception and Defence.

KILL EXPERIENCE

When an enemy is defeated, the team receives experience points according to the enemy's grade and level. These points are equally distributed among the players. The Gamemaster usually waits until the end of a battle and sums up the experience received from all defeated enemies.

Enemy level	Fodder	Lieutenant	Captain	Boss	Legend
1	5	20	50	100	200
5	10	40	100	200	400
10	15	60	150	300	600
15	20	80	200	400	800
20	25	100	250	500	1000
25	30	120	300	600	1200
30	35	140	350	700	1400
35	40	160	400	800	1600
40	45	180	450	900	1800
45	50	200	500	1000	2000
50	55	220	550	1100	2200

ENEMY QUALITIES

ALERT

Grants a bonus to Perception scores (note that this has already been added to the enemy's fixed Perception).

BERSERKER

If the enemy loses any Health, he gains +1 Power with close combat attacks and +2 dice for damage resistance rolls. However, he also becomes unable to use any ranged attacks.

BURROWER

As a full action, this enemy can burrow through the ground to disappear from the battlefield. While underground, it cannot be targeted by attacks but can move between zones unaffected by terrain modifiers (however, it takes a complex action to move while burrowing). When it chooses to emerge above ground, it rolls one more attack die against characters in the same zone for the rest of the current phase.

Burrowers can start a battle underground, if the Gamemaster wishes so, emerging to surprise the teammates later in the battle.

FAST

Once per phase, this enemy can move 1 zone as a free action. *Difficult* terrain requires a simple action, while *harsh* terrain requires a complex action.

FLYER

This enemy can fly. Taking off and landing requires a simple action. While airborne, the enemy ignores *difficult* or *harsh* terrain and any land barriers, and cannot be blocked by non-flyers. It cannot be targeted by close combat attacks from non-flyers and gains +1 Defence against ranged attacks from the ground. On the other hand, the enemy can engage in close combat with a ground target only if it lands.

Enemies with the *fast flyer* quality can move 2 zones per movement action while flying.

PROTECTOR

This enemy can take part or all of the damage of a non-close combat attack directed at another enemy within his zone. If the damage inflicted is enough to kill him, any remaining damage affects the original target.

SLOTH

This enemy can only move 1 zone as a complex action. *Difficult* or *harsh* terrain always takes a full action.

If the enemy is also a *flyer*, *sloth* will only apply to ground movement.

STEALTHY

Enemies with this quality can enter stealth mode and will usually begin combat already in stealth mode unless they're surprised or other special circumstances apply. If this quality has a bonus, it is added to the enemy's stealth score.

VULNERABLE

The enemy is especially vulnerable to one or more types of elemental damage. This quality's score is added to the damage of any attack having the corresponding element.

BANDITS

In a world of harsh conditions and very little organised law enforcement, bandits and other sorts of scum will unfortunately exist. They are usually not particularly smart or well-equipped but make good use of numbers and their lack of morals to prey on weaker people.

BULLY

Level 1 Lieutenant

Sloth

Muscles 5, Brains 2, Moves 2, Guts 3

Initiative 3, Perception 2

Defence 2, Health 10, Armour 1, Shield 0

Attacks

- Shotgun: 2 dice. Power 4. Range 1. +2 knockdown.
- Sledge: 5 dice. Power 4. Range close combat. +2 knockdown, +2 overpower.

CHIEF

Level 10 Boss

Sloth

Muscles 5, Brains 3, Moves 4, Guts 4

Initiative 4, Perception 5

Defence 3, Health 20, Armour 3, Shield 6, +2 *stability*

Attacks

- Monster shotgun: 5 dice. Power 6. Range 1. +1 CQB, +4 knockdown.
- Sledge: 6 dice. Power 3. Range close combat. +4 knockdown, +2 overpower.

Special

- Whirlwind: Cooldown 9. The next sledge attack gains the area quality.

GUNSLINGER

Level 1 Captain

Muscles 3, Brains 3, Moves 5, Guts 4

Initiative 8, Perception 3

Defence 4, Health 9, Armour 0, Shield 6

Attacks

- 2 x heavy pistol (akimbo): 6 dice. Power 2. Range 2.
- Unarmed strike: 3 dice. Power 0. Range close combat.

Special

- Master akimbo: The Gunslinger has to split only half his trait dice when attacking akimbo.

HUNTER

Level 1 Captain

+2 *stealthy*

Muscles 4, Brains 3, Moves 4, Guts 4

Initiative 7, Perception 3

Defence 3, Health 12, Armour 0, Shield 6

Attacks

- Hunting rifle: 5 dice. Power 4. Range 5. -2 swiftiness, -2 CQB.
- Hunting knife: 5 dice. Power 1. Range close combat. +1 swiftiness.

Special

- Accuracy: *Cooldown* 8. The Hunter rolls an extra die for his next hunting rifle attack.
- Sneak attack: The Hunter rolls an extra die when attacking from stealth mode and undetected by the target.

JUNKIE

Level 1 Fodder

Protector, berserker

Muscles 3, Brains 1, Moves 2, Guts 2

Initiative 3, Perception 1

Defence 1, Health 3, Armour 0, Shield 0

Attacks

- Machete: 3 dice. Power 2. Range close combat. +2 overpower.

LACKEY

Level 1 Fodder

Protector

Muscles 3, Brains 2, Moves 2, Guts 1

Initiative 4, Perception 2

Defence 2, Health 3, Armour 0, Shield 0

Attacks

- Pistol: 2 dice. Power 1. Range 2.
- Machete: 3 dice. Power 2. Range close combat. +2 overpower.

PSYCHO

Level 1 Lieutenant

Berserker

Muscles 4, Brains 1, Moves 2, Guts 4

Initiative 3, Perception 1

Defence 1, Health 8, Armour 1, Shield 0

Attacks

- Sledge: 5 dice. Power 4. Range close combat. +2 knockdown, +2 overpower.

PYROMANIAC

Level 5 Fodder

Muscles 2, Brains 1, Moves 3, Guts 3

Initiative 4, Perception 1

Defence 2, Health 2, Armour 0, Shield 0, +2 fire resistance

Attacks

- Torch: 2 dice. Power 1. Range close combat. Fire damage, +1 overpower.

Special

- Molotov cocktail: Cooldown 8. 3 dice. Power 3. Range 1. Area, fire damage.

ROGUE PSION

Level 1 Lieutenant

Muscles 2, Brains 2, Moves 2, Guts 4

Initiative 3, Perception 2

Defence 1, Health 4, Armour 0, Shield 4

Attacks

- Mindlance: 4 dice. Power 1. Range 2. Silent, psionic damage (target can't use armour dice for damage resistance).

