



# MEST

*Matter. Energy. Space. Time.*

*The MEST Tactics miniatures rules system is designed to be a flexible set of thematic features that can work with numerous genres such as Swords & Sandals, Medieval, Dark Fantasy, Swashbuckler, Wild West, Gothic Horror, Victorian Adventure, Great War, Pulp Heroes, Modern Battles, Near Future, Future War, Sci-Fi, or Superheroes.*

*With these rules two or more players can simulate the last exciting minutes of derring-do, harrowing deeds, and heart-stopping acts of courage for any small-scale engagement pulled from any number of genres; from penny novels, serials, and otherwise.*

*Will the dastardly villains win?  
Will the heroes prevail?  
Who lives? Who dies?*

*The answers to these questions and more await your decision!*

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# INTRODUCTION

Welcome to the MEST Tactics (“MEST”) miniatures rules system. MEST is an acronym meaning “matter, energy, space, and time”.

## Overview

The entire universe as we know it is alive.

### Origins

In the beginning, there was a single defect in the fabric of space-time. It existed as the sole imperfection of noise in an ordered universe, above all dimensional fabrics of reality now known as the “Ovodium Cosmogos”.

As it thrashed wildly about, it reverberated patterns of order in recursively lower dimensions which created feed-back loops of diminished influence to the higher ones. This is the basis of reality, with the very lowest dimension hosting stable patterns we perceive as our physical reality, and it includes trillions of galaxies including our own Milky Way, and with it our humble planet, Earth.

### **The Great Discovery**

As Human-kind experienced major technological shifts, it eventually discovered, and then slowly mastered the Grand Unified Theory of Everything (“GUTOE”). The very foundation of reality was accurately described by math, confirmed by science, and manipulated by engineers aided by super-intelligent super-computer minds.

### **The Sum of Man**

With this information we explored interstellar space and visited other planets. We found alien animal life but never intelligent primitive or even civilized life. We colonized the galaxy, and then other galaxies. Each time we changed our physical forms through a combination of genetic engineering and cybernetic enhancements to adapt to the new environments. We fought wars with our earlier forms and with our colonies. We became machine people, beings of energy, and eventually beings of pure thought.

And then we conquered time itself.

### **The Wars of Matter, Energy, Space, and Time**

As each being of pure thought (“Thought Being”) mastered time-travel, it fought wars with others. This incessant fighting eventually stopped when the dominant Thought Being, the “Dios Primin”, shut-off information flow from the Milky Way galaxy using a time-loop called the “Codon Barrier”, and trapped Human civilization and its lesser thought cultures to just Earth and its surrounding parallel dimensions, the “Frame Parallels”.

## The Players Themselves

The Players represent warring Thought Beings fighting across the entirety of reality, hoping to achieve enough to escape the confines of Earth and thus the galaxy itself.

## Game Features

There are several key features that define what the MEST Tactics rules are all about. The first thing it does is support a universal set of rules and traits which allows for multiple game genres. It uses a “Phased Turn Sequence” and provides for cinematic tactical game-play. There are other features as well.

### **Multiple Genres**

This specifically means combat encounters between perhaps 4 to maybe 16 individuals on each mutually hostile side. Players can check their figurine inventory and decide a genre prior to game-play or pick one and stick to it. MEST Tactics also has some genre documents available for download online which expand upon these rules.

### **Phased Turn Sequence**

MEST Tactics allows players to move just one or two pieces at a time to allow the other player to react to those activities. Then that second player moves one or two pieces and the first player may react. This continues until all pieces have had a chance to move and perform actions.

This type of sequence is very different than IGO-UGO (*eye-go you-go*) where each player takes turns to do everything all at once before the control passes because it allows players to continually interact with each other.

### **Cinematic Tactics**

When two combatants clash they hardly will ever maintain position. With the concept of “Bonus Actions” and “Passive Player Options” the combatants may push and pull each other, switch positions, or even counter-strike one another.

The concept of “Group Actions” allow clusters of fighters to quickly get into position, and the concept of “React Actions” rewards the player paying close attention to the happenings upon the battlefield.

### **Other Features**

- ❖ **Stateful** — Each character can be either *Attentive* or *Distracted*. *Engaged* or *Free*. *Ordered* or *Disordered*. Managing these states is the key to victory in combat.
- ❖ **Scaling** — The attribute values and the dice mechanics scale their effect predictably (using an exponential scale) so that weapons, armor, and attributes make sense to each other.
- ❖ **Customizable** — The Advanced Rules introduce a “Build Your Own” system for designing your own combatant types.
- ❖ **Generic** — Models of combatants are not fixed to a specific set of capabilities and may be used differently between game-playing sessions known as “Missions”.

# Materials Required for Play

*Players need to provide various materials to begin a game.*

## Dice

At least 12 six-sided dice in three colors are required, but having at least 6 of each color (18 dice total) is ideal.

We recommend white for use as *Base* dice, red for *Modifier* dice, and yellow for *Wild* dice. These three kinds are known as MEST Dice.

## Models

At least 4 models per player in a variety of sculpts.

We recommend 28MM or 1:56 scale figurines, but the game can support any scale. These 1:56 scale models should be mounted upon 30MM (1.25-inch) circular bases if human-sized ("Humanoid").

If the models are already based upon something different such as ovals, squares or hexagons, this is acceptable; just presume the rules are written for those bases.

## Battlefield

- A play-area of at least 24" × 24" in dimensions.
- Lots of terrain representing trees, buildings, hills, walls, and clutter. Allow 1 to 4 items per 12"×12" play-area.

## Tools

- A pair of measuring sticks 8" long divided into 1" (1 MU) segments. Or measured tapes, or knotted strings.
- Markers and tokens of various colors; beads are extremely useful for this purpose. (*See below*)
- Paper and pencils or pens for record keeping.

## Tokens

During game-play a character will succumb to one or more common status effects. Such information could be recorded on paper but it is actually more useful to identify models by placing colored glass beads as tokens, or status markers next to them.

If using character cards, place the tokens upon those cards to keep the play-area clutter-free.

*Here are the colors and sizes that are recommended as the standard for play.*

- |                 |                           |
|-----------------|---------------------------|
| ■ <b>Done</b>   | — Largest & blue.         |
| ■ <b>Wait</b>   | — Big & white or clear.   |
| ■ <b>Hidden</b> | — Small & dark.           |
| ■ <b>Wound</b>  | — Small & red.            |
| ■ <b>Delay</b>  | — Small & white or clear. |
| ■ <b>Fear</b>   | — Small & yellow.         |

## Markers

There are several uncommon status effects that can be applied against a character during game-play; such as "Reload", "Out-of-Ammo!", "Jammed!", "Suppression", and "Rate-of-Fire [ ROF ]". All of these are best represented using icons upon small chits, washers, or bingo chips which are about 20MM or 0.75" across.

There are also tactical resource types such as "Initiative Points" and "Go Points". These will be held near a player as spendable resources. These are best represented using icons upon larger elements which are about 30MM or 1.25" across, or larger.

*A sheet of markers ready for cut-out is available on-line in the downloads section.*

## Proxies

There's no shame in using house-hold props when first learning these rules! Use cups, coins, books, and just stuff.

## Learning the Game

The MEST Tactics rules reward repeated game-play because they are layered and allow interesting solutions to man-to-man combat.

## Learning the Basic Game

Read through all of the rules but play out the “Introducing the Pit” missions in the Introductory Missions section. This is a great solo-play opportunity for one player to learn the rules and become familiar with the game’s flow. If there are multiple first-timers to these rules, having one person read and interpret the rules to guide the others will make for an engaging game-play session.

### Overview

The first of the “Introducing the Pit” missions do not require knowledge of concepts such as “Go Points”, or “Group Actions”, and will limit sections of “Individual Actions” to keep things simple. By the time that last of the “Introducing the Pit” missions are played all of the players will have access to all of the Basic Game rules.

Once the “Introducing the Pit” missions have been tried, at this point players are ready to try out any of the other Standard Game missions to continue to master the Basic Game rules.

### Glossary of Terms

Near the back of the rules is a comprehensive set of pages that identify many of the terms used in these rules with abridged definitions. Veteran gamers will know most of these terms, but there are some others specific to MEST.

### Additional Materials

Also near the back of the rules is a section on “Additional Materials” which includes play-aides and lists of on-line resources to help speed up and expand game-play.

### Time to Play

MEST Tactics is designed to be flexible and support any number of players with relatively low model counts, but realistically there’s a hard limit on the time available to play. The more models and more players there are, the more the time is required to complete a game session.

The total time to play is usually 10 minutes per model when first learning these rules, and eventually averages to around 5 minutes per model. Having a total of 3 or 4 players will also increase the time; roughly 15 or 20 minutes per model when starting out.

A learning session with two players with 6 models each will be 12 total models at about 120 minutes. That very same game for two veteran players with 12 models in total would eventually take just 60 minutes.

If those total of 12 models were for 4 beginner players, expect 3 or 4 hours for the first game session!

## Learning the Advanced Game

After the Basic Game rules have been understood, players may want to try out modern genres and so learn about the Advanced Game rules for Rate-of-Fire weapons, Suppression, and Fire-lanes. Players may also want to explore the use of Magic and the creation of *Custom* archetypes in order to further customize their game-play experience.

All of the Advanced Game rules are marked with a small triangle (▲) to indicate that they should be used only after mastering the Basic Game. These can be learned or ignored as desired. Each genre document will introduce further rules expanding on magic, psionics, adding new effects like smoke or poison, more traits, and a campaign system.

## Learning the Optional Rules

Rules identified with a circle (◎) are Optional Rules which can be learned much later as desired.

## Learning the Campaign Game

Players wanting to have extended conflicts using the same characters can organize play into campaigns of connected or loosely connected missions and scenarios.

# BASIC GAME RULES

*Scan and then try out each of these rules when learning the game system.*

## Assemblies

Players are given Build Points [ BP ] to purchase several characters and their weapons, armor, and equipment. Together these characters form what are known as Assemblies. Each player receives their own Assembly.

### Building an Assembly

Before players build their Assemblies, they should agree on how big of a game to play, which genre, and which Mission. Afterwards they can choose which side [ Side ] their Assembly will represent.

#### Genres

*Genres are a collection of thematic rules and guidelines for a specific setting. See the Genres section for more information and some sample light-weight settings.*

Essentially players using just this rule book can do the following whenever playing in a new gaming session:

- Pick a setting. Like Dark Fantasy, Gothic Horror, Victorian Sci-Fi, Mythos, Modern, or Retropocalypse.
- Agree as to which weapons and armors are available.
- Agree to which archetypes (more below) are available.

#### Choosing Sides

- A game is played using at least two opposing sides with a single player for each Side. That's usually two players.
- Characters on the same Side are *Friendly* and if not then they are *Opposing* and are considered to be opponents.

#### Game Size

*MEST Tactics games are usually rated as Small, Medium, or Large. This helps players manage the time to play, and is decided by the total number of models used for a game session and determines the general amount of BP per Side available.*

Game Size	Models per Side	BP per Side	Time to Play
Tiny	2 to 4	250 BP	15-30 minutes
Small	4 to 8	500 BP	30-60 minutes
Medium	6 to 12	750 BP	45-90 minutes
Large	8 to 16	1000 BP	60-120 minutes
Huge	12 to 24	1500 BP	90-180 minutes

#### Equivalent Forces

- Be sure all Sides meet the minimum model count and the maximum BP allotment.
- If more models are needed, give each Side an additional 250 BP. Continue to do this until each Side is able to purchase at least the minimum model count.
- If either the allowed BP or model count needs to be reconsidered, be sure to ask the other player(s) first.
- Try to keep the total BP spent by each Side *ideally* within 25 BP of each other, but for larger games the difference could be as high as 10 BP per 100 BP allotted to any side and things will still be roughly competitive.

#### Multiple Players

- Three or more players can participate in a game session.
- In this case players should agree to the available sides and each player may then pick which Side their Assemblies will call their own.

#### Multiple Sides

*MEST Tactics can support three or more opposing sides ("Side"), but try to have even numbers of opposing sides in order to avoid "player bashing".*

- A Side may support any number of players, but try to keep them equivalent in order to maintain balance.
- As a method to help keep games manageable in size when there are three or more sides; double the total number of BP and models available and divide them between all available sides.
  - ✓ For example; if this is a Small game with 3 sides; divide 16 models and 1000 BP between all three sides. Therefore each Side receives about 333 BP, and about 5 models.
  - ✓ For example; if this is a Large game with 4 sides; divide 32 models and 2000 BP between all three sides. Therefore each Side receives about 500 BP, and about 8 models.

#### Ad Hoc Game Size

Players might not know how large of a game ("Game Size") they'll want to play, and so instead could agree to a minimum model count.

- Each Side forms their Assembly using the minimum model count. Afterwards determine the total BP for those Sides.
- Total the number of models and the BP for all Sides and divide each total by two. Find the *Game Size* by using the nearest "Models per Side" and then the "BP per Side" columns.

## Characters

Each character is represented upon the game-play area (“battlefield”) using models. All Characters are represented with a name, 9 attributes, a handful of traits, and a Build Point [BP] cost.

Here are the attributes in the standard order of presentation, and what each is used for:

Attribute	Description	Which tests? Which rules?
CCA	<i>Close Combat Ability</i>	Attacker Close Combat Hit. Defender Close Combat Hit.
RCA	<i>Range Combat Ability</i>	Attacker Range Combat Hit.
REF	<i>Reflexes</i>	Defender Range Combat Hit. Reaction. Attacker Detect. Defender Detect.
INT	<i>Intellect</i>	Initiative. Magic Link.
POW	<i>Willpower</i>	Morale. Magic Weave.
STR	<i>Strength</i>	Throw OR. Attacker Close Combat Damage.
FOR	<i>Fortitude</i>	Defender Damage.
MOV	<i>Movement</i>	(Movement rate)
SIZ	<i>Size</i>	(Wounds)

### Attacker vs. Defender

The Attacker is generally the character who is performing a Test against another character or model which is the Defender.

### Attribute Values

The average attribute value for a human character is 2. Each point higher roughly doubles that attribute's effectiveness.

- The normal human attribute value range is from 1 to 3.
- Exceptional humans, like those most often found in pulp action novels or science-fantasy movies, are at the peak of capability and are rated at a 4.
- Any attribute with a value of 5 and higher for “real life” humans is in the realm of superheroes, sci-fi, or high fantasy. This is just fine as many genres and settings to be used with MEST Tactics are super-heroic, sci-fi, or high-fantasy.
- When comparing the attribute values between any two characters, a difference of 1 is significant, 2 is outstanding, and 3 or more is often insurmountable.

### The SIZ Attribute

The SIZ (“size”) attribute is used to represent how much physical punishment (“Damage”) a character can take before becoming KO’d (“Knocked-out”) or *Eliminated*.

- Most adult humanoid characters are SIZ 3.
- SIZ increases by 1 for every doubling of a character’s mass in kilograms (“Kg of mass”).
- SIZ 1 is about 25 Kg of mass, SIZ 2 is about 50 Kg of mass, and SIZ of 3 is about 100 Kg. A SIZ 4 character is about 250 Kg, and SIZ 5 characters are about 500 Kg.
- The largest practical model to use in battles is SIZ 6 which is about 1000 Kg; this is mostly to represent giants, horses, or very large monsters.

### Dashed Attribute Values

Some archetypes have attribute values showing dashes as ‘-’, ‘=’, or ‘≡’. These represent -1, -2, and -3 respectively.

