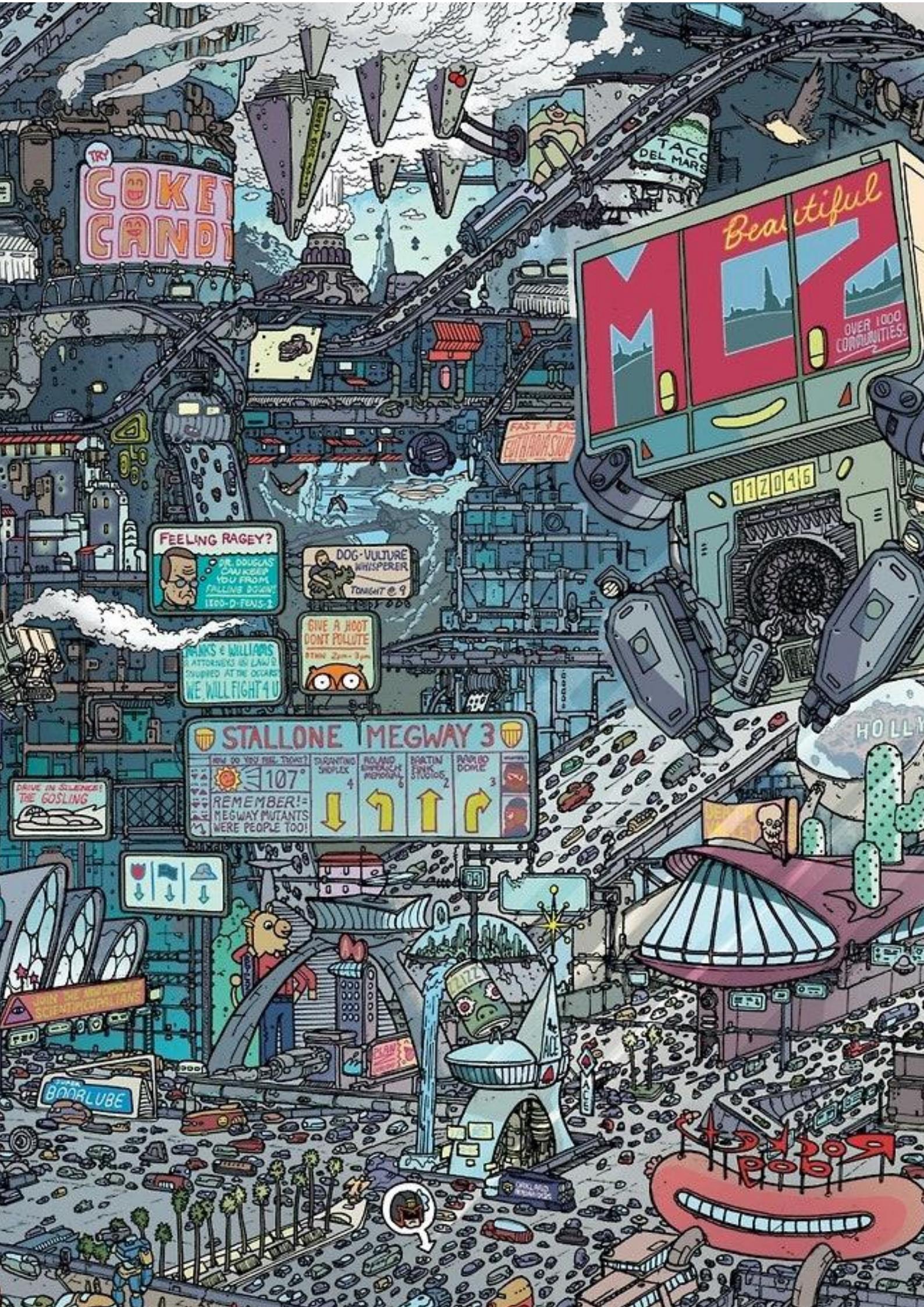


SCRATCHED PAINTWORK

**BAD FUTURE
GOOD MUSIC
*KILLER MECHS***



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OVERVIEW

Scratched Paintwork is a tabletop miniatures game where two players compete with crews of three to five music themed mechs called *DECKs*, piloted by unique *Jockeys*. Each game (or *Record*) lasts around 90 minutes.

It is 2178, megacorps dominate the Sol System. Living free ain't cheap when everything costs a bomb and they've always got a hook in you.

The closest some get is a life of high-tech violence piloting Dynamic Exoskeletal Combat Kits or 'DECKs'. These jockeys band together as crews carrying out high-risk, plausibly-deniable wetwork for whoever's paying.

Every jockey is a pilot, mechanic, netrunner, and contract negotiator. Some are even good at it.

Eccentric joy-riders slam their deadly armoured assault vehicles into each on the fringes of settled worlds and crumbling cities, vying for corporate scraps and, occasionally, making it big. It's a short, vicious life for most but better to burn out than fade away.

Well.

At least the music's good.

GAMEPLAY

Scratched Paintwork uses a combination of six-sided (d6) and ten-sided (d10) dice. Each player needs two of each.

Each player's crew is made up of three to five DECKs, each piloted by a Jockey. Once assigned to a DECK, Jockeys cannot be moved between DECKs. In addition, crews can purchase additional Gear to further mod their DECKs.

Each game is played over a series of rounds (or *Tracks*). Each Track has an Intro, Main and Outro phase. After both sides are set up and ready, a timer should be started for 75 minutes. Once the timer has gone, the players should complete the Track, and then end the Record.

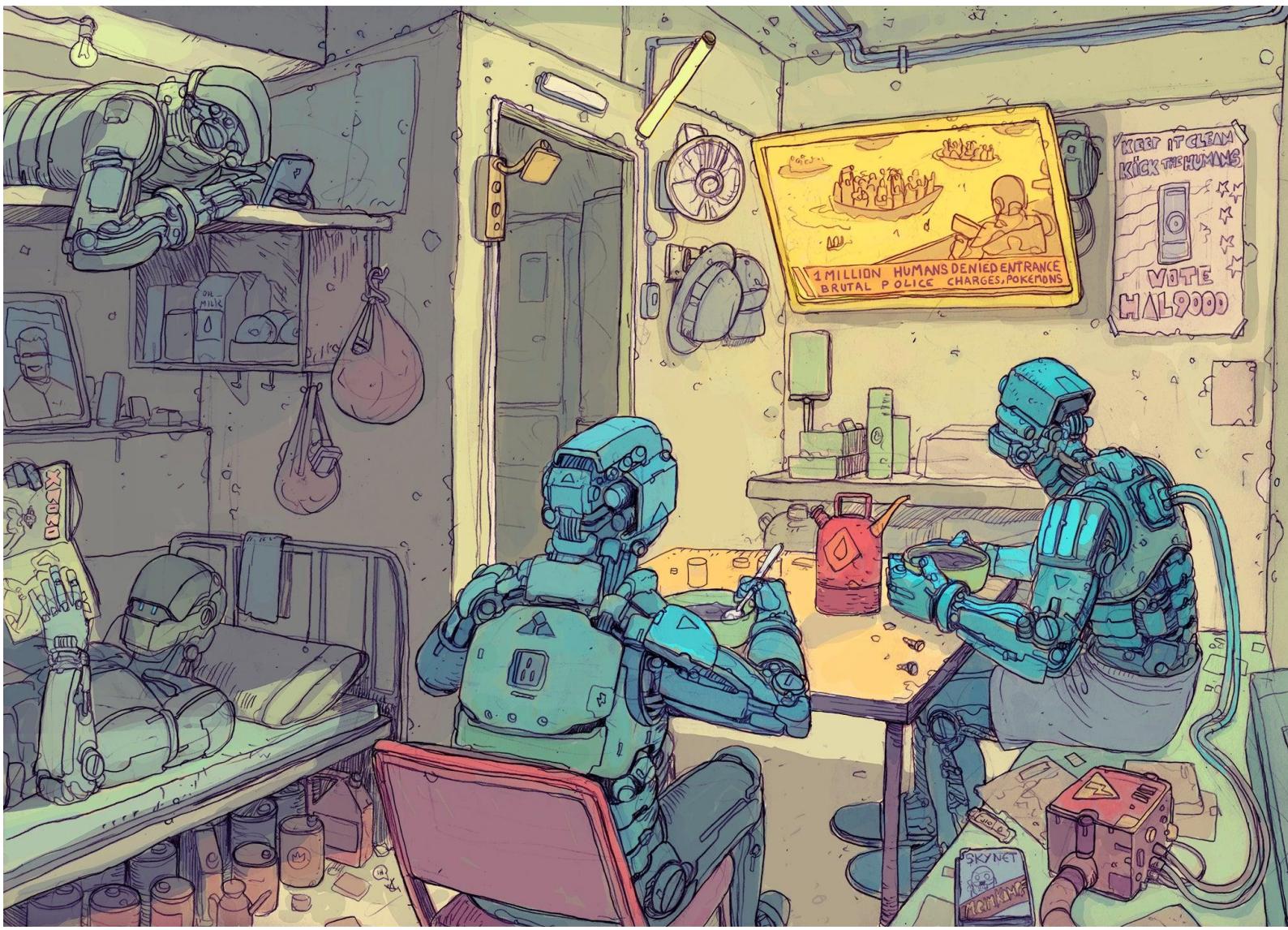
TRACK LISTING

This rulebook contains the following sections:

- **Soundcheck** – The basic rules for carrying out actions with your units and other key principles.
- **The Performance** – The rules for setting up and playing games.
- **Battle of the Bands** – Rules for choosing your crew, and the different factions available to choose from.
- **On Tour** – Rules for running campaigns.
- **Baseline** – Summary sheets with the key rules and information.



SOUNDCHECK



CORE STATS

JOCKEYS

Each **Jockey** has four stats, defining how effective they are at piloting a DECK. These stats run from 3 (a talentless hack) through to 9 (an all time, hall of famer).

- **Presence (PRS)** – A general measure of experience and used to determine order of action in a round.
- **Skill (SKL)** – How good the Jockey is at attacking with Weapon Systems.
- **Evasion (EVA)** – How good the Jockey is at dodging Weapon System attacks.
- **Jam (JAM)** – How good the Jockey is at using, and defending against, Jam abilities.

DECKS

Dynamic Exoskeletal Combat Kits, or DECKs, are generally 15 to 20 feet tall and come equipped with an array of weaponry and electronic warfare capabilities. These generally come in three classes, Light, Medium and Heavy. Each has the following stats:

- **Defence (DEF)** – Damage reduction from each hit; generally from 3 (heavy) to 1 (light). Note that if hit, a DECK will always take at least 1 point of damage unless otherwise stated.
- **Speed (SPD)** – How fast in inches a DECK can move for each move action; generally from 8-9" (light) to 3-4" (heavy).
- **Evasion Modifier (EVM)** – A modifier to the Jockey's EVA; generally running from -2 (heavy) to +2 (light).
- **Structure (STR)** – How much damage a DECK can sustain before being destroyed; from 5-6 (light) to 9-10 (heavy).

VALUE

Each DECK, Jockey and additional piece of Gear has a **Value (VAL)**. Ensure that a combined VAL for each complete unit of DECK, Jockey and Gear is recorded.

WEAPON SYSTEMS

Each DECK will have at least one Weapon System. These are used to make Attack actions using the SKL stat. Attacks can only be made against visible targets (see – Visibility). Attacks are avoided using the EVA stat. Each Weapon System has the following stats:

- **Range (RNG)** – How far in inches the weapon can hit an enemy DECK. Some weapons can't be fired at close range and will have a RNG band. For example a Cataclysm Howitzer has RNG 8" to 24", meaning it can't be fired at DECKs closer than 7" or further than 24".
- **Power (POW)** – How much damage a weapon does if it hits. POW is reduced by DEF, but a successful hit always does at least 1 damage (unless otherwise stated by the weapon).
- **Traits** – Most weapons have one or more traits that have additional effects.

JAM ABILITIES

Most DECKs have at least one **Jam Ability** installed. These are used with the Jam action and are affected (and resisted) by a Jockey's JAM stat. Each Jam Ability has a unique effect, which is individually described, but they fit broadly into two types: Solo and Duel.

EXAMPLE DECK & JOCKEY

Each DECK and each Jockey has a card. Below is an example from the Dead Punks. Jockeys should normally be placed immediately to the left of the DECK to make it easier to see the combined EVA and EVM when rolling to evade attacks.