- Pistol: 2 dice. Power 1. Range 2.
- Unarmed strike: 2 dice. Power 0. Range close combat.

Special

- Confusion: *Cooldown 9. Psionic power.* As a complex action, make an opposed Guts roll against a character within 3 zones. If the Rogue Psion wins, the character is unable to take any complex or full actions for 1 phase.

URTHOR

Level 20 Legend

Muscles 7, Brains 3, Moves 4, Guts 5

Initiative 6, Perception 5

Defence 3, Health 35, Armour 3, Shield 6, +2 *stability*

Attacks

- Monster shotgun: 5 dice. Power 6. Range 1. +4 knockdown.
- Mighty hammer: 8 dice. Power 5. Range close combat. +4 knockdown, +2 overpower, quake.

Special

- Earthshaker slam: *Cooldown 8.* As a simple action roll Muscles. Any character within the same zone that has Moves or Muscles (whichever is higher) lower than the hits scored is knocked down and loses his next simple action.
- Whirlwind: *Cooldown 8.* The next sledge attack gains the area quality.

MECHS

These are robots of various degrees of "intelligence" that can be found in almost every field of industry. Certain types have been adapted to security and military tasks. Although lacking true intelligence, the smart software mechs run on can get quite sophisticated.

Security and military mechs are usually found along with other forces, supplementing them. The low-end models are usually based on a bipedal walking platform. Heavier models can be truly massive, relying on more walking legs to support them.

DREADNOUGHT

Level 10 Boss (mech)

+2 *alert, sloth*

Muscles 6, Brains 3, Moves 3, Guts 1

Initiative 6, Perception 5

Defence 3, Health 24, Armour 5, Shield 8, +4 stability, +2 security

Attacks

- 2 x machine cannon (akimbo): 4 dice. Power 4. Range 3. +1 burst fire, blast damage.
- 2 x rotorblades (akimbo): 7 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

- Fireworks: If the Dreadnought is destroyed by an attack, roll one die. On a result of 5-6 it explodes and deals 6 dice of blast damage to everyone within the same zone.
- Rocket launcher: Cooldown 9. Fires a rocket as a complex action. 4 dice. Power 6. Range 4. Area, blast damage.
- Strafe: Cooldown 8. The next machine cannon attack (both if they are used akimbo) gains the area quality.

ERADICATOR

Level 1 Captain (mech)

+2 *alert, sloth*

Muscles 5, Brains 2, Moves 3, Guts 1

Initiative 5, Perception 4

Defence 2, Health 15, Armour 4, Shield 6, +2 stability, +1 security

Attacks

- 2 x minigun (akimbo): 4 dice. Power 2. Range 3. +2 burst fire.
- Vibrosword: 5 dice. Power 3. Rage close combat. +2 overpower, penetration.

Special

- Fireworks: If the Eradicator is destroyed by an attack, roll one die. On a result of 5-6 it explodes and deals 5 dice of blast damage to everyone within the same zone.
- Strafe: Cooldown 8. The next minigun attack (both if they are used akimbo) gains the area quality.

INFILTRATOR

Level 1 Lieutenant (mech)

+2 alert, +2 stealthy

Muscles 3, Brains 3, Moves 4, Guts 1

Initiative 7, Perception 5

Defence 3, Health 6, Armour 1, Shield 6

Attacks

- Sniper rifle: 4 dice. Power 4. Range 5. -2 CQB, -2 swiftness, silent.
- Vibrodagger: 3 dice. Power 1. Range close combat. +1 overpower, penetration.

Special

- Active camouflage: The Infiltrator can enter stealth mode as a simple action and can do so in the presence of enemies within that zone.
- Assassin: Rolls 1 bonus die for bow attacks when in stealth mode and undetected by the target.
- Fireworks: If the Infiltrator is destroyed by an attack, roll one die. On a result of 5-6 it explodes and deals 4 ice of blast damage to everyone within the same zone.

ROBOTURRET

Level 1 Lieutenant (mech)

+2 alert

Muscles 4, Brains 1, Moves 4, Guts 1

Initiative 5, Perception 3

Defence 0, Health 8, Armour 4, Shield 4

Attacks

- Minigun: 4 dice. Power 2. Range 3. +2 burst fire.

Special

- Fixed: The Roboturret cannot move.
- Smart targeting: Cooldown 6. The next snap fire minigun attack uses regular dice instead of grey dice.
- Strafe: Cooldown 9. The next minigun attack gains the area quality.

ROCKET DRONE

Level 1 Lieutenant (mech)

+2 alert, flyer

Muscles 3, Brains 2, Moves 4, Guts 1

Initiative 6, Perception 4

Defence 3, Health 6, Armour 2, Shield 4

Attacks

- Submachine gun: 4 dice. Power 1. Range 2. +1 burst fire.

Special

- Fireworks: If the Rocket drone is destroyed by an attack, roll one die. On a result of 5-6 it explodes and deals 4 dice of blast damage to everyone within the same zone.

- Rocket launcher: Cooldown 10. Fires a rocket as a complex action. 4 dice. Power 6. Range 4. Area, blast damage.

SECURITY BOT

Level 1 Fodder (mech)

+2 *alert, protector*

Muscles 2, Brains 1, Moves 2, Guts 1

Initiative 3, Perception 3

Defence 1, Health 2, Armour 1, Shield 0

Attacks

- Shock beam: 2 dice. Power 1. Range 2. Shock damage.
- Shock baton: 2 dice. Power 2. Range close combat. Shock damage.

SUICIDE BOT

Level 5 Fodder (mech)

+2 *alert, fast*

Muscles 1, Brains 1, Moves 4, Guts 1

Initiative 10, Perception 1

Defence 3, Health 1, Armour 1, Shield 0

Attacks

None

Special

- Self-destruct: As a simple action, the Suicide bot explodes and inflicts 4 dice of blast damage (plus one die for every additional bot in a gang) to everyone within the same zone. This destroys the bot.

TERMINATOR

Level 1 Lieutenant (mech)

Muscles 4, Brains 1, Moves 3, Guts 1

Initiative 4, Perception 3

Defence 1, Health 8, Armour 3, Shield 4, +2 stability

Attacks

- Machine gun: 3 dice. Power 2. Range 3. +1 burst fire, -1 recoil.
- Vibrosword: 4 dice. Power 3. Range close combat. +2 overpower, penetration.