### Improved Attribute Values

The *Campaign Game* rules allow for characters to acquire experience and to improve their skills and attributes. Attributes which have been improved are marked with one or two plus (+) signs next to them. Each plus sign indicates a bonus *Modifier* die under specific conditions.

See the *Campaign Game* rules for more information.

## Archetypes

Archetypes are a sort of template used to quickly define what a character can or cannot do. It is an archetype name followed by a list of nine attributes, a list of traits, and a BP cost value.

### Written Presentation

Characters are presented in written form in a multiple of ways. The standard concise format displays the name of the archetype followed by its 9 attributes written as a "stat-line" of triplets between vertical lines like so;

CCA RCA REF | INT POW STR | FOR MOV SIZ

After the archetype and attributes line the format identifies the species and its BP cost, followed by all of its traits.

Here's an example of the *Average Common* archetype with a stat-line showing 2 for all Attributes except for SIZ which is shown as a value of 3. It is humanoid and has no traits. It costs 30 BP.

**Average** 222|222|223  
Humanoid. 30 BP.

See the Traits section for more information regarding Traits.

### Classes of Archetypes

In the Basic Game there are several classes of archetypes which can be used; *Common*, *Specialist*, and *Variants*. In the Advanced Game there many more archetypes; Sophonts, Animals, and Steeds. There are also rules for players to create their own *Custom* archetypes and rules to alter existing archetypes by adding Frames together with Templates and Packages.

### Assigning Archetypes

At the start of each MEST Tactics game session a given model can be assigned a different archetype than in a previous session. What could be assigned will change according to the needs of the controlling player.

The basic premise is that the players shouldn't become necessarily attached to what a model looks like and should concern themselves with what the archetypes assigned to a model could instead do.

It is reasonable that the swordsman in a previous session was assigned the Brawler archetype and now it is instead qualified as a Hero or Leader archetype.

Any two nearly-identical models with the same sex, uniform type and color, equipment, species, etc. should be given the same assigned Archetype within any given Mission. If they are different, be sure to identify them clearly and inform the other players.

### The Common Archetypes

Common archetypes are the default archetypes used for game-play presuming that most MEST Tactics game sessions involve humans or reasonably humanoid characters.

Common archetypes represent the majority of humanoid characters encountered in most genres. Unless identified elsewhere or made more obvious in its archetype naming, most archetypes are presumed to "Humanoid" with its species ("Species") as Human.

The Common archetypes are listed in increasing order of cost in BP below;

- **Untrained** — This is for most civilians and other non-combatants. Ideal for bystanders and librarians.
- **Militia** — Recruits, poorly trained soldiers, and conscripts. This can ideally represent teenagers drafted from war-torn cities, towns, and farm lands.
- **Average** — This archetype represents the most commonly encountered combatant or adventurer.
- **Veteran** — The grizzled professional soldier. They've seen combat enough to not be too stirred by it.
- **Elite** — Representing the most highly trained combatants in any Assembly. Cinematic assassins.

### Common Archetype Comparisons

Here are examples of *Common* archetypes written in the standard concise format:

**Untrained** 012|211|223  
Humanoid. 7 BP.

**Militia** 122|221|223  
Humanoid. 20 BP.

**Average** 222|222|223  
Humanoid. 30 BP.

**Veteran** 333|232|223  
Humanoid. 61 BP.  
Grit.

**Elite** 333|333|333  
Humanoid. 129 BP  
Grit. Fight. Shoot.

The *Elite Common* archetype has a value of '3' for all of its Attributes. At 129 BP it costs the equivalent of 2 Veterans, 4 Average, or 18 Untrained characters if none of them were to be assigned weapons.

However, most characters will be given some sort of weapon and armor which costs usually around 30 BP this makes each Untrained worth around 37 BP, Average at 60 BP, Veterans at 91 BP, and Elites at 159 BP. This would make the Elite archetype worth just about 1.75 Veterans, 2.5 or so Average, and slightly above 4 Untrained.

## The Specialist Archetypes

*Specialist* archetypes are used to represent outstanding characters which train for a specific role. When compared to *Common* archetypes, *Specialist* archetypes are either relatively expensive in terms of BP costs, are complex in their list of Traits, or both.

Unless identified elsewhere or made more obvious in its archetype naming, most archetypes are presumed to “Humanoid” with its species (“Species”) as Human.

- **Acrobat** — An annoying, jump-and-dodge archetype representing most cinematic acrobats. Smaller and weaker than the other *Common* archetypes.
- **Agent** — Representing law-enforcement and rogues.
- **Brawler** — The standard gruff fighter.
- **Healer** — An empathic individual who can cure wounds through magical or otherwise fantastic means.
- **Hero** — An archetypal charismatic action hero that is also hard to kill. All action, bravado, and no planning.
- **Leader** — A skilled, tempered, and charismatic tactician who can coordinate combat.
- **Marksman** — A trained shooter such as a generic archer, spear-thrower, or rifleman.
- **Martialist** — A skilled fighter with intense Martial Arts training such as Kung-fu, Karate, Krav Maga, etc.
- **Mystic** — A “Spellcaster” with the Sorcerer trait. Used with the Advance Game rules involving the Magic System. Allowed to cast magic Spells.
- **Scout** — A highly trained hunter and observer knowing full well how to move through harsh terrain.
- **Sniper** — A sneaky solitary shooter which can infiltrate.

## Specialist Archetype Comparisons

Here are examples of *Specialist* archetypes written in the standard concise format showing increasing abilities:

**Leader** 222|232|223  
Humanoid. 94 BP.  
Tactics 2. Leadership.

**Hero** 433|244|433  
Humanoid. 187 BP.  
Grit. Fight 2. Leadership 2.

**Scout** 223|322|333  
Humanoid. 123 BP.  
Surefooted. Stealthy. Detect.

The Leader is not so different from an *Average* archetype with its attributes but has two traits; Leadership and Tactics. Heroes are 187 BP but have many Attributes at either 3 or 4, and receives Leadership as well as Fight 2. Lastly, the Scout has three very powerful traits (Surefooted, Stealthy, Detect) and matches the Intellect (INT) of the Leader and the Reflexes (REF) of the Hero.

## Animals & Sophonts Archetypes

In the Addendum section of the rules are many lists of archetypes including ones for other Sophonts and for Animals which allow players to introduce “settings accurate” archetypes for all sorts of aliens, fantasy races, creatures, and monsters.

Sophonts are “races” or “species” that can be so very different than humans that merely using a *Common* archetype will not be enough. Some examples are;

- **Elfnik** — “Elves” with very high REF 4 and the Stealthy trait. There are high-, sylvan-, and dark- varieties.
- **Centaurs** — Man-horses which are either SIZ 4 or SIZ 5 and very agile with their Leap and Sprint traits, and can use their Trample trait against smaller opponents.

Animals are “species” such as Apes, Lions, Tigers, and Bears. As well Horses, Griffons, and Velociraptors. The most common examples are;

- **Dog, Hound** — The ever-faithful hunting dog, much smaller than the War Dog.
- **Dog, War** — A typical massive and vicious canine weighing about 50 Kg such as a Mastiff or Neapolitan.
- **Fiend** — A man-sized hunting animal. Has the Fear trait.
- **Monster** — A large ferocious and solitary abomination.
- **Predator** — A large animal which chases its prey.

## Variant Archetypes

Each of the *Common* and *Specialist* archetypes have a few variants known either as *Variant Common* archetypes or *Variant Specialist* archetypes. These variants are the standard *Common* or *Specialist* archetypes plus one or more additional traits.

Here are some examples;

- **Average, Brawny** — An *Average* archetype but with the addition of the Brawn trait to represent a big, strong, character. Brawn only aids in ways not involving causing Damage during combat.
- **Average, Archer** — An *Average* archetype but with the addition of the Archery trait to represent the very rapid archery ability of ancient archers. Does not receive the Shoot trait.
- **Average, Cultist** — Nearly all Cultists have the Insane trait which protects them from the Fear trait.
- **Marksman, Archer** — The Marksman archetype which has the Shoot trait, and the addition of the Archery trait.
- **Untrained, Scholarly** — Represents the invaluable but nerdy professor; book-smart but not able to participate in combat too much.

## Traits

*Traits are assigned to characters, weapons, armor, and equipment. Each trait is a set of one or more small rules that enhances the main set of rules or alter the effects of another trait.*

*Near the back of this rules book is a list of traits and how each modifies the game rules.*

### Overview

- Most traits are abilities that provide beneficial effects.
- Some traits are disabilities which have penalty effects. Disabilities are identified within square brackets such as [Blinders], [Stub], or [Coward]. Related disabilities are written within the same bracket [Stub, Awkward].
- Some trait entries are given an X such as Armor X or [Laden X]. These allow traits to be acquired at a certain level; the default level for such traits is always 1.
- Some traits have multiple variations such as Modern+ which behaves like Modern but with an extra clause.
- Traits may have a reference to another trait such as "Stealthy X — see Night-vision". The referenced trait may also apply whenever using the main trait.
- If a reference has an X in it such as "Tall X — see Reach X" it means that the referenced trait will be at the same level as the main trait.
- Traits may have classifier keywords such as "Skill", "Intrinsic", "Asset", "Attack Effect", "Attribute", "Explosion", "Genetic", "Psychology", "Virtuosity", "Natural Weapon", or "Magic" which are hooks for other game rules. Each keyword has its own entry.
- Some traits have an arrow (">") which indicates that it is affected by whatever item or traits exist at the right of the arrow, such as Claws > Poison, or AoE > Smoke.
  - ✓ Often what is on the right of the arrow is a dependency. Claws > Poison indicates that the Poison trait is active only when the Claws are used.
  - ✓ Sometimes what is on the right of the arrow is a list and will be written within curly-braces such as when using weapons with the ROF trait;

ROF > { [Jitter, Feed, Jam]. Burst. }

### Complex Traits

- Traits identified with a card symbol (◆) are used with the optional cards available for play. See the Additional Materials section for more information.
- Traits might also have the symbols for Advanced (▲) and Optional rules (○) listed for specific portions within their definition; those can be ignored for the Basic Game. Use them only if all players agree to their inclusion within any gaming session.

### Adding Trait Levels

Whenever a trait with levels is acquired more than once to a given thing, be it a character, weapon, armor or equipment; the trait levels are added together for its default usage of that thing.

- ❖ For example; a character with the Medium Armor has AR 4 [ "Armor Rating 4" ] which when combined with a Medium Shield that has AR 1 and so the total is AR 5.
- ❖ For example; when using *Custom* archetypes. A Beastfolk Sophont has Detect 1. When it is combined with the Scout Frame which also has Detect 1, then that archetype actually receives a total of Detect 2.

### Reducing

Whenever a trait mentions "reduce", it will decrease the levels of something such as dice or a named trait by a certain amount for a very specific context. If this reduces that thing to zero or less, then regard that as not having any in-game effect for the duration of that context.

### Applying Traits

*Traits normally affect just that character, weapon, armor, or equipment to which they've been assigned.*

- Ability traits work whenever desired by the player controlling the model, weapon, armor, or equipment.
- Disability traits according to their descriptions. All players should take note to always apply Disability trait as often as necessary.

### Synonyms

Synonyms allow the use of weapons, armor, and equipment not normally sculpted upon a character's model through the creative use of implied advanced technology, super-science, magic, or biological powers.

- ❖ For example, perhaps there's an old witch character that has a "protection spell" that offers her the Armored Gear armor for the duration of the game.
- ❖ An example could be to create a "Blaster Staff" which is a renamed Pump-action Shotgun.
- ❖ Or maybe one of the characters has a thick carapace; so assign it the Medium Armor benefit as "Carapaced".
- ❖ Lastly, a character could be assigned something like a Small Shield as a result of an electronic gizmo fastened to its wrist.

*For more clever and interesting uses of Traits, see the section on Trait Packages within the Advanced Game Rules.*

*For more structure use of Synonyms, see the Fantastic Items section within the Advanced Game Rules.*

## Purchasing Characters

Players should spend their allotted Build Points [BP] to assign their characters an archetype, and then armor, equipment, and weapons.

### Archetype Rarity

The *Common* archetypes should be adequate for most introductory games. These are Humans or *humanoids*.

- As a rule-of-thumb, the *Common* archetype “Average” should comprise about half of any humanoid assembly’s character list.
  - ✓ Specialists are uncommon; have 1 per 2 models.
  - ✓ Veterans and Elites are usually rare; have 1 per 3 models.
  - ✓ Heroes, Monsters, and other high cost archetypes should be rare. These are very powerful archetypes. Ideally these appear just once within any given Assembly.
- Each of the *Variant Common* archetypes are slightly more rare than their base-line counterparts. A suggestion would be to allow just a two *Variants* for every three *Commons*.

### WYSIWYG

MEST Tactics benefits from use of the WYSIWYG (*wiz-ee-wig*) rule or “What you see is what you get.”

- Try to use models that are sculpted to represent what they are to be.
  - ✓ Want a werewolf? use a werewolf model.
  - ✓ Want a thug with a sword? use a model with a sword.
  - ✓ Want an assassin with a rifle? use a model with a rifle.
- Acquiring physical models with very specific combinations of features sculpted into them for any player is hard to do.
  - ✓ In some cases it may be impossible for certain combinations, such as “winged monk with machete” or “armored clown with bazooka”.
  - ✓ For this reason, players should be relatively flexible in interpreting what passes as WYSIWYG.

### Character Profiles

A character’s *profile* is its archetype combined with any frames, any packages, plus all assigned items of weapons, armor, and equipment. Characters can be further differentiated by assigning them each a name such as “Red shirt with sword”, or even “Mary Sue”.

### Character Record Sheet

Attached to the rules are “Character Record Sheets” which will aide in tracking information for each player’s Assembly. See the section on Additional Materials.

## Outfitting Characters

Near the end of this rule book are reference charts that identify the available character archetypes, weapons, armors, and equipment that each player may purchase.

- Assign weapons, armor, and equipment reasonably to characters according to how those models are sculpted.
- All characters, weapons, armor, and equipment are rated with a BP cost.
  - ✓ For example, a *Common Average* character costs 30 BP and a Medium Revolver is 27 BP. Together this character when armed with the weapon is 57 BP.
  - ✓ For example, a *Common Untrained* character costs 7 BP and Daggers cost 6 BP. Together this costs 13 BP.
- Characters, weapons, armor, and equipment are also given traits which are little rules that alter or break the rules in the game. Most traits are beneficial and many have penalty effects. See the *Traits list* on the at the last pages for details.

### Available Hands

A character is allowed a number of hands equal to its model’s sculpt, including prehensile tails and trunks, tentacles, or other. All Humanoid characters are presumed to have two hands and can normally wield one item each.

- Many Armor, Weapons, and Equipment will require a commitment of 1 or 2 hands, noted as the [1H] and [2H] traits.
- An item may be used with one less hand but this causes a penalty of -1 *Base* die for the very next Test performed when interrupted by a React.

See the *Traits* section regarding the [1H] and [2H] traits for more information on how this affects game-play.

#### ❖ A Common Example:

The most common example is outfitting a character with a Shield [1H] and a Spear [2H]. This would normally require three hands, but most humanoid characters have just two.

This character can use the Spear with one fewer hands. However, if it is interrupted and attacked during a React it will suffer a -1 *Base* die penalty.

#### ❖ Advanced though Uncommon Example:

This is covered with the *Advanced Agility* under the *Advanced Game* section.

