



To Do LIST

- **Level Up**
- **Toolset vs. Quantité de grenade, etc.**
- **NPC/Enemies**
 - **Disadvantage if not speaking same language.**
 - **Types: coward, bravado, casual, trained.**
 - **Panic mode**
- **Tango's Global Threat**
 - **Enemies have a number of « free » rounds when GT is high.**
 - **Players can anticipate enemies next move when GT is low, giving them “free” rounds.**
- **Actions before play sessions**
 - **Knowledge**
 - **Inclined to take/kill hostages?**
 - **Suicidal?**
 - **Explosives? Chemical?**
 - **Computer**
 - **Floor Plan**
 - **Security Cam**
- **Add feet in distances**

WELCOME



HELLO, SOLDIERS. THE NAME'S JOHN CLARK AND WELCOME TO HEREFORD, UK. THIS IS THE BASE OF OPERATION FOR RAINBOW SIX. THIS TOP SECRET MILITARY ORGANISATION HAS BEEN RECRUITING ELITE SOLDIERS FROM AROUND THE WORLD TO DEFEND JUSTICE, FREEDOM AND TRUTH.

WOMEN AND MEN LIKE YOU.

YOU WILL BE JOINING TEAM SIGMA.

OFF YOU GO!

SIX OUT.



CHARACTER CREATION

The character creation goes through these steps:

- Choose your **Attributes** score.
- Choose your former **Special Ops**.
- Choose your current **Class**.
- Choose your Primary Military Specialty.
- Choose your Secondary Military Specialty.
- Finishing touches: Codename, physical description, background...



ATTRIBUTES

Your character core potential is divided into eight attributes.

Choose between one of these arrays for each score.

15, 14, 14, 13, 12, 10, 10, 8
15, 15, 15, 15, 8, 8, 8, 8
13, 13, 13, 13, 12, 12, 12, 12.

Attributes	Abbreviation	Used for...
Combat Capacity	CBT	Brawling, Melee Combat.
Shooting Capacity	SHT	Guns, throwing grenades.
Awareness	AWR	Initiative, perception, AC bonus.
Stealth	STL	Not being detected...
Resilience	RES	Total HP.
Leadership	LED	Persuasion, intimidation, heal, calm down.
Athletics	ATL	Climbing, rappelling, swimming, wrestling
Technical	TEC	Using Computers or gadgets.

SPECIAL OPS

Before joining the ranks of Rainbow Six, you were active in another Special Operations corps.

Choose one the Special Ops below and gain associated benefits.

Special Ops	Weapon Proficiency	Spoken Languages
USA – Navy SEAL	MP5-SD	English, choose one another
USA – Delta Force	M249	English, choose one another
CANADA – JTF2	M4	English, French
SPAIN – GOE	UMP 45.	English, Spanish
FRANCE – Berets Verts	FAMAS	English, French
UK – SAS	L85A2	English, choose one another
GERMANY – KSK	G36k	English, German
AUSTRIA – Jagdkommando	G17	English, German
AUSTRALIA – SOCOMD	Mk. 23	English, choose one another
ITALY – GIS	92 fs	English, Italian
RUSSIA – Spetsnaz	Saiga 20	English, Russian
CHINA – PLA Special Forces	AK-47	English, Chinese
NORWAY – MJK	Dragunov	English, Norwegian
ISRAEL – Shayetet 13	Desert Eagle	English, Hebrew, Arabic
JAPAN – Special Forces Group	AWS Covert	English, Japanese
POLAND – GROM	RPD	English, Polish
SWITZERLAND – ARD 10	Steyr AUG	English, French, German
BRAZIL – COMANF	M60	English, Portuguese
GREECE – Raider Forces	Jackhammer	English, Greek
BELGIUM – Special Forces Group	P90	English, French

CLASSES

Your class defines which role you're best suited up while on a mission.

Pick one class and gain the associated benefits.

Classes	Features	Weapon group Proficiency
Assault	When you are wielding a weapon that you are proficient with, add your proficiency bonus to your initiative test.	SMG Assault Rifle
Engineer	You can carry 1 additional tool.	Pistol Shotgun
Recon	You always have advantage on Stealth check.	Pistol Sniper rifle
Support	When an ally is being attacked, you can use your reaction to impose disadvantage on the attack roll.	Assault Rifle Machine Gun

PRIMARY MILITARY SPECIALTY

The Primary Military Specialty represents which military discipline did you trained in.

Pick one Primary Military Specialty and gain the associated Tactical Maneuver and Attribute bonus.

Military Specialty	Tactical Maneuver	Attribute Bonus
Advanced Recon Division	Precision Attack	+2 STL
Airborne Infantryman Training School	Evasive Footwork	+2 ATL
Guerilla Warfare Division	Covering Fire	+2 CBT
Cyber Warfare Division	Distracting Strike	+2 TEC
Covert Operation Specialist	Riposte	+2 AWR
ERT (Emergency Response Team) Division	Disarming Strike	+1 SHT, +1 AWR
EOD (Explosive Ordnance Disposal)	Painkillers	+1 RES, +1 TEC
Strategic Command Operations (Officer School)	Commander's Strike	+2 LED
Air Defense Artillery Division	Far Shot	+2 SHT
Armored Assault Vehicle Division	Goadng Attack	+2 RES
CLASSIFIED	Menacing Attack	+1 to any two attributes
Criminal Investigation Division	Knockdown	+1 LED, +1 TEC
Jungle Warfare Training School	Feinting Attack	+1 CBT, +1 SHT
Ordnance R&D	Extra Bullet	+1 SHT, +1 TEC
St. Cuthbert Abbey (military chaplain)	Morale Boost	+1 AWR, +1 LED
Subversive Operations	Pushing Attack	+1 CBT, +1 STL

SECONDARY MILITARY SPECIALTY

The Secondary Military Specialty is the function you occupied within your Spec Ops group before joining Rainbow Six.