Special

- Fireworks: If the Terminator is destroyed by an attack, roll a die. On a result of 5-6 it explodes and deals 4 dice of blast damage to everyone within the same zone.
- Strafe: Cooldown 8. The next machine gun attacks gains the area quality.

MERCS

Prometheus is a dangerous world and the trade of the mercenary can be very lucrative. Most mercs come from the ranks of the now defunct army and law enforcement forces. They are usually disciplined, quite ruthless and well-equipped. Most of the time they will be found in the employ of corporations or towns that can afford to keep them as security forces.

CHEM COMMANDO

Level 5 Captain

Muscles 4, Brains 3, Moves 4, Guts 3

Initiative 5, Perception 3

Defence 1, Health 12, Armour 3 (+2 power), Shield 6, +6 acid resistance, +2 stability

Attacks

- Heavy rifle: 5 dice. Power 3. Range 3. Acid damage, vitriolic.
- Blade: 6 dice. Power 3. Range close combat. +1 overpower.

CHEM ELITE

Level 15 Boss

Muscles 5, Brains 4, Moves 5, Guts 4

Initiative 7, Perception 4

Defence 2, Health 2, Armour 5 (+2 power), Shield 8, +8 acid resistance, +2 stability

Attacks

Chem cannon: 6 dice. Power 5. Range 3. Acid damage, vitriolic.

Vibroaxe: 8 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

Chem blast: *Cooldown* 9. The next chem cannon attack gains the *area* quality.

CHEM TROOPER

Level 5 Lieutenant

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 8, Armour 2, Shield 4, +4 acid resistance, +1 stability

Attacks

- Rifle: 3 dice. Power 2. Range 3. Acid damage.
- Bayonet: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: *Cooldown* 8. Attacks with 3 dice. Power 4. Range 1. Area, acid damage.

DEMO COMMANDO

Level 5 Captain

Muscles 4, Brains 3, Moves 4, Guts 3

Initiative 5, Perception 3

Defence 1, Health 12, Armour 3 (+2 power), Shield 6, +6 blast resistance, +2 *stability*

Attacks

- Heavy rifle: 5 dice. Power 3. Range 3. Blast damage, detonating.
- Blade: 6 dice. Power 3. Range close combat. +1 overpower.

DEMO ELITE

Level 15 Boss

Muscles 5, Brains 4, Moves 5, Guts 4

Initiative 7, Perception 4

Defence 2, Health 2, Armour 5 (+2 power), Shield 8, +8 blast resistance, +2 *stability*

Attacks

- Frag cannon: 6 dice. Power 5. Range 3. Blast damage, detonating.
- Vibroaxe: 8 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

- Frag blast: *Cooldown* 9. The next frag cannon attack gains the *area* quality.

DEMO TROOPER

Level 5 Lieutenant

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 8, Armour 2, Shield 4, +4 blast resistance, +1 *stability*

Attacks

- Rifle: 3 dice. Power 2. Range 3. Blast damage.
- Bayonet: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: Cooldown 8. Attacks with 3 dice. Power 4. Range 1. Area, blast damage.

ENGINEER CORPS

Level 5 Lieutenant

Muscles 2, Brains 4, Moves 2, Guts 3

Initiative 5, Perception 4

Defence 2, Health 4, Armour 2, Shield 4, +1 security

Attacks

- Shotgun: 2 dice. Power 4. Range 1.

Special

- Energise: Any other Merc units within the same zone do +1 damage with weapons doing fire, pulse or shock damage.
- Overload: Cooldown 9. Tech power. Affects a character up to 3 zones away if he loses an opposed Brains roll. The target loses one shield die per hit scored; each shield die drained will also cause the loss of 1 Health point.

GRUNT

Level 5 Fodder

Protector

Muscles 3, Brains 2, Moves 2, Guts 1

Initiative 3, Perception 2

Health 3, Defence 1, Armour 2, Shield 0, +1 stability

Attacks

- Rifle: 2 dice. Power 2. Range 3.
- Bayonet: 3 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: Cooldown 10. Attacks with 2 dice. Power 4. Range 1. Area, blast damage.

HEAVY GUNNER

Level 5 Lieutenant

Muscles 3, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 6, Armour 2 (+1 power), Shield 4, +1 stability

Attacks

- Mancannon: 3 dice. Power 5. Range 3. Blast damage. -2 recoil.
- Unarmed strike: 4 dice. Power 0. Range close combat.

HELL COMMANDO

Level 5 Captain

Muscles 4, Brains 3, Moves 4, Guts 3

Initiative 5, Perception 3

Defence 1, Health 12, Armour 3 (+2 power), Shield 6, +6 fire resistance, +2 stability

Attacks

- Heavy rifle: 5 dice. Power 3. Range 3. Fire damage, incendiary.
- Blade: 6 dice. Power 3. Range close combat. +1 overpower.

HELL ELITE

Level 15 Boss

Muscles 5, Brains 4, Moves 5, Guts 4

Initiative 7, Perception 4

Defence 2, Health 2, Armour 5 (+2 power), Shield 8, +8 fire resistance, +2 stability

Attacks

- Laser cannon: 6 dice. Power 5. Range 3. Fire damage, incendiary.
- Vibroaxe: 8 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

- Laser blast: *Cooldown* 9. The next laser cannon attack gains the *area* quality.

HELL TROOPER

Level 5 Lieutenant

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence, Health 8, Armour 2, Shield 4, +4 fire resistance, +1 stability

Attacks

- Rifle: 3 dice. Power 2. Range 3. Fire damage.
- Bayonet: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: *Cooldown* 8. Attacks with 3 dice. Power 4. Range 1. Area, fire damage.

JET COMMANDO

Level 5 Captain

Flyer (fast)

Muscles 3, Brains 4, Moves 5, Guts 3

Initiative 8, Perception 4

Defence 4, Health 9, Armour 2, Shield 6, +1 *stability*

Attacks

- Rifle: 6 dice. Power 4. Range 5. -2 CQB, -2 *swiftness*.
- Unarmed strike: 3 dice. Power 0. Range close combat.

JET TROOPER

Level 5 Lieutenant

Flyer

Muscles 2, Brains 3, Moves 4, Guts 2

Initiative 7, Perception 3

Defence 3, Health 4, Armour 1, Shield 4

Attacks

- Submachine gun: 4 dice. Power 1. Range 2. +1 *burst fire*.
- Unarmed strike: 2 dice. Power 0. Range close combat.