GUTTER SNIPE		X12 BLOCKADE RUNNER	
Dead Punks		Dead Punks Light DECK	
	PRS 4	SPD 10"	Crowd Dive: Solo Jam (9) Move in straight line up to SPD +2", passing freely through obstacles and DECKs. Any DECK passed through suffers d3 Damage, ignoring DEF. Then suffer d3 Damage.
	EVA 8	EVM +1	
	SKL 4	DEF 1	
	JAM 3	STR 5	Energy Shotgun Range 8" POW 2 Aggressive
	VAL 20	VAL 30	Aggressive: If the target is within half the weapon's Range, increase POW by 1.

DICE, TOKENS AND ALL THAT JAZZ

Scratched Paintwork uses a range of different tokens and dice to track status and actions.

- **Tokens** should be placed on the battlefield next to the DECKs they relate to. This includes Initiative tokens (used each round to indicate the order of activation), and status tokens like Inferno, Tempo and Groove.
- **Dice** are used to Assign Actions and to track Damage. These should be placed on the DECK/Jockey unit cards. Each DECK should be given a dice at the start of a game with its STR on it. Each point of damage reduces this number. When the number is reduced to 0, the dice can be removed as the DECK is destroyed.



GENERAL RULES

CRITICAL SUCCESS AND FAILURE

- **Critical success** – When rolling as part of an Attack, Evade or Jam, a roll of 10 always mean success. This means that a DECK attempting to Evade an attack, will successfully do so if it rolls a 10 even if its total score is lower than the attacker To Hit total.
- **Critical failure** – Conversely, a 1 always means failure. So a DECK attempting a Duel Jam against a target, who rolls a 1, will fail even if their combined total is still higher than the target.

If both players roll a critical success defer to the total score as per normal. We can assume that the clash was legendarily impressive! If both players roll a critical failure, the action fails. Despite their target's rank incompetence, they dropped the ball so hard it didn't matter.

ADVANTAGE AND DISADVANTAGE

Some abilities and affects grant Advantage or Disadvantage.

- **Advantage** – When an action is carried out with **Advantage**, roll two dice and choose the highest.
- **Disadvantage** – When an action is carried out with **Disadvantage**, roll two dice and choose the lowest.

Multiple sources of Advantage and Disadvantage do not confer further bonuses or penalties. However, each 'point' of Advantage cancels out one of Disadvantage and vice versa. For example, if a DECK has two sources of Advantage and one Disadvantage, they ultimately end up getting Advantage on the roll.

If both players roll a natural 10, the totals are compared as normal.

MEASURING

In general, players can freely measure distances in advance of choosing actions and targets.

TERMINOLOGY

When referring to in game abilities and rules, DECKs and Jockeys are considered a single in game unit. As such, rules may refer to either as the target of various rules. Generally, because they're the visible physical presence, most rules will refer to DECKs during the game.

When you're assembling a crew and during campaign sessions, the distinction becomes more important and will be stated more clearly.



ASSIGNED ACTIONS

During the Intro Phase for each Track (game round), players assign each of their DECKs at least two **Action Dice**. These set out what the DECK is going to do when it activates.

Both Action Dice can be set to the same action, but this does not simply duplicate the action. The effect of the single or double dice is set out in the table below.

Some effects, allow a player to assign more than two dice to a DECK. You can never assign more than two Action Dice to have the same action.

Action Dice are revealed when a DECK activates, except Evade dice which are revealed when the DECK is attacked and some Signature abilities (individually listed).

Important notes:

- **Evading:** Most actions happen when a DECK is activated in the Main Phase of a Track. The exception is *Evade*, which is in effect as soon as it's assigned to a DECK.
- **Free move:** In addition to the actions chosen from the Action Dice, every DECK gets to make a normal Move immediately when activating.

ACTION	DICE IMAGE	SINGLE DICE ACTION	DOUBLE DICE ACTION
MOVE		Make another normal Move equal to the DECK's SPD stat.	Make a normal Move equal to the DECK's SPD stat +3". In addition, during the next Track you gain Advantage when rolling Initiative.
ATTACK		Make an Attack with one weapon system.	Make an Attack with one weapon system with Advantage. OR Make an Attack with each of the DECK's weapon systems.
EVADE		When being targeted by an Attack, this unit can roll a d10 to Evade instead of a d6.	In addition to the rules for a Single Dice Evade, when rolling to Evade you gain Advantage.
		When attacked this DECK can be turned to face the attacker.	
JAM		Use one of the DECK's equipped Jam Abilities.	In addition, when rolling to Jam you gain Advantage.
RECOVER		You can remove d3 Negative Tokens from the DECK.	You can remove d3+3 Negative Tokens from the DECK.
SIGNATURE		Use the signature ability for the Genre (or Subgenre). Or, carry out a Mission action.	Eject! Double assigning the signature dice enables a Jockey to abandon the DECK. This is used exclusively in Campaign play, where a Jockey might get injured if their DECK is destroyed with them inside.

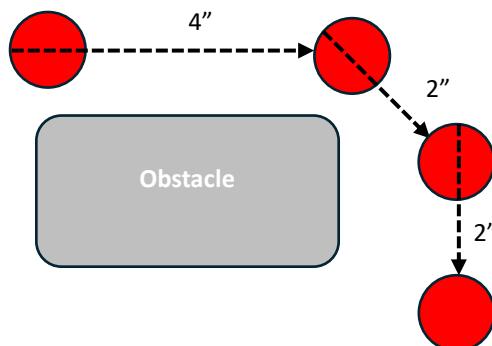
MOVING

When making a normal Move, move a DECK up to its SPD in inches. DECKs must be moved in straight lines, but can change direction every 2" and at the end of a Move. DECKs can move over friendly or enemy DECKs but they must be able to fully clear what its moving over. Any Move that takes a DECK's base over another DECKs base is called a 'Fly Over'.

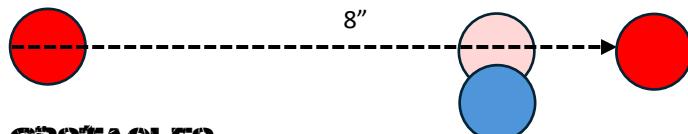
Example 1: The Red DECK has a SPD of 8", it can move up to 8" in a single Move action.



Example 2: The Red DECK has a SPD of 8", and wishes to move round the obstacle. It moves 4", changes direction, moves 2", changes direction again, and moves its final 2".



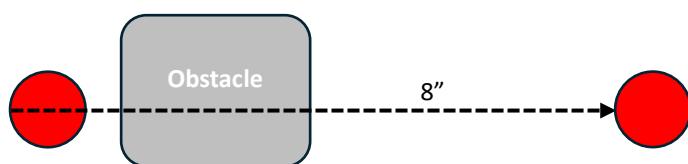
Example 3: The Red DECK has a SPD of 8", it passes through an over the Blue DECK. It has carried out a Fly Over.



OBSTACLES

DECKs can pass through obstacles, as long as their base can completely clear the obstacle. No part of a DECK's base can be placed on an obstacle at any point. However, if a DECK passes through an obstacle it must roll a d10 – it if rolls above its PRS it suffers 1 Damage.

Example 4: The Red DECK has a SPD of 8" and a PRS of 6, it passes straight through the Obstacle. The player rolls a d10 and gets a 7, the DECK sustains 1 Damage.



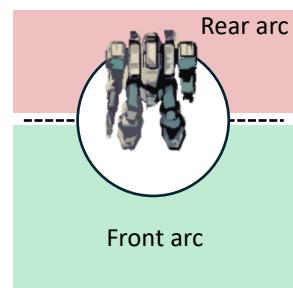
INVOLUNTARY MOVEMENT AND IMPACTS

Some weapons and abilities can cause involuntary movement. DECKs cannot move through obstacles and other DECKs from involuntary moves – stopping at the point of contact. However, if a DECK contacts an obstacle or another DECK as a result, it suffers a 1 POW hit for each full 2" moved (as does the DECK that is contacted). A DECK forced off the board is immediately destroyed.

ARCS

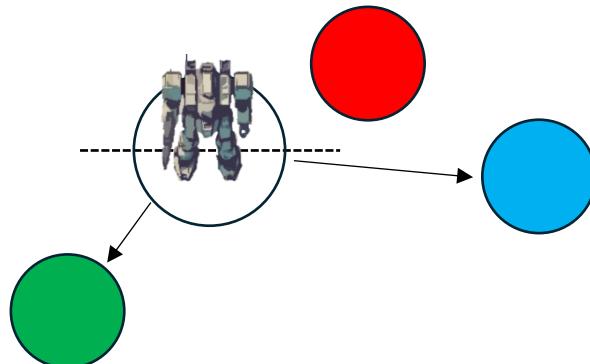
Each DECK is mounted on a round base with a line through the middle (some bases may just have markers on the sides of the base to indicate the midline. This determines the DECK's front and rear arcs.

In order to 'see' an enemy DECK, you must be able to draw an imaginary line from anywhere on the active DECK's base within its front arc to any point on the target DECK's base. Although weapons aren't, visibility has unlimited range.

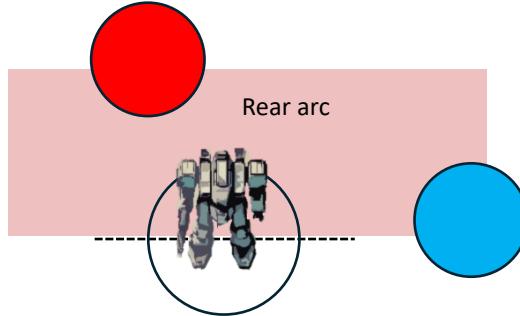


Special Rule – Backshot: When making an attack, if the attacking DECK's base is wholly within the target's Rear arc, then the target DECK is counted as having -1 DEF.

Example 1: In the diagram below, the central DECK is attacking. The Green and Blue DECKs are valid targets because a line can be drawn from the attacking DECK's base, within its front arc, to a point on the target's base. The red DECK is not a valid target because a line cannot be drawn from the front arc to it.



Example 2: In the diagram below, the central DECK is a target of an attack. When attacking, the Red DECK would gain the benefit of the Backshot rule (-1 DEF on the target) because its base is wholly within the target's rear arc. The Blue DECK would not benefit from the rule however, as its base is not wholly within the target's rear arc.



JAMMING

Each Jam Ability has a unique effect, but each is either a Solo Jam or Duel Jam. Duel Jams have a maximum range, but do not require visibility to their target.

- **Solo** – Solo Jams have a difficulty listed in brackets. In order to use the ability, the Jockey rolls a d10 and adds their JAM. If the result equals or beats that difficulty, the ability goes off.
- **Duel** – Duelling Jams can only target enemy DECKs. Each Duel Jam has a range, but does not require visibility. To resolve, the instigating Jockey and the target both roll d10s adding their respective JAM stat. If the instigating Jockey equals or beats the target's score, the Jam ability goes off.

ATTACKING

When a DECK makes an Attack action, follow these steps:

1. **Choose weapon:** Pick one of the DECK's weapon systems and a visible target in RNG.
2. **Roll to Hit:** The attacker rolls a d10 and adds their SKL.
3. **Roll to Evade:** The target then rolls a d6 and adds their EVA & EVM. If the target has the Evade Action assigned, it can instead roll a d10. If this value beats the attacker's Roll to Hit, the attack is **Evaded**. If not, the target is **Hit**.
4. **Deal Damage:** If the attack Hit, subtract the target's DEF from the weapon system's POW. The target then suffers that much **Damage**. POW cannot be reduced below 1, so regardless of DEF, a Hit will always cause at least 1 Damage.

Example 1: Lost God (SKL 7) with a Battle Rifle (POW 2) is attacking Joy-Fall (EVA 7) in a S78 Revolutionary (EVM -1). Lost God rolls a d10, gets a 6 and adds it to their SKL. Their total To Hit is 13.

- *If Joy-Fall had an Action Dice assigned to their DECK for Evade, they could choose to face the attack. They would then roll a d10 and add it to EVA+EVM.*
- *If Joy-Fall did not have an Action Dice assigned to their DECK for Evade, they would roll a d6 and add it to EVA+EVM.*

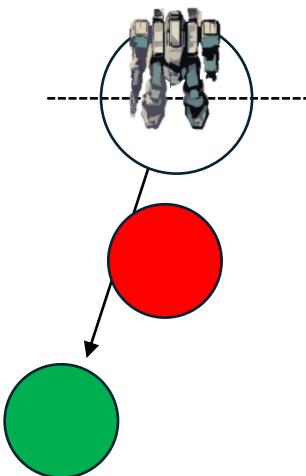
In this example Joy-Fall rolls a 4 on either the d10 or d6, giving them a total To Evade of 10. The Battle Rifle hits. The weapon system has POW 2 and the S78 Revolutionary has DEF 2. DEF never cancels a hit completely, so Joy-Fall's DECK suffers 1 Damage.