Pick one Secondary Military Specialty and gain proficiency with the specified toolsets.

Military Specialty	Toolset proficiency	Toolset proficiency
Anti-Terrorist Specialist	Knowledge	[A] Criminal Organisation Expert
Battlefield Medic	Medical Assistance	Armor Mod
Battle Copter Pilot	Vision	[A] Flying Drone
CBR (Chemical, Biological and Radiological Warfare)	Toxic	[A] Hazmat Suit
Cook	Knowledge	Melee Weapons
Dog Handler	Riot Control	Martial Arts
Drill Sergeant	Martial Arts	Armor Mod
Electronics Engineer	Gadget	Computer
Fireman	Armor Mod	Melee Weapons
Hand-to-hand Combat Instructor	Martial Arts	[A] Black Belt
Heavy Weapons	Weapon Mod	Grenade
Intelligence	Knowledge	Vision
Interpreter	Knowledge	[A] Linguistic
Marksmanship Instructor	Weapon Mod	Vision
Medical Doctor	Medical Assistance	[A] Adrenaline Syringe XL
Military Policeman	Locksmith	Riot Control
Paratrooper	Armor Mod	Weapon Mod
Public Relations	Knowledge	[A] Public Relations Expert
Radio Telecommunications	Computer	[A] Comm Scrambler
LRRP (Long Range Recon Patrol)	Gadget	Vision
Sabotage	Explosive	Locksmith
Small Arms Armourer	Weapon Mod	[A] Choose one Weapon Mod Advanced Toolset.
Survival Training Instructor	Melee Weapons	Medical Assistance
Underwater Demolitions Instructor	Explosive	[A] Choose one Explosive Advanced Toolset.

TACTICAL MANEUVER

Tactical maneuver are actions that only trained specialists can do. To perform that action, you must expend a Tactical Die (1D6). The number of available dice is equal to the level of the player's character. Each die can only be used once during a mission. More tactical maneuver will be learned as the player's character level up. Tactical Die size can be increased with specific feat.

Commander's Strike

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one ally to strike. When you do so, choose an ally and expend one Tactical Die. That ally can immediately use its reaction to make one attack, adding your Tactical Die to the attack's damage.

Covering Fire

When you hit an enemy, you can expend one Tactical Die to maneuver one ally. You add the Tactical Die to the attack's damage, and you choose an ally. That ally can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Disarming Shot

When you hit an enemy, you can expend one Tactical Die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the Tactical Die to the attack's damage, and the target must make a RES saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike

When you hit an enemy, you can expend one Tactical Die to distract him, giving your allies an opening. You add your Tactical Die to the attack's damage. The next attack roll against the target by an ally has advantage if the attack is made before the start of your next turn.

Evasive Footwork

When you move, you can expend one Tactical Die, rolling the die and adding the number rolled to your AC until you stop moving.

Extra Bullet

When you hit an enemy within short range, you can expend one Tactical Die to attempt to damage another enemy with the same attack. Choose another enemy maximum 3 squares away from the original target. If the original attack roll would hit the second target, it takes damage equal to the number you roll on your Tactical Die.

Far Shot

When you make an attack on your turn, you can expend one Tactical Die to increase the range for the attack by 50%. If you hit, you add the Tactical Die to the attack's damage.

Feinting Attack

You can expend one Tactical Die and use a bonus action on your turn to feint, choosing one enemy within short range. You have advantage on your next attack roll against that enemy. If the attack hits, add the Tactical Die to the attack's damage.

Goading Attack

When you hit an enemy, you can expend one Tactical Die to attempt to goad the target into attacking you. You add your Tactical Die to the attack's damage, and the target must make a LED saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Grappling Attack

When you hit an enemy, you can expend one Tactical Die to attempt to grapple the target. You add your Tactical Die to the attack's damage, and the target must make a ATL saving throw. On a failed save, the target is grappled.

Knockdown

When you hit an enemy, you can expend one Tactical Die to attempt to knock the target down. You add the Tactical Die to the attack's damage, and the target must make a RES saving throw. On a failed save, you knock the target prone.

Menacing Attack

When you hit an enemy, you can expend one Tactical Die to attempt to frighten the target. You add the Tactical Die to the attack's damage, and the target must make a LED saving throw. On a failed save, it is frightened of you until the end of your next turn.

Morale Boost

On your turn, you can use a bonus action and expend one Tactical Die to bolster the resolve of an ally. When you do so, choose an ally who will gain temporary hit points equal to the Tactical Die plus your LED modifier.

Painkillers

When an enemy damages you, you can use your reaction and expend one Tactical Die to reduce the damage by the number you roll on your Tactical Die plus your RES modifier.