MASTER ENGINEER

Level 5 Captain

Muscles 3, Brains 5, Moves 2, Guts 4

Initiative 6, Perception 5

Defence 3, Health 9, Armour 2, Shield 6, +1 *security*

Attacks

- Shotgun: 2 dice. Power 4. Range 1.

Special

- Deploy turret: As a complex action, the Master Engineer can deploy a Roboturret in his zone, which can begin taking actions by the next phase. The Roboturret can be picked up by the Master Engineer as a complex action in order to be redeployed somewhere else later on. If the Roboturret is destroyed, this ability becomes unavailable for the rest of combat.
- Energise: Any other Merc units within the same zone do +1 damage with weapons doing fire, pulse or shock damage.
- Haywire: Cooldown 10. Tech power. Affects a character up to 3 zones away if he loses an opposed Brains roll. The target is unable to use his shield for 1 phase per hit scored.
- Overload: Cooldown 8. Tech power. Affects a character up to 3 zones away if he loses an opposed Brains roll. The target loses one shield die per hit scored; each shield die drained will also cause the loss of 1 Health.

SNIPER

Level 5 Lieutenant

+1 alert, +1 stealthy

Muscles 2, Brains 3, Moves 4, Guts 3

Initiative 7, Perception 4

Defence 3, Health 4, Armour 1, Shield 6

Attacks

- Rifle: 5 dice. Power 4. Range 5. -2 CQB, -2 swiftiness, silent.
- Unarmed strike: 2 dice. Power 0. Range close combat.

Special

- **Assassin:** The Sniper rolls an extra die when attacking from stealth mode and undetected by the target.

STORM COMMANDO

Level 5 Captain

Muscles 4, Brains 3, Moves 4, Guts 3

Initiative 5, Perception 3

Defence 1, Health 12, Armour 3 (+2 *power*), Shield 6, +6 shock resistance, +2 *stability*

Attacks

- **Heavy rifle:** 5 dice. Power 3. Range 3. Shock damage, stunning.
- **Blade:** 6 dice. Power 3. Range close combat. +1 overpower.

STORM ELITE

Level 15 Boss

Muscles 5, Brains 4, Moves 5, Guts 4

Initiative 7, Perception 4

Defence 2, Health 2, Armour 5 (+2 *power*), Shield 8, +8 shock resistance, +2 *stability*

Attacks

- **Storm cannon:** 6 dice. Power 5. Range 3. Shock damage, stunning.
- **Vibroaxe:** 8 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

- **Storm blast:** *Cooldown* 9. The next storm cannon attack gains the *area* quality.

STORM TROOPER

Level 5 Lieutenant

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 8, Armour 2, Shield 4, +4 shock resistance, +1 stability

Attacks

- Rifle: 3 dice. Power 2. Range 3. Shock damage.
- Bayonet: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: Cooldown 8. Attacks with 3 dice. Power 4. Range 1. Area, shock damage.

SUPPORT GUNNER

Level 5 Lieutenant

Muscles 3, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 6, Armour 2, Shield 4, +1 stability

Attacks

- Machine gun: 3 dice. Power 2. Range 3. +1 burst fire.
- Unarmed attack: 3 dice. Power 0. Range close combat.

Special

- Strafe: Cooldown 8. The next machine gun attack gets the area quality.

TESLA COMMANDO

Level 5 Captain

Muscles 4, Brains 3, Moves 4, Guts 3

Initiative 5, Perception 3

Defence 1, Health 12, Armour 3 (+2 power), Shield 6, +6 pulse resistance, +2 stability

Attacks

- Heavy rifle: 5 dice. Power 3. Range 3. Pulse damage, disrupting.
- Blade: 6 dice. Power 3. Range close combat. +1 overpower.

TESLA ELITE

Level 15 Boss

Muscles 5, Brains 4, Moves 5, Guts 4

Initiative 7, Perception 4

Defence 2, Health 2, Armour 5 (+2 power), Shield 8, +8 fire resistance, +2 stability

Attacks

- Tesla cannon: 6 dice. Power 5. Range 3. Pulse damage, disrupting.
- Vibroaxe: 8 dice. Power 4. Range close combat. +2 overpower, penetration.

Special

- Tesla blast: *Cooldown* 9. The next laser cannon attack gains the *area* quality.

TESLA TROOPER

Level 5 Lieutenant

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 4, Perception 2

Defence 1, Health 8, Armour 2, Shield 4, +4 pulse resistance, +1 stability

Attacks

- Rifle: 3 dice. Power 2. Range 3. Pulse damage.
- Bayonet: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Grenade: Cooldown 8. Attacks with 3 dice. Power 4. Range 1. Area, pulse damage.

PROMETHEANS

Although the original Prometheans have long since departed, perished in an ancient civil war or met some other unfortunate fate (theories vary), some of their constructs can still be found protecting the ruins of Prometheus. Among the most dangerous are biomechanical robots of vaguely humanoid form that can sometimes be found in unexplored ruins. Their advanced plasma weaponry and powerful shields make them deadly against any sort of intruder.

DREADSHADE

Level 25 Boss (Mech)

+2 *alert*

Muscles 4, Brains 6, Moves 5, Guts 6

Initiative 11, Perception 8

Defence 5, Health 16, Armour 1, Shield 14, +1 security

Attacks

- Plasma spear: 5 dice (close combat) or 6 dice (ranged). Power 2. Range 3 or close combat. Fire damage, penetration.

Special

- Blink: Cooldown 8. As a free action, the Dreadshade can instantly move up to 2 zones.
- Dread: Cooldown 9. Psionic attack. Affects a target up to 3 zones away. If the target loses an opposed Guts roll, he only uses greydice for all trait rolls (including attack rolls). At the beginning of each phase the target recovers one regular die.
- Plasma tech: As a simple action, the Dreadshade can change the fire damage of his plasma spear attack into pulse damage. This remains until changed back.

- Recharge: Recovers 3 shield dice at the beginning of each phase.
- Siphon: Cooldown 9. Tech attack. Affects a target up to 3 zones away. If the target loses an opposed Brains roll, his shield immediately loses all dice, which are used to replenish the Dreadshade's used shield dice.

LANCESHADE

Level 15 Captain (mech)

+2 alert

Muscles 4, Brains 4, Moves 5, Guts 4

Initiative 9, Perception 6

Defence 4, Health 12, Armour 1 (+2 power), Shield 12

Attacks

- Plasma lance: 7 dice (close combat) or 6 dice (ranged). Power 4. Range 3 or close combat. +2 overpower (close combat only), fire damage, penetration.