A character is armed with a Dagger [1H] which requires a single hand. But, the character needs to climb up a ladder which requires two available hands.

This character can use one less hand. As before, the only penalty would be if it were interrupted by a React and required to perform a Test.

## Weapons

The general rule for assigning weapons to a character is to examine the sculpt of the associated model; if it has a weapon, then it qualifies to have a weapon assigned to it.

- Each weapon type may have a variety of choices available; a player could decide that a model's over-large knife is a Dagger, a Saber, or maybe a Sword.
- Characters pay full BP value for the highest cost Range Combat (Bow, Firearm, Range, Thrown, Thrower) and Close Combat (Daggers, Clubs, Swords, etc.) weapons; others weapons are half-cost.
  - ✓ Some models may have two or more weapons sculpted onto them; a player can choose to pay for just those intended for use. A weapon not paid-for can't be used.
  - ✓ Models with no weapons in their sculpt may be created as having either *Improvised* or *Unarmed*, with *Improvised* as the default which costs zero BP.
  - ✓ Weapons with the Conceal or Discrete traits allow one purchase regardless if the model has the proper sculpt.

### Sample Weapon Entries:

*These are very common Weapons used in most game sessions. They are extracted from the Basic Weapons List show at the back of these rules.*

#### Unarmed

*Natural. -3 BP.*  
Acc -1m, Impact 0, Damage STR -1m  
[Stub]

#### Improvised Melee

*Melee. 0 BP.*  
OR STR +1". Acc +0, Impact 0, Damage STR  
[Stub]

#### Sword, Broad

*Melee. 17 BP.*  
Acc +0, Impact 1, Damage STR + 2m  
[1H]. Parry. Cleave.

#### Spear, Medium

*Melee. 27 BP.*  
OR STR", Acc +1m, Impact 2, Damage STR + 1m  
[2H]. Reach. Perimeter. Charge. Thrower.

#### Bow, Medium

*Bow. 7 BP.*  
OR STR+4", Acc +0, Impact 2, Damage STR + 1m  
[2H][Reload].

#### Revolver, Medium

*Firearm. 27 BP.*  
OR 6", Acc +0, Impact 2, Damage 3  
[1H]. Melee. Conceal. ROF > [Feed, Jam].

#### Rifle, Medium Bolt-action

*Firearm. 28 BP.*  
OR 12", Acc +0, Impact 3, Damage 5  
[2H][Reload].

## Reading the Weapons List:

*Any entries which have only a dash (-) are considered to either not be relevant (such as for OR), or be empty (such as for Traits). Each entry in the various Weapon lists is described with these properties;*

- ❖ **Name** — The name of the weapon. Some weapons have name modifiers such as "Small", "Large", or "Medium". Weapons which have "Medium" as part of their name are the default and can be written without that modifier. Therefore "Spear" and "Spear, Medium" are identical.
- ❖ **Class** — The class of the weapon; usually either Thrown, Bow, or Melee. Also Firearm, Natural, Range, and Support.
- ❖ **OR** — Optimal Range. Used to attack targets at range. Melee weapons usually don't have an OR entry unless they also have the Thrower trait.
- ❖ **Acc** — Accuracy. Used for Attacker Hit Tests. If listed in brackets, the penalty shown is for Attacker Close Combat Hit Tests, and also for Defender Close Combat Hit Tests.
- ❖ **I** — Impact rating. Used for Attacker Damage Tests. Each Impact rating reduces 1 Armor rating [ AR ] from the target if it wears Armor for Attacker Damage Test.
- ❖ **Damage** — Used for the Attacker Damage Tests. This can be a "flat value" and may also include dice (the "dice value").
- ❖ **STR** — Items identified with STR for OR or Damage use a flat value equal to the character's STR attribute.
- ❖ **Traits** — One or more traits may be listed and separated by periods (.). Disability Traits are listed here are in square brackets such as [Stub] or [1H].
- ❖ **BP** — Build Points to purchase this item.

## Weapon Upgrades (▲)

Upgrades to weapons are uncommon to rare and their availability varies by genre and setting. The upgrades for Weapons normally appear within the Equipment Lists, but a frequently used ones are;

- **Modern** — Firearms weapons in settings from Modern Age in 2000 AD and later may be assigned the Modern trait for +3 BP or the Modern+ trait for +5 BP.
- **Balanced** — All Range or Melee weapons in all settings may be assigned +1 *Modifier* die Hit Tests for +3 BP.
- **Well-honed** — All Melee weapons in all settings may be assigned +1 *Modifier* die Damage Tests for +4 BP.

## Armor

What can be considered armor varies greatly from genre to genre. The majority of genres though do have some equivalent of the Helm, and Gear types of armor.

- A character is allowed just one of each type of armor such as Helm, Gear, Shield, or Suit.
  - ✓ **Helm** — Helms cover the head of a character and must be purchased separate from any Suit.
  - ✓ **Gear** — Represent small bits of armor and padding covering arms, shoulders, shins, or abdomen.
  - ✓ **Shield** — Held in hand to help block and deflect.
- For WYSIWYG consistency, “Suits” cover the body as;
  - ✓ **Light** — Light Armor is usually when just the front of the torso of a sculpt is covered. Or has animal leather for a full torso. Weighs about 5 kg.
  - ✓ **Medium** — Medium Armor has the entire torso covered, maybe the legs or arms lightly but not entirely covered. Weighs about 10 kg.
  - ✓ **Heavy** — Heavy Armor is segmented and the entire body excluding the head and hands are covered. Usually all metal. Weighs about 25 kg.
  - ✓ **Field** — Field Armor is multi-layered and bulky with very thick segmented and inter-leaving metal plates covering the entire body. Not tailored for walking or running. Weighs about 50 kg.

### Sample Armor Entries:

*These are very common Weapons used in most game sessions. They are extracted from the Basic Armors List show at the back of these rules.*

#### Helmet, Common

*Helm.* 3 BP.  
Protective.

#### Armored Gear

*Gear.* 5 BP.  
Conceal. Deflect.

#### Shield, Medium

*Shield.* 11 BP.  
[1H][Laden]. Armor. Coverage. Deflect.

#### Armor, Light

*Suit.* 9 BP.  
[Laden]. Armor 2. Deflect.

#### Armor, Medium

*Suit.* 13 BP.  
[Laden 2]. Armor 4. Deflect.

#### Armor, Heavy

*Suit.* 18 BP.  
[Laden 3]. Armor 6. Deflect

#### Armor, Field

*Suit.* 15 BP.  
[Laden 4][Lumbering]. Armor 8.

## Reading the Armor List:

Any entries which have only a dash (-) are considered to either not be relevant (such as for AR), or be empty (such as for Traits). Each entry in the various Armor lists is described with these properties;

- ❖ **Name** — The name of the armor. Some armors have name modifiers such as “Small”, “Large”, or “Medium”. Armors which have “Medium” as part of their name are the default and can be written without that modifier. Therefore “Shield” and “Shield, Medium” are identical.
- ❖ **Type** — The type of armor. Limits usage per the above rules.
- ❖ **AR** — Armor rating [ AR ] via the Armor trait. Used for Defender Damage Tests. Each AR reduces the *Wound* Damage that a character receives from an attack by one.
- ❖ **Traits** — One or more traits may be listed. See the *Traits* section for more information on what these traits do.
- ❖ **BP** — Build Points to purchase this item.

### Armor Upgrades (▲)

Upgrades to armors are uncommon to rare and their availability varies by genre and setting. The upgrades for Armors normally appear within the Equipment Lists, but frequently used one are as follows;

- **Bulletproof** — In genres where the setting is 1950 AD and onwards allow each Suit or Heavy Shield to also acquire the Bulletproof trait for an additional +10 BP.
- **Mail** — Suit Armor may be assigned the [Mail] disability trait in trade for effectiveness for -5 BP. This should be limited to the Renaissance Age from 1300 AD and earlier.
- **Advanced** — For Information Age (~2000 AD onwards), make Suit Armors Advanced and reduce [Laden] by 1 for +2 BP, or Advanced+ to get +1 Deflect and reduce [Laden] for +5 BP.

**Equipment List (▲)**

Several of the items available from the Equipment List may actually involve one or more of the Advanced Game rules. Therefore reserve use of the Equipment List until after the Basic Game rules have been mastered.

**Sample Equipment Entries:**

*These are very common Weapons used in most game sessions. They are extracted from the Archaic Equipment List show at the back of these rules.*

**Lamp or Candle**

*Tool. 3 BP.*

[1H]. Light (Flicker).

**Ammo, Box**

*Munitions. 7 BP.*

Upgrade: Firearm { Ammo +1. Discrete. }

**Reading the Equipment List:**

*Any entries which have only a dash (-) are considered to either not be relevant, or be empty (such as for Traits). Each entry in the various Equipment lists is described with these properties;*

- ❖ **Name** — The name of the equipment.
- ❖ **Class** — The class of the equipment; Tool, Munitions, Accessories, Upgrade, Gear, Suit, or Attachment. If Gear or Suit is identified; these are Armor Types and count as being armor of that type.
- ❖ **Traits** — One or more traits may be listed. See the Traits section for more information on what these traits do.
- ❖ **BP** — Build Points to purchase this item.

**Item Upgrades (▲)**

Upgrades to items are uncommon to rare and their availability varies by genre and setting. Item Upgrades are *Trait Packages* which is a list of traits and often modifiers to one or more Item properties.

Some items of Equipment have the Upgrade trait prefix in their name to indicate that they are modifications to an existing item of a given type or class which the player will need to purchase. The Upgrades will have their modifications listed within curly braces.

**Masterwork Bow**

*Upgrade. 10 BP.*

Upgrade: Bow { Impact +1. Acc +1m. Damage +1. }

The “Masterwork Bow” item listed above can be purchased for any Bow Weapon item that a character has been assigned in order to receive these modifications; +1 Impact, +1 Damage, and +1m Accuracy.

## Sample Assemblies

MEST Tactics is designed such that the most widely available combatant is worth about 50 BP in total. This would be a *Average Common* archetype armed with a Sword or Revolver. So a 500 BP game could possibly provide 10 models per player.

However, most players will want to have the more expensive specialists such as leaders, acrobats, and elites in order to give them an advantage in battle. As a result, this tends to reduce the total count to around 6 models for each player.

### Overview

Assume that the players have decided they'll go with some sort of archaic setting, naming it "Bandit Lords". They have also decide to play "Standard Mission 1 :: Elimination".

- ❖ The players have agreed that there will be two sides; Bandits versus Soldiers. No Untrained archetypes are allowed.
- ❖ Both have agreed that just the *Melee*, *Bow*, and *Thrown* weapons will be available. No Dynamite nor Grenades.
- ❖ As for Armors, they've allowed all but the Heavy Armor and the Archaic Hardsuit. The Medium Heavy shield is disallowed.
- ❖ This will be a Small game; so each Side receives 500 BP and may purchase between 4 to 8 models. If there's an overrun of either it needs to be cleared with the other player.

### Assembly Builds

Here's how the Assemblies have been set up using just the *Common* and *Specialist* archetypes and no *Variants*. Weapons and Armor costs have been sub-totaled into each line:

#### The Bandits

Characters	Archetype	Armor, Weapons	BP
5 × Trooper	Militia	Armored Gear, Sword	210
1 × Marauder	Veteran	Light Armor, Spear	107
1 × Daggerman	Brawler	Light Armor, Daggers	76
1 × Chieftain	Leader	Light Armor, Sword	120
8		Total	512

#### The Soldiers

All of the characters are assigned "Helmet, Common".

Characters	Archetype	Armor, Weapons	BP
3 × Footmen	Average	Medium Armor, Spear	249
1 × Swordsman	Martialist	Medium Armor, Sword, Shield	113
1 × Captain	Elite	Medium Armor, Sword, Shield	138
5		Total	499

The *Bandits* assembly has 8 models and it outnumbers the *Soldiers* assembly with its 5 models by greater than 3-to-2. Those additional Bandit assembly characters are Militia and would quickly become eliminated in close combat but could prove useful if the battle involves being in many more places than the Soldiers could be.

### Overwhelming Odds

Many available characters which a player can purchase are either very affordable or exceedingly expensive in terms of BP costs. This may result in a ratio of models which exceeds 2:1, which is the design limit of most Missions. Try to avoid this situation.

Most characters at best can just attack twice per Turn. If they attack first, they'll be able to wipe out 2 enemy models before being attacked in return. In Missions which are pure combat, this might be fine. But in Missions where objectives are to be acquired, or coverage of territory is necessary, the additional models give a distinct advantage.

The players decide to create a new Assembly for a number of hapless villagers which either the bandits or soldiers can attack. Presumably nearly all of the women, children, and elderly are sheltered away when the village gets attacked. There's probably a total of 50 villagers including those which would not be fighting.

For the villagers which do fight, all are *Variant Untrained* ("u-something") archetypes as follows;

### The Villagers

Characters	Archetype	Armor, Weapons	BP
16 × Farmers	U-Brawny	Club	309
3 × Herders	Untrained	Staff-sling	80
1 × Shaman	U-Scholar	Staff	71
1 × Chieftain	U-Wise	Sword	35
21		Total	495

This is an enormous Assembly at 21 models.

Against the bandits, this is nearly 3-to-1 odds (21 vs. 8), but against the soldiers this is 4-to-1 odds (21 vs. 5).

In pure combat Missions the villagers will likely lose because each aren't as well-armed or well-armored as the bandits or soldiers. The villagers might win if they can coordinate properly and surround their oppressors. In a Mission to escape the battlefield, or one in which the goal is to collect the most objectives on the battlefield, the villagers will most likely win.

Also, given that the total number of models in a potential Bandits vs. Villagers game is  $21 + 8 = 29$ , this gives an average of  $29/2 = 15$  models per Side and therefore the Game Size becomes "Large". Such a game should be played on a larger battlefield and last about 8 Turns.

*More information regarding this appears in the following sections for "Environment and Terrain" and "End of Game".*

# Performing Tests

## Dice & Modifiers

MEST Tactics uses three kinds of dice for all Tests; *Base*, *Modifier*, and *Wild* dice. These are regular six-sided dice with faces numbered 1, 2, 3, 4, 5, and 6.

- *Modifier* dice are specified as +1 or -1 *Modifier* die, or as +1m or -1m. *Modifier* dice are red.
- *Base* dice are specified as +1 or -1 *Base* die, or as +1b or -1b. *Base* dice are white.
- *Wild* dice are specified as +1 or -1 *Wild* die, or as +1w or -1w. *Wild* dice are yellow.

## Types of Tests

Tests are either *Opposed* or *Unopposed*; two players are always involved in scoring dice in both. *Opposed* tests are used when two characters are involved. *Unopposed* tests are for all else.

- The character performing an action that requires a test is the *Active* character. The target of that action is usually one or more models, or perhaps a terrain element or location upon the playing area.
- The player with the *Active* character performs the tests usually as the Attacker and the other player performs it on behalf of the target and is known as the Defender or *Passive* player.
- Some tests are given a familiar name such as “Morale Test” to mean an *Unopposed* POW Test.
- Many tests are subject to the list of modifiers identified on the “Situational Test Modifiers” chart shown below and in the Appendix.
- “One against Many”; In order to speed game-play, whenever one model, effect, or attack has a Test which affects multiple targets have each target compare its test score against the same roll by that model, effect, or attack.

## *Opposed* Tests

Each player rolls two *Base* dice and adds their character’s value for the matching attribute.

