

# Monster Book

- Same terminology as the Basic Rules and GM books.
- Only players roll. Opponents apply pressure via **TN** and moves; damage usually comes from retaliation or forced tests.

*Name — Class, **TN**, Wounds, Role, Move, Special*

- Class: Minion | Elite | Boss
- **TN**: the number 4/6/8/12 to hit/outmaneuver the foe.
- Wounds: for Elite and Boss only (default: Elite 2, Boss 3). Minions have no Wounds (they drop on a hit).
- Role: Brute (melee), Skirmisher (mobile), Artillery (ranged), Controller (area/control), Support (buffs/debuffs).
- Move: default 5 squares; change if mobility is defining (e.g., 6 Fast, Flying, Jump 3).
- Special: one or two short capabilities (see Traits and Moves).

Example: “Elite Guard — Elite, **TN** 8, Wounds 2, Brute, Move 5, Special: Heavy Cover; Push.”

- Minion: **TN** 6, drops on 1 hit. Pressure by numbers. Retaliation on a miss: −1 Heart.
- Elite: **TN** 8, 2 Wounds. Usually 1 defensive trait or mobility edge. Retaliation on a miss: −1 Heart; sometimes an extra situational effect.
- Boss: **TN** 12, 3 Wounds. Has 2–3 special moves and shapes terrain/tempo. Can force PC tests (evasion, stabilize, etc.).

- Brute: presses in melee, pushes from cover.
- Skirmisher: darts in/out, punishes isolated PCs.
- Artillery: fires from cover, forces movement.
- Controller: creates threat zones, smoke/fields, pushes/pulls.
- Support: strengthens allies, shifts **TN** (±1 step) situationally.

Add 1–2 to a block. Purely descriptive; only shift **TN** by a step if it makes sense.

- Natural Cover: usually has partial cover at range (attacks against it → **TN** +1 step).
- Light Armor: the first 1-Heart retaliation on this unit in a scene is ignored.
- Tough: the first success against this unit doesn’t inflict a Wound (only displacement/position) — good for bosses.
- Fast (Move 6): ignores 1 square of difficult terrain each turn.
- Climber/Jumper: treats vertical/obstacle movement as regular; jump 3.
- Flying: ignores ground obstacles (ensure reasonable cover exists).
- Scout: harder to ambush; the first stealth attempt against it is **TN** +1.
- Resistance [type]: the first effect of that type in a scene is reduced (GM defines how: shorter, smaller, weaker).
- Vulnerability [type]: attacks of that type have **TN** −1 step.
- Swarm: when adjacent, retaliation on a miss may affect two PCs within 1 square.

Pick 1–2 signature moves. If they threaten PCs, the GM may call for an appropriate PC test (D or M) vs the foe’s **TN**.

- Push (Brute): on a hit, also move the target 1–2 squares.
- Break Cover: when this unit hits, the target's cover stops working until the end of next round.
- Slip (Skirmisher): entering/leaving melee doesn't trigger retaliation.
- Volley (Artillery): 3×3 area; all inside test D vs **TN**; failure: –1 Heart and push 1 square.
- Anchor (Controller): a 3×3 zone becomes “sticky” (entering costs the Action) until end of next round.
- Bolster (Support): one ally is 1 step easier to protect/aid until end of round (attackers against it face **TN** +1).
- Summon (Boss): once per fight, brings in 2 minions in free squares.
- Barrier (Boss): until the end of the enemy phase, PCs' ranged attacks are **TN** +1.
- Shockwave (Boss): all within 2 squares test S vs **TN**; on failure: –1 Heart or knocked down (lose Move this turn).

1. Pick class: Minion / Elite (2 Wounds) / Boss (3 Wounds).
2. Set **TN**: 6 / 8 / 12 (rarely 4 for very weak, 10 for tough elites).
3. Choose a role: Brute, Skirmisher, Artillery, Controller, Support.
4. Add 1–2 traits and 1 move (Boss: 2–3 moves).
5. Move: usually 5; change only if it matters.

Swap names/colors to fit your world.

## 7.1 Minions

- Guard Minion — Minion, **TN** 6, —, Brute, Move 5, Special: Natural Cover.
- Scout Minion — Minion, **TN** 6, —, Skirmisher, Move 6, Special: Scout.
- Shooter Minion — Minion, **TN** 6, —, Artillery, Move 5, Special: Small Volley (2×2 warning; on failure –1 Heart).
- Controller Minion — Minion, **TN** 6, —, Controller, Move 5, Special: Anchor (one-shot, 1 round).
- Support Minion — Minion, **TN** 6, —, Support, Move 5, Special: Bolster (once per scene).