Special

- Blink: Cooldown 8. As a free action, the Lanceshade can instantly move up to 2 zones.
- Cut through: Any time the Lanceshade scores 2 or more attack criticals with the plasma lance, it can immediately make a snap fire or swift strike attack against another character within the same zone as a free action.
- Plasma tech: As a simple action, the Lanceshade can change the fire damage of his plasma lance attack into pulse damage. This remains until changed back.
- Recharge: Recovers 2 shield dice at the beginning of each phase.

OVERSHADE

Level 15 Captain (mech)

+2 alert

Muscles 3, Brains 5, Moves 4, Guts 5

Initiative 9, Perception 7

Defence 4, Health 9, Armour 1, Shield 12

Attacks

None

Special

- **Blink:** Cooldown 8. As a free action, the Overshade can instantly move up to 2 zones.
- **Pulse blast:** Cooldown 10. Tech power. 6 dice. Power 6. Area, pulse damage.
- **Pulse bolt:** Cooldown 8. Tech power. 6 dice. Power 5. Pulse damage.
- **Recharge:** Recovers 2 shield dice at the beginning of each phase.
- **Shield drain:** Any shield dice drained by the pulse bolt or blast are added to the Overshade's shield pool (to a maximum of 20 dice stored at any time).
- **Shield redirection:** When any Promethean unit within 3 zones is required to make a damage resistance roll, the Overshade can add any number of its own shield dice.

SHIELD SHADE

Level 15 Lieutenant (mech)

+2 *alert*

Muscles 3, Brains 4, Moves 4, Guts 4

Initiative 8, Perception 6

Defence 5, Health 6, Armour 5, Shield 8

Attacks

- **Plasma blade:** 3 dice. Power 2. Range close combat. +1 overpower, fire damage, penetration.

Special

- **Blink:** As a free action, the Shieldshade can instantly move up to 2 zones.
- **Plasma tech:** As a simple action, the Shieldshade can change the fire damage of his plasma blade attack into pulse damage. This remains until changed back.

- Recharge: Recovers 2 shield dice at the beginning of each phase.
- Shield others: All other Prometheans within the Shieldshade's zone gain a +1 cover bonus to their Defence.

SPEARSHADE

Level 15 Lieutenant (mech)

+2 *alert, flyer*

Muscles 2, Brains 4, Moves 4, Guts 4

Initiative 8, Perception 6

Defence 4, Health 4, Armour 1 (+2 power), Shield 10

Attacks

- Plasma spear: 4 dice. Power 2. Range 3 or close combat. +2 overpower (close combat only), fire damage, penetration.

Special

- Blink: As a free action, the Spearshade can instantly move up to 2 zones.
- Plasma tech: As a simple action, the Spearshade can change the fire damage of his plasma spear attack into pulse damage. This remains until changed back.
- Recharge: Recovers 2 shield die at the beginning of each phase.
- Swoop: Cooldown 6. The Spearshade can make one close combat attack versus a ground target in the same zone without landing.

SWORDSHADE

Level 15 Lieutenant (mech)

+2 *stealthy, alert*

Muscles 3, Brains 4, Moves 3, Guts 4

Initiative 7, Perception 6

Defence 4, Health 6, Armour 1 (+2 power), Shield 10

Attacks

- Plasma sword: 5 dice. Power 4. Range close combat. +2 overpower, fire damage, penetration.

Special

- Blink: As a free action, the Swordshade can instantly move up to 2 zones.
- Plasma tech: As a simple action, the Swordshade can change the fire damage of his plasma spear attack into pulse damage. This remains until changed back.
- Recharge: Recovers 2 shield dice at the beginning of each phase.

WATCHSHADE

Level 15 Fodder (mech)

+2 alert, protector

Muscles 1, Brains 3, Moves 3, Guts 3

Initiative 6, Perception 5

Defence 3, Health 1, Armour 1 (+2 power), Shield 6

Attacks

- Plasma spear: 3 dice. Power 2. Range 3 or close combat. +2 overpower (close combat only), fire damage, penetration.

Special

- Blink: As a free action, the Watchshade can instantly move up to 2 zones.
- Plasma tech: As a simple action, the Watchshade can change the fire damage of his plasma spear attack into pulse damage. This remains until changed back.
- Recharge: Recovers 1 shield die at the beginning of each phase.

SKLEERN

These vicious animals are in many ways the Promethean equivalent to wolves. They hunt in packs and consider almost everything else to be fair prey. They are filthy and frequently

carry diseases they are naturally immune to. Injuries received from Skleern will usually become infected and require timely medical attention. Skleern are found all over Prometheus and are sometimes domesticated (at great difficulty) by bandits and other people prizing their viciousness.

ALPHA

Level 1 Captain

+4 *alert*

Muscles 5, Brains 1, Moves 3, Guts 3

Initiative 4, Perception 5

Defence 2, Health 15, Armour 1, Shield 0

Attacks

- **Bite:** 6 dice. Power 3. Range close combat. +1 overpower.

Special

- **Fester:** One point of Health lost by the Alpha's attack is a long-term injury.
- **Ferocious:** Each attack critical grants +1 knockdown.
- **Trample:** If the Alpha moves a zone before attacking, its attack gains +2 knockdown.

CHARGER

Level 1 Lieutenant

+4 *alert*

Muscles 4, Brains 1, Moves 3, Guts 2

Initiative 4, Perception 5

Defence 2, Health 8, Armour 1, Shield 0

Attacks

- Bite: 4 dice. Power 2. Range close combat. +1 overpower.

Special

- Fester: One point of Health lost by the Charger's attack is a long-term injury.
- Trample: If the Charger moves a zone before attacking, its attack gains +2 knockdown.

FENRIR

Level 20 Legend

+4 alert

Muscles 7, Brains 1, Moves 5, Guts 5

Initiative 6, Perception 5

Defence 2, Health 35, Armour 3, Shield 0

Attacks

- Bite: 8 dice. Power 4. Range close combat. +1 overpower.

Special

- Fester: One point of Health lost by Fenrir's attack is a long-term injury.
- Ferocious: Each attack critical grants +1 knockdown.
- Jawlock: If Fenrir's bite attack successfully hits and scores 2 or more criticals, the target is firmly grasped by his jaws and cannot move. Fenrir can continue attacking a trapped character as a simple action, automatically inflicting 15 points of damage. The trapped character can escape as a complex action by winning an opposed roll (Moves or Muscles, whichever is higher, versus Fenrir's Muscles). Any other action taken has a -2 penalty while trapped.
- Supersonic howl: Cooldown 8. Affects everyone within Fenrir's zone as a complex action. If a target loses an opposed roll (5 dice versus the target's Guts), he suffers a -2 penalty to all trait rolls (including attack rolls) for 1 phase per winning hit.
- Trample: If the Fenrir moves a zone before attacking, its attack gains +2 knockdown.