Precision Attack

When you make an attack roll, you can expend one Tactical Die to add it to the roll.

Pushing Attack

When you hit an enemy, you can expend one Tactical Die to attempt to drive the target back. You add your Tactical Die to the attack's damage, and the target must make a LED saving throw. On a failed save, you move the target half its speed away from you.

Riposte

When an enemy misses you while within short range, you can use your reaction and expend one Tactical Die to make an attack against that enemy. If you hit, you add your Tactical Die to the attack's damage.

TOOLSETS

Tools come from a wide variety of size, shape, utilities, or even skills set. Being proficient with a toolset will either allow you to add your proficiency bonus on the appropriate check, gain advantage or remove disadvantage. On very few occasions would a tool being restricted to proficient users.

Here are the toolset categories.

Toolsets	Examples
Armor Mod	Fire proof, Bullet proof, Blast proof, brass-knuckles gloves, helmet
Computer	Laptop
Explosive	Remote C4, Claymore, Breaching Charges, Defusing Tools
Gadget	Heartbeat Sensor, Comm Scrambler, Snake Cam, Taser Gun, Tie Wraps
Grenade	Frag, Flashbang, Smoke, Tear Gas, Incendiary
Knowledge	Criminal Organisation, law enforcement, linguistic
Locksmith	Lockpick, handcuffs, Cutters, Crowbar
Martial Arts	Judo, Krav Maga, Aikido
Medical Assistance	First Aid Kit, Adrenaline Syringe
Melee Weapons	Knife, Tonfa, Garrotte
Riot Control	Ballistic Shield, Ballistic Helmet, Tonfa, Riot Revolver, Riot Shotgun, Tie Wraps
Toxic	Hazmat Suit, Tear Gas Mask, Tear Gas Grenade
Vision	Night Goggles, Heat Goggles
Weapon Mod	Retractable Stock, Forward Grip, Red Dot, Laser Sight

Toolsets and Proficiency

When you've become proficient with a toolset, you gain that benefit only on the basic toolsets from that category. Advanced toolsets proficiency must be bought separately and requires you to be proficient with the basic toolset of the same category first.

Some Secondary Military Specialties allow you to be proficient with advanced toolsets at character's creation.

Some toolsets are knowledge, but still requires an empty tool slot to be carried into a mission. It's either to represent a notebook or to prevent your bulk from hindering your agility.

Armor Mod

Basic Toolsets	Not proficient	Proficient
Bullet Proof Suit	Cumbersome Your armor gains a +1 soak value bonus against bullets.	Your armor gains a +1 soak value bonus against bullets.
Fire Proof Suit	Cumbersome Your armor gains a +1 soak value bonus against fire.	Your armor gains a +1 soak value bonus against fire.
Blast Proof Suit	Cumbersome	Your armor gains a +1 soak value bonus

	Your armor gains a +1 soak value bonus against explosion.	against explosion.
Advanced Toolset		
Brass-knuckles Gloves	[restricted]	Built-in brass knuckles. *Doesn't take a toolset slot.
Advanced Toolset		
Ballistic Helmet	[restricted]	Headshot against you must be confirmed.

Computer

Basic Toolsets	Not proficient	Proficient
Laptop		Add proficiency bonus to TEC roll.
Advanced Toolset		
Comm Scrambler	[restricted]	Add proficiency bonus to TEC roll.
Advanced Toolset		
Electronic Lock Breaker	[restricted]	Add proficiency bonus to TEC roll.

Explosive

Basic Toolsets	Not proficient	Proficient
Remote C4		Add proficiency bonus to TEC roll. Must do a Ready Action to trigger the explosion.
Claymore		Add proficiency bonus to TEC roll.
Breaching Charges		Add proficiency bonus to TEC roll.
Defusing Tools		Add proficiency bonus to TEC roll.
Advanced Toolset		
Blast Proof Suit	[restricted]	Your armor gains a +1 soak value bonus against explosion.
Advanced Toolset		
Claymore Mk2	[restricted]	Spread 2
Advanced Toolset		
Breaching Charges Mk2	[restricted]	Spread 3, Blind
Advanced Toolset		
Defusing Tools Mk2	[restricted]	Double proficiency bonus to TEC roll when defusing a bomb.

Gadget

Basic Toolsets	Not proficient	Proficient
Heartbeat Sensor		Add proficiency bonus to TEC roll.
Snake Cam		Add proficiency bonus to TEC roll.
Tie Wraps		Add TEC Modifier to DC check when target

		tries to escape. *Doesn't take a toolset slot.
Taser Gun		Add proficiency bonus to TEC roll.
Advanced Toolset		
Heartbeat Sensor Mk2	[restricted]	Double the range for the heartbeat sensor.
Advanced Toolset		
Flying Drone	[restricted]	Can use a remote-controlled flying drone. Add proficiency bonus to TEC roll.
Advanced Toolset		
Rolling Drone	[restricted]	Can use a remote-controlled rolling drone. Add proficiency bonus to TEC roll.