If the test is identified with two attributes; the player with the *Active* character adds the value for the first attribute and the other player adds the *Passive* character’s value for the second attribute.

- ❖ For example; RCA vs. REF Test indicates that the *Active* character uses RCA while the target character uses REF.
- ❖ For example; *Opposed* INT Test indicates that both the *Active* character and the target use INT.

## *Unopposed* Tests

If an *Unopposed* Test is identified, the *Passive* player merely rolls dice on behalf of the “game system” and adds 2 to the total. In a Simple *Unopposed* Test, the *Active* player and the *Passive* player each add zero.

## Bonus and Penalty Dice

Many Traits assigned to characters, weapons, armor, and equipment will identify bonus and penalty dice to be used under specific Test conditions. Situational Test Modifiers associated with certain Actions will also identify dice.

- Tests may identify bonus or penalty dice. Whenever a character is penalized a die this means the opposing player is awarded that die instead.
  - ✓ For example; a +1m Combat Test provides +1 *Modifier* die to the *Active* character.
  - ✓ For example; a -1m Attacker Close Combat Test awards the Defender character because penalty dice actually award the other character instead.
- Bonus and penalty dice can be identified to affect more than one test. Note how the wording on each of these is changes how specific it is, and to which tests they may apply to:
  - ✓ +1m Attacker Range Combat Hit Test
  - ✓ +1m Attacker Combat Hit Test
  - ✓ +1m Attacker Combat Test
  - ✓ +1m Combat Test
  - ✓ +1m Test
- If both players receive the same kind of dice for tests they cancel each other out in equal number and are removed from use. This is known as “flattening”.
- The last two *Base* dice for each Player are never removed.

## Scoring Tests

When scoring tests (*Unopposed* or *Opposed*), players roll their two *Base* dice plus any number of additional dice according to whichever traits, weapons or situational modifiers occur.

- A die is scored as a single success when its face-value after rolling is 4 or higher.
- *Base* dice score 2 successes if the face-value is 6.
- *Wild* dice always score 3 successes if the face-value is 6.
- A player’s test score is their character’s attribute plus all successes scored by the dice.
- A test is *passed* when the *Active* character has an equal to or greater test score than the other player. Otherwise the test has *failed*.

### Ties

As a general rule; *Active* characters always win ties. The *Initiative Test* is an exception to this rule; in case of ties the highest total face-value of all dice wins.

- And if those totals are tied; the winner is determined at random.
- See the section on *Initiative Test* for more information.

### Cascades, Misses, and Carry-overs

- *Cascades* are the difference in test scores in favor of the *Active* character.
- *Misses* are what would have been needed to *pass*.
- *Active* characters always win ties with a *cascade*.
- *Carry-overs* are dice that might become available as bonuses for the *Active* character in the next test for the current action. Dice are “flattened” during assignment in order to minimize creation of *Carry-overs*.
  - ✓ *Modifier* dice “carry-over” as bonus *Modifier* dice if the face-value of the die is 6.
  - ✓ *Base* dice “carry-over” as bonus *Base* dice if the face-value of the die is 6.
  - ✓ *Wild* dice scoring at least one success always “carry-over” as bonus *Wild* dice automatically. This is on a 4, 5, or 6.
  - ✓ *Carry-overs* are from Hit Tests into Damage Tests when performing Combat, and from Link Tests into Weave Tests when performing Magic. No other Tests qualify.

### Difficulty Rating

Some of the game rules, such as the Fiddle action, require or suggest that a character be subject to a Difficulty Rating [ DR ] adjustment of -1, -2, or -3. Apply these as necessary to the character’s Test Score.

### What Are the Odds?

Shown below are the expected chances for an *Active* character to achieve a *passed* test if it has an assigned number of dice (+3m to -3m and +3w to -3w) with a difference from +4 to -4 in Attribute values (including any DRs) from the *target*.

Active	+4	+3	+2	+1	+0	-1	-2	-3	-4
+3m	100%	100%	99%	96%	88%	72%	50%	28%	12%
+2m	100%	100%	99%	94%	82%	62%	38%	18%	6%
+1m	100%	100%	97%	90%	74%	50%	26%	10%	3%
+0	100%	99%	96%	84%	63%	37%	16%	4%	1%
-1m	100%	97%	90%	74%	50%	26%	10%	3%	< 1%
-2m	99%	94%	82%	62%	38%	18%	6%	1%	< 1%
-3m	96%	88%	72%	50%	28%	12%	4%	1%	< 1%

Active	+4	+3	+2	+1	+0	-1	-2	-3	-4
+3b	100%	100%	99%	97%	90%	77%	59%	39%	22%
+2b	100%	100%	99%	94%	84%	67%	46%	26%	12%
+1b	100%	100%	98%	91%	76%	53%	31%	14%	4%
+0	100%	99%	96%	84%	63%	37%	16%	4%	1%
-1b	99%	96%	86%	69%	47%	24%	9%	2%	< 1%
-2b	96%	88%	74%	54%	33%	16%	6%	1%	< 1%
-3b	90%	78%	61%	41%	23%	10%	3%	1%	< 1%

Active	+4	+3	+2	+1	+0	-1	-2	-3	-4
+3w	100%	100%	99%	97%	91%	79%	64%	48%	32%
+2w	100%	100%	99%	95%	85%	69%	51%	33%	19%
+1w	100%	100%	98%	91%	76%	55%	34%	18%	8%
+0	100%	99%	96%	84%	63%	37%	16%	4%	1%
-1w	97%	92%	82%	66%	45%	24%	9%	2%	< 1%
-2w	90%	81%	67%	49%	31%	15%	5%	1%	< 1%
-3w	80%	68%	52%	36%	21%	9%	3%	1%	< 1%

For example, a Simple *Unopposed* Test gives a 63% chance of being passed by any *Active* character.

For example, an Attacker penalized with +2m Close Combat Hit Test using CCA 2 versus CCA 3 refers to the -1 column. The table shows that there is a 62% chance of passing that test.

### Scatter Diagrams

*Scatter* diagrams are used to pick a random directly for moving or placing game-play elements. There are two kinds of *Scatter* diagrams:

- The *Unbiased Scatter* diagram will pick a random direction equally.
  - ✓ This should form a vague hexagon shape.
  - ✓ Roll a six-sided die and count clockwise with the ‘1’ point towards the other player and the ‘4’ pointing away.
- The *Biased Scatter* diagram is similar to the *Unbiased Scatter* diagram but the ‘1’ points to a desired direction. Re-roll the first ‘3’, ‘4’, or ‘5’, and then re-roll the next ‘4’.
- As an enhancement for the diagrams, add a spinner arrow and use that instead of a die.
- See the Additional Materials section for Scatter diagram tools which can be cut-out for use.

## Situational Test Modifiers

There are common situations which arise that will affect the ability of characters to pass Tests. These are known as *Situational Test Modifiers* and they are listed in a set of tables at the right under their commonly referenced name. Many of the terms used are described in the next few sections.

- Penalties are listed as -1, -1m, -1b, or -1w, and bonuses are listed as +1, +1m, +1b, or +1w.
- Modifiers usually are set for the *Active* or Attacker character unless they specify the target or Defender. Some modifiers apply to **both** models within a test.

### Simplest Example

For example; when performing a Morale Test, if the character is behind *Cover*, it receives a bonus +1 *Wild* die to the Test. This is known as "Safety".

### Complex Example

A character wants to perform a Direct Range Combat Attack against a target model which is in *base-contact* with a Terrain element and therefore benefits from *Direct Cover*. There's lots of trees and rock Terrain elements obscuring the LOF toward that target which provides *Intervening Cover*. The Attacker is penalized, and therefore the target gains +1m and +1m or +2m.

The distance to the target is 18 MU but this is during "Day, Clear" with *Visibility* of 16". The Attacker is using a Revolver with an OR 6". The Attacker is penalized, and therefore the target gains another +1m for the *Visibility* multiple, and +3m for the weapon's OR multiple for +4m as a sub-total.

The good news for the Attacker is that it is attacking while *Hidden* behind *Cover* and this cancels one of the +1m penalties awarded to the target. Lastly, the Attacker has the Shoot X trait at level 1 which allows it to ignore another -1m penalty thereby preventing its award as a +1m to the target.

At the very end, the target is awarded +2m +4m -1m -1m or a total of +4m.

Apply these during game play for various Tests.

### Close Combat & Disengage

- |     |                   |   |
|-----|-------------------|---|
| +1  | <b>Assist.</b>    | +1 Impact Attacker Damage Test per extra <i>Friendly Ordered</i> model with same target in <i>Melee Range</i> .   |
| +1w | <b>Outnumber.</b> | Disengage and Hit Tests for each extra <i>Attentive Ordered Friendly</i> model with same opponent in <i>Melee Range</i> .   |
| +1m | <b>Charge.</b>    | Attacker Hit Test if moved into <i>Melee Range</i> over <i>Clear terrain</i> from a <i>Free</i> position at least 1".   |
| +1m | <b>Elevation.</b> | Disengage, Hit, and Damage Tests to higher model if higher than opponent by about half its <i>base-diameter</i> .   |
| +1m | <b>Size.</b>      | Disengage and Hit Tests to the smaller model per SIZ smaller than its opponent while in <i>base-contact</i> .   |
| -1m | <b>Cornered.</b>  | Disengage and Hit Tests if <i>Engaged</i> to the <i>Opposing</i> model on one side of this model and in <i>base-contact</i> on the other side with a terrain element such as a wall or precipice. |
| -1m | <b>Flanked.</b>   | Disengage and Hit Tests if <i>Engaged</i> to two <i>Opposing</i> models directly on either side of this model.  |
| -1m | <b>Overreach.</b> | Attacker Hit Test when using <i>Overreach</i> .   |
| +1b | <b>Defend.</b>    | Defender Hit Test if target chooses "Defend".   |

### Range Combat & Detect

- |     |                           |   |
|-----|---------------------------|---|
| +1m | <b>Point-blank.</b>       | Active character Hit or Detect Tests if target is at half OR or less.                                       |
| +1m | <b>Elevation.</b>         | Active character Hit or Detect Tests if higher than opponent by 1" for every 4" away.                       |
| -1m | <b>Distance.</b>          | Each OR multiple to the target above the first. Limit this to ORM 3 unless using the Concentrate action.    |
| -1m | <b>Intervening Cover.</b> | Attacker Hit or Detect Test if target has <i>Intervening Cover</i> .  |
| -1m | <b>Obscured.</b>          | Active character Hit or Detect Tests for each <i>Friendly</i> model within 1" of LOF to and between target. |
| -1b | <b>Direct Cover.</b>      | Attacker Hit or Detect Test if the target has <i>Direct Cover</i> .   |
| -1w | <b>Blind.</b>             | Attacker Hit Test if this is a <i>Blind Indirect Attack</i> .   |
| -1w | <b>Hard Cover.</b>        | Attacker Damage Test if target is behind <i>Hard Cover</i> .  |

### Miscellaneous

- |     |                    |   |
|-----|--------------------|---|
| +1  | <b>Waiting.</b>    | All characters in <i>Wait</i> status receive +1 REF when qualifying for a React.  |
| +1  | <b>Solo.</b>       | A single model selected to perform React against a Group Action is presumed to have +1 REF.   |
| +1w | <b>Focus.</b>      | An <i>Attentive</i> character may receive +1 <i>Wild</i> die for any <i>Unopposed</i> Test by removing its <i>Wait</i> token.                                 |
| +1m | <b>Suddenness.</b> | Hit Test if <i>Hidden</i> at start of Action.   |
| +1m | <b>Friendly.</b>   | Morale Tests when an <i>Attentive Ordered Friendly</i> model is within <i>Cohesion</i> .  |
| +1m | <b>Help.</b>       | Each <i>Free Attentive Ordered Friendly</i> model in <i>base-contact</i> with the target of a Fiddle action.  |
| +1w | <b>Safety.</b>     | Morale Tests if behind <i>Cover</i> and <i>Hidden</i> , and not within LOS nor 2 AP Movement of <i>Opposing</i> models.                                       |
| -1m | <b>Hindrance.</b>  | Characters are penalized every Test except Damage Tests for having at least one token of a type; such as <i>Wound</i> , <i>Fear</i> , or <i>Delay</i> tokens. |
| -1  | <b>Snap-shot.</b>  | ROF X is used during a React, or with <i>Agility</i> , or after performing the Move action; reduce X by 1.  |

# General Terms

MEST Tactics requires the use of many game-specific terminology to make rules precise and clear.

## Common Terminology

- **Target** — A target is either a model, a battlefield location, or a terrain elements such as a tree or building.
- **Active** — The character (its model and player) whose turn it is to complete an Action.
- **Passive** — The character (its model and player) which is the target of an action by the *Active* character.
- **Scrum** — A *Scrum* is when three or more *Opposing* models are *Engaged* or within *Melee Range* of each other.
- **Agility** — *Agility* is a feature of movement and can be used in combination with it. It is equal to half a character's MOV, keeping fractions. *See the section on Performing Movement under "Agility" for more information.*
- **Physicality** — *Physicality* is the higher of SIZ or STR for a character.
- **base-contact** — A model is in *base-contact* if its base touches and it is anywhere within the height of the other model. The bases of models should not be allowed to overlap.
- **Facing** — *Facing* is an Optional Rule. In both the Basic Game and within the Advanced Game; how a model faces or its "facing" is not a factor in game-play. *See the section on "Facing" in the Optional Rules section for more information.*

## Standard Conditions

Each of the Standard Conditions usually have a pairing. *Friendly* and *Opposing* are pairs, same as *Hidden* or *Revealed*.

**Friendly** — All models controlled by the same player, or by players of the same Side, are *Friendly*.

**Opposing** — Models which are not *Friendly* are *Opposing*.

**Ready** — All models begin each Mission as Ready.

**Done** — Characters that have completed all of their activities are *Done*. These models are marked with a *Done* marker. KO'd characters are never *Ready*; always *Done*, and never *Active*.

**KO'd** — A model is KO'd when it has received Wound tokens matching its SIZ. KO'd models never cause *Opposing* models to be *Engaged*.

**In-Play** — A character that is not KO'd or *Eliminated* is *In-Play*.

**Eliminated** — Characters which have been removed from play are *Eliminated*. A character is *Eliminated* when it is no longer in play as result of movement, combat, fear, or other means. Exiting the battlefield is automatic *Elimination*.

**Hidden** — Some characters may become *Hidden* during the course of the game.

**Revealed** — Characters that are not *Hidden* are instead *Revealed*.

**Attentive** — Characters are usually *Attentive* unless Knocked-out [ KO'd ].

**Distracted** — The opposite of *Attentive* is *Distracted*. Models with *Delay* tokens are *Distracted* and are penalized at -1 *Modifier* die for all Tests except the Damage Test.

**Disordered** — Characters with 2 or more *Fear* tokens are *Disordered*.

**Ordered** — Characters which are not *Disordered* are instead *Ordered*.

**Melee Range** — A target is within *Melee Range* if it is in *base-contact* with another, usually *Opposing*, model.

**Free** — Models that are not *Engaged* are *Free*.

**Engaged** — A model is considered *Engaged* if it is within the *Melee Range* of an *Opposing* model.

## Measuring

One Measured Unit [ MU or 1" ] is equal to the *base-diameter* of a SIZ 3 model; the standard human-sized character.

This is presumed to be a 30MM circular base for 1:64 to 1:48 scale [ 25MM to 33MM ] models. MU thus changes according to scale. Models on longer bases have a *base-diameter* equal to that longer length.