MANTICORE

Level 1 Captain

+4 alert

Muscles 4, Brains 1, Moves 4, Guts 3

Initiative 5, Perception 5

Defence 2, Health 8, Armour 2, Shield 0

Attacks

- Bite: 5 dice. Power 2. Range close combat. +1 overpower.

Special

- Darter: Cooldown 9. As a complex action, the Manticore attacks everyone within its zone. 5 dice. Power 2. Poisonous.
- Fester: One point of Health lost by the Manticore's attack, Nailback or Darter ability is a long-term injury.
- Nailback: Anyone attacking the Manticore in close combat suffers 3 dice of damage, whether the attack is successful or not.

PACK LEADER

Level 10 Boss

+4 alert

Muscles 6, Brains 1, Moves 4, Guts 4

Initiative 5, Perception 5

Defence 2, Health 24, Armour 3, Shield 0

Attacks

- Bite: 7 dice. Power 4. Range close combat. +1 overpower.

Special

- Fester: One point of Health lost by the Pack leader's attack is a long-term injury.
- Ferocious: Each attack critical grants +1 knockdown.
- Supersonic howl: Cooldown 8. Affects everyone within the Pack leader's zone as a complex action. If a target loses an opposed roll (5 dice versus the target's Guts), he suffers a -2 penalty to all trait rolls (including attack rolls) for 1 phase per winning hit.
- Trample: If the Pack leader moves a zone before attacking, its attack gains +2 knockdown.

PACKLING

Level 1 Fodder

+4 *alert*

Muscles 3, Brains 1, Moves 3, Guts 1

Initiative 4, Perception 5

Defence 2, Health 3, Armour 0, Shield 0

Attacks

- Bite: 3 dice. Power 2. Range close combat. +1 overpower.

Special

- Fester: One point of Health lost by the Packling's attack is a long-term injury.

THRASHER

Level 1 Lieutenant

+4 *alert*

Muscles 4, Brains 1, Moves 3, Guts 2

Initiative 4, Perception 5

Defence 2, Health 8, Armour 2, Shield 0

Attacks

- Bite: 4 dice. Power 2. Range close combat. +1 overpower.

Special

- Fester: One point of Health lost by the Thrasher's attack or Nailback ability is a long-term injury.
- Nailback: Anyone attacking the Thrasher in close combat suffers 3 dice of damage, whether the attack is successful or not.

S'VRA

The S'vra are sentient but primitive lizard men native to Prometheus; their connection (if any) to Prometheans is unknown. They organise themselves in tribes and can be found in the forests, deserts and jungles and Prometheus. They are very aggressive and any attempt made to contact them has so far ended in bloody violence. Possessing primitive spears and bows (usually coated with the poison they secrete) but a lot of cunning, tough skin and an incredible ability to regenerate injured tissue, they represent a constant danger for colonists that venture too close to their grounds.

ADEPT

Level 5 Lieutenant

+2 *vulnerable* to fire damage, +2 *alert*

Muscles 2, Brins 3, Moves 2, Guts 4

Initiative 5, Perception 5

Defence 2, Health 4, Armour 1, Shield 4 (psychic - does not affect psionic powers)

Attacks

- Staff: 2 dice. Power 1. Range close combat. +1 overpower.

Special

- *Heal*: *Cooldown* 8 .Roll Guts as a complex action. One S'vra unit within 1 zone recovers 1 lost Health per hit scored.
- *Infernal bolt*: *Cooldown* 10. *Psionic power*. 4 dice. Power 4. Range 3. Blast + fire damage.
- *Regeneration*: Recovers 1 lost Health at the beginning of each phase.

BOWMAN

Level 5 Lieutenant

+2 *vulnerable* to fire damage, +1 *stealthy*, +2 *alert*

Muscles 3, Brains 2, Moves 4, Guts 2

Initiative 6, Perception 4

Defence 3, Health 6, Armour 1, Shield 0

Attacks

- *Bow*: 4 dice. Power 1. Range 2. Poisonous, silent.
- *Knife*: 3 dice. Power 1. Range close combat. +1 overpower, poisonous.

Special

- *Hunter*: Rolls 1 bonus die for bow attacks when in stealth mode and undetected by the target.
- *Regeneration*: Recovers 1 lost Health at the beginning of each phase.

ELDER

Level 15 Boss

+2 *vulnerable* to fire, +2 *alert*

Muscles 4, Brains 5, Moves 4, Guts 6

Initiative 9, Perception 7

Defence 4, Health 16, Armour 2, Shield 6 (psychic - does not affect psionic powers)

Attacks

- Staff: 4 dice. Power 1. Range close combat. +1 overpower.

Special

- Bestial form: *Cooldown* 9. As a full action the Elder can assume a monstrous beastform. In this form the Elder can only attacks with 2 x claw (akimbo): 5 dice. Power 3. Range close combat. +1 overpower, poisonous. He cannot use any other attacks or special abilities (except from his regeneration), but gains +3 dice for any roll attempted (including attack and damage resistance rolls). Reverting back to its true form takes the Elder a simple action.
- Infernal blast: *Cooldown* 9. *Psionic power*. 7 dice. Power 5. Rang 3. Area, blast + fire damage.
- Mindspear: *Psionic power*. 7 dice. Power 2. Range 3. Psionic damage (target can't use armour dice for damage resistance).
- Regeneration: Recovers 2 lost Health at the beginning of each phase.
- Summon ancient: *Cooldown* 10. As a complex action the Elder can summon an ancient S'vra spirit that appears in the same zone and can begin taking actions in the next phase. The spirit can take the form of any S'vra lieutenant, but rolls one bonus die for attack and damage resistance rolls. This ability cannot be used again until the spirit has been destroyed or dismissed by the Elder (as a simple action).

OGRE

Level 5 Captain

+2 *vulnerable* to fire damage, +2 *alert*, *berserker*

Muscles 5, Brains 2, Moves 2, Guts 4

Initiative 4, Perception 4

Defence 2, Health 15, Armour 3, Shield 0

Attacks

- Warclub: 6 dice. Power 4. Range close combat. +2 overpower, poisonous.