Grenade

Basic Toolsets	Not proficient	Proficient
Fragmentation		Add proficiency bonus to SHT roll.
Flashbang		Add proficiency bonus to SHT roll.
Smoke		Add proficiency bonus to SHT roll.
Advanced Toolset		
Tear Gas	[restricted]	Can use the tear gas grenade. Add proficiency bonus to SHT roll.
Advanced Toolset		
Incendiary	[restricted]	Can use the incendiary grenade. Add proficiency bonus to SHT roll.

Knowledge

Basic Toolsets	Not proficient	Proficient
Criminal Organisation		Add proficiency bonus to LED roll. Applies when dealing with criminals.
Public Relation		Add proficiency bonus to LED roll. Applies when dealing with victims.
Advanced Toolset		
Linguistic	[restricted]	Knows 3 new languages. *Doesn't take a toolset slot.
Advanced Toolset		
Criminal Organisation Expert		*Doesn't take a toolset slot.
Advanced Toolset		
Public Relation Expert		*Doesn't take a toolset slot.
Advanced Toolset		
Jihad	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.

Advanced Toolset		
Soviet Nostalgic	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
Neo Nazi	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
North Korea	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
Chinese Triad	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
USA White Supremacist	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
European Soldier	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.
Advanced Toolset		
Drug Cartel	[restricted]	Double proficiency bonus against that enemy. Applies to any roll. *Doesn't take a toolset slot.

Locksmith

Basic Toolsets	Not proficient	Proficient
Lockpick		Add proficiency bonus to TEC roll.
Handcuffs		Add TEC Modifier to DC check when target tries to escape.
Advanced Toolset		
Skeleton Key	[restricted]	Opens any lock.

Martial Arts

Basic Toolsets	Not proficient	Proficient
Hand to hand combat training		Add proficiency bonus to CBT roll.
Advanced Toolset		
Black Belt	[restricted]	No saving throw required when using a Martial Arts Advanced Toolset. *Doesn't take a toolset slot.
Advanced Toolset		
Judo	[restricted]	Free Tactical Maneuver : Grappling Attack (can only be used in conjunction with Judo and using remaining available Tactical die).
Advanced Toolset		
Choy Lee Fut	[restricted]	Free Tactical Maneuver : Extra Bullet (can only be used in conjunction with Choy Lee Fut and using remaining available Tactical die).
Advanced Toolset		
Krav Maga	[restricted]	Free Tactical Maneuver : Precision Attack (can only be used in conjunction with Krav Maga and using remaining available Tactical die).
Advanced Toolset		
Silat	[restricted]	Free Tactical Maneuver : Evasive Footwork (can only be used in conjunction with Silat and using remaining available Tactical die).
Advanced Toolset		
Aikido	[restricted]	Free Tactical Maneuver : Disarming Shot (can only be used in conjunction with Aikido and using remaining available Tactical die).
Advanced Toolset		
Muay Thai	[restricted]	Free Tactical Maneuver : Knockdown (can only be used in conjunction with Muay Thai and using remaining available Tactical die).
Advanced Toolset		
Tae Kwon Do	[restricted]	Free Tactical Maneuver : Pushing Attack (can only be used in conjunction with Tae Kwon Do and using remaining available Tactical die).

Medical Assistance

Basic Toolsets	Not proficient	Proficient
First Aid Kit		Add proficiency bonus to LED roll to stabilize a target with 0 HP.

Adrenaline Syringe	Gain 1 Temporary HP.	Gain Temporary HP equals to Proficiency Bonus.
Advanced Toolset		
Premier First Aid Kit	[restricted]	No roll needed to stabilize a target with 0 HP. Still requires an action.
Advanced Toolset		
Adrenaline Syringe XL	[restricted]	Gain Temporary HP equals to twice Proficiency Bonus.

Melee Weapon

Basic Toolsets	Not proficient	Proficient
Melee weapons combat training		Add proficiency bonus to CBT roll while using a melee weapon.
Advanced Toolset		
K-Bar Knife Expert	[restricted]	Free Tactical Maneuver : Precision Attack (can only be used in conjunction with K-Bar and using remaining available Tactical die).
Advanced Toolset		
Push Knife Expert	[restricted]	Free Tactical Maneuver : Covering Fire (can only be used in conjunction with Push Knife and using remaining available Tactical die).
Advanced Toolset		
Karambit Knife Expert	[restricted]	Free Tactical Maneuver : Extra Bullet (can only be used in conjunction with Karambit Knife and using remaining available Tactical die).
Advanced Toolset		
Tonfa Expert	[restricted]	Free Tactical Maneuver : Disarming Shot (can only be used in conjunction with Tonfa and using remaining available Tactical die).
Advanced Toolset		
Anti-Riot Stick Expert	[restricted]	Free Tactical Maneuver : Distracting Shot (can only be used in conjunction with Anti-Riot Stick and using remaining available Tactical die).
Advanced Toolset		
Garrotte	[restricted]	Free Tactical Maneuver : Grappling Attack (can only be used in conjunction with Garrotte and using remaining available Tactical die).
Advanced Toolset		
Sledgehammer Expert	[restricted]	Free Tactical Maneuver : Knockdown (can

only be used in conjunction with Sledgehammer and using remaining available Tactical die).