Example 2: If we take the above example, but instead Lost God is in an NE7 Berserker and is attacking with Paired Axes (Range 3" | POW 2 | Brutal, Penetrator). Assuming the attack hits again, the target's DEF 2 is reduced by the Paired Axes 'Penetrator' trait (which ignores 1 DEF of the target). In addition, the Brutal trait means that at long as the attack hits, it deals one extra damage. Therefore, the S78 Revolutionary suffers 2 damage.

VISIBILITY

A DECK can only see targets in its front arc. Draw a straight line between the closest points on the two DECKs' bases. If that line crosses an obstacle or DECK (friend or enemy), there is no visibility between the two DECKs.

Example: In the diagram to the right, the attacker is trying to target the Green DECK. The shortest line between the two DECKs' bases crosses the Red DECK's base. The Green DECK is therefore not a viable target.



WEAPON SYSTEM TRAITS

Most weapon systems have Traits. These are listed after the weapon's Range and POW stats. Unless otherwise stated, all of a weapon systems Traits apply to attacks made with it. Some weapon systems have either/or traits. These must always be selected before rolling to hit.

Example 1: The S55 Maiden's Chain Cannon has the weapon traits "Rapid or Saturation". That means that when attacking, the player using the weapon must choose which trait to benefit from. They must make this choice when they choose to attack with the weapon, before rolling to hit.

TRAIT	EFFECT
Accurate	Add 1 to the to Hit roll.
Aggressive	If the target was within half the weapon's RNG, increase POW by 1.
Break Beat X	If the attack hits, remove X Positive tokens from the target.
Brutal	If the target suffers a minimum of 2 damage instead of 1.
Discordant X	If the attack hits, assign X Discord tokens to the target.
Explosive	If the attack hits, all other DECKs within 2" are hit at POW -1.
Fade	DEF can reduce this weapon's damage to 0.
Feint	If the attack is evaded, pick a new (legal target) and make a new attack.
Fly-By	This weapon can target any DECK it has moved over this Track as a 'Fly Over'.
Hypnotic X	If the attack hits, assign Hypnotise tokens to the target.
Indirect	This weapon system does not require the target to be visible.
Inferno X	If the attack hits, assign X Inferno tokens to the target.
Knockback X	If the attack hits, move the target X" directly away from the attacker.
Penetrator	Ignore 1 DEF when working out damage.
Precision	If the d10 rolled to hit was 9 or higher, ignore the target's DEF.
Rapid	May attack an additional legal target, with -1 to hit for all attacks.
Reload X	After attacking, assign X Reload tokens to the attacker.
Saturation	Target's EVA is reduced by 1.
Scramble X	If the attack hits, assign Scramble tokens to the target.
Tag	This attack deals no damage.
Tracking	If the attack is successfully Evaded, make the attack again.

TOKENS

Weapon systems, Jam abilities and Signature abilities can create buffs and debuffs that extend across rounds. These are tracked by Tokens placed next to DECKs on the board.

In addition to various abilities; negative tokens can be removed from a DECK using the Recover action, and positive tokens can be removed from an opponent's DECK by using weapons with the Break Beat trait.

TOKEN	TYPE	EFFECT
Discord	Negative	-1 SKL and -1 PRS
Hypnotise	Negative	-2 SPD
Inferno	Negative	Suffer 1 Damage in the Outro Phase.
Reload	Negative	Weapons with the Reload trait can't be used while a DECK has Reload tokens.
Scramble	Negative	-1 DEF & -1 JAM
Bass	Positive	+1 POW
Funk	Positive	+1 SKL
Groove	Positive	+1 JAM & +1 PRS
Harmonise	Positive	Recover 1 Damage in the Outro Phase.
Tempo	Positive	+2 SPD

THE PERFORMANCE



Ignis est principium omnium rerum

SETUP AND DEPLOYMENT

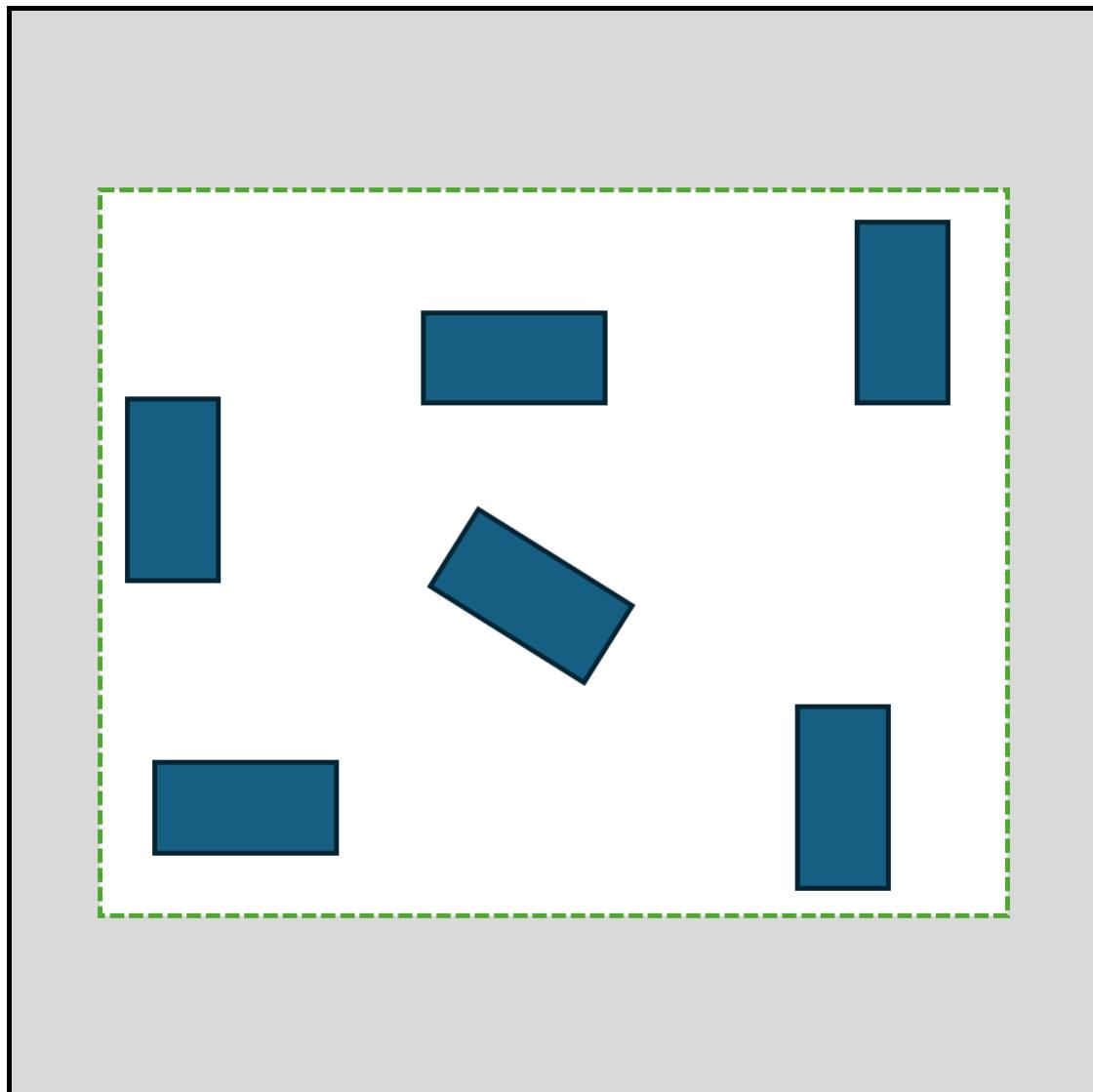
The game board is a 3' x 3' space. Each player has a board edge, opposite each other. A player's deployment zone is 6" from their own board edge.

Create a pool of six obstacles. Each should be approximately 3" by 6" rectangles. Each player rolls a d10, starting with the highest alternate placing obstacles. Re-roll draws. Obstacles cannot be placed within 3" of a board edge or another obstacle, and cannot be placed within deployment zones .

Players alternate deploying DECKs, starting with the player who placed the first obstacle.

Start a timer for 1 hour 15 minute. Each game round has three phases (below). Repeat these until the timer goes off, finish the current round and then count awards to see who won.

Example: The black square area is the game board area (3' by 3'). The green dashed area shows an area outside of the players' deployment zones, and 3" away from each other board edge. The blue rectangles are obstacles placed within the green dashed area, at least 3" away from each other.



GAME ROUNDS

Each game is played over a series of rounds, called ‘Tracks’. Each Track has an Intro Phase, Main Phase and Outro Phase.

INTRO PHASE

1. **Set Initiative** – Roll a d10 for each DECK and add the PRS of its Jockey. The combined value is the DECK’s Initiative for the Track. Initiative sets the order in which DECKs activate. Assign an Initiative token (or d20) to the DECK, on the board, to show this.
2. **Assign Action Dice** – Each player secretly assigns two Action Dice to each of their DECKs.

***Special Rule – Crank it up:** During this step, if one player has fewer Award Points they can assign one DECK an extra Action Dice.*

MAIN PHASE

Starting with the highest, activate each DECK in Initiative order. This can mean one player can activate multiple DECKs in a row. Action Dice are revealed when a DECK is activated. After all DECKs activated, the phase is over.

When a DECK is activated remove its Initiative token, it can immediately make a normal Move, it then carries out the actions assigned to it in the Intro Phase. These can be done in any order. A player can choose not to actually carry out the actions, and they are simply skipped.

MATCHING INITIATIVE

When there is more than one DECK with the same Initiative, if they are controlled by the same player, they can choose which order to activate in. If they are controlled by different players, the Jockey with the highest PRS can decide the order. If there are still draws, roll an additional d10 for each DECK, and go in order highest to lowest (re-roll any further draws!).

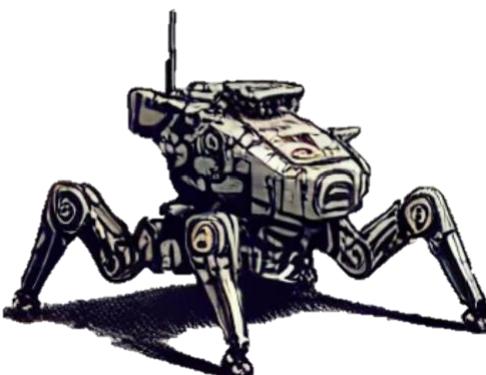
OUTRO PHASE

1. Resolve any Outro effects.
2. If the timer went off at any point during the Track, the game is now over.
3. Compare Award Points to see who’s ahead. If the game is over, the player with the most wins.
4. If the game isn’t over, start a new Track.

AWARD POINTS

Each time a player destroys an opponent’s DECK, they gain Award Points equal to the combined VAL of the DECK, its Jockey and any additional Gear it had.

In addition, different Gigs also reward players for completing certain objectives.



GIGS

In addition to the standard rules set out in the previous sections for playing the game, players can choose to play one of the six 'Gigs' listed below. Gigs add more variety to the objectives of the game. Unless otherwise stated, Award Points are always still scored for destroying enemy DECKs. Gigs add additional ways of scoring Award Points.

Objectives, if used are markers placed on the battlefield to represent various things. They are the same size as a DECK's base. Unless otherwise stated they obstruct visibility and cannot be overlapped by a DECK's base.

1. KING OF THE HILL

In the Outro of each Track, each player gains 5 Award Points for each DECK they have within 6" of the centre of the board.

2. LOOT AND SCOOT

In each Outro Phase, each player must place one Loot objective at least 12" away from any of their own DECKs. Roll off to see who places first. DECKs can use a Mission action to claim an Loot objective within an 1" and score 5 Award Points.

3. ASSASSINATE

After Deployment each player picks one of their opponent's DECKs and announces it their assassination target. If a player destroys their assassination target they score an additional 40 Award Points.