Special

- Infectious rage: All S'vra fodder within 1 one of the Ogre gain the berserker quality.
- Regeneration: Recovers 2 lost Health at the beginning of each phase.

SHAMAN

Level 5 Captain

+2 *vulnerable* to fire damage, +2 *alert*

Muscles 3, Brains 3, Moves 3, Guts 5

Initiative 6, Perception 5

Defence 3, Health 9, Armour 1, Shield 6 (psionic - does not affect psionic powers)

Attacks

- Staff: 3 dice. Power 1. Range close combat. +1 overpower.

Special

- Heal: *Cooldown* 8. Roll Guts as a complex action. One S'vra unit within 1 one recovers 1 lost Health per hit scored.
- Healing burst: *Cooldown* 10. Roll Guts as a complex action. All S'vra units within 1 zone recover 1 lost Health per hit scored.
- Infernal blast: *Cooldown* 10. *Psionic power*. 6 dice. Power 5. Range 3. Area, blast + fire damage.
- Regeneration: Recovers 2 lost Health at the beginning of each phase.
- Mindspear: *Psionic power*. 6 dice. Power 1. Range 2. Silent, psionic damage (target can't use armour dice for damage resistance).

SHAPECHANGER

Level 5 Lieutenant

+2 *vulnerable* to fire, +2 *alert*

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 5, Perception 4

Defence 2, health 8, Armour 2, Shield 0

Attacks

- Spear: 4 dice. Power 2. Range close combat. +1 overpower, poisonous.

Special

- Bestial form: *Cooldown* 9. As a full action the Shapechanger can assume a monstrous beastform. In this form the Shapechanger can only attacks with 2 x claw (akimbo): 4 dice. Power 1. Range close combat. +1 overpower, poisonous. He cannot use any other attacks or special abilities (except from his regeneration), but gains +2 dice for any roll attempted (including attack and damage resistance rolls). Reverting back to its true form takes the Shapechanger a simple action.
- Regeneration: Recovers 1 lost Health at the beginning of each phase.

SKIRMISHER

Level 5 Fodder

+2 vulnerable to fire damage, +2 alert, protector

Muscles 3, Brains 2, Moves 2, Guts 2

Initiative 4, Perception 4

Defence 2, Health 3, Armour 1, Shield 0

Attacks

- Spear: 3 dice. Power 2. Range close combat. +1 overpower, poisonous.

Special

- Regeneration: Recovers 1 lost Health at the beginning of each phase.

SPEARMASTER

Level 5 Lieutenant

+2 *vulnerable* to fire damage, +2 *alert*

Muscles 4, Brains 2, Moves 3, Guts 2

Initiative 5, Perception 4

Defence 2, Health 8, Armour 2, Shield 0

Attacks

- **Spear:** 4 dice. Power 2. Range close combat. +1 *overpower*, *poisonous*.

Special

- **Leader:** *Cooldown* 10. As a complex action, grant a bonus attack die to all S'vra fodder within the spearmaster's zone for 1 phase.
- **Regeneration:** Recovers 1 lost Health at the beginning of each phase.
- **Throw:** *Cooldown* 9. The next spear attack gains Range 1 and +1 attack die. The Spearmaster still rolls Muscles to attack.

XORAK

The Xorak are among Prometheus' most deadly species. A race of gigantic insects resembling a cross between a scorpion and a spider, Xorak have a simple society based on rigid castes, not unlike ants. Lacking true intelligence, they are nevertheless cunning as well as highly aggressive and territorial. Xorak are proficient burrowers, building extensive underground nests, and can be encountered in almost any terrain or climate. Their hard carapace and highly poisonous stingers make them dangerous adversaries.

BROODMOTHER

Level 10 captain

Burrower, *sloth*, +2 *alert*

Muscles 6, Brains 2, Moves 2, Guts 4

Initiative 4, Perception 4

Defence 2, Health 18, Armour 6, Shield 0

Attacks

- Acid spray: 2 dice. Power 2. Range 1. Acid damage.

Special

- Hatch: *Cooldown 8*. As a full action the Broodmother can release a gang of any kind of xorak fodder. Roll a die to determine the gang's size (1-2: 3, 3-4: 4, 5-6: 5). Alternatively, it can release any type of xorak lieutenant, but in this case *Cooldown* increases by 2.
- Premature birth: As a full action, the Broodmother can release any type of Xorak captain, but dies by doing so. The new captain has only half its normal Health.

DRONE

Level 10 fodder

Protector, fast, burrower, +2 alert

Muscles 3 , Brains 1, Moves 3, Guts 2

Initiative 6, Perception 3

Defence 2, Health 3, Armour 2, Shield 0

Attacks

- 2 x pincer (akimbo): 3 dice. Power 1. Range close combat. +1 overpower.
- Stinger: 3 dice. Power 2. Range close combat. Poisonous.

HELLBUG

Level 10 lieutenant

Burrower, +2 alert

Muscles 4, Brains 1, Moves 4, Guts 2

Initiative 7, Perception 3

Defence 2, Health 6, Armour 3, Shield 0, +4 fire resistance

Attacks

- 2 x pincer (akimbo): 3 dice. Power 1. Range close combat. +1 overpower, fire damage
- Stinger: 3 dice. Power 2. Range close combat. Poisonous.

Special

- Fire breath: *Cooldown* 8. Attacks all characters in one of the adjacent zones with 4 dice. Alternatively, can attack a single target within the same zone. Power 4. Fire damage.

OVERLORD

Level 10 captain

Burrower, +2 alert

Muscles 4, Brains 3, Moves 3, Guts 5

Initiative 8, Perception 5

Defence 3, Health 12, Armour 3, Shield 0, +1 *anti-psi*

Attacks

- Mind dagger: 6 dice. Power 1. Range 3. Psionic damage (target can't use armour for damage resistance).

Special

- Mind blast: *Cooldown* 10. *Psionic power*. Attacks all characters in a zone up to 5 zones away with 6 dice. Power 1. Psionic damage (targets can't use armour for damage resistance).
- Portal: *Cooldown* 9. As a complex action, the Overlord can instantly move to any zone within 5 zones. Alternatively, this ability can be used to move another xorak that is in the Overlord's zone.

QUEEN

Level 20 boss

Burrower, +2 alert

Muscles 6, Brains 4, Moves 3, Guts 5

Initiative 9, Perception 6

Defence 3, Health 24, Armour 6, Shield 0, +2 *stability*, +1 *anti-psi*

Attacks

- 2 x pincer (akimbo): 7 dice. Power 3. Range close combat. +1 overpower, poisonous.
- Stinger: 7 dice. Power 5. Range close combat. +2 overpower, poisonous.