Riot Control

Basic Toolsets	Not proficient	Proficient
Ballistic Shield	Cumbersome Cannot wield any weapon at the same time.	Can wield a pistol or a SMG while holding a shield.
Ballistic Helmet		Headshot against you must be confirmed
Anti-Riot Stick		Add proficiency bonus to CBT roll.
Riot Revolver		Add proficiency bonus to SHT roll.
Riot Shotgun		Add proficiency bonus to SHT roll.
Tie Wraps		Add TEC Modifier to DC check when target tries to escape. *Doesn't take a toolset slot.
Advanced Toolset		
Smoke	[restricted]	Add proficiency bonus to SHT roll.
Advanced Toolset		
Taser Gun	[restricted]	Add proficiency bonus to TEC roll.
Advanced Toolset		
Anti-Riot Stick Expert	[restricted]	Add proficiency bonus to CBT roll.

Toxic

Basic Toolsets	Not proficient	Proficient
Tear Gas Mask	Cannot add proficiency bonus to any dice check.	Can add proficiency bonus normally.
Tear Gas Grenade		Can use the tear gas grenade. Add proficiency bonus to SHT roll.
Advanced Toolset		
Hazmat Suit	[restricted]	Can wear a Hazmat Suit.

Vision

Basic Toolsets	Not proficient	Proficient
Night Vision Goggles	Cannot add proficiency bonus to any dice check.	Can add proficiency bonus normally.
Advanced Toolset		
Thermal Vision Goggles	[restricted]	Target cannot gain concealment from environmental/light conditions.

Weapon Mods

Basic Toolsets	Not proficient	Proficient
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Retractable Stock		Equipped weapon gain <i>Bullpup</i> .
Forward Grip		Equipped weapon gain <i>Quick Draw</i> .
Red Dot		Equipped weapon gain <i>Headshot Threshold -1</i> .
Silencer		Equipped weapon gain <i>Silenced</i> .
Scope		Equipped weapon gain <i>Doubled Range</i> .
Advanced Toolset		
Laser Sight	[restricted]	Equipped weapon gain <i>Headshot Threshold -2</i> .
Advanced Toolset		
Piercing Bullets	[restricted]	Ignore 1 point of armor's soak value.
Advanced Toolset		
Tracer Bullets	[restricted]	Double proficiency bonus.

ARMOR CLASS

Your Armor Class (AC) represents how difficult it is for an enemy to successfully hit you with an attack.

To calculate your AC:

AC	=	10	+	AWR modifier	+	Armor Bonus	+	Tool Bonus
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Keywords

Here are the keywords for the armor's description.

Model

The level of protection for the armor, or the type of tool.

Bonus

The bonus to be added to the AC.

Soak

The amount of damage soaked by the armor/tool.

Speed

Your character's speed, in squares.

Armor

Model	Bonus	Soak	Speed
Light Armor	3	0	6
Medium Armor	4	1	5
Heavy Armor	5	2	4

Tools

Model	Bonus	Soak	Speed
Ballistic Shield	+1	-	-1
Ballistic Helmet	+1	-	-

WEAPONS

Each Rainbow Six Operative goes on the field armed with one main weapon and one sidearm (pistol or SMG).

Keywords

Here are the keywords for the weapons' description.

Model

The manufacturer's name for the weapon.

Range [S]

The short range for the weapon, in squares. Within this range, an opportunity attack can be triggered as a reaction.

Range [L]

The long range for the weapon, in squares. Within this range, character has disadvantage on his SHT roll.

Damage

The base damage deal by this weapon.

Headshot

Some weapons have more accuracy than others. This value is the minimum number on the SHT die roll needed for a hit to be considered a headshot. If none, then the base value (20) is used.

Keywords

Some weapons come with special qualities.

Keywords	Effect
Ammo X	Has limited ammo equal to X. Character must use his reaction action in order to reload the weapon.
Bipod	Required the character to remain steady using either the environment or a bipod. When moving, a movement point is needed to set it up.
Blind	This weapon deals non-lethal damage only. Damage point dealt to the character is converted into the number of rounds he is blinded (soak doesn't apply).
Breach	Can be used to open door.
Bullpup	The design of this weapon allows it to not hinder the character when doing rappelling maneuver, hence not giving disadvantage.
Cumbersome	Require an additional tool slot to carry.
Fire X	This weapon deal fire damage overtime. At the start of each round, target

	suffers X damage. Target cannot take reaction. Taking a full round actions to quench the flames ends the effect.
Poison	This weapon deals non-lethal damage only. Damage point dealt to the character is converted into the number of rounds he is poisoned (soak doesn't apply).
Quick Draw	When equipped, gives +2 to the initiative roll. Can be draw/holstered as a free action.
Silenced	Comes equipped with a silencer. If the character has concealment when shooting, the target has disadvantage on his perception check.
Slow Draw	When equipped, gives -2 to the initiative roll. Cost 1 movement point to draw/holstered.
Smoke X	This weapon creates a cloud of smoke on the target's location and each adjacent square. Target outside of the cloud benefits from three-quarters cover from the clouded target. Effect last for X rounds.
Spread X	Each character adjacent to the target receives X damage (soak applies). Also has the "Breach" keyword.
Stun	This weapon deals non-lethal damage only. Damage point dealt to the character is converted into the number of rounds he is stunned (soak applies).
TEC	Player can use either SHT or TEC attribute.

Melee

The following weapons refer to the CBT attribute.