4. VIP ESCORT

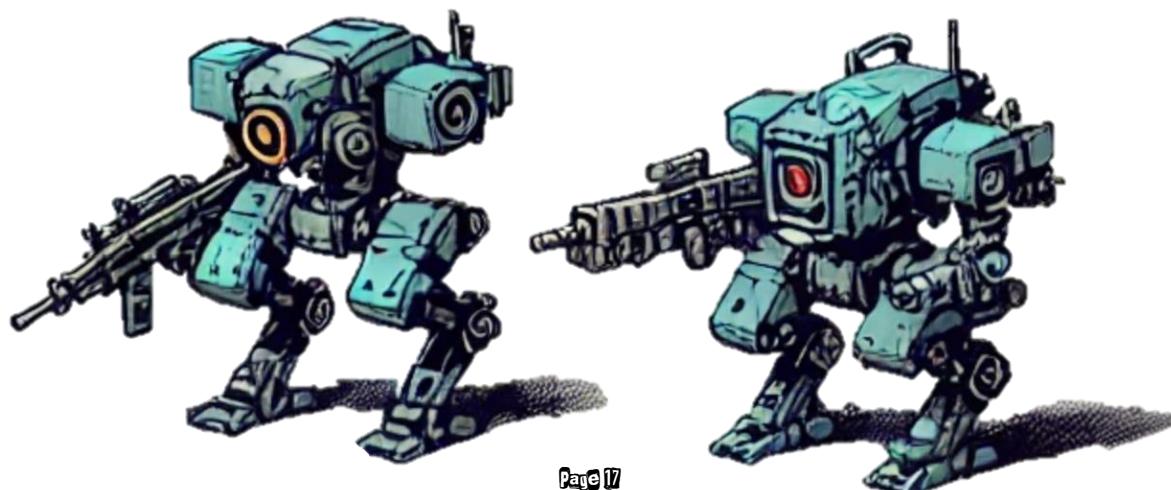
After Deployment, each player secretly picks one of their own DECKs to be their VIP and records it. If a player destroys an opponent's VIP, the score an additional 40 Award Points.

5. DATA RAID

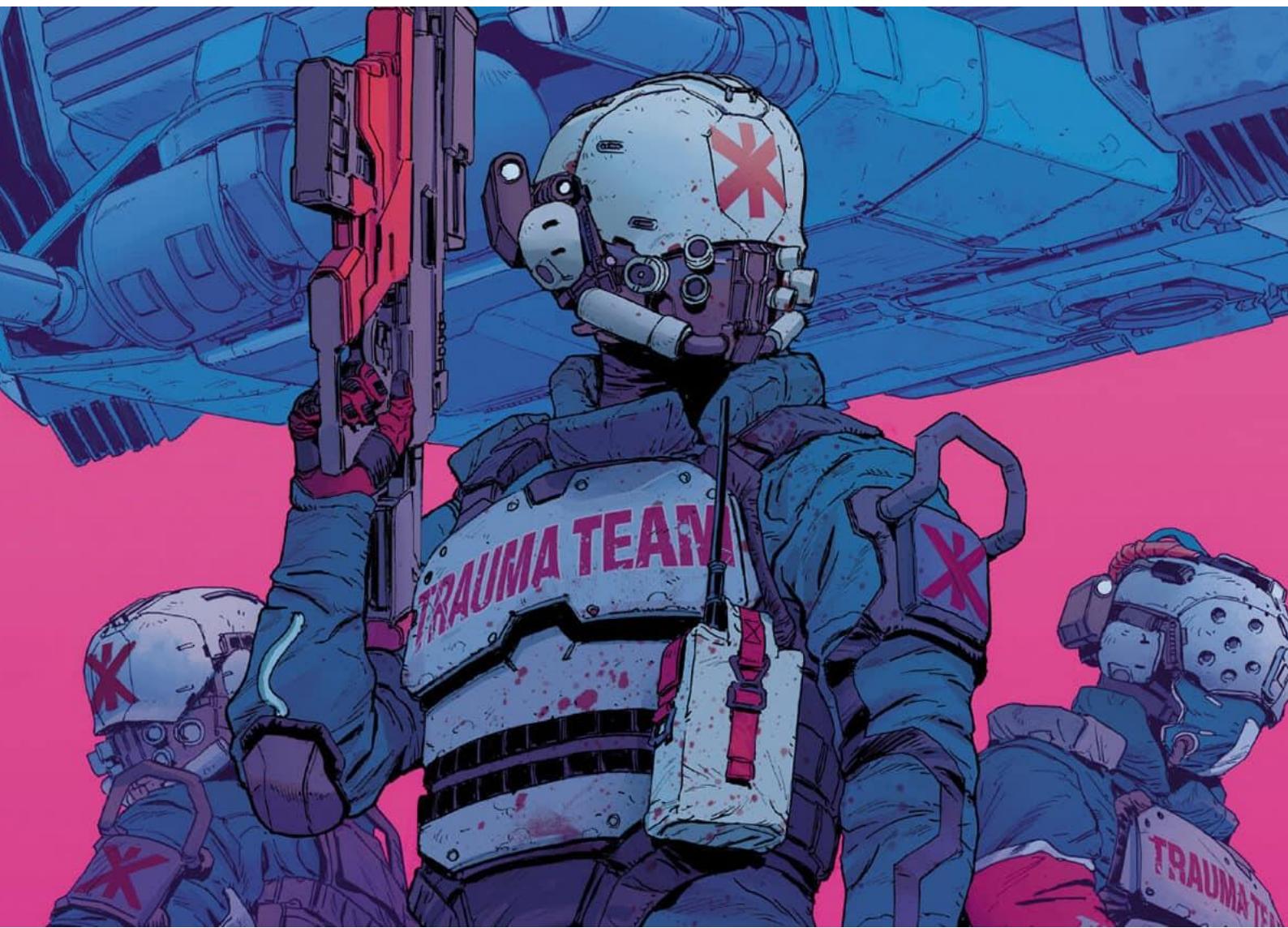
After setting up obstacles but before deploying DECKs, each player places two Data Cache objective in their opponent's half of the board, at least 6" from other Data Caches. DECK within 2" of Data Cache can claim 3 Award Points for using a Mission Action. Each Cache can only be scored once per Track.

6. ATTRITION

Each destroyed DECK after the first is worth an extra 5 Award Points. This increases, so the third DECK is worth an extra 10 Award Points, the fourth an extra 15 Award Points, and so on.



BATTLE OF THE BANDS



CREATING A CREW

Before playing a game, each player establishes a crew. Each crew belongs to one of eight ‘genres’ listed.

Players have **300 VAL** to spend on DECKs, Jockeys and Gear. There are certain rules that must be followed when creating a crew:

- Each DECK must have a Jockey.
- Jockeys are unique and cannot be duplicated; DECKs are not and can be duplicated.
- Each DECK can have one piece of Additional Gear.
- Additional Gear cannot be duplicated unless it has the Common trait.

GENRE	STRENGTH	WEAKNESS
Dead Punks	Evasion	Jam
Rolling Thunder	Skill	Evasion
Beat Kings	Jam	Skill
Timberline Union	Presence	Evasion
The Edgewalkers	Evasion	Presence
Dust Riders	Presence	Jam
Neon Circuit	Jam	Skill
Improv Assembly	Skill	Presence

SUBGENRES

When creating a crew you can choose one subgenre. If you do, you can select Jockeys and DECKs from the subgenre. Subgenre Jockeys can be assigned to main genre DECKs and vice versa.

When using the Signature Ability action, a player can choose to use either the genre or the subgenre’s signature ability.

CREW BUILDING TIPS

- Start by picking three or four DECKs based around the tactics you want pursue
- Give them the most appropriate Jockeys you can afford
- Spend any leftover VAL to get up to four (medium/heavy) or five (light/medium) DECKs
- Use any leftover VAL on Additional Gear. There’s no point not spending everything.



DEAD PUNKS



Most jockeys are anti-establishment by the nature of their profession. Dead Punks are anti-establishment as an ethos. Punk jockeys are motivated by a range of political and social ideologies, although these rarely aligned even within a crew. Unsurprisingly, there tends to be a lot of churn within these crews, with jockeys finding temporary common causes running to an end and minor academic disagreements leading to screaming matches.

Corpos reach out to Dead Punk crews when they need something done fast and loud, and occasionally just cheap. Moreso than any other genre, Dead Punks don't have a strong collective reputation and crews tend to live and die on the status of their individual jockeys.

On the field, Dead Punks prioritise speed and evasion. Using this to get to where they need to be to do maximum damage. It is, however, hard to focus on hacking while dodging incoming fire and their Jam skills tend to be limited. Their weaponry is short ranged, and their DECKs generally from the lighter classes.

Signature Ability: One last snide remark

This signature ability can be used if a DECK has 1 or 2 STR points remaining. Set the DECK's initiative to 20 for the round. After completing its activation, roll a d6 on a 1 or 2 the DECK is immediately destroyed. *Reveal the action dice and trigger its ability at the end of the Intro Phase.*

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Discount Messiah	8	7	6	4	30
Joy-Fall	7	7	6	5	30
Bad Faith Actor	6	8	6	5	30
Roach	5	8	5	3	25
Slow Learner	4	4	6	8	25
Dead Celeb	8	6	5	3	25
Gohn Doe	4	7	5	3	20
Gutter Snipe	4	8	4	3	20
Riot Grill	5	7	4	3	20



ADDITIONAL GEAR	TYPE	EFFECT	VAL
Riot Gun	Weapon System	Range 12" POW 2 Rapid, Common	5
Flick Knife	Weapon System	Range 3" POW 2 Precision and, Tracking or Fly-By	5
Hard Burn	Weapon System	Range 6" POW 1 Fade, Inferno 1, Saturation	10
Blitz Bop	Solo Jam (9")	Gain d3 Tempo tokens, these can be distributed amongst friendly DECKs within 9".	10
Strife and pain	Duel Jam (9")	Targeted DECK must immediately make an attack against a friendly DECK (jammer's choice) at -1 SKL.	15

TXX SONGBIRD

Super-Light
VAL: 25

SPD: 11" EVM: +2 DEF: 0 STR: 4	Pace setter Solo Jam (10)	Pick a friendly DECK within 3", give it a Groove token. Then move 10 to 15" in a straight line (passing over obstacles and DECKs freely). If this move ends within 3" of another friendly DECK, also give it a Groove token.
	Plasma Lash	Range 6" POW 1 Fly-By

X12 BLOCKADE RUNNER

Light
VAL: 30

SPD: 10" EVM: +1 DEF: 1 STR: 5	Crowd Dive Solo Jam (9)	Move in straight line up to SPD +2", passing freely through obstacles and DECKs. Any DECK passed through suffers d3 Damage, ignoring DEF. Then suffer d3 Damage.
	Energy Shotgun	Range 8" POW 2 Aggressive

C55 DISRUPTER

Light
VAL: 35

SPD: 9" EVM: +2	L for Loser Duel Jam (12")	The target DECK cannot target this DECK with Attacks or Jam abilities for the rest of the Track.
DEF: 1 STR: 6	Mockingbird Revolver	Range 12" POW 2 Break Beat d3

S78 REVOLUTIONARY

Medium
VAL: 40

SPD: 8" EVM: +1	Firestarter Duel Jam (6")	If the targeted DECK has Inferno tokens, assign d3 further Inferno tokens. Otherwise assign the targeted DECK 1 Inferno token.
DEF: 2 STR: 7	Molotov Launcher	Range 8" POW 1 Fade, Inferno d3

M87 BABYLON

Medium
VAL: 35

SPD: 7" EVM: 0	Brawl Systems Solo Jam (8)	For the rest of this Track, enemy DECKs attacking within 9" or closer of this DECK are at -1 POW and their weapons are treated as having the Fade trait.
DEF: 2 STR: 8	Wrecking Ball	Range 3" POW 3 Brutal, Knockback 3"

CD99 GUARDIAN

Heavy
VAL: 45

SPD: 5" EVM: -1	Riot Stomp	Range 4" POW 1 Discordant 2, Explosive
DEF: 3 STR: 9	Cyclical Blaster	Range 15" POW 3 Saturation, Rapid

SUBGENRE: THE TWO TONE

Less aggressive than the majority of Dead Punk groups, the Two Tone subculture has a more balanced approach to life ... and warfare.

Signature Ability: Shuffle and jive

The faction ability can be used by one DECK per turn. Immediately swap the Initiatives of any other two friendly DECKs that haven't yet activated.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Burial Mary	4	9	9	4	30
Rocksteady	5	6	5	6	25
Autonomous Collective	3	7	7	2	20

T5G OFFBEAT

Medium

VAL: 40

SPD: 7"	Revival	This DECK and one other friendly DECK within 9" gain 1 Harmonise token.
EVM: 0	Solo Jam (10)	
DEF: 2	Clash Carbine	Range 12" POW 2 Penetrator

SUBGENRE: HARD EDGE

Dead Punks are just posers, only the Hard Edge are actual punks. To quarter, no restrain, maximum aggression in every encounter – and no having fun while you're doing it.