Special

- Hatch: *Cooldown* 8. As a full action the Queen can release a gang of any kind of xorak fodder. Roll a die to determine the gang's size (1-2: 3, 3-4: 4, 5-6: 5). Alternatively, it can release any type of xorak lieutenant, but in this case *Cooldown* increases by 2.
- Mind blast: *Cooldown* 9. *Psionic power*. Attacks all characters in a zone up to 5 zones away with 6 dice. Power 3. *Psionic damage* (targets can't use armour for damage resistance).
- Pheromones: All Xorak within 1 zone of the Queen gain +1 die for all rolls (including attack and damage resistance rolls).

POISONER

Level 10 Lieutenant

Flyer, +2 alert

Muscles 3, Brains 1, Moves 4, Guts 2

Initiative 7, Perception 3

Defence 2, Health 6, Armour 3, Shield 0

Attacks

- Spit bile: 4 dice. Power 3. Range 1. Acid damage, poisonous.
- Stinger: 3 dice. Power 2. Range close combat. Poisonous.

Special

- Bile spray: *Cooldown* 9. 4 dice. Power 3. Range 1. Area, acid damage, poisonous.
- Concentrated venom: *Cooldown* 8. Any of the Poisoner's attacks that strike successfully will inflict an additional poison die. Lasts for 1 phase.

RAKER

Level 10 Captain

Burrower, +2 alert

Muscles 6, Brains 2, Moves 3, Guts 3

Initiative 7, Perception 4

Defence 2, Health 18, Armour 4, Shield 0

Attacks

- Claw: 7 dice. Power 2. Range close combat. Poisonous.

Special

- Rend: When the Raker uses his Storm of claws ability to attack the same enemy and two consecutive attacks successfully hit, the rest of the attacks gain double Power.
- Storm of claws: The Raker can attack with 4 claws, using 4 attack dice for each. This ability cannot be used for swift strike attacks.

RED WIDOW

Level 25 legend

Burrower, +2 alert

Muscles 7, Brains 5, Moves 4, Guts 7

Initiative 10, Perception 7

Defence 4, Health 35, Armour 6, Shield 0, +4 *stability*, +1 *anti-psi*

Attacks

- 2 x pincer (akimbo): 8 dice. Power 4. Range close combat. +1 overpower, +1 savage, poisonous.
- Stinger: 8 dice. Power 6. Range close combat. +2 overpower, +1 savage, poisonous.

Special

- Cannibalise: As a complex action, the Red widow can kill any one Xorak within the same zone and add its Health to her own (up to her normal max Health).
- Hatch: *Cooldown* 8. As a full action the Red widow can release a gang of any kind of xorak fodder. Roll a die to determine the gang's size (1-2: 3, 3-4: 4, 5-6: 5). Alternatively, it can release any type of xorak lieutenant, but in this case *Cooldown* increases by 2.
- Mind blast: *Cooldown* 9. *Psionic power*. Attacks all characters in a zone up to 5 zones away with 8 dice. Power 5. Psionic damage (targets can't use armour for damage resistance).
- Pheromones: All Xorak within 1 zone of the Red widow gain +2 dice for all rolls (including attack and damage resistance rolls).
- Poison web: *Cooldown* 8. Targets a character within 1 zone. Make an opposed roll with 5 dice versus the target's Muscles or Moves (whichever is higher). If the target is defeated, he becomes unable to move, all actions suffer a -1 penalty and his Defence is reduced to 0. Additionally, at the beginning of the next phase and each phase afterwards he is affected by 1 poison die (1 die for the 1st phase, 2 for the 2nd, 3 for the 3rd and so on). The target can attempt to break free as a simple action by rolling Muscles with a -4 penalty. Other characters within the same zone can also take a simple action to aid the trapped character, adding 2 bonus dice each to his rolls.

SOLDIER

Level 10 Lieutenant

Fast, protector, burrower, +2 alert

Muscles 5, Brains 1, Moves 3, Guts 2

Initiative 6, Perception 3

Defence 2, Health 10, Armour 4, Shield 0

Attacks

- 2 x pincer (akimbo): 5 dice. Power 1. Range close combat. +1 overpower.
- Stinger: 5 dice. Power 2. Range close combat. Poisonous.

Special

- Mandibles: If the Soldier uses his pincers akimbo and both hit the same target successfully, it can follow up with a mandible attack: 5 dice. Power 3. Range close combat. Poisonous, +2 overpower.

SPINSTER

Level 10 lieutenant

Burrower, +2 alert

Muscles 3, Brains 1, Moves 5, Guts 2

Initiative 6, Perception 3

Defence 3, Health 6, Armour 3, Shield 0

Attacks

- 2 x pincer (akimbo): 3 dice. Power 1. Range close combat. +1 overpower.
- Stinger: 3 dice. Power 2. Range close combat. Poisonous.

Special

- Spit webs: Cooldown 8. Targets a character within 1 zone. Make an opposed roll with 5 dice versus the target's Muscles or Moves (whichever is higher). If the target is defeated, he becomes unable to move, all actions suffer a -1 penalty and his Defence is reduced to 0. The target can attempt to break free as a simple action by rolling Muscles with a -3 penalty. Other characters within the same zone can also take a simple action to aid the trapped character, adding 2 bonus dice each to his rolls.
- Weaver: After the Spinster remains in a zone for 1 phase, the zone becomes of *harsh* terrain (other xorak ignore this). This persists until the end of combat even if the Spinster moves. An area-effect attack doing blast or fire damage reverts the terrain to its normal properties.

SWARMLING

Level 10 Fodder

Flyer, protector, +2 alert

Muscles 2, Brains 1, Moves 3, Guts 1

Initiative 6, Perception 3

Defence 2, Health 2, Armour 1, Shield 0

Attacks

- Acid spit: 3 dice. Power 1. Range 1. Acid damage.
- Stinger: 2 dice. Power 1. Range close combat. Poisonous.

WEBLING

Level 10 fodder

Burrower, protector, +2 alert

Muscles 2, Brains 1, Moves 3, Guts 2

Initiative 6, Perception 3

Defence 2, Health 3, Armour 1, Shield 0

Attacks

- Stinger: 2 dice. Power 1. Range close combat. Poisonous.

Special

- Webnav: Weblings roll 2 bonus dice for attacks and gain +2 Defence when inside a zone affected by a Spinster's weaver ability.

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