Model	Damage	Headshot	Keywords
Unarmed	1		Stun
Improvised weapon	2		Stun
Anti-Riot Stick	2		Stun, Quick Draw
Brass Knuckles	3		Stun
Karambit Knife	3	18	Silenced, Quick Draw
K-Bar Knife	5		Silenced
Push Knife	4		Silenced, Quick Draw
Tonfa	3	19	Stun, Slow Draw
Sledgehammer	4		Breach, Cumbersome, Slow Draw
Special			
Garrotte	2	10	Silenced

Pistol

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
92fs	5	10	3		Quick Draw
Desert Eagle	4	8	4		Slow Draw
Mk. 23	5	10	2	18	Silenced
G17	6	12	3		
Special					

Riot Revolver	4	8	2		Stun
Special					
Taser Gun	3	6	6	10	Ammo 1, Stun, TEC

Sub-Machine Gun (SMG)

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
MP5	6	12	4		
MP5-SD	8	16	3	18	Silenced
UMP 45	5	10	5		
P90	5	10	3		Spread 1

Assault Rifle

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
AK-47	8	16	6		
M4	12	24	4	18	Silenced
L85A2	8	16	6		Bullpup
FAMAS	10	20	5		Bullpup
Steyr AUG	12	24	4		Quick Draw, Bullpup
G36k	10	20	5	19	

Machine Gun

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
M249	10	20	4		Spread 2, Slow Draw
RPD	10	20	6		Spread 1, Cumbersome, Slow Draw
M60	6	12	6		Spread 3, Cumbersome, Slow Draw
HK11	8	16	5		Spread , Slow Draw

Sniper Rifle

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
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SL8	18	36	7	18	Slow Draw
Dragunov	20	40	8	19	Ammo 5, Slow Draw
M82A1	20	40	10	19	Ammo 3, Bipod, Cumbersome, Slow Draw
AWS Covert	22	44	6	19	Ammo 5, Silenced, Slow Draw

Shotgun

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
Saiga 20	5	10	3		Spread 3
Jackhammer	6	12	10		Breach
Mossberg 590	8	16	3	18	Ammo 5, Spread 2
USAS-12	5	10	4		Spread 2
Special					
Riot Shotgun	5	10	4		Stun

Grenades

The following weapons refer to the SHT attribute.

Model	Range [S]	Range [L]	Damage	Headshot	Keywords
Fragmentation	5	10	4		Spread 3
Flashbang	8	16	6		Spread 5, Blind
Smoke	6	12	n/a		Smoke 3
Special					
Tear Gas	6	12	6	18	Spread 3, Poison
Special					
Incendiary	5	10	4		Spread 4, Fire 2

RULES OF ENGAGEMENT

Advantage/Disadvantage

In a given situation where you have an edge over your opponent, the bonus that is given to you is called “**advantage**”. It implies that you will roll a d20 twice and keep the best score.

In the same fashion, a hindrance will be called “**disadvantage**”. It implies that you will roll a d20 twice and keep the worst score.

Proficiency

The hard training that your character has already been through will be translated into a “**proficiency bonus**”. Each time you roll a check on something in which you are proficient, you will add your proficiency bonus to your score.

Not being proficient in something doesn’t mean that you cannot do that. You will just not benefit from the proficiency bonus.

The proficiency bonus increases as you gain levels.

PROGRESSION

Progression [Medal System] to be done based on the Intel gathered before the mission, the mission completion and the side objectives completed.

Leveling up

The proficiency bonus increases as you gain levels.

Level	Medals Awarded	Proficiency Bonus	Features
1	0	+2	1 Maneuver, 2 Toolset proficiency, 1 Class
2	2	+2	1 Toolset proficiency, 1 Tactical Dice
3	6	+2	Ability Score (+2, or 2x +1; max 20) or Feat
4	9	+2	1 Maneuver, Tactical Dice = 1d8
5	13	+3	1 Extra Attack, 1 Toolset
6	17	+3	1 Weapon Group Proficiency
7	21	+3	1 Maneuver, 1 Tactical Dice
8	25	+3	Ability Score (+2, or 2x +1; max 20) or Feat
9	30	+4	2 Toolset proficiency
10	35	+4	1 Maneuver, Tactical Dice = 1d10
11	40	+4	1 Extra Attack
12	45	+4	Ability Score (+2, or 2x +1; max 20) or Feat
13	52	+5	1 Maneuver, 1 Tactical Dice
14	59	+5	1 Weapon Group Proficiency
15	66	+5	Ability Score (+2, or 2x +1; max 20) or Feat
16	73	+5	1 Maneuver, Tactical Dice = 1d12
17	82	+6	2 Toolset
18	91	+6	Ability Score (+2, or 2x +1; max 20) or Feat
19	100	+6	1 Maneuver, 1 Tactical Dice
20	110	+6	1 Extra Attack

THE ORDER OF COMBAT

During a round, each participant in an encounter takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Surprise

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the STL checks of anyone hiding with the passive AWR score of each target on the opposing side. Any character or target that doesn't notice a threat is surprised at the start of the encounter. If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a AWR check to determine their place in the initiative order. The DM makes one roll for an entire group of identical targets, so each member of the group acts at the same time.

The DM ranks the combatants in order from the one with the highest AWR check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed depends upon which armor you wear.