Signature Ability: Full Assault

The faction ability can be used by one DECK per turn. This and one other friendly DECK within 12" can each immediately make a normal Move directly towards a single enemy DECK.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Icon Bearer	9	7	6	3	30
Riot Flag	6	7	6	3	25
Relentless Oppression	5	8	5	2	20

ER44 BUZZSAW

Cruiser

VAL: 45

SPD: 9"	Stare Down	Target deck loses d3+1 positive tokens, then make an Attack against it at -2
EVM: +1	Duel Jam (6")	to Hit. If it had no positive tokens, make an Attack at +2 to Hit.
DEF: 2	Clenched Fist	Range 6" POW 3 Aggressive

SUBGENRE: GLORY HUNTERS

Maybe the Corpos aren't that bad after all? Glory Hunters walk a careful line between the energy and quick pace of most Dead Punks, with a slightly more polished exterior that makes them easier to hire. You call it selling out, I call it selling smart.

Signature Ability: Belittling Sentimentality

The faction ability can be used by one DECK per turn. Pick a different friendly DECK within 12", it immediately makes an Attack with one weapon system but using this DECK's SKL.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
19 Wink	6	7	6	6	30
Teenage Cousin	7	6	4	5	25
Forced Indiscretion	4	6	4	5	20

D15 EARWORM

Super-Light

VAL: 25

SPD: 10"	Catchy-E Monkey	Assign the target DECK d3 Hypnotise tokens.
EVM: +2	Duel Jam (10")	
DEF: 0	Staccato	Range 12" POW 2 Feint or Tracking

ROLLING THUNDER



Some people fight for freedom, others money, your average Rolling Thunder jockey fights because they like it. The crash of mech on mech, the shriek of high calibre rounds passing over head, the thrill is unlike anything else. Whatever better way to prove yourself?

Rolling Thunder are regarded as reliable and professional. They may not be subtle, but if you need a hard objective cracked, these crews know how to dig in and get the work done. Outside of combat, Thunder jockeys are generally aimable and form loyal stable crews.

In battle, Rolling Thunder jockeys are generally highly skilled with their weaponry. They value tough resilient DECKs with hard hitting armaments. Their DECKs then tend towards being comparatively sluggish, and reliant on being good at taking hits over avoiding them.

Signature Ability: Shatter the mountains

The faction ability can be used by one DECK per turn. When active, any friendly DECKs within 6" of this DECK gain +1 SKL and +1 DEF as long as they are of equal or lighter class than the DECK using the ability.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Lord of Chaos	8	3	8	6	30
Valkyrie	7	4	8	6	30
The Beast	7	6	6	6	30
Killer Queen	6	3	8	5	25
Megaton	6	4	8	4	25
Doombringer	4	4	9	5	25
Bloodied Corpse	5	3	6	5	20
Lost God	3	4	7	5	20
Chieftain	5	3	6	5	20



ADDITIONAL GEAR	TYPE	EFFECT	VAL
Battle Rifle	Weapon System	Range 15" Power 2 Common	5
Laser Sword	Weapon System	Range 3" Power 2 Brutal	5
Sonic Cannon	Weapon System	Range 18" Power 3 Reload 2, Explosive, Scramble d3	10
Molten Soul	Solo Jam (11)	Gain d3 Bass tokens, these can be distributed amongst friendly DECKs within 6".	15
Overpower	Duel Jam (6")	Targeted DECK loses all positive tokens. If it had no positive tokens, it assigns it d3 Scramble tokens.	15

PD10 TRASHER*Light*

VAL: 30

SPD: 8"
EVM: +1
DEF: 1
STR: 6

Overwhelming Cacophony Give the targeted DECK d3 Discord tokens.
Duel Jam (9")

Blast Shriek Range 9" | POW 2 | Saturation

ME7 BERSERKER*Medium*

VAL: 40

SPD: 5"
EVM: +1
DEF: 2
STR: 8

Frenzy Give this DECK d3 Tempo tokens.
Solo Jam (10)

Paired Axes Range 3" | POW 2 | Brutal, Penetrator

S55 MADDEN*Medium*

VAL: 35

SPD: 5"
EVM: 0
DEF: 2
STR: 8

Spiked Mace Range 2" | POW 3 | Knockback d3+3"

Chain Cannon Range 12" | POW 2 | Rapid or Saturation

U02 RUNEMARK*Heavy*

VAL: 40

SPD: 4"
EVM: -1
DEF: 3
STR: 9

Anoint the Chosen Pick a friendly DECK within 9", give it 1 Bass token.
Solo Jam (10)

Cursed Axe Range 6" | POW 2 | Break Beat d3

DP06 FORGE MASTER*Heavy*

VAL: 45

SPD: 3"
EVM: -2
DEF: 3
STR: 10

Iron Fortress For the rest of this round: this DECK gets +1 DEF; and if this DECK's DEF exceeds the POW of an attack targeting it, on a 4+ the attack deals no damage.
Solo Jam (10)

Cataclysm Howitzer Range 9" to 24" | POW 3 | Explosive, Indirect

85A APOCALYPSE*Heavy*

VAL: 60

SPD: 3"
EVM: -2
DEF: 4
STR: 10

Fearsome Arsenal The target suffers d6" Knockback. Then remove 1 Reload token from this DECK.
Duel Jam (12")

Carrion Cannon Range 18" | POW 4 | Reload d3, Aggressive

SUBGENRE: THE DOOM OF ALL THINGS

There is no glory in the inevitable, and Doom is inevitable. With a sociopathic disregard for humanity sentiment, The Doom of All Things are pitiless killers employed on by Corpos looking to send a message.

Signature Ability: Spread the defilement

The faction ability can be used by one DECK per turn.

During the Outro, any enemy DECK within 9" of this

DECK must roll equal or below their PRS or receive 1

Inferno token.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Zerneburg	7	3	8	7	30
Broken Altar	7	2	9	4	25
Pollution	4	3	8	4	20

6B6 BEHEMOTH

*Super-Heavy
VAL: 65*

SPD: 4"	The Inevitable End Solo Jam (12)	Make a normal Move at SPD +2". Enemy DECKs that the move Flies-Over suffer d3 Damage and Knockback 3" (treating the point of Fly-Over as the origin for Knockback).
DEF: 4	Blessed Release	Range 12" POW 5 Reload 3

SUBGENRE: CORPSE KNIGHTS

There's a difference between enjoying the thrills of the battle, and being thrilled by inflicting pain. The Corpse Knights win to kill, and they have gotten very good at it.

Signature Ability: Wail of the Ruined

The faction ability can be used by one DECK per turn.

Each time a friendly DECK within 18" of this DECK

destroys an enemy DECK, it gains 1 Harmonise token.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Legion	7	5	7	6	30
Byleth	6	5	6	5	25
Orobas	5	3	6	5	20

83L BARON OF HELL

*Medium
VAL: 40*

SPD: 5"	Into the Breach Solo (9)	For the rest of this turn, this DECK has +2 DEF.
DEF: 2	Mighty Laser Sword	Range 6" POW 3 Fly-By

SUBGENRE: LEGENDS FROM ON HIGH

What's the point of being the best if people don't know it? The, self-described, Legends revel in their victories and use them to leverage new, and better gigs.

Signature Ability: Towering Arrogance

Any enemy with lower PRS targeting this DECK suffers

Disadvantage on Attack and Duel Jam rolls. *Reveal*

the action dice and trigger its ability at the end of the

Intro Phase.

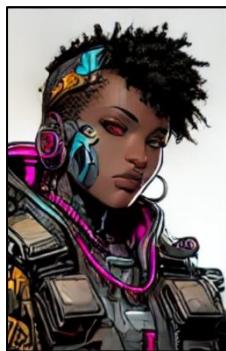
JOCKEYS	PRS	EVA	SKL	JAM	VAL
Belladonna	9	4	7	5	30
Hindenburg	8	4	6	4	25
Watchtower	8	3	5	5	20

VG5 LONE RIDER (HEAVY DECK)

*Heavy
VAL: 45*

SPD: 4"	Stirring Solo Solo Jam (8)	Remove all negative tokens from this DECK.
DEF: 3	Heavy HMG	Range 12" POW 3 Rapid, Saturation

BEAT KINGS



DECKs aren't just bipedal tanks, they're mobile net-running platforms. The Beat Kings exploit this for maximum effect, after all if you shut off your opponent's optics, what does it matter how big their guns are? With the ability to manipulate other jockeys' DECKs, there's a warranted swagger amongst Beat Kings crews.

Despite a reputation for occasional showboating, Beat Kings are the go-to when a mission needs technical ability. It makes them particularly at high value, low profile jobs. When off mission, Beat Kings jockeys often earn a tidy sum with net-running side hustles. Their crews are therefore often well-funded, with tricked out DECKs and a showiness.

While highly talented operators, their self-belief can lead to intense grudges both within and between crews. Beat Kings crews can always be hired at a discount if they know they're going up against other Kings, as the opportunity to prove themselves the best is better renumeration than credits.

On the battlefield, Beat Kings crews favour all-rounder DECKs with powerful Jam abilities. Their intense focus on their hack skills does mean that their accuracy with actual weaponry is sometimes lacking.

Signature Ability: Pump up the Jam

The faction ability can be used by one DECK per turn. When active, any friendly DECKs within 12" of this DECK automatically gain Advantage when using Jam abilities and defending against them.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
The Ceremony	8	5	5	7	30
Major Impact	7	6	5	7	30
OG Seer	7	6	4	8	30
Vinyl Wizard	5	4	4	9	25
Diva Supreme	7	5	3	7	25
Ghost Dog	6	5	5	6	25
Source Code	3	5	3	8	20
Trick Tables	4	5	4	6	20
Lil' Heist	5	5	4	5	20



ADDITIONAL GEAR	TYPE	EFFECT	VAL
Side Piece	Weapon System	Range 10" POW 2 Aggressive, Common	5
Tech 90	Weapon System	Range 15" POW 2 Rapid	10
Gee Up	Solo Jam (8")	Gain 1 Bass token.	5
Dis Track	Duel Jam (6")	Target DECK gains d3 of your choice of negative tokens.	10
Misdirect	Duel Jam (12")	Change one of the target DECK's action dice to any other action.	15

J74 JUMP-SHOT

Light
VAL: 30

SPD: 8"	Walk this Way Duel Jam (9")	Move the target DECK in any direction a number of inches equal to the amount the Duel was won by.
DEF: 1 STR: 6	Dub Blaster	Range 12" POW 2 Break Beat 1

4RT BRASS MONK

Medium
VAL: 35

SPD: 5"	Kick It Duel Jam (15")	Assign the target 1 Hypnotise and 1 Discord tokens.
DEF: 2 STR: 7	Rotary Disc	Range 4" POW 2 Tracking

606 NOISEMAKER

Medium
VAL: 40

SPD: 5"	Quiet Storm Duel Jam (10")	The target immediately suffers a POW 3 hit.
DEF: 2 STR: 7	Mic Drop	Range 15" POW 1 Rapid, Discordant 1

D4G TRICKSTER

Medium
VAL: 40

SPD: 6"	Sabotage Duel Jam (9")	Assign target DECK 3 Scramble tokens, then roll a d6: on 1 this DECK suffers 1 damage, on a 6 the target DECK suffers 1 damage.
DEF: 2 STR: 8	Hot Shot	Range 12" POW 1 Inferno 1

FA9 ALLSTAR

Advn Medium
VAL: 55

SPD: 6"	Chart Topper Solo Jam (12)	Remove 1 negative token and gain 1 Harmonise token.
DEF: 2 STR: 8	Sureshot	Range 18" POW 3 Precision, Tracking

NPE BLASTMASTER

Heavy
VAL: 45

SPD: 4"	Believe the Hype Solo Jam (11)	Gain d3 Bass tokens, then make a free Attack action with -2 to Hit.
DEF: 3 STR: 9	Blast Shriek	Range 15" POW 2 Break Beat d3

SUBGENRE: CAPITAL CRIMES

The Capitals are urban warfare specialists. More so than any other crew, they know how to turn a crumbling city's tech infrastructure against their opponents. They're a scary foe, but annoying while they're at it.

Signature Ability: Bloc Attack

Carry out a Jam action. If this DECK is within 3" of an Obstacle, it gains Advantage on the Jam roll. If the ability was a Duel Jam, and the target is within 3" of an Obstacle, the target gets Disadvantage on their Jam roll.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Renz Diction	5	7	7	6	30
B1	6	5	4	7	25
Nito Bix	4	5	3	7	20

22B CODE ZONE

*Light
VAL: 30*

SPD: 8" EVM: +2 DEF: 1 STR: 5	Mug Duel Jam (9")	Reassign up to 3 tokens from the target to this DECK.
	Sonic Drill	Range 9" POW 2 Discordant 1

SUBGENRE: DELIRIUMS

Sometimes the intensity of it all just gets to jockeys. The death, the mind-hacks, the constant battle for contracts. The solution? Get a little weird with it.

Signature Ability: We All Float

The faction ability can be used by one DECK per turn. Each enemy DECK within 9" that has negative tokens, gains an extra token of each kind they already have.

JOCKEYS	PRS	EVA	SKL	JAM	VAL
Casket	8	6	6	5	30
Smart Penny	7	6	5	4	25
Razorblade Hex	6	4	4	5	20

JGO FIEND

*Heavy
VAL: 45*

SPD: 4" EVM: -1 DEF: 3 STR: 9	Face the Horror Solo Jam (11)	Pick three other friendly DECKs, assign 1 a Bass token, assign 1 a Groove token, and assign 1 a Tempo token.
	Knee-capper	Range 15" POW 3 Hypnotic 1

SUBGENRE: HOOD UNION

Rather uniquely, Hood Union uses its interstellar, heavily armed crew of tech-adept warriors to also smuggle illicit goods as a side hustle. They are perplexed no one else does.

Signature Ability: Beatdown

Immediately carry out a Duel Jam equipped to this DECK. If the target of the ability had already been targeted by a Duel Jam ability this Track, gain +2 to the Jam roll.

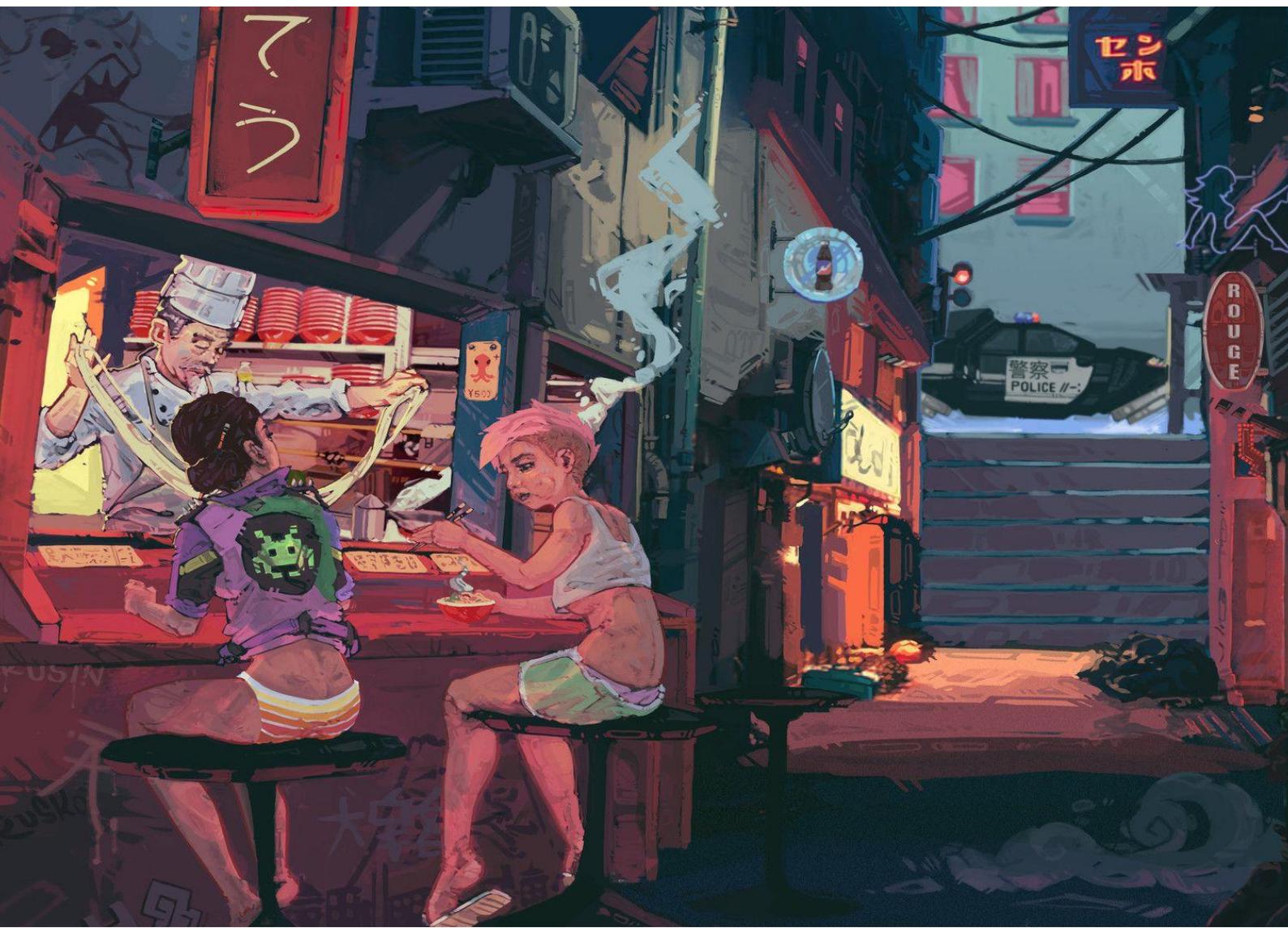
JOCKEYS	PRS	EVA	SKL	JAM	VAL
Big Ruthless	7	5	5	8	30
C-Block	7	3	3	9	25
Package	4	4	4	7	20

1C3 'GOOD-DAY'

*Adv Medium
VAL: 55*

SPD: 6" EVM: +1 DEF: 2 STR: 7	Discord Duel Jam (12")	The target DECK must immediately make a Duel Jam against one of its allies. Use this DECK's Jam for the roll.
	Retaliation	Range 6" POW 2 Rapid, Fly-By

ON TOUR



CAMPAIGNS OVERVIEW

Campaigns can be played either as a single event with multiple games, or over a longer period tracking multiple separate game sessions. During campaigns Jockeys can pick up **injuries** and DECKs suffer **glitches**. Through earning experience, Jockeys can learn **tricks** and **customise** their DECKs.

After each campaign game, an additional step called **The Review** is carried out. This should be done before wrapping up the game as it requires rolling dice and is informed by the outcome of the game.

Tricks, Injuries, Customisations and Glitches all take the form of ‘campaign cards’. Each campaign card can be used once per game. Trick and Customisation cards can be used by a player for bonuses. Injury and Glitch cards can be activated by a player’s opponent for negative effects. Once used, turn the cards face down to indicate they’ve been used.

During campaigns, it is advised to use a crew sheet to record experience gained and cards assigned.

TOURNAMENT

In a Tournament format, the first set of pairings between players should be selected randomly. After which a Swiss-System should be used, so that players are paired against those who have done similarly in previous rounds. This should first be ordered by Campaign Points (see below) then total crew experience.

NARRATIVE

For longer running or narrative events, the Conductor may organise pairings manually. As an optional rule, when mismatched crews play, the player with the lower total Crew Experience should be able to randomly choose one Trick or Customisation card for each full 3 Crew Experience lower their crew is. These cards are then lost at the end of the game.

EARNING EXPERIENCE

Each time a Jockey destroys an enemy DECK during a game, they gain 1 Experience point.

At the end of each game, the winner can choose two of their Jockey’s and give each 1 Experience point. The loser can choose one of their Jockey’s, and give them 1 Experience point.

The crew sheet records the total amount of Experience earned by a crew over an event.

THE CONDUCTOR

Each campaign should have a Conductor. Their job to run the event, set the rules regarding campaign cards, and adjudicate on any unusual interactions between rules.

WINNING A CAMPAIGN

Players earn 3 Campaign Points for a win, 1 for a draw, and none for a loss. At the end of a campaign, sort players by their Campaign Points first and then the combined Experience Point total for their crew.

THE REVIEW

Immediately after a game, after determining who won, follow these steps:

A. TEST FOR GLITCHES AND INJURIES

When a DECK is ‘destroyed’ during a game, what we really mean is that it’s no longer able to function for purpose of the battle taking place. In most cases, a DECK will be salvageable but sustained repairs will take toll. The human inside is a bit harder to piece together.

For each of your DECKs that was destroyed during a game, you must roll d6 and apply the result below:

ROLL EFFECT	
1	The DECK picks up a Glitch, and the Jockey picks up an Injury
2	The Jockey picks up an Injury
3	The DECK picks up a Glitch
4 to 6	No long-term effect.

Eject! – If Jockey ejected, their DECK still counts as having been destroyed for this step, however the Jockey does not pick up injuries regardless of the roll.

To pick up an Injury or Glitch, draw a random card from the relevant deck of cards. Generally, each player will have a campaign deck with Glitch, Injury, Trick and Customisation cards. However, in some campaigns the conductor may use different methods.

B. SPEND EXPERIENCE

Any Jockey who has accrued at least 3 Experience points can spend them on Tricks and Customisations, to remove Injuries and Glitches, or swap DECKs. Each of the following options costs 3 Experience. Unspent Experience Points are not lost.

- **Gain a Trick or Customisation** – Pick a card from the relevant deck of cards and assign it to a DECK/Jockey. No DECK or Jockey in the same crew can have the same Trick or Customisation.
- **Remove and Injury or Glitch** – Pick an Injury or Glitch card assigned to the DECK/Jockey and discard it.
- **Swap DECK** – Pick two Jockeys and swap them between DECKs. Jockeys keep any Injuries and Tricks, DECKs keep any Glitches and Customisations.

C. REASSIGN ADDITIONAL GEAR

Additional Gear can now be reassigned between DECKs. This can be done freely at the end of each game, but must be set before the next game.

CAMPAIGN CARDS

GLITCHES

Glitches can be activated by an enemy, when a DECK with a Glitch carries out certain actions or at certain stages. The ‘when’ clause is always from the point of view of the DECK with the Glitch.

NAME	WHEN	EFFECT
Annoying Beep	Evading	This DECK suffers disadvantage on its Evade roll.
Belligerent AI Assistant	Attacking – after picking a target	The opponent who activated this card rolls a d6, on a 2+ the DECK must pick a new target. If there aren’t any, the attack is wasted.
Buggy HUD	Evading	This DECK is not treated as having Evade action dice assigned to it for rolling to Evade.
Busted Actuator	Moving	Instead of moving, the opponent who activated this card moves the DECK d6” in any direction. This cannot move a DECK off the board, can impact obstacles and other DECKs.
Cracked Core Shield	Suffering Damage	This DECK immediately takes d3 additional damage.
Damage EW Suite	Targeted by a Duel Jam	This DECK suffers disadvantage on its Jam roll.
Faulty Proximity Sensor	Moving through an obstacle	This DECK automatically takes 1 damage and must stop moving as soon as it’s cleared the obstacle.
Foggy Windshield	End of the Intro phase	This DECK’s Initiative is set to 2 for the Track.
Gremlins	End of the Intro phase	The opponent who activated this card picks one of this DECKs assigned action dice and rolls it. This cannot cause an Ejection.
Janky Autoloader	After an Attack	Give this DECK d3 Reload tokens. All of its weapons are treated as having the Reload trait until the tokens are removed.
Loose Wiring	Attempting a Jam	This DECK suffers disadvantage on its Jam roll.
Misaligned Optics	Attacking	Gain Disadvantage on this attack.
Mysterious Fuel Leak	When suffering damage from Inferno tokens	Receive an additional d3 Inferno tokens (they do not do damage this Track)
Rogue ICE	Solo Jam	This Jam ability automatically fails.
Shoddy IFF	Attacking	The opponent activating this card rolls a d6, on a 3+ they can pick a new target for the attack including DECKs friendly to the attacker.

INJURIES

Injuries can be activated by an enemy, when a Jockey with an Injury carries out certain actions or at certain stages. The ‘when’ clause is always from the point of view of the DECK/Jockey with the Injury.

NAME	WHEN	EFFECT
Bad Eye	Attacking	-2 SKL
Brain Injury	Intro Phase, before rolling for Initiative.	-2 PRS
Broken Hand	Attacking	Disadvantage on the To Hit roll.
Broken Ribs	When suffering Damage	Suffer 1 additional damage.
Concussion	Evading	-2 EVA
Dulled Reactions	Evading	Disadvantage on the To Evade roll.
Flash Backs	Jamming	-2 JAM
Loss of Balance	After completing a Move	The opponent that activated this card can rotate the DECK to any facing.
Loss of Confidence	Intro Phase, before rolling for Initiative.	Disadvantage on the Initiative roll.
Loss of Nerve	Intro phase before assigning actions, if the DECK has 1 STR.	The Jockey must roll a d10 and get under their PRS. If they fail, they must select the Eject action.
PTSD	Intro phase, if the Eject action is selected.	The Action Dice must be reassigned and the Eject action cannot be chosen.
Punch Drunk	Jamming	Disadvantage on the Jam roll.