## 7.2 Elites

- Elite Guard — Elite, **TN** 8, Wounds 2, Brute, Move 5, Special: Light Armor; Push.
- Elite Stalker — Elite, **TN** 8, Wounds 2, Skirmisher, Move 6, Special: Slip; Vulnerability [observation] (easier to detect).
- Elite Shooter — Elite, **TN** 8, Wounds 2, Artillery, Move 5, Special: Natural Cover; Volley (3×3 after setup).
- Elite Controller — Elite, **TN** 8, Wounds 2, Controller, Move 5, Special: Anchor; Push 1 on critical.
- Elite Medic — Elite, **TN** 8, Wounds 2, Support, Move 5, Special: Bolster; on a hit, removes one ally complication (fictional).

## 7.3 Bosses

- Commander — Boss, **TN** 12, Wounds 3, Support, Move 5, Special: Summon; Bolster; Barrier.
- Colossus — Boss, **TN** 12, Wounds 3, Brute, Move 5, Special: Push (up to 2 squares); Tough; Shockwave.
- Hunter — Boss, **TN** 12, Wounds 3, Skirmisher, Move 6, Special: Slip; Scout; Leaping Volley (after a move).
- Tactician — Boss, **TN** 12, Wounds 3, Controller, Move 5, Special: Anchor (sustain for 1 Mana/round or action); Barrier; Summon (1 minion/round up to 3).

Hazards are mindless opponents or environmental effects. They trigger on turns or conditions. Format: Name — **TN**, Effect, How to Disable

- Turret — **TN** 8, Effect: on the enemy phase each PC in line tests D vs **TN**; failure: –1 Heart; Disable: M or D **TN** 8 at the panel.
- Snap Trap — **TN** 6, Effect: entering the cell forces a D test; failure: restrained or –1 Heart; Disable: D **TN** 6 with tools.
- Repulse Field — **TN** 8, Effect: at start of turn push 2 squares toward edge; Disable: M **TN** 8 (disrupt) or cut power (S **TN** 6).
- Gas/Smoke — **TN** 6, Effect: in a 3×3 area, test M or D; failure: blinded zone/–1 Heart; Disable: vent (S) or seal (D).

Pick one from each line (or roll **d6**):

1. Scene goal: cross / retrieve / disable / escort / steal / defend
2. Terrain focus: open / narrow corridors / multi-level / modular cover / dangerous edges / fog-smoke
3. Opposition: 6× minion / 4× minion + elite / 2× elite / boss / boss + 2× minion / elite + hazard
4. Enemy edge: cover / height / mobility / time clock / chokepoints / remote support
5. PC edge: surprise / higher ground / tools / short barrier / shortcut / neutral ally

Use steps instead of numeric TNs:

- Minion: “Standard” (≈ **TN** 6)
- Elite: “Hard” (+1 step)
- Boss: “Heroic” (+2 steps) and 3 Wounds Traits and moves stay the same; when a note says “**TN** +1”, raise the step.

- If fights end too quickly: add minions in waves (2/round) or raise **TN** by a step for enemies with positional advantage.
- If fights drag: offer more critical opportunities via position, or lower **TN** for weakened foes.
- Two elites ≈ small boss; boss + 4 minions ≈ a two-hour session finale.

- Defensive Guard — Minion, **TN** 6, —, Artillery, Move 5, Special: Natural Cover.
- Mobile Patrol — Minion, **TN** 6, —, Skirmisher, Move 6, Special: Scout.
- Heavy Assault — Elite, **TN** 8, Wounds 2, Brute, Move 5, Special: Light Armor; Push.
- Field Tactician — Elite, **TN** 8, Wounds 2, Controller, Move 5, Special: Anchor; Bolster.
- Field Commander — Boss, **TN** 12, Wounds 3, Support, Move 5, Special: Summon; Barrier; Bolster.
- Terrain Colossus — Boss, **TN** 12, Wounds 3, Brute, Move 5, Special: Tough; Shockwave; Push.

This toolkit lets you produce usable foes fast. Set **TN**, choose class and role, add 1–2 traits and a move — and you’re ready for the grid.