You can forgo moving, taking an action, or doing anything at all on your turn.

Bonus Action

Some abilities let you take an additional action on your turn called a bonus action. You can take only one bonus action on your turn. You choose when to take a bonus action during your turn, unless the bonus action's timing is specified.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn. You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a target, or you could draw your weapon as part of the same action you use to attack. If you want to interact with a second object, you need to use your action. Some toolset

always require an action to use, as stated in their descriptions. The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle.

Reactions

Certain special abilities allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another target's turn, that target can continue its turn right after the reaction.

MOVEMENT AND POSITIONS

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking up Your Moves

You can break up your movement on your turn, using some of your speed before and after your action.

Moving Between Attacks

If you take an action that includes more than one attack, you can break up your movement even further by moving between those attacks.

Difficult Terrain

Every point of movement in difficult terrain costs 1 extra point. This rule is true even if multiple things in a space count as difficult terrain. Low furniture, rubble, steep stairs, snow are examples of difficult terrain. The space of another target, whether hostile or not, also counts as difficult terrain.

Being Prone

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. You can't stand up if you don't have enough movement left or if your speed is 0. To move while prone, you must **crawl**. Every point of movement while crawling costs 1 extra point. Crawling 1 point in difficult terrain, therefore, costs 3 points of movement.

Moving Around Another Target

You can move through a friendly target's space. Remember that another target's space is difficult terrain for you. You can't end your move in its space.

ACTIONS IN COMBAT

Here are the actions that you can take on your turn.

Attack

When you take the Attack action, you make one melee or ranged attack.

Dash

When you take the Dash action, you double up your speed.

Disengage

When you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, any attack roll made against you has disadvantage, until the start of your next turn. You lose this benefit if you are affected by any condition.

Help

When you take the Help action, the target you aid gains advantage on the next roll it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn. Also applies to attacking.

Hide

When you take the Hide action, you make a STL check in an attempt to hide.

Ready

When you take the Ready action, you can act later in the round using your reaction. First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Remember that you can take only one reaction per round.

Reason

When you take the Reason action, you make a LED check in an attempt to reason a target. Successful check either adds the calmed down condition or removes the frightened condition to the target.

Search

When you take the Search action, you make a AWR check to finding something.

Use a Object

When you take the Use an Object action, you can use an object requires times for its use. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a knife or firing a pistol, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a target, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target.
3. **Resolve the attack.** You make the attack roll. On a hit, you calculate damage.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's AC, the attack hits.

Ability Modifier

The ability modifier used for a melee attack is CBT, and the ability modifier used for a ranged weapon attack is SHT.

Proficiency Bonus

You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

Rolling 1 or 20

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a target you can hear but not see. When a target can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

You can make ranged attacks only against targets within a specified range. The smaller number is the short range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Melee Attacks

You can make melee attacks only against an adjacent target. It can be with bare-hands or with a melee weapon.

Opportunity Attacks

You can make an opportunity attack when a hostile target that you can see moves out of your reach (adjacent for CBT, short range for SHT). Use your reaction to make one attack against the provoking target. The attack interrupts the provoking target's movement, occurring right before the target leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when something moves you without using your movement, action, or reaction.

Grappling

When you want to grab a target, you can use the Attack action to make a special melee attack, a grapple. Using at least one free hand, you try to seize the target by making a grapple check, a ATL check contested by the target's ATL. If you succeed, you subject the target to the grappled condition. You can release the target whenever you like (no action required).

Escaping a Grapple

A grappled target can use its action to escape. To do so, it must succeed on a ATL check against the grappler's ATL.

Moving a Grappled Target

When you move, you can drag or carry the grappled target with you, but your speed is halved.

Shoving a Target

Using the Attack action, you can make a special melee attack to shove a target, either to knock it prone or push it away from you. You make a CBT check contested by the target's RES. If you win the contest, you either knock the target prone or push it 1 square away from you.

Cover

Walls, trees, targets, and other obstacles can provide cover during combat, making a target more difficult to harm. There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together.

1. A target with **half cover** has a +2 bonus to AC.
2. A target with **three-quarters cover** has a +5 bonus to AC.
3. A target with **total cover** can't be targeted directly by an attack.

DAMAGE AND HEALING

Well-placed bullets have the potential to damage, or even kill, the hardiest of targets.

Hit points

Hit points represent a combination of physical durability. Whenever a target takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a target's capabilities until the target drops to 0 hit points.

Your maximum Hit Points is equal to your RES value.

Calculating Damage

Each weapon and tool specifies the damage it deals. You take the damage value, add attribute's modifier (CBT, SHT or in special case TEC), subtract the armor soak value and apply the damage to your target.

Headshots

When you roll a 20, the attack is considered a headshot and cause instant death. Headshot done with Stun damage leaves the target unconscious instead.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.

Instant Death

When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20

When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points

If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a headshot, you suffer instant death.

Stabilizing a Target

The best way to save a target with 0 hit points is to heal it. If healing is unavailable, the target can at least be stabilized so that it isn't killed by a failed death saving throw. You can use your action to administer first aid to an unconscious target and attempt to stabilize it, which requires a successful DC 10 MED check. A **stable** target doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The target stops being stable, and must start making death saving throws again, if it takes any damage.