TRICK

NAME	WHEN	EFFECT
Cover Hog	Targeted by an attack while within 3" of an obstacle	Immediately move through the obstacle in a straight line so that you pass through it by the shortest distance. Test for damage as normal, but visibility for the attack must be checked again.
Cull the Injured	Attacking a DECK on less than half STR	If the attack hit (and didn't destroy the target), make an immediate free attack against the same target.
Flip Reverse	Targeted by a Duel Jam	Gain advantage on the Jam roll. If you beat the instigating DECK's score, they suffer the effect of their own Jam ability.
Hunter's Patience	After rolling for Initiative	Reassign this DECK any initiative value lower than what it rolled.
Living on the Edge	Second time targeted by an Attack this Track	Gain Advantage when rolling to Evade for the rest of the Track.
Luck of the Damned	After being Hit by an Attack that would destroy this DECK	Reduce the incoming damage to 0 and this DECK's remaining STR to 1.
Metal Ballet	Enemy DECK finishes a move within 6"	Immediately make a normal Move.
Point Black Fusillade	Attacking a target within 3"	Gain the Brutal and Penetrator traits for the attack. If the attack hit, roll a d6, on a 1-2 suffer 1 damage.
Quick Reactions	Enemy DECK carries out a Fly-Over	Make a free attack with any weapon against the enemy DECK, but with Disadvantage to Hit.
Spot Weak Spot	Attacking a DECK with DEF 3 or higher	If the To Hit roll was a 5 or higher, reduce the target's DEF to 1 for the attack.
The Stewart Maneuvre	Finishing a move with 3" of an enemy DECK, then attacking it.	The target only rolls a d6 to Evade, even if they have the Evade action assigned. In addition, they suffer disadvantage on the Evade roll.
Whip Kick	After carrying out a Fly-Over	Pick one enemy DECK passed as part of the Fly-Over, deal it 1 damage and rotate it to any facing.

CUSTOMISATIONS

NAME	WHEN	EFFECT
AI Prox-Alert	When Evading	Gain Advantage for the Evade, however a roll of a 2 counts as a Critical Failure.
Auto-ejector	When this DECK is destroyed	Roll a d6, on a 4+ the Jockey is treated as having used the Eject action.
Cope Cage	When Hit by an Attack	Reduce the damage to 0. Any effects from being hit still count.
Emergency Reset Lever	Recover action	Remove an additional 3 negative tokens. If this removed all negative tokens, gain 1 Harmonise token.
Experimental Nano-Droid	Outro Phase	Roll a d3, on a 1 suffer 1 Damage. On a 2+ repair that much Damage.
External Speakers	When a visible friendly DECK evades	The friendly DECK gains Advantage on the roll to Evade.
Fuzzy Dice	After any roll	Immediately re-roll the dice, ignoring Advantage and Disadvantage.
Hot ICE	When targeted by a Duel Jam	Before rolling off, roll a d6. On a 5+ the Duel Jam fails and the instigating DECK takes 1 Damage.
More Ammo	Making an Attack	Gain Advantage for this attack.
Neuralink	A friendly DECK makes a roll	Immediately re-roll the dice, ignoring Advantage and Disadvantage. Then roll a d6, on a 1 both DECKs suffer 1 Damage.
Over-tuned engine	Moving	Add 3" to the DECK's SPD. Alternatively, add 5" to the DECK's SPD and suffer 1 Damage.
Pirated Software	When using a Jam Ability	Gain Advantage on the roll, however if you roll a 1 on a Jam dice, suffer 1 Damage.
Roulette Spike	Intro Phase	Roll a d6 and gain the relevant token: 1. Bass, 2. Funk, 3. Groove, 4. Harmonise, 5. Tempo, 6. choose any one.
Slick Decals	Intro Phase	Instead of rolling dice for Initiative, treat the roll as a 9.
Suppression Systems	Outro Phase	Remove all Inferno tokens from this DECK.

BASELINE



JAM LIST

JAM NAME	TYPE	DECK	EFFECT
DEAD PUNKS			
Blitz Bop	Solo (9)	Additional Gear	Gain d3 Tempo tokens, these can be distributed amongst friendly DECKs within 9".
Strife and Pain	Duel (9")	Additional Gear	Targeted DECK must immediately make an attack against a friendly DECK (jammer's choice) at -1 SKL.
Pace Setter	Solo (10)	TXX Songbird	Pick a friendly DECK within 3", give it a Groove token. Then move 10 to 15" in a straight line. If this move ends within 3" of another friendly DECK, also give it a Groove token.
Crowd Dive	Solo (9)	X12 Blockade Runner	Move in straight line up to SPD +2", passing freely through obstacles and DECKs. Any DECK passed through suffers d3 Damage, ignoring DEF. Then suffer d3 Damage.
L for Loser	Duel (12")	CS5 Disrupter	The target DECK cannot target this DECK with Attacks or Jam abilities for the rest of the Track.
Firestarter	Duel (6")	S78 Revolutionary	If the targeted DECK has Inferno tokens, assign d3 further Inferno tokens. Otherwise assign the targeted DECK 1 Inferno token.
Brawl Systems	Solo (8)	M87 Babylon	For the rest of this Track, enemy DECKs attacking within 9" or closer of this DECK are at -1 POW and are treated as having the Fade trait.
ROLLING THUNDER			
Molten Soul	Solo (11)	Additional Gear	Gain d3 Bass tokens, these can be distributed amongst friendly DECKs within 6".
Overpower	Duel (6")	Additional Gear	Targeted DECK loses all positive tokens. If it had no positive tokens, assign it d3 Scramble tokens.
Overwhelming Cacophony	Duel (9")	PD10 Trasher	Give the targeted DECK d3 Discord tokens.
Frenzy	Solo (10)	NE7 Berserker	Give this DECK d3 Tempo tokens.
Anoint the Chosen	Solo (10)	U02 Runemark	Pick a friendly DECK within 9", give it 1 Bass token.
Iron Fortress	Solo (10)	DP06 Forgemaster	For the rest of this round: this DECK gets +1 DEF; and if this DECK's DEF exceeds the POW of an attack targeting it, on a 4+ the attack deals no damage.
Fearsome Arsenal	Duel (12")	85A Apocalypse	The target suffers d6" Knockback. Then remove 1 Reload token from this DECK.
The Inevitable End	Solo (12)	6B6 Behemoth	Make a normal Move at SPD +2". Enemy DECKs that the move Flies-Over suffer d3 Damage and Knockback 3" (treating the point of Fly-Over as the origin for Knockback).
Into the Breach	Solo (9)	83L Baron of Hell	For the rest of this turn, this DECK has +2 DEF.
Stirring Solo	Solo (8)	VG5 Lone Rider	Remove all negative tokens from this DECK.
BEAT KINGS			
Gee Up	Solo (8)	Additional Gear	Gain 1 Bass token.
Dis Track	Duel (6")	Additional Gear	Target DECK gains d3 of your choice of negative tokens.
Misdirect	Duel (12")	Additional Gear	Change one of the target DECK's action dice to any other action.
Walk this Way	Duel (9")	J74 Jump-shot	Move the target DECK in any direction a number of inches equal to the amount the Duel was won by.
Kick It	Duel (15")	4RT Brass Monk	Assign the target 1 Hypnotise and 1 Discord tokens.
Quiet Storm	Duel (10")	606 Noisemaker	The target immediately suffers a POW 3 hit.
Sabotage	Duel (9")	D4G Trickster	Assign target DECK 3 Scramble tokens, then roll a d6: on 1 this DECK suffers 1 damage, on a 6 the target DECK suffers 1 damage.
Chart Topper	Solo (12)	FA9 Allstar	Remove 1 negative token and gain 1 Harmonise token.
Believe the Hype	Solo (11)	NPE Blastmaster	Gain d3 Bass tokens, then make a free Attack action with -2 to Hit.
Mug	Duel (9")	22B Code Zone	Reassign up to 3 tokens from the target to this DECK.
Face the Horror	Solo (11)	JG0 Fiend	Pick three other friendly DECKs, assign 1 a Bass token, assign 1 a Groove token, and assign 1 a Tempo token.
Catchy-E Monkey	Duel (10")	D15 Earworm	Assign the target DECK d3 Hypnotise tokens.
Discord	Duel (12")	1C3 'Good-Day'	The target DECK must immediately make a Duel Jam against one of its allies. Use this DECK's Jam for the roll.

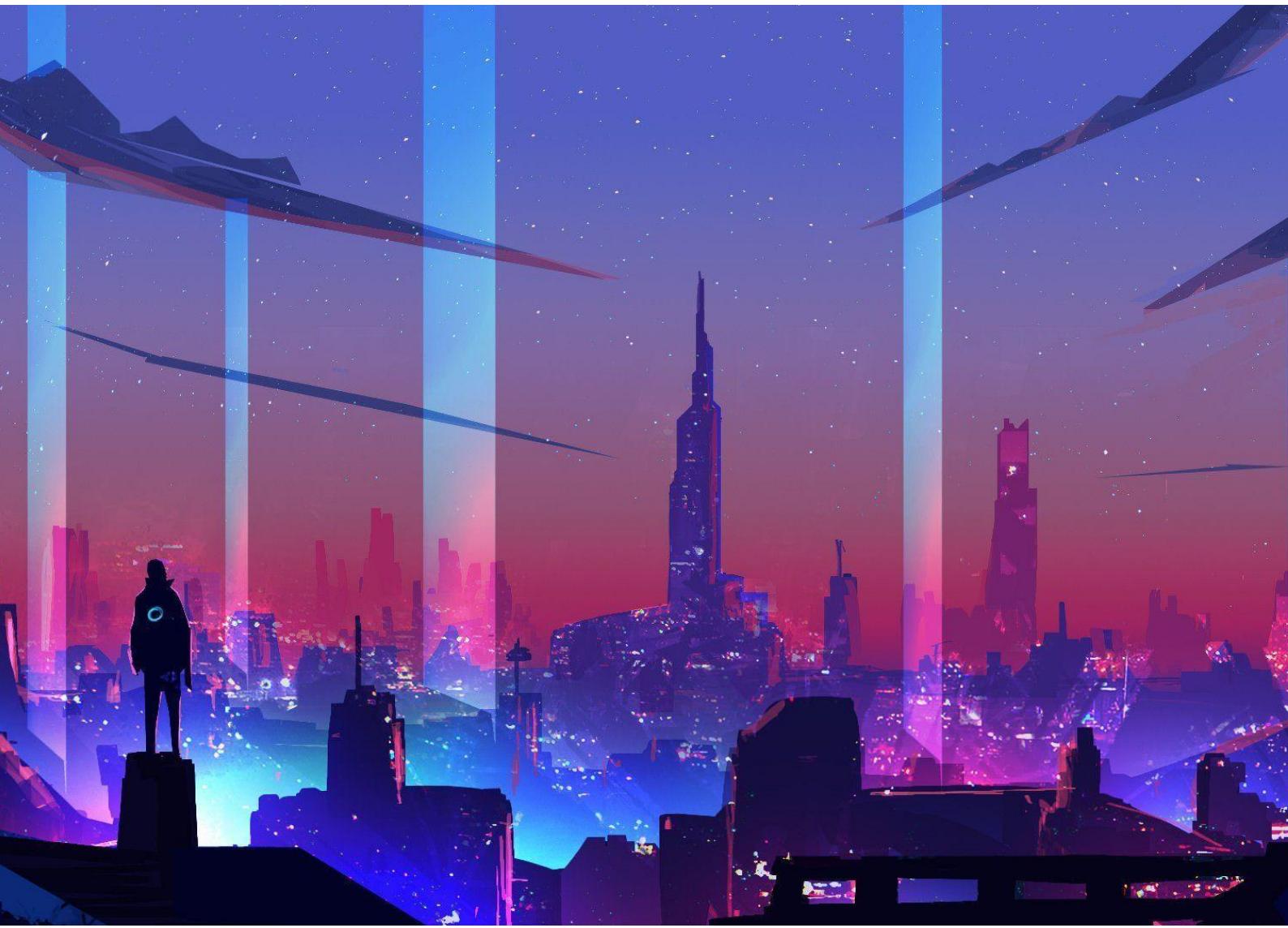
DECK LIST

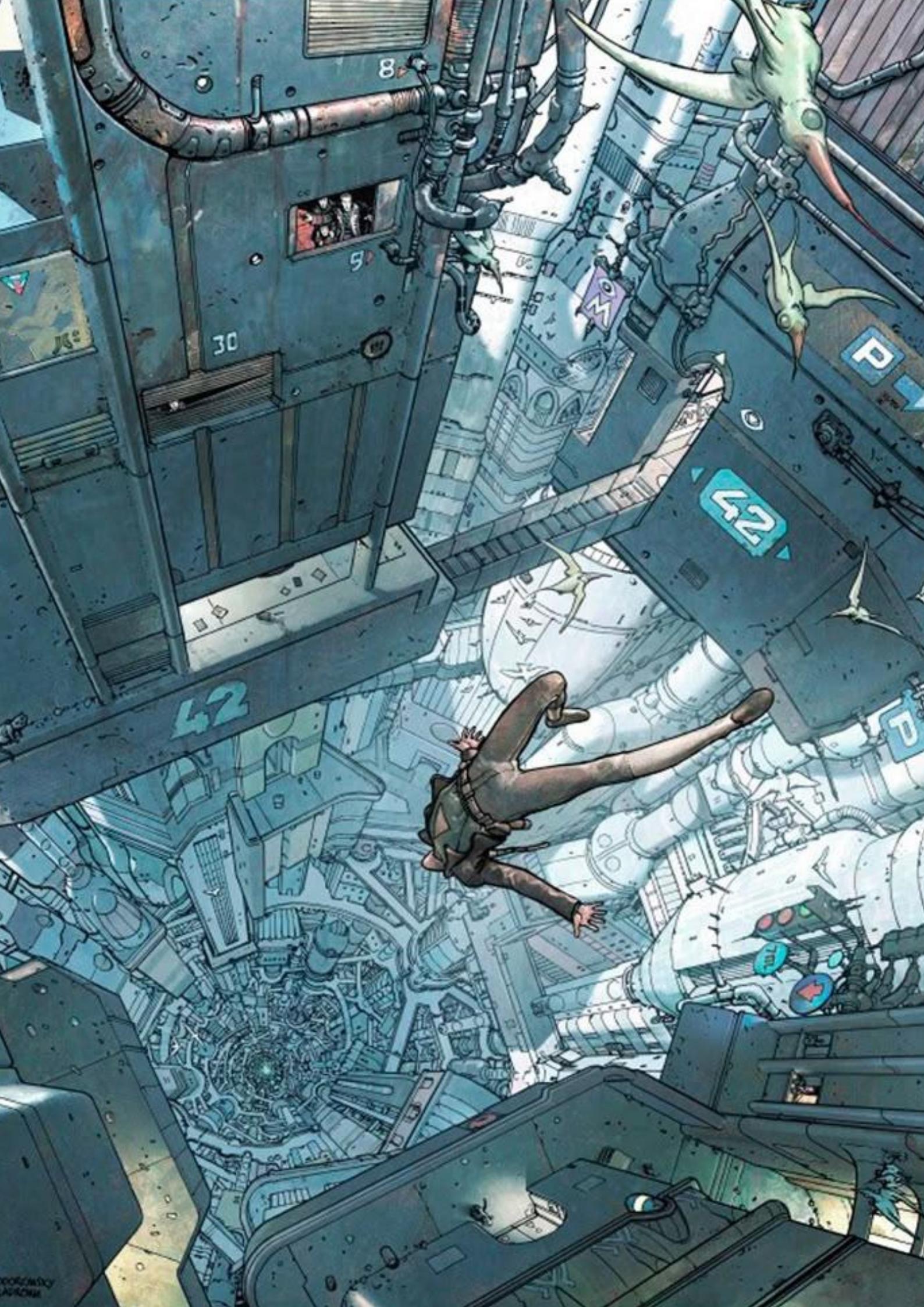
NAME	GENRE/SUB-GENRE	CLASS	SPD	EVM	DEF	STR	VAL
TXX Songbird	Dead Punks	Super-Light	11"	+2	0	4	25
X12 Blockade Runner	Dead Punks	Light	10"	+1	1	5	30
CS5 Disrupter	Dead Punks	Light	9"	+2	1	6	35
S78 Revolutionary	Dead Punks	Medium	8"	+1	2	7	40
M87 Babylon	Dead Punks	Medium	7"	0	2	8	35
OD99 Guardian	Dead Punks	Heavy	5"	-1	2	9	45
T5G Offbeat	Two Tone (Dead Punks)	Medium	7"	0	2	7	40
ER44 Buzzsaw	Hard Edge (Dead Punks)	Light	9"	+1	2	6	45
D15 Earworm	Glory Hunters (Dead Punks)	Cruiser	10"	+2	0	5	25
PD10 Trasher	Rolling Thunder	Light	8"	+1	1	6	30
NE7 Berserker	Rolling Thunder	Medium	5"	+1	2	8	40
S55 Maiden	Rolling Thunder	Medium	5"	0	2	8	35
U02 Runemark	Rolling Thunder	Heavy	4"	-1	3	9	40
DP06 Forgemaster	Rolling Thunder	Heavy	3"	-2	3	10	45
85A Apocalypse	Rolling Thunder	Heavy	3"	-2	4	10	60
6B6 Behemoth	Doom of All Things (Rolling Thunder)	Super-Heavy	4"	-2	4	10	65
83L Baron of Hell	Corpse Knights (Rolling Thunder)	Medium	5"	0	2	8	40
VG5 Lone Rider	Legends from on High (Rolling Thunder)	Heavy	4"	-1	3	9	45
J74 Jump-shot	Beat Kings	Light	8"	+1	1	6	30
4RT Brass Monk	Beat Kings	Medium	5"	0	2	7	35
606 Noisemaker	Beat Kings	Medium	5"	0	2	7	40
D4G Trickster	Beat Kings	Medium	6"	0	2	8	40
FA9 Allstar	Beat Kings	Adv Medium	6"	+1	2	8	55
NPE Blastmaster	Beat Kings	Heavy	4"	-1	3	9	45
22B Code Zone	Capital Crimes (Beat Kings)	Light	8"	+2	1	5	30
JG0 Fiend	Deliriums (Beat Kings)	Heavy	4"	-1	3	9	45
1C3 'Good-Day'	Hood Union (Beat Kings)	Adv Medium	6"	+1	2	7	55

JOCKEY LIST

NAME	GENRE	PRS	EVA	SKL	JAM	VAL
Discount Messiah	Dead Punks	8	7	6	4	30
Joy-Fall	Dead Punks	7	7	6	5	30
Bad Faith Actor	Dead Punks	6	8	6	5	30
Roach	Dead Punks	5	8	5	3	25
Slow Learner	Dead Punks	4	4	6	8	25
Dead Celeb	Dead Punks	8	6	5	3	25
Gohn Doe	Dead Punks	4	7	5	3	20
Gutter Snipe	Dead Punks	4	8	4	3	20
Riot Grill	Dead Punks	5	7	4	3	20
Burial Mary	Two Tone (Dead Punks)	4	9	9	4	30
Rocksteady	Two Tone (Dead Punks)	5	6	5	6	25
Autonomous Collective	Two Tone (Dead Punks)	3	7	7	2	20
Icon Bearer	Hard Edge (Dead Punks)	9	7	6	3	30
Riot Flag	Hard Edge (Dead Punks)	6	7	6	3	25
Relentless Oppression	Hard Edge (Dead Punks)	5	8	5	2	20
19 Wink	Glory Hunters (Dead Punks)	6	7	6	6	30
Teenage Cousin	Glory Hunters (Dead Punks)	7	6	4	5	25
Forced Indiscretion	Glory Hunters (Dead Punks)	4	6	4	5	20
Lord of Chaos	Rolling Thunder	8	3	8	6	30
Valkyrie	Rolling Thunder	7	4	8	6	30
The Beast	Rolling Thunder	7	6	6	6	30
Killer Queen	Rolling Thunder	6	3	8	5	25
Megaton	Rolling Thunder	6	4	8	4	25
Doombringer	Rolling Thunder	4	4	9	5	25
Bloodied Corpse	Rolling Thunder	5	3	6	5	20
Lost God	Rolling Thunder	3	4	7	5	20
Chieftain	Rolling Thunder	5	3	6	5	20
Zerneburg	Doom of All Things (Rolling Thunder)	7	3	8	7	30
Broken Altar	Doom of All Things (Rolling Thunder)	7	2	9	4	25
Pollution	Doom of All Things (Rolling Thunder)	4	3	8	4	20
Legion	Corpse Knights (Rolling Thunder)	7	5	7	6	30
Byleth	Corpse Knights (Rolling Thunder)	6	5	6	5	25
Orobas	Corpse Knights (Rolling Thunder)	5	3	6	5	20
Belladonna	Legends from on High (Rolling Thunder)	9	4	7	5	30
Hindenburg	Legends from on High (Rolling Thunder)	8	4	6	4	25
Watchtower	Legends from on High (Rolling Thunder)	8	3	5	5	20
The Ceremony	Beat Kings	8	5	5	7	30
Major Impact	Beat Kings	7	6	5	7	30
OG Seer	Beat Kings	7	6	4	8	30
Vinyl Wizard	Beat Kings	5	4	4	9	25
Diva Supreme	Beat Kings	7	5	3	7	25

Ghost Dog	Beat Kings	6	5	5	6	25
Source Code	Beat Kings	3	5	3	8	20
Trick Tables	Beat Kings	4	5	4	6	20
Lil' Heist	Beat Kings	5	5	4	5	20
Renz Diction	Capital Crimes (Beat Kings)	5	7	7	6	30
B1	Capital Crimes (Beat Kings)	6	5	4	7	25
Nito Bix	Capital Crimes (Beat Kings)	4	5	3	7	20
Casket	Deliriums (Beat Kings)	8	6	6	5	30
Smart Penny	Deliriums (Beat Kings)	7	6	5	4	25
Razorblade Hex	Deliriums (Beat Kings)	6	4	4	5	20
Big Ruthless	Hood Union (Beat Kings)	7	5	5	8	30
C-Block	Hood Union (Beat Kings)	7	3	3	9	25
Package	Hood Union (Beat Kings)	4	4	4	7	20





RULES SUMMARY

TRACK STRUCTURE

1. Intro Phase
 - **Set Initiative** – Roll a d10 for each DECK and add its PRS.
 - **Assign Action Dice** – Secretly assign two Action Dice to each DECK.
 - If one player is behind on Award Points, they can give one DECK an extra Action Dice.
2. Main Phase
 - Activate DECKs in descending Initiative order. In the case of draws, the highest PRS goes first. If it's still a draw, roll off.
 - When activating, reveal Action Dice, make a normal Move action then do remaining actions in any order.
3. Outro Phase
 - Outro Phase effects.
 - If the timer went off this Track, the game is over.
 - Count up Award Points.

ASSIGN ACTION DICE

ACTION DICE	SINGLE DICE ACTION	DOUBLE DICE ACTION
Move	Normal Move	Normal Move +3" SPD. Advantage when rolling Initiative next Track.
Attack	Attack with one weapon	Attack with one weapon with Advantage or attack with all weapons.
Evade	Optional turn to face attacks. Evade with d10.	Optional turn to face attacks. Evade with d10 and Advantage.
Jam	Jam ability.	Jam ability with Advantage.
Recover	Remove d3 negative tokens.	Remove d3+3 negative tokens.
Signature	Use signature ability or carry out a mission action.	Eject! Destroy this DECK.

MAKING AN ATTACK

1. Pick a weapon and a visible target in range.
2. Roll to Hit: The attacker rolls a d10 and adds their SKL.
3. Roll to Evade: The target then rolls a d6 and adds their EVA & EVM. If the target is Evading, it can roll a d10. If the target's total is higher, the hit is evaded, otherwise they're hit.
4. Deal Damage: Subtract DEF from POW (minimum 1). The target suffers that much damage. If the attacker is wholly within the target's rear arc, reduce DEF by 1.

JAM ABILITIES

- Solo Jam: Roll a d10 and add JAM. If this equals or beats the difficulty, the ability works.
- Duel Jam: Pick a target in range (no visibility required). The instigator and target both roll d10s and add their JAM. If the target beats the instigator's score, they resist the Jam. Otherwise they suffer the effect.

VISIBILITY AND OBSTACLES

Draw a line between the two closest points of two DECKs' bases. If that line bisects either an obstacle or another DECK, visibility is blocked.

DECKs can only see things in their front arc.

Anything in their rear arc is not visible to them.

MOVING

Moves must be done in straight lines. Direction can be changed every 2" moved. DECKs can move over other DECKs as long as they clear their base completely (this is a 'Fly-Over'). DECKs can move through obstacles as long as they clear it completely – they must then roll equal or lower than their PRS on a d10 or take 1 damage.

Damage and Awards

Each point of Damage reduces a DECK's STR by 1. When a DECK has no STR it is destroyed.

In the Outro Phase, each destroyed unit is worth its combined VAL (DECK, Jockey and Additional Gear) in Award Points.