

RED RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts
Suit Theme: Solar Unicorn
Neon Avatar: Hyper Light Unicorn

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Role	Leader / Frontline / Armor Crack
Move / Sprint	5 squares / 10 squares
HP (Level 1)	20
Defense Profile	Standard (Miss 1–4 Graze 5–7 Hit 8–19 Crit 20)
Hype	Personal Hype max 2 • Team Hype shared (max 11 with 6 Rangers)
Core Stats (Level 1)	Power +3 • Heart +2 • Agility +1 • Tech +0

How you play Red

Red wins fights by **making the target vulnerable** (Exposed/Tag Windows), then **converting that setup** into Armor Cracks for the team. You are the “gap filler”: step into danger when Blue/Pink need space, and call the timing for Tag moves.

Table expectation: You call out your named attacks. If you freeze or exceed the shot-clock, your turn defaults to a basic attack or cover move and you lose 1 Personal Hype (or become Shaken if at 0).

Level 1 Kit

Starting Kit

Weapon: **Solar Saber**.

Basic Attack (1 Action, melee): $1d6 + \text{Power}$

Unique Feature – Captain’s Cue (once per round)

When you land a **Hit+** on any attack, choose one:

- **Mark the target:** the target gains **Exposed** and a **Tag Window**.

- **Call the play:** an ally within 3 squares upgrades their next attack this round by 1 step (Miss→Graze→Hit→Crit).

Note: You are either setting the combo, or ensuring the combo lands.

Hype Gain (Personal): +1 PH for a Named Hit; or when your Tag Window is converted into a Named Hit; or when you clutch-downgrade an attack to Graze/Miss. Max +1 PH per Ranger per round.

Hype Gain (Team): +1 TH for Style Chain (2 different Named moves in a round), Mook Sweep (3+ mooks Down in a round), or Objective Win. Max +2 TH per round total.

Wrestling List

Move	Cost	Hype	Hit+ Outcome
Shoulder Check	1A	-	Staggered + Tag Window. Damage $1d4$ + Power.
Clincher Grab	1A	-	Grabbed + Tag Window. Damage $1d4$ + Power.
Powerbomb Protocol	2A	1	Launch (push 3) + Prone. Damage $2d4$ + Power.
Hot Tag Clothesline (Tag)	1A ea	2 TH	Crack Armor. Damage $1d6$ + 4.
Contract Termination (Tag)	1A ea	3 TH	Damage $2d6$ + 2; remove 2 Armor Tokens OR apply Exposed. Req: target Prone/Grabbed/Staggered.

Level 2 Upgrade

Increase max HP by +5.

Rally Protocol (once per fight)

As an Action, choose up to 3 allies within 3 squares. Each chosen ally removes **Shaken** (if present). Then gain **+1 Team Hype** (still respects the +2 Team Hype per round gain cap).

Solar Saber – Weapon Package

At level 2, your ranger grows a deeper affinity for their weapon, allowing them to use special named attacks with it.

Move	Cost	Hype	Effect
SOLAR MARK SLASH Setup	2 Actions	1 PH	Damage 2d4 + Power. On Hit+: Exposed + Tag Window. On Crit: +1 die and Crack Armor (Lieutenant/Boss only).
HELIOS CLEAVE Finisher	2 Actions	1 TH	Damage 2d6 + Power to main target; a second adjacent target takes Graze damage. On Hit+: Crack Armor (Lieutenant/Boss).

Level 3 – Neon Avatar Unlock

Increase max HP by +5.

At Level 3 you unlock a Neon Avatar. For v0.1, Red's default is **Hyper Light Unicorn**.

Manifest (Activate): Cost **1 Action + 1 Personal Hype**. Avatar stays active for the rest of the fight.

Neon Avatar – Hyper Light Unicorn

The Unicorn manifests as a luminous myth-beast that turns Red into a dependable protector while still enabling combo play.

Component	Rule
Passive: Radiant Guard	Once per round, when you downgrade an incoming attack (Shield Token, PR Spin, Intercept, etc.), gain +1 Personal Hype (PH cap applies).
Basic: Horn Bash	1 Action, melee. Damage 1d6 + Power . On Hit+: push 1 square.
Utility: Aegis Mane	1 Action, range 3, Team Only. Cost 1 Team Hype . Grant ally Half Cover until your next turn and a Shield Token (max 1).
Named: LUMINOUS LANCE LOCK	2 Actions (All-Out), cost 1 Personal Hype . Damage 2d4 + Power . On Hit+: Grabbed + Tag Window.
Named: ROYAL COMET VERDICT	2 Actions (All-Out), cost 1 Team Hype . Req: target Grabbed/Prone. Damage 2d6 + Power . On Hit+: Launch (push 3) + Prone. On Crit: +1 die and Crack Armor (Lieutenant/Boss).

Red Play Patterns (quick)

- **Setup then crack:** Captain's Cue (Mark) → Solar Mark Slash → Hot Tag Clothesline.
- **Protect the engine:** stay near Blue/Pink, use Aegis Mane on allies who are about to take a big hit.
- **Close fights:** if the target is Prone/Grabbed, cash in with Royal Comet Verdict or Contract Termination.