Knocking a Target Out

Sometimes an attacker wants to incapacitate a target, rather than deal a killing blow. When an attacker reduces a target to 0 hit points with a melee attack, the attacker can knock the target out. The attacker can make this choice the instant the damage is dealt. The target falls unconscious and is stable.

Healing

Unless it results in death, damage isn't permanent. When a target receives healing of any kind, hit points regained are added to its current hit points. A target's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost.

Temporary Hit Points

Temporary hit points aren't actual hit points; they are a buffer against damage. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points. If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Walking Wounded

If you are conscious but still have no "real" hit point, you have disadvantage on all your roll and cannot benefit from your proficiency bonus.

CONDITIONS

Here is a list of conditions that might affect any character.

Blinded

- A blinded target can't see and automatically fails any check that requires sight.
- Attack rolls against the target have advantage, and the target's attack rolls have disadvantage.

Calmed Down

- A calmed down target can't attack the negotiator.
- The negotiator has advantage on any check to interact socially with the target.

Deafened

- A deafened target can't hear and automatically fails any check that requires hearing.

Exhausted

- An exhausted target can't take actions or reactions.

Frightened

- A frightened target has disadvantage on check and attack rolls while the source of its fear is within line of sight.
- The target can't willingly move closer to the source of its fear.

Grappled

- A grappled target's speed becomes 0.
- The condition ends if the grappler frees the target.
- The condition ends if the grappler is incapacitated.

Poisoned

- A poisoned target has disadvantage on attack rolls and checks.
- At the start of each round, target must make a RES check (DC 15) or suffer 2 damage.

Prone

- A prone target's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The target has disadvantage on CBT rolls.
- The target has advantage on SHT rolls.
- An attack roll against the target has advantage if the attacker is adjacent to the target, otherwise the attack rolls has disadvantage.

Restrained

- A restrained target's speed becomes 0.
- Attack rolls against the target have advantage, and the target's attack rolls have disadvantage.

Stunned

- A stunned target is exhausted (see the condition), can't move, and can speak only falteringly.
- Attack rolls against the target have advantage.

Unconscious

- An unconscious target is exhausted (see the condition), can't move or speak, and is unaware of its surroundings.
- The target drops whatever it's holding and falls prone.
- Attack rolls against the target have advantage.
- Any attack that hits the target is a headshot if the attacker is adjacent to the target.

FEATS

Here is a list of feats that your character might acquire.

Alert

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other targets don't gain advantage on attack rolls against you as a result of being hidden from you.

Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your ATL score by 1, to a maximum of 20.
- When you are prone, standing up uses only 1 square of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 1 square, rather than 2 squares.

Bar Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your CBT or ATL score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike does 2 damages.
- When you hit a target with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a target.

- If you move at least 2 squares in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the melee attack's damage roll (if you chose to make an attack and hit) or push the target up to 2 squares away from you (if you chose to shove and you succeed).

Defensive Duelist

When you are wielding a pistol with which you are proficient and another target hits you with an attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Durable

Hardy and resilient, you gain the following benefits:

- Increase your RES score by 1, to a maximum of 20.
- When you gain temporary hit points, double the amount you would have normally gained.

Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a First Aid Kit to stabilize a dying target, that target also regains 1 hit point.
- As an action, you can spend one use of a First Aid Kit to tend to a target and restore LED modifier + proficiency bonus Hit Points.

Inspiring Leader

You can spend 10 minutes inspiring your allies. When you do so, choose up to six friendly targets. Each gain temporary hit points equal to your level + your LED modifier.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

- You have 3 luck points. Whenever you make an attack roll, an attribute check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.
- If more than one target spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 2 squares.

- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make an attack against a target, you don't provoke opportunity attacks from that target for the rest of the turn, whether you hit or not.

Negotiator

Skilled at persuasion and dramatics, you gain the following benefits:

- Increase your LED score by 1, to a maximum of 20.
- You have advantage on LED checks when trying to reason someone.
- Relevant language gives you proficiency bonus in your social interaction.
- Relevant knowledge gives you proficiency bonus in your social interaction.

Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your AWR score by 1, to a maximum of 20.
- If you can see a target's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive AWR scores.

Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a target with an opportunity attack, the target's speed becomes 0 for the rest of the turn.
- Targets within short range of you provoke opportunity attacks from you even if they take the Disengage action.
- When a target within short range makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make attack against the attacking target.

Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a – 5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Suppressive Fire

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you reduce a target to 0 hit points, you can make another attack as a bonus action.
- Before you make a machine gun attack with a weapon that you are proficient with, you can choose to take a 5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Trap Finder

Alert to the booby traps, you gain the following benefits:

- You have advantage on AWR checks made to detect the presence of an explosive device.
- You have advantage on saving throws made to avoid booby traps.
- You have +1 soak against explosion.
- You can search for booby traps while traveling at a normal pace, instead of only at a slow pace.

Weapon's Stock Strike

You can keep your enemies at bay with the stock of your assault rifle or shotgun. You gain the following benefits:

- When you take the Attack action and attack with only an assault rifle or a shotgun, you can use a bonus action to make a melee attack with the weapon's stock. The weapon's damage for this attack is 3 (stun).

GLOBAL THREAT

Insert text here.