### Overview

- Acquire several 8" measuring sticks or tapes, preferably 8 MU each. Players are allowed to use one-length to measure angle and distance at any time during play.
- Measuring from a model is from its base up to its height. Models sculpted or mounted in unusual positions, or raised bases, must be treated as though of normal height which for a SIZ 3 model is equal to its base diameter. Long, flat, sprawling, overly tall, or spindly models can be regarded as 0.5 MU taller or shorter.
- All measuring fractions round down to nearest 0.5". Slop (imprecision in measuring) is allowed up to 0.5" if players agree. *Games will resolve much faster this way.*

### Game Scale

- Game scale is 2 meters or yards per 1", and a few seconds per Round which becomes an average of about 5 seconds per Turn.
- Game-turns with very little movement or activity can be considered upwards of 30 seconds long.

### Visibility and Distance

- **MU** — A Measured Unit. It is 1" and is equal to the *base-diameter* of a SIZ 3 model; the stand human-sized character.
- **LOS** — *Line-of-Sight* [ LOS ] occurs if the line drawn between any point within the volume of the *Active* model and to within the volume of the target is not obstructed by Blocking terrain like walls, or even other models.
- **LOF** — *Line-of-Fire* [ LOF ] is the line between two models and beyond the target but not necessarily in LOS which is useful for Indirect Attacks.
- **OR** — *Optimal Range* [ OR ] is a distance such as 6".
- **ORM ②** — An OR Multiple [ ORM ] is some multiple of that OR distance towards a target. Each multiple above one is a -1 *Modifier* die for Detect Tests and Range Attack Hit Tests. Use the worst of two values for Ranged weapons.
- **Max ORM** — The maximum OR multiple is 3; no Test involving OR may exceed that under normal conditions.
- **Point-blank** — Targets that are within half of any OR are "Point-blank" and instead provide +1 *Modifier* die.
- **Lighting ③** — *Lighting* is either "Day, Clear" weather, or "Twilight, Overcast".
- **Visibility ①** — *Visibility* limits all other OR and limits all range values. Use *Visibility* OR 16" for "Day, Clear" and OR 8" is used for "Twilight, Overcast".
- **Cohesion** — Models are considered to be within *Cohesion* if they are within 4" and LOS of another model. This is at best equal to half *Visibility* rounded down.

**①** *Visibility* may be altered by the use of Traits, and use of the Advanced or Optional rules such those for Lighting or for Weather. *Visibility* may never be reduced to below 0.5 MU but has no upper limit.

**②** For ranged weapons, the OR Multiple [ ORM ] is computed for both the *Visibility* OR and the OR assigned to the weapon. For example, a Rifle has OR 12. If the *Visibility* is OR 8 and a target is at 24 MU then the ORM is 2 for the Rifle and 3 for *Visibility*. Using the worst value, the ORM is 3.

**③** The Advanced Rules introduce more Lighting options such as "Night, Full Moon" at OR 4, "Night, New Moon" at OR 2, and "Pitch-black" at OR 0.

## Environment & Terrain

A players' first battlefield may just be a table or desk with books and cups strewn about. Or it could have lovingly crafted terrain for hills, trees, buildings, rivers. Regardless there are certain guidelines that should be followed to help keep the pace of a game quick and interesting.

## The Battlefield

The size of a battlefield depends on the game size. Players may choose Bigger or Smaller depending on model count.

Game Size	Smaller	Standard Battlefield	Bigger
Small	18" x 18"	24" x 24"	36" x 48"
Medium	24" x 24"	36" x 36"	48" x 48"
Large	36" x 36"	48" x 48"	48" x 72"

- Most characters have a movement rate of about 8" per Turn. Larger battlefields will allow more maneuvering but take longer before contact with the enemy occurs.
- If the genre is such that ranged weapons or high movement rates are common; then players should try to increase the size of the battlefield to accommodate it.

## Terrain Elements

Battlefields comprise of a good surface area known as a "Field". Place enough terrain to make the battlefield interesting with enough room to maneuver.

- Provide numerous side-channels multiple paths for movement through the battlefield.
- Try to limit open areas to no more 8" in length maximum otherwise range combat will dominate the game-play.
- If the genre encourages lots of range combat, or has characters with high movement rates; try using a larger battlefield or start deployment from the corners of the play-area instead.
- If there are too many choke-points, game sessions will slow down if most of the characters use range combat.
- Keep the average width between tall terrain elements at least 4" wide so that players hands may fit within them.

## Categories of Terrain

Terrain is categorized in one or more of; Walls, Obstacles, Fields, or Area.

- Fields are relatively smooth flat terrain upon the battlefield.
- Walls are terrain with large surfaces that rise vertically.
- Obstacles are everything not Fields but small enough to navigate around.
- Area terrain is a designated perimeter of the battlefield that has an agreed general effect, usually to act as *Cover* terrain, to be *Rough* terrain, or even both. It is also known as *Obscuring* terrain.

## Buildings

Terrain may also include any number of buildings.

- Buildings are large walled, usually enclosed areas of the battlefield normally decorated with windows, doors, and maybe a roof.
- These can be shacks, trailer homes, row houses, mansions, warehouses, gas stations, granaries, or even a laboratory, or a diner. As the genre changes, so does the kinds of buildings which appear upon the battlefield.
- Buildings can be represented by large 3D game elements, 2.5D layouts, or even just a floor-plan map.
- Buildings normally are used as decorative terrain, but players may agree to allow some buildings to be entered. Agree on how the interior of these areas are represented.

## Navigating Buildings

- Buildings without access to the interior by default may never be entered. Players may always optionally agree to have such buildings designed with interior layouts laid adjacent to the battlefield to allow navigation.
- Any stairs or ladder access to other floors or to the roof should be determined randomly if it is not obvious and if it was not designated at the start of play.
  - ✓ Doors and windows marked upon buildings are by default closed but unlocked. Players must decide otherwise.
  - ✓ Stairs and ladders only exist if physically available, or if players clearly identify their presence and location.
  - ✓ Characters traversing very long staircases, ropes, and ladders should be identified with markers identifying their position upon those terrain elements.

## Building Access

Characters may perform Fiddle actions to adjust the state of gates, doors, windows, and locks. This will require additional recording keeping or markers to indicate status. Fiddle actions are an Individual Action which characters are allowed to perform. See *Playing the Game* for more information.

- Gates, doors, windows, and locks have an initial state.
  - ✓ A basic state is either *open* or *closed*.
  - ✓ All doors and windows can be *locked* or *unlocked*.
  - ✓ Locks, which are an element added to a gate, door, or window; can also be *locked* or *unlocked*.
  - ✓ The default value unless specified otherwise will always be *locked* and *closed*.
- Changing state from *open* to *closed* is a Fiddle action.
- Presuming there exists a key and a lock; locking or unlocking also takes a Fiddle action.

## Terrain Effects

Terrain can affect how well models may traverse it, and whether models can hide or become obscured from view.

### Terrain Effects on Cover

Cover is status for when a targeted model or location is partially obscured by terrain between it and an *Active* model. The term *Cover* includes concealment effects.

- *Cover* is either *Soft* or *Hard*, and *Intervening* or *Direct*.
- *Cover* is graded as *Clear* → *Soft* → *Hard* → *Blocking* and degrades in that order.
- *Blocking* terrain prevents LOS and is likely to stop all Damage by a given attack.
- Trace LOS (a line) between the base of the *Active* model to the target's *visible area* noting any terrain that line may cross.
  - ✓ The *visible area* of a target is its model's *base-width* by its height. This is a cylinder if the model has a circular base.
  - ✓ If the target is not a model, but is building or a terrain; its *visible area* is all of its front facing the *Active* model.
  - ✓ If the LOS is unobstructed at all positions to the target from all positions of the *Active* model; then there is no *Cover*. Otherwise there may be *Cover*.

### Cover Benefits

- A target is considered to be behind *Cover* if it is partially obscured by **at least half** of its *visible area* by one or more terrain elements.
- The *Active* model may use up to half its *Agility* during Detect and Range Attacks to have LOS traced from an Obstacle in its *base-contact*. This is *Intervening Cover*.
- One or more of these may apply, at most once each:
  - ✓ *Intervening Cover* is any terrain element that partially obscures but is not in *base-contact* with the target. This includes any terrain that serves as *Direct Cover* for the Attacker. LOF to a target which crosses the base of a *Distracted* model always cause *Intervening Cover*.
  - ✓ *Direct Cover* is any terrain element that is in *base-contact* with the target, allowing some room for imprecision, and also partially obscures it.
  - ✓ *Hard Cover* is *Direct Cover* which could stop all of an attack's damage if it was itself targeted directly. Anything that is not *Hard Cover* is by default *Soft Cover*.
- **Intervening Cover** — Penalize the *Active* character -1 *Modifier* die for the Attacker Hit or Detect Test if target has *Intervening Cover*.
- **Direct Cover** — Penalize the *Active* character -1 *Modifier* die for the Attacker Hit or Detect Test if target has *Direct Cover*.
- **Hard Cover** — Assign the *target* character +1 *Wild* die for the Defender Damage Test if it has *Hard Cover*.

### Terrain Effects on Movement

- Terrain is graded as *Clear* → *Rough* → *Difficult* → *Impassable* and degrades in that order.
  - ✓ Models entering or starting *Difficult* terrain must either stop, or pay an extra Action Point [ AP ].
  - ✓ Movement in *Difficult* or *Rough* terrain costs 2" for each 1" crossed.
- Most placed Terrain is at least *Rough* if not *Difficult*.
  - ✓ Ladders are *Rough* terrain. Stairs are *Clear* terrain.
  - ✓ Characters can climb up ropes as *Difficult* terrain but down as *Rough*.
  - ✓ Doorways are *Clear*, and opened windows are *Difficult*.
  - ✓ Hills and steep ramps are *Rough* if moving up and *Clear* if moving across or down.
  - ✓ Steep hills are *Difficult* if moving up and *Rough* moving across or down.
  - ✓ Elements like rubble, tangled roots, and thick brush are *Difficult*.
  - ✓ Any other placed terrain elements are by default *Rough*.
- If a model can't lay flat upon a terrain element without slipping or falling, or if its base or the model itself doesn't fit into within a portion of a terrain element; then it shouldn't be placed there.
  - ✓ As a result the model shouldn't receive any benefit of that terrain element as though it had been placed there.
  - ✓ Players should clearly identify exceptions to this rule.

### Specifying Area Terrain

Area terrain is also known as *Obscuring* terrain; for every 1" within that terrain a model is, *Visibility* to the model is reduced by 1", 2", or 3".

- Area terrain should be at least 6" × 6". If necessary demarcate the area of the terrain using buildings, trees, furniture, or something else.
  - ✓ Area terrain must specify its Movement effect; *Clear*, *Rough*, or *Difficult*.
  - ✓ Area terrain must specify its *Visibility* effect; -1", -2", or -3" per 1" from the edge. This represents *Light*, *Medium*, and *Heavy Obscuration*.
  - ✓ Models at higher elevation ignore 1" per 1" higher.
- Additional other kinds of terrain can always be placed upon the surface of the Area terrain.

For example; a 16" × 24" felt cloth is placed to represent a corn field. It is *Heavy Obscuration* and *Difficult* for Movement.

For example; an 8" × 16" a roughly L-shaped felt cloth is placed to represent bramble and underbrush. It is *Rough* for Movement, and is *Light Obscuration*. Trees are placed that cloth to provide additional *Cover*.

# Playing the Game

## Preparation

The very first thing that players are encouraged to do is to pick a time-period, genre, or theme for the game session.

### Create the Battlefield

Pick a Mission. There are several missions at the back of these rules and a few more in the full-color rules book.

- **Game Size** — Games are either Small, Medium, or Large. This determines the number of Build Points each player is given to assemble their forces, the number of characters allowed, the size of the battlefield to be used, and the minimum number of Turns to be played.
- **Terrain** — Provide for enough terrain to make the game-play interesting. Terrain should be varied; there should be *Soft Cover* and *Hard Cover*, *Blocking* and *Obscuring* terrain, *Rough*, and many Walls or Obstacles. Buildings are a nice touch as well. All Terrain features should be identified and specified.

### Choose Sides and Assemblies

- **Sides** — Players form mutually opposing “Sides”; each Side having at least one player and all of their models.
- **Assemblies** —Build Assemblies with a roster of Characters pulled from the various archetypes.
- **Equip** — Assign weapons, armor, and equipment. Meet the minimum and maximum model limits, and the BP limit. Keep the final cost within 25 BP of each other.

### Determine Environ

- Determine the Mission Attacker either voluntarily, at random, or according to the needs of the Mission.
- To determine at random, have the players perform an *Opposed INT* Test using a character in their assembly as Designated Leader.
  - ✓ This character must be deployed for use on Turn 1, so place it to the side.
  - ✓ If there is a tie, break it with highest total pips shown on the dice. Roll again if this is also a tie.
  - ✓ Picks “Day, Clear” or “Twilight, Overcast” Lighting for *Visibility*. This gives Visibility OR of 16 or 8 MU.

### Deploy Assemblies

- The Mission Attacker decides which Battlefield edge they'll deploy models. The Mission Defender will normally be assigned the opposite Battlefield edge.
- Deploy models within 8" of their Battlefield edge.
- Characters behind *Cover* or not in LOS of any *Opposing* models may start as *Hidden*.
- All models start as *Ready*.

## Start of Turn

*Games are played in Turns alternating activations of characters with each player taking a Round. One player in each Side at the start of the Turn will perform the Initiative Test, set the Initiative Order, and collect Go Points for the other players (if any) on their side.*

### Readyng

- At the start of each Turn, remove all *Done* tokens from all models; this makes all characters become *Ready*.
- Players normally will be alternating activations for each of their models.
- Players will be able to form groups of characters for Group Moves.
- Players will be able to perform React actions against other characters.

### Initiative Test

- Perform the Initiative Test using *Opposed INT* Test of an *Ordered* character for each Side as a *Designated Leader*.
- As needed, apply the “Hindrance” Situational Test Modifiers. (*see chart for more info.*)
- The Player with the *highest test score* is the winner and is awarded Initiative Points [ IP ] equal to the difference to the *lowest test score*. This will be zero in case of a tie.
  - ✓ If there are ties, the player with the highest dice total for their dice pips is the winner. If there are still ties, perform the Initiative Test again.
  - ✓ All Players, except the winner, acquire an IP for each six they score on their *Base* dice.

### Situational Awareness (▲)

*Each Turn a player's forces may or may not be in the right position on the battlefield for a leader to make decisions. This is known as “Situational Awareness” and it simulates how a leader uses that information to issue verbal commands and issue hand-signals to guide fellow Assembly members in resolving a Mission.*

- If the *Designated Leader* has less than half of its forces within LOS, do not add its INT to the cascades.
- Characters with INT less than zero always add their INT.
- Do not check *Situational Awareness* on Turn 1.
- *Situational Awareness* has a maximum range for any given *Designated Leader*;
  - ✓ Equal to *Visibility* × X where X is INT + Leadership level + Tactics level. Average would be *Visibility* × 3.
  - ✓ This range is large enough to not worry about distance during game-play except for very poor Lighting such as “Night, New Moon” or “Pitch Dark”.

## Spending Initiative Points

IP received as a result of the Initiative Test can be spent at any time during a player's own Round on *Initiative Abilities* as follows;

- ❖ **Maintain Initiative** — Pay 1 IP. Do not pass *Initiative* to another player; instead *activate* another *Ready* model.
- ❖ **Force Initiative** — Pay 1 IP. Pass the *Initiative* to any other *Opposing* player. This is best used in multiplayer games to alter the order of Rounds until the end of the Turn.
- ❖ **Refresh** — Pay 1 IP. When a model receives its *Done* token, remove one of its *Delay* tokens.

## Advanced Initiative Points (▲)

These additional *Initiative Abilities* when spending Initiative Points are available for use within the Advanced Game;

- ❖ **Insights** — Pay 1 IP to allow a *Ready Active Attentive Ordered* model to acquire *Wait* status for 1 AP.
- ❖ **Recover** — Pay 1 IP per *Modifier* die. Perform a Simple *Unopposed* Test. Upon pass, spend *cascades*; for one *cascade* identify a randomly selected *Friendly KO'd* model as *In-Play* with *Done* and 3 *Delay* tokens. Each additional *cascade* spent will remove a *Delay* token.
- ❖ **IP To GP** — Convert to a GP. Once converted to GP it can't be reconverted to IP.

## Go Points (▲)

- Each player counts how many *Ordered In-Play* models they have. These are models currently upon the battlefield.
- For every model beyond one in which a Side outnumbers the Side with the lowest count; receive 1 Go Point [ GP ]. If there are more than 2 Sides, subtract 1 GP for each.

## Spending Go Points (▲)

These may be spent at any time during a player's own Round for controlled characters on *Go Abilities* as follows;

- ❖ **Keep Initiative** — Pay 1 GP. Do not pass *Initiative* to another player; instead *activate* another *Ready* model. May not be used to start a Group Action. May not be chosen twice in a row.
- ❖ **Start Group** — Pay 1 GP. Start a Group Action by designating one model as the Group Leader and selecting one Group Member. See *Group Actions* for more information.
- ❖ **Group Membership** — Pay 1 GP. Allow a *Friendly Ready Free Ordered* model to join a Group Action as a Follower if it is within *Cohesion* of the Group Leader.
- ❖ **Limited Refresh** — Pay 1 GP. When a Group Member model receives its *Done* token, remove one of its *Delay* tokens.

## During the Turn

Players take Rounds in “*Initiative Order*” during a Turn which gives them opportunities to do something with one or more of their models.

### Start Initiative

- The winner of the Initiative Test can decide to either go first, or forces another player on another Side to go first. That player receives the *Initiative*.
- The Player with the *Initiative* executes a Round by activating a *Ready* character; by proxy the model receives the *Initiative* and also becomes the *Active* model.

### Activation

- When a character is *activated*, it receives 2 Action Points [ AP ] to spend on one or more Actions. This becomes an Activation and current Action. See the *Actions* section for more information on how to deal with Actions.
- Some *Opposing* characters during this time may want to interrupt with their own actions using Reacts. See the *React Actions* section for more information on this.

### End Round

- After a character finishes its *Initiative*, mark it with a *Done* token; it is no longer *Ready*.
- The *Initiative* now passes; the next Side and one of its players then receives the *Initiative* and takes a Round.
- Players on the same Side rotate taking activations. In 3+ Side games, the *Initiative* player picks which Side goes next; keep this order until the end of the Turn.
- Repeat these Rounds until all characters are marked with a *Done* token. If this is the case, the Turn ends.

## End of Turn

After all models have been marked as *Done* status, the Turn has ended.

- At the end of the Turn, all Initiative Points and all Go Points not spent are lost.
- If at the end of a Turn it is determined that more than half of a player's forces have been KO'd or *Eliminated*, "Breakpoint Morale" has been reached and a Bottle Test is required by that player. See section for *Morale, Fear, and Rally Tests*.

## End of Game

After the End of Turn is resolved, all players check to see if the game has ended.

### *End of Conflict*

If there are no remaining *Opposing* models, the game ends. This usually happens in a two-player game or a game with two Sides and all *Opposing* models have been Eliminated or KO'd.

### *End-game Trigger*

At the end of each turn starting with Turn 4, 6, or 8 (for Small, Medium, or Large games); place an *End-game Trigger* [END] die which is a regular six-sided die.

Use this table for games of various sizes to determine after which Turn the *End-game Triggers* are placed;

Game Size	BP	Total Models	End-game Begins
Tiny	250	4 to 8	3
Small	500	8 to 16	4
Medium	750	12 to 24	6
Large	1000	16 to 32	8
Huge	1500	24 to 48	9

- At the end of every turn, if there is an END die; have the *Mission Defender* roll it. If it scores 4, 5, or 6;
  - ✓ If the Turn number is greater than 4, 6, or 8 (for a Small, Medium, or Large game); the game ends immediately.
  - ✓ Otherwise, increase the Turn number by 1.
- If the game has not ended, increase the Turn number by 1 and repeat the game-play sequence at *Start of Turn*.

## Victory Conditions

Each Mission will provide information on when a game will end and the way to determine the winner with a set of Victory conditions. See the section for *Victory Conditions* within each Mission for more information.

During the course of a game turn, and at the end of the game, all players check to see if they've acquired Victory Points [ VP ]. VP totals determine the winner of each game session; the player or Side with the highest VP total wins.

### *Overview*

Unless specified otherwise, all game sessions use these default victory conditions for acquiring VPs named as *Aggression, Bottled, Elimination, and Outnumbered*.

- ❖ **Aggression** — +1 VP to the Side with the most models crossing midline of battlefield during the course of the game. If there is a tie in the count; award each count +3 Resource Points. Award the Side which had a character cross first an additional +1 Resource Points.
- ❖ **Bottled** — +1 VP if opposing Side failed Bottle Test [ "Bottled Out" ] or has no *Ordered* characters. If there at least two *Opposing* Sides still remaining in play, reward those sides each +3 Resource Points instead each time a Side "Bottled Out".
- ❖ **Elimination** — +1 VP if have fewest KO'd and *Eliminated* characters by BP total. KO'd characters count as half BP.
- ❖ **Outnumbered** — +1 VP to the Side that is outnumbered 3:2 models or greater at start of game, but +2 if outnumbered 2:1 models or greater. If there are multiple Sides remaining at the end of the game, do not award this keyword.

### *Resource Points*

Resource Points [ RPs ] are used as a secondary way to gain an additional VP and to also break ties in the highest VP totals. This can be a feature of some Victory Conditions or Missions, or through the use of characters with the Scholar trait, or with the use of Resource cards (see the *Addendum* section).

- +1 VP to the Side awarded the most Resource Points. Having double the RP of the next *Opposing* Side, but at least 10 RPs more, is +2 VP instead.
- If there is still a tie for VPs then the side with the most total RPs win.

### *Observation*

In the case where one Assembly outnumbers the other by 2:1 or greater, the smaller side already begins with +2 VP.

The side with the larger Assembly would need to both cause the smaller side to "Bottle Out" and cause it to have a higher value of models *Eliminated* or KO'd in terms of BP just to merely have a tied game for most *Missions*.

# Actions

## Individual Actions

When a player receives the *Initiative*, they begin their Round as the *Active* player and receive 2 Action Points [ AP ] to spend on an *In-Play Ready* character of their choice. That character, and its model, becomes the *Active* character and model; it becomes *Activated* and receives the *Initiative*.

- A character receives the *Initiative* just once per Turn, but may become *Activated* and be the *Active* character many times in order to perform Actions. It may even become *Active* during another character's *Initiative*.
- When a character becomes *Active* but has *Delay* tokens, those must first be removed by spending 1 AP each.
- The controlling player can then *announce and then* spend the character's remaining APs by picking from the available *Standard*, *Special*, or *Complex* actions shown in the following lists. Most Actions are 1 AP each.
- After a character has finished its activation, mark it with a *Done* token.
- Note that some traits and statuses may cause characters to have compulsory actions. See the section on *Morale*, *Fear*, and *Rally* Tests.

## Pushing

Once per *Initiative*; *Active* characters having no *Delay* tokens may "Push" and acquire 1 AP. They will also immediately acquire a *Delay* token.

## Reacts

Individual Actions may be interrupted by opposing models which use Reacts; allow each player time to announce any Reacts. See the section on *Reacts* for more information.

## Using Agility

*Agility* is a feature of Movement actions which can be used during actions to navigate difficult or unusual terrain. A character normally has *Agility* equal to half of *MOV* in MU. See the section on *Performing Movement Actions* on how to use *Agility*.

*Agility* can also be used for when determining LOS. LOS may be traced from the *Active* model to within half *Agility* of any Obstacle in its *base-contact*. This counts as *Intervening Cover* which penalizes the *Active* model by -1 *Modifier* die.

## Simple Actions

- **Move** — Pay 1 AP. If *Free*, move model up to its *MOV* + 2" acknowledging terrain and *Agility* limitations; stop if become *Engaged* with an *Attentive Opposing* model.
  - ✓ Must move in straight segments, but may perform up to *MOV* direction changes during the course of movement.
  - ✓ Allow models to use *Swap* when qualified.
  - ✓ See the section on *Performing Movement* for more information.
- **Disengage** — Pay 1 AP. If *Engaged*, perform +1 *Modifier* die *Opposed REF* vs. CCA Test with a single *Passive Ordered* target in *base-contact* selected by the *Opposing* player.
  - ✓ Apply all *Situational Modifiers* for Close Combat Hit Tests.
  - ✓ Upon failure, the target may not employ any of the *Optional Responses*. The *Active* character stays in place.
  - ✓ Upon pass move up to *MOV* × 1".
  - ✓ Automatic pass; do not perform Test if target is *Outnumbered* by use of a *Friendly Attentive* model which is not itself *Outnumbered*.
  - ✓ Automatic pass; do not perform Test if there are no *Passive Ordered* targets.
- **Close Combat Attack** — Pay 1 AP. If target is within *Melee Range*, perform Close Combat Attack.
  - ✓ Must use a weapon identified as "Melee" or "Natural".
  - ✓ All other items can be used as an *Improvised Melee* weapon.
  - ✓ Allow models to use Overreach when qualified.
  - ✓ See the section on *Performing Close Combat* for more information.
- **Range Combat Attack** — Pay 1 AP. If *Free*, attack a location or a model as the target. It must be LOF within range using a weapon that has an OR value.
  - ✓ Must use a weapon identified with an OR value such as "Thrown", "Bow", "Firearm", "Support", or "Range".
  - ✓ *Thrown* weapons, and weapons with the *Throwable* trait have an OR equal to the character's STR.
  - ✓ All other items can be used as an *Improvised Thrown* weapon but may require removing the weapon from play after the attack.
  - ✓ See the section on *Performing Direct Range Combat* for more information if the target is *Revealed* and is within both LOS and LOF.
  - ✓ See the section on *Performing Indirect Range Combat* for more information to instead attack a target that is a location within LOF upon the battlefield.
- **Refresh** — Pay 1 AP. If *Free*, remove a *Delay* token.

## Special Actions

- **Concentrate** — Pay 1 AP. Combine **once** with any other action to benefit Active or Attacker Tests as follows:
  - ✓ Receive +1 *Wild* die for a specified Attacker Test such as Attacker Hit Test, Attacker Damage Test, *Active* Rally Test, Attacker Linking Test, etc.
  - ✓ Ignore the Maximum OR multiple, and **double** all ORs used for the Action; *Visibility*, Range Attack, Rally, *Cohesion*, etc.
- **Rally** — Pay 1 AP. If *Free*, a character may perform a Rally upon itself or for others.
  - ✓ **Rally Self** — If for itself, perform an *Unopposed* POW “Rally Test” and remove *cascade Fear* tokens.
  - ✓ **Rally Other** — May instead attempt to perform a Rally for a *Free Friendly* model within *Cohesion* of this model. Perform this as an *Unopposed* POW “Rally Test” using the target’s POW. Remove *cascade Fear* tokens.
  - ✓ Characters may only benefit from Rally once per Turn.
  - ✓ “Safety” — Receive +1 *Wild* die if behind *Cover* and *Hidden*, and not within LOS nor 2 AP Movement of *Opposing* models.
- **Fiddle** — Pay 1 AP. If *Free*, do something with a weapon, equipment, door, object, lever, or to somebody as a target. Use Fiddle actions while in *base-contact* to exchange items between *Friendly* characters, or with a KO’d character.
  - ✓ If agreed between players, require an *Unopposed* Test, known as a Fiddle Test, using a specific attribute to accomplish something not covered by the rules.
  - ✓ The default attribute for the test is INT which is a good choice for clever actions.
  - ✓ As a suggestion use MOV for movement-related actions.
  - ✓ Apply a *Difficulty Rating* [ DR ] of -1, -2, or -3 as deemed appropriate.
  - ✓ “Help” — Each *Free Attentive Ordered Friendly* model in *base-contact* with the target of a Fiddle action provides +1 *Modifier* die.
- **Revive** — Pay 1 AP. If *Free* and in *base-contact* with a *Free* model; optionally perform upon self. Have *Active* character perform *Unopposed* Test using target’s FOR. Upon pass count the number of *cascades* just from the dice and;
  - ✓ If the target was KO’d right the model and identify it as *Done* and with two *Delay* tokens. Spend a *cascade* to remove each *Delay* token.
  - ✓ If the target was not KO’d; spend a *cascade* to remove each *Delay* token and 2 *cascades* per each *Wound* token.
  - ✓ Characters may only benefit from this once per Turn.

## Complex Actions

- **Hide** — Pay 1 AP. If *Free*, mark model in LOS but behind *Cover* as *Hidden*. If not in LOS, there is no cost and no need for *Cover*.
  - ✓ Models which are *Hidden* may not become *Engaged* unless already in LOS at the start of an Action.
  - ✓ Models automatically lose *Hidden* status if within *Opposing* LOS while not behind *Cover* at the start or end of its own or any *Opposing* model’s actions. Allow those models to first *reposition* up  $MOV \times 1"$ .
  - ✓ *Hidden* models which are targeted by Indirect Range Attacks may reposition up to  $MOV \times 1"$ . They lose *Hidden* status if they become in LOS and not behind *Cover*.
  - ✓ Models further than *Visibility*  $\times 3$  do not automatically lose *Hidden* status unless the *Opposing* model is in *Wait* status.
  - ✓ When *Hidden*; *Visibility* and *Cohesion* distance are halved.
  - ✓ Moving while *Hidden* degrades all Terrain except for that which is crossed using *Agility*. Ignore this rule if the entire path of movement is out of LOS from all *Opposing* models.
  - ✓ “Suddenness” — Models which were *Hidden* at the start of an action receive +1 *Modifier* die Combat Hit Tests.
- **Detect** — The first Detect costs 0 AP. Otherwise 1 AP.
  - ✓ Detect OR is equal to half *Visibility*.
  - ✓ If *Free* perform a Detect Test as an *Opposed* REF Test against a target within LOS to remove its *Hidden* status and make it *Revealed*.
  - ✓ Apply Situational Test Modifiers as necessary such as “Distance”, “Point-blank”, and “Direct Cover” or “Intervening Cover”.
- **Wait** — Pay 2 AP. If *Free* and *Attentive*, mark model as *Wait Done* and end activation.
  - ✓ During *Wait*, *Opposing* models in LOS at any distance that become not in *Cover* automatically lose *Hidden* status.
  - ✓ During *Wait*, may perform a React even though *Done*.
  - ✓ Remove *Wait* status at the start of the character’s *Initiative*, or when it becomes a Group Member.
  - ✓ Remove *Wait* status instead of acquiring a *Delay* token.
  - ✓ “Focus” — An *Attentive* character may receive +1 *Wild* die for any *Unopposed* Test by removing its *Wait* token.
  - ✓ “Waiting” — All characters in *Wait* status receive +1 REF when qualifying for a React.
  - ✓ See the section on *React Actions* for more information.
- **Combined** — Pay 2 AP. Perform a Move action and then perform any other action or actions that total 1 AP or less at any time during that move.
- **Magic (▲)** — Spellcasters may cast spells. Each spell comes with its own set of rules. See *Magic System* for more information. This is an Advanced Game rule.

# Resolving Actions

There are several key Actions each player will continually perform with their characters during a Turn. These are Move and Attack and are covered here in detail:

## Performing Movement

Movement is any action involving the MOV attribute. This includes using *Agility* or voluntarily repositioning from its current location upon the battlefield.

### Overview

- An Active model that is not *Free* should first perform the Disengage action. Models that don't perform this action are at risk of an *Opportunity Attack*. See the entries on *Disengage Action* and also *Opportunity Attacks*.
- A model that is *Free* may move up to its MOV + 2". acknowledging terrain and *Agility* limitations.
- To move a model, measure from its base at a leading edge towards the direction of movement.
  - ✓ Using a measuring stick or measuring tape or knotted string with 1" segments will help determine where any leading edge of the model could end.
  - ✓ All models move in a straight line for each AP spent on Movement. Each MOV allows a single direction change during movement of any amount during this time.
  - ✓ If there are obstacles in the way such as pits or hedges, the player may use the rules on *Agility* to jump across. See the section on *Agility* for more information.
- Whenever a model is interrupted via a React while moving through these narrow or low-ceiling areas, place a pawn or some sort of indicator at that position. Keep the model nearby for reference. Remove the indicator and reposition the model after that React action completes.

### Moving Through Tight Spots

Models may move through narrow areas roughly half their *base-diameter* unless this risks it to be *Engaged*.

- Models may move through as crouched below low-ceiling obstacles no lower than to roughly half their height as degraded Terrain.
- Movement must stop if become *Engaged* with an *Attentive Opposing* model.
- Once per *Initiative* movement may cross the bases of *Opposing* models that are *Disordered* or *Distracted* as degraded terrain.
- Once per *Initiative* may cross the bases of *Friendly* models that are *Free* or *Attentive Engaged* as degraded Terrain.
- Movement may cross the bases of *KO'd* models as degraded terrain. Adjust model positions as needed.

### Using Agility

*Agility* is  $MOV \times \frac{1}{2}$ ". Keep fractions up to 0.5". A character may benefit from using *Agility* once per Action as follows:

- If climbing up or down, allow up to half *base-diameter* to be *Clear*.
- If jumping up, allow up to half of *Agility* to be *Clear*. If a ledge is within *base-height*, allow the model to reposition upon it but then the action ends.
- When jumping down the vertical displacement doesn't affect the total distance that a character can move. If that distance going down is beyond *Agility* measure the extra *base-diameters* required; the character receives a *Delay* token as *Stun Damage* for each.
- If *Attentive*, allow jumping down and across gaps up to *Agility* treating that as *Clear*. If there is a ledge to grab add an extra *base-diameter* but acquire a *Delay* token.
- Characters may not start an action using *Agility* if it ended the prior action while using *Agility* this *Initiative*.

### Repositioning

Many of the rules sometimes use the keyword *reposition* to inform a player to move a model. When a model is repositioned, it is moved however many MU identified as though it performed a Move action.

- Models which were *Hidden* but become *Revealed* may reposition up to  $MOV \times 1"$ .
- This sort of movement, because of the keyword *reposition*; disallows other models to perform React actions against it.
- The model may use as much *Agility* as it has when it is being repositioned.
- A model may reposition through a wall or another model or terrain element.
  - ✓ However, where it becomes placed must be a location it could have reasonably navigated towards using normal movement from its current position.
  - ✓ This prevents models from repositioning through locked doors or out of traps.

### Trait Effects

Examine the traits for the weapons, armor, and equipment both characters are currently using ("in hand"). Also examine the traits each character has assigned directly to their archetype.

Here are common traits for Movement; [**Laden**], **Leap**, **Slippery**, **Sneaky**, **Stealthy**, and **Surefooted**.

See the Traits section for more information on the effects of each trait.

## Performing Close Combat

*Close Combat Attacks are the most common form of tests performed against Opposing models. Close Combat is furious and each Hit Test resolved merely highlights one of perhaps several strikes, feints, parries, and dodges taken or attempted during the course of each Turn and Round.*

### Overview

- Announce an *Opposing* model as the target for the Close Combat Attack. This is the *Passive* character.
- Announce the weapon to be used; the character must be armed with a weapon of class *Melee* or *Natural*.
  - ✓ If it is not of class *Melee* or *Natural* the attack must be used as an “*Improvised Melee*” weapon.
  - ✓ All characters are otherwise considered “*Unarmed*”.
- Allow the Defender character to perform one of the *Passive Player Options*. See *Passive Player Options* for more information.

### Resolving Close Combat Attacks

- Resolve this attack by performing a Hit Test using *Opposed CCA*.
- Add weapon's Accuracy bonus. This appears as “Acc” on the weapon's stat line on the Equipment list.
- The target adds its armor's Deflect bonus. This appears as “D” on the armor's stat line on the Equipment list and it negates the Accuracy bonus for an equal amount.

### To the Damage Test

If the Hit Test was passed, note *cascades* and *carryovers* for the Damage Test.

- Perform the Damage Test using Weapon Damage vs. target FOR. Upon pass, the target is *Wounded*.
- See the *Damage & Morale* section under *Wounded* for more information.

### Trait Effects

Examine the traits for the weapons, armor, and equipment both characters are currently using (“in hand”). Also examine the traits each character has assigned directly to their archetype.

Here are common traits for Close Combat; **[Hafted]**, **[Stub]**, **Acrobatic**, **Armor**, **Bulletproof**, **Charge**, **Cleave**, **Coverage**, **Deflect**, **Fight**, **Impale**, **Melee**, **Parry**, **Perimeter**, **Protective**, **Reach**, and **Stun**.

See the *Traits* section in the Appendix for more information on the effects of each trait.

### Situational Test Modifiers

There are several *Situational Test Modifiers* which will affect the Close Combat Hit Test, and they should be applied whenever they arise.

Unless otherwise specified, each of these are applied to the *Active* character as bonuses or penalties as follows;

- **Assist** — A character receives +1 Impact Attacker Damage Test per extra *Friendly Ordered* model with same target in *Melee Range*.
- **Cornered** — Assign a penalty of -1 *Modifier* die for the Disengage and Hit Tests if *Engaged* to the *Opposing* model on one side of this model and in *base-contact* on the other side with a terrain element such as a wall or precipice.
- **Defend** — The target receives +1 *Base* die for the Defender Hit Test if it chooses the “*Defend*” *Passive Player Option*. See the section on *Passive Player Options* for more information.
- **Elevation** — Assign +1 *Modifier* die for the Disengage, Hit, and Damage Tests to higher model if higher than opponent by about half its *base-diameter*. This can be as a result of terrain, the actual height of the model, or both in combination.
- **Flanked** — Assign a penalty of -1 *Modifier* die for the Disengage and Hit Tests if *Engaged* to two *Opposing* models directly on either side of this model.
- **Hindrance** — Assign a penalty of -1 *Modifier* die for every Test except the Damage Test for having at least one token of a type; such as *Wound*, *Fear*, or *Delay* tokens.
- **Outnumber** — The Attacker and the Defender models each receive +1 *Wild* die for the Disengage and Hit Tests for each extra *Attentive Ordered Friendly* model with same opponent in *Melee Range*.
- **Size** — Assign +1 *Modifier* die for the Disengage and Hit Tests to the smaller model per *SIZ* smaller than its opponent while in *base-contact*.
- **Suddenness** — A character receives a bonus of +1 *Modifier* die for the Hit Test if it was *Hidden* at start of an Action.

## Performing Direct Range Combat

Direct Range Attacks must be against *Revealed* targets which are characters that are within LOS. *Range Combat* is intense and each Hit Test resolved merely highlights one of perhaps several aims and sweeps, ducks, and shots attempted or taken during the course of each Turn and Round.

### Overview

- Announce an *Opposing* model as the target for the Range Combat Attack. This is the *Passive* character.
- Announce the Ranged weapon to be used; the weapon must have an OR value, be a *Thrown* weapon, or have the *Throwable* trait. Otherwise it can be used as an “*Improvised Thrown*” weapon.
  - ✓ Thrown or Bow weapon have an OR written as STR or STR + X" to indicate that is the equal to the Attacker's STR.
  - ✓ Unless weapon used has the *Silent* trait, remove Attacker's *Hidden* status if in LOS. *Thrown* and *Bow* weapons are always *Silent*.

### Resolving Direct Range Attacks

- Resolve this attack by performing a Hit Test using *Opposed RCA* vs. REF.
- Apply any Situational Test Modifiers as necessary such as “Distance”, “Point-blank”, “Direct Cover” or “Intervening Cover”.
- Add weapon's Accuracy bonus. This appears as “Acc” on the weapon's stat line on the Equipment list.
- The target adds its armor's Deflect bonus. This appears as “D” on the armor's stat line on the Equipment list and essentially negates the Accuracy bonus.
  - ✓ Disregard if attack is a *Firearm* weapon unless target or its has the *Bulletproof* trait.
  - ✓ Disregard if attack has the *Pierce* trait unless target or its armor has the *Hardened* trait.

### To the Damage Test

If the Hit Test was passed, note cascades and carryovers for the Damage Test.

- Perform the Damage Test using Weapon Damage vs. target FOR. Upon pass, the target is *Wounded*.
- See the *Damage & Morale* section under *Wounded* for more information.

### Trait Effects

Examine the traits for the weapons, armor, and equipment both characters are currently using (“in hand”). Also examine the traits each character has assigned directly to their archetype.

Here are common traits for Range Combat; **[Awkward]**, **[Entropy]**, **[Feed]**, **[Jam]**, **[Jitter]**, **[Reload]**, **[Recoil]**, **Burst**, **Evasive**, **ROF**, **Shoot**, and **Spray**.

See the *Traits* section in the Appendix for more information on the effects of each trait.

### Situational Test Modifiers

There are several *Situational Test Modifiers* which will affect the Range Combat Hit Test, and they should be applied whenever they arise.

Unless otherwise specified, each of these are applied to the *Active* character as bonuses or penalties as follows;

- **Direct Cover** — Penalize the *Active* character -1 *Modifier* die for the Attacker Hit or Detect Test if target has *Direct Cover*.
- **Distance** — Penalize the *Active* character -1 *Modifier* die for each OR multiple to the target above the first. Limit this to ORM 3 unless using the Concentrate action.
- **Elevation** — Assign +1 *Modifier* die for the Hit or Detect Tests to a model if its position is higher than the opponent by 1" for every 4" away.
- **Hard Cover** — Penalize the Attacker -1 *Wild* die for the Attacker Damage Test if the *target* character has *Hard Cover*.
- **Hindrance** — Assign a penalty of -1 *Modifier* die for every Test except the Damage Test for having at least one token of a type; such as *Wound*, *Fear*, or *Delay* tokens.
- **Intervening Cover** — Penalize the *Active* character -1 *Modifier* die for the Attacker Hit or Detect Test if target has *Intervening Cover*.
- **Obscured** — Penalize the *Active* character -1 *Modifier* die for the Hit or Detect Tests **for each** *Friendly* model within 1" of LOF to and between target.
- **Point-blank** — The *Active* character receives +1 *Modifier* die for the Hit or Detect Tests if the target is at half OR or less.
- **Snapshot** — When ROF X is used during a React, or with *Agility*, or after performing the Move action; reduce X by 1.
- **Suddenness** — A character receives a bonus of +1 *Modifier* die for the Hit Test if it was *Hidden* at start of an Action.

## Performing Indirect Range Combat (▲)

Indirect Range Attacks must pick a target that is a battlefield location which is within LOF. This may or may not be within LOS.

*This is a slightly “advanced game” set of rules and builds upon the rules for Performing Direct Range Combat. Try these rules only after acquiring more familiarity with the main Basic Game rules.*

### Overview

- Announce a battlefield location to become the target of the Range Combat Attack.
- Pick a point a midpoint above the Battlefield no higher than the distance between the Attacker and the target.
- Announce the Ranged weapon to be used; the weapon must have an OR value. It must be a *Thrown* weapon, have the Throwable trait, or have the [Arc] disability trait.
  - ✓ Thrown or Bow weapon have an OR written as STR or STR + X" to indicate that is the equal to the Attacker's STR.
  - ✓ Unless weapon used has the Silent trait, remove Attacker's *Hidden* status if in LOS. *Thrown* and *Bow* weapons are always Silent.
- Place a small gaming pawn or unique token at the desired target location for ease of reference. Remove this after resolving the attack.
- The Active character acquires a *Delay* token if this is not its first attack this *Initiative*.

### Resolving Indirect Range Attacks

All models within range of the attack or that are in *base-contact* with the target location are subject to the attack effects and become targets as well.

- Resolve the Indirect Attack Hit Test as an *Unopposed* RCA Test -1 *Base* die per OR Multiple [ ORM ].
- ✓ Apply any Situational Test Modifiers as necessary such as “Distance”, “Point-blank”, and “Direct Cover” or “Intervening Cover”.
- ✓ Add weapon's Accuracy bonus. This appears as “Acc” on the weapon's stat line on the Equipment list.
- The target adds its armor's Deflect bonus. This appears as “D” on the armor's stat line on the Equipment list and essentially negates the Accuracy bonus.

### To the Damage Test

If the Hit Test was *passed*, note *cascades* and *carryovers* for the Damage Test.

- Perform the Damage Test using Weapon Damage vs. target FOR. Upon *pass*, the target is *Wounded*.
- See the *Damage & Morale* section under *Wounded* for more information.

### Scattering

*Scatter causes the target location for an Indirect Range Attack to displace a distance and a direction. The direction is determined by using a Scatter diagram.*

- If the Hit Test was *passed*, the attack is not subject to the effects of Scatter.
- If the Hit Test was *failed*, the target location of the attack is subject to the effects of Scatter.
  - ✓ When scatter occurs; roll one *Wild* die per *miss* and count the successes and add +1. The targeted location displaces a distance equal that total × 1".
  - ✓ When scatter occurs, determine the scatter direction using a regular die with a *Biased Scatter diagram*.
  - ✓ If the attack displaces into a barrier such as a Wall or Vehicle, it stops at the point of contact.
- *Thrown* attacks with at least one *miss* will displace any additional distance necessary down-hill or falling down precipices according to gravity. Stop the displacement if it hits a wall.
- If as a result of Scatter the target location has been displaced away from *base-contact* with any models or terrain that could become affected; disallow the Damage test unless the attack has a trait which allows it to have a range of effect such as with the Blast trait.

### Blind Attacks

- Target locations which are in LOF but not in LOS may be attacked only if at least one of these following conditions apply and if so, the attack is “Blind”:
  - ✓ if an *Free Attentive Ordered Friendly* model within *Cohesion* has LOS to the target,
  - ✓ if the target was in LOS at the start of Attacker's *Initiative*,
  - ✓ if the target is not *Hidden* and not within *Cohesion* of any *Opposing* model in *Hidden* status.
- If the attack involves the [Scatter] trait and is also “Blind”; use the *Unbiased Scatter diagram* with an extra *Wild* die for distance but do not re-roll the direction.
- **Blind** — Penalize the Active character -1 *Wild* die for the Attacker Range Combat Hit Test if this is a *Blind Indirect* attack. See *Performing Indirect Range Combat* for more information.

### Scrambling

*Scrambling is a form of React action for when a target location is attacked. It is described in the section for React Actions.*

# Damage

## Wounds and Elimination

- Damage received from combat is by default known as *Wound Damage* ("Wounds"), but some traits will create other forms of Damage such as *Stun Damage*.
- If a character already has *Delay* tokens equal to its AP, any more *Delay* tokens which are received if acquired as *Stun Damage* convert to 1 *Wound Damage* each.

### Wounded

- After performing the Damage Test, if there are *cascades* the target becomes *Wounded*. Note the *cascades*:
  - If the *cascades* are greater than how many *Wound* tokens the target currently has, it now has as many *Wound* tokens as *cascades*.
  - Otherwise, the target acquires 1 *Wound* token.
- Characters with *Wound* tokens are *Wounded*.
- "Hindrance"; Characters are penalized -1 *Modifier* die every Test except Damage Tests for having at least one token of a type; for each type had such as *Wound*, *Fear*, or *Delay* tokens.

### Knocked-Out [ KO'd ]

Characters with *Wound* tokens **equal or greater** than its SIZ are *Knocked-out* [ KO'd ].

- Place model face-down on the table and remove its markers and tokens, except for *Burn* and *Poison*.
- No other model may occupy a KO'd model's position. KO'd models count as *Rough* terrain, and provide *Cover* for models SIZ - 3 or smaller.
- KO'd models are considered to be not "In-Play" and are never considered *Ready* and may not perform actions. KO'd models never cause *Opposing* models to be *Engaged*.
- Unless an in-game effect controlled by the model is considered "Always On"; all effects controlled by the KO'd model immediately halt at the end of the *Initiative*.

### Elimination

A character is *Eliminated* whenever it receives *Wound* tokens when total *Wound* tokens **exceeds** its SIZ + 3.

- Eliminated* characters are removed from play along with all of its tokens and markers. Models that exit the battlefield are always *Eliminated*.
- Resolve the "Damage, Wounds, and Elimination" step for all viable targets by all Attackers in the current action first prior to checking the next step (the "Morale, Fear, and Rally Tests" step, below).

### Armor vs. Impact

- Characters with an Armor Rating [ AR ], such as from being equipped with armor, will reduce the amount of Damage received by 1 per Armor Rating in total.
  - ✓ *Wound* Damage is always stopped by Armor Rating.
  - ✓ *Stun* Damage is never stopped by Armor Rating.
- Attackers using weapons with an Impact [ I ] rating will reduce any target's Armor Rating by an equal amount.

## Attacking KO'd Models

*Attacking KO'd characters is disallowed for the Introductory Game; for when learning how to play.*

KO'd models may be attacked in order to cause the target to become *Eliminated*.

### Resolution

- KO'd models are attacked at a distance using an *Unopposed RCA Test*, but suffer -1 when beyond *Visibility* if the target is behind *Direct Cover*.
- KO'd targets at *Melee Range* are automatically hit; merely perform the Damage Test with +3 Damage.
- KO'd models reduce Armor Rating by 3.
- Causing a *Wound* Damage, but at least the target's SIZ minus 3 or greater will *Eliminate* the model. Otherwise nothing happens.

### Restrictions (◎)

This rule prevents anti-thematic attacks on most KO'd characters. Certain models which are *Eliminated* when KO'd will count as zero BP for when determining VP.

- Attacker characters which are "evil" or "dishonorable" may attack KO'd characters. These attackers must have one or more of the following traits; [Delusional], [Coward], [Ravenous], or [Treacherous], [Vitriol], Fear, Insane, Poisoner, or Terrifying.
- Animal characters which have any of the [Beast], [Beast!], or [Beast+] traits are never allowed to attack KO'd models unless it also has one of these traits; [Ravenous], Fear, Insane, or Terrifying traits.
- Characters with the Automaton trait may attack KO'd models if their Controller character (a *Friendly* character with the Controller trait) has one or more of these traits; [Delusional], [Coward], [Treacherous], Insane.
- Characters which are *Panicked* may perform attacks against *Opposing* KO'd models.
- Targets which have any of the following Traits may always be attacked if they are KO'd; [Automaton], Invader, Outsider, Supernatural, Mythos, Fear, Machine, [Mindless], [Ravenous].

## Morale, Fear, and Rally Tests

Characters are considered *Ordered* at the start of the game. Morale Tests are any tests that are *Unopposed* POW Tests which when failed changes this to Nervous, Disordered, Panicked, or may even *Eliminate* that character. There are a few specific variations such as Fear Tests, Rally Tests, Sanity Tests, and Suppression Tests; each of these are also considered Morale Tests.

- Perform the Morale Test using *Unopposed* POW.
- **Focus** — An *Attentive* character may receive +1 *Wild* die for any *Unopposed* Test by removing its *Wait* token.
- **Friendly** — If an *Attentive Ordered Friendly* model in *Cohesion* receive +1m.
- **Hindrance** — Assign a penalty of -1 *Modifier* die for Morale Tests for having at least one token of a type; such as *Wound*, *Fear*, or *Delay* tokens.
- **Safety** — Receive +1 *Wild* die if behind *Cover* and *Hidden*, and not within LOS nor 2 AP Movement of *Opposing* models.

### Fear Tests

Fear Tests are a type of Morale Test.

- *Fear tokens* are acquired upon *failure* of a Fear Test, which eventually makes the character become *Nervous*, *Disordered*, *Panicked*, or *Eliminated*.
  - ✓ A Fear Test is required at the end of an action upon receiving a *Wound* token.
  - ✓ A Fear Test is required if *Free* or *Distracted* and a *Friendly* model within *Cohesion* becomes KO'd or *Eliminated* when not already KO'd.
  - ✓ Fear Tests are not required if a character is already *Disordered* or if *Engaged*, unless *Distracted*.
  - ✓ Characters never required to perform more than one Fear Test per *Turn*.

- After performing the Fear Test, if there are *cascades*, the target will acquire *Fear tokens*. Note the *cascades*;
  - ✓ If greater than how many *Fear tokens* the target currently has, it now has as many *Fear tokens* as *misses*.
  - ✓ Otherwise, the target acquires 1 *Fear token*.
- It is very possible, that as a result of becoming *Wounded*, a character becomes *Eliminated* by a Fear Test *failure*. This in turn may cause near-by *Friendly* models to perform their own Fear Tests, causing a chain reaction of *Eliminated* characters.

### Rally Tests

Rally Tests are a type of *Morale Test*.

- Perform the Rally Test as a Morale Test and apply bonuses and other Situational Modifiers as necessary.
- *Fear tokens* are removed upon *passing* of Rally Tests; remove one *Fear token* per *cascade*.

### Compulsory Actions

At the start of a character's *Initiative*, its first actions may be compulsory if it is *Disordered*. This is the list of *Compulsory Actions* in order they should be resolved:

- ❖ 1. If *Engaged*, perform *Disengage* action until *Free*.
- ❖ 2. If *Free*, perform *Move* action until reach *Safety*.
- ❖ 3. If in *Cover*, perform *Self-Rally* action.
- **Nervous** — If the character has at least 1 *Fear token* it is *Nervous*. No compulsory action is required.
- **Disordered** — If the character has at least 2 *Fear tokens* it is *Disordered*. It is no longer *Ordered*.
  - ✓ When activated, it must spend 1 AP on the Compulsory Action list in the order shown.
  - ✓ *Safety* for this character is defined as the nearest *Cover* or until out of LOS nor 2 AP Movement of any *Opposing* models.
- **Panicked** — A character with 3 *Fear tokens* is *Panicked* and also *Disordered*. It is no longer *Ordered*.
  - ✓ When activated, it must spend 2 AP on the Compulsory Action list in the order shown.
  - ✓ *Safety* for this character is defined as exiting the nearest *Friendly* battlefield entry edge as long as not moving towards any *Attentive* or *Ordered Opposing* character. Any other edge is otherwise acceptable.
  - ✓ *Panicked* characters never cause *Opposing* models to be *Engaged*.
- **Eliminated** — A character is *Eliminated* when;
  - ✓ Whenever it receives 4 or more *Fear tokens*.
  - ✓ Whenever they exit the battlefield as a result of being *Disordered* or *Panicked*.
  - ✓ Characters *Eliminated* in this manner are considered "Broken" for purposes used by Campaign games.

### Breakpoint Morale and Bottle Tests

- *Breakpoint Morale* is when an Assembly has half or more of its models KO'd or *Eliminated*.
- A "Bottle Test" is required of a player at the end of every Turn for each Assembly that has reached *Breakpoint Morale*.
  - ✓ Pick an *Ordered* character to perform a Morale Test; this is an *Unopposed* POW Test.
  - ✓ Upon *failure* or if that Assembly has no *Ordered* characters the game ends for it immediately. Remove all of its models from play; they have been *Eliminated* as a result of having been "bottled".
  - ✓ If no *Opposing* Assemblies remain in play, the game ends.
  - ✓ It is possible, but rare, for multiple Assemblies to "Bottle Out" at the same time.
  - ✓ All characters which have been bottled are considered "Broken" for purposes used by Campaign games.

# Other Actions

## Bonus Actions

Bonus Actions alter the existing arrangement of many models. It is likely that as a result of a Bonus Action, one or more characters may become *Engaged*, or stop being *Engaged* because they've moved out of an opponent's *Melee Range*.

### Bonus Assignment

During the current *Initiative*, an *Active* character is given a single Bonus Action to be used immediately after a *successful Combat Test* against any of its targets if it has not yet performed one during this Action.

- Performing a Bonus Action requires spending a *cascade*. If no *cascades* remain as a result of spending; do not perform the Hit or the Damage Test
- If the Bonus Action used for a Close Combat Hit Test causes the *Active* character to no longer have the target within *Melee Range*, do not perform the Damage Test.

### General Bonus Actions

- **Hide** — if *Free*; perform Hide action if behind *Cover* or if not within LOS of any *Ordered Opposing* model. Receive a *Delay* token to combine this with Reposition.
- **Refresh** — if *Free* as a result of causing target to become KO'd or *Eliminated*, remove a *Delay* token. As an alternative, remove a *Fear* token if *Attentive*. May only be selected once each *Initiative*.
- **Reposition** — if *Free*, move up to *Agility*. Pay 1 AP or acquire a *Delay* token add up to  $MOV \times 1"$ .

### Close Combat Bonus Actions

- **Circle** ♦ — if in Close Combat; rotate up to 180 degrees around target. Keep current separation.
- **Disengage** — if in Close Combat and *Engaged*; move one *base-diameter*. If also *Attentive*, or if pay a *Delay* token; add up to *Agility*.
- **Push-back** ♦➡ — in Close Combat; move target back this model's *base-diameter*. Optionally move this model to make *base-contact*, or keep its current separation. If target pushed into wall, obstacle or resists being pushed across a ledge or off the battlefield; it receives a *Delay* token.
- **Pull-back** ♦➡ — if in Close Combat; move back this model's *base-diameter*. Optionally move the target model to make *base-contact*, or keep its current separation.
- **Reversal** ♦ — if in Close Combat and in *base-contact*; switch positions with target. Keep current separation.

## Additional Clauses

Some of the Bonus Actions have additional clauses. These are identified with the diamond-star (♦) or the arrow (➡) symbols. The clauses may require spending *cascades*.

If a Bonus Action requires more *cascades* than what are available, that choice may not be used.

### ♦ Circle, Push-back, Pull-back, Reversal

Bonus Actions marked with a "diamond-star" are harder to perform unless in *base-contact* with the target. Discard a *cascade* unless in *base-contact*.

### ➡ Push-back, Pull-back

If Attacker's *Physicality* (higher of STR or SIZ) is less than the target's, this Bonus Action will require an additional *cascade* per difference less.

If Attacker's *Physicality* is greater than target's SIZ, then spend up to that many *cascades* to move target an additional base-diameter each.

### Leaving Engagement

It is possible that after performing a Bonus Action, one or both models may move away from one or more *Opposing* models which it had become *Engaged* or which it had within its own *Melee Range*. When either the Attacker or the Defender models are affected this will never trigger an *Opportunity Attack*.

## Passive Player Options

These are options given to the target of an attack by an *Active* model. *Passive Player Options* are a limited form of React actions.

### Optional Tactics

If the *Active* model is in *Melee Range*; the *Opposing* model, if it is *Attentive*, is allowed these various choices:

- **Defend** — If the target of Close Combat Hit Test is *Attentive*, the owner may choose to announce that it will “Defend” when their model is to be attacked.
  - ✓ This choice awards +1 *Base* die Defender Hit Test.
  - ✓ Upon winning the Close Combat Hit Test, this character is disallowed the *Counter-strike* Optional Response.
  - ✓ At the end of the *Action*, the target character acquires a *Delay* token unless the Close Combat Hit Test by the *Active* model was a tie.
- **Opportunity Attack** — An *Active* model which was *Engaged* that leaves without performing a Disengage action or Disengage Bonus Action is subject any *Opportunity Attack*.
  - ✓ Allow one Close Combat Attack at zero AP cost by a single one of the *Attentive Opposing Ordered* models with which it had been *Engaged*. Apply all *Situational Modifiers* for Close Combat Hit Tests.
  - ✓ The *Opportunity Attack* option does not cause the Attacking character to acquire a *Delay* token.
  - ✓ Afterwards, if the *Opportunity Attack* fails either the Hit or the Damage Test; allow the *Active* model to continue its movement.

### Optional Responses

Optional Responses are allowed to the *Passive* character when either the *Attacker* has *failed* or *tied* its Combat Hit or Combat Damage Test.

- The *Passive* character (the *Defender*) must be *Ordered Attentive*, or is in *Wait* status, or has a higher REF.
- The *Attacker* has first been allowed to perform any available Bonus Actions available to it.
- **Counter-strike** — When the *Attacker* *fails* its Close Combat Hit Test the *Defender* may immediately attack.
  - ✓ If the *Attacker* is within *Melee Range*; reverse the roles and allow the *Defender* to become the *Active* character for the remainder of the *Action* to perform a Close Combat Damage Test.
  - ✓ It receives any *carryovers* from the Hit Test, and a Bonus Action if it *passes* the Damage Test.
  - ✓ Characters which elected to “Defend” are disallowed the option to use the *Counter-strike* response.
  - ✓ At the end of the *Action*, the target character acquires a *Delay* token unless the *Active* model *failed* the Combat Hit Test.
- **Bonus Action** — Allow the *Defender* of any *failed* or *tied* Close Combat Hit or Range Combat Hit Test to perform any of the Bonus Actions.
  - ✓ See the section on *Bonus Actions* for the options available.
  - ✓ At the end of the *Action*, the target character acquires a *Delay* token unless the *Active* model *failed* the Hit Test.

## React Actions

A React action occurs when an Opposing character temporarily interrupts ("Reacts") and switches roles with an Active character so that it can perform its own Action.

### Overview

- A React opportunity is allowed when a Passive model is;
  - ✓ In Wait status while within LOS of the Active model.
  - ✓ Free Ready Attentive Ordered and within Visibility and LOS of the Active model.
- Announce the intent to perform a React.
  - ✓ This must occur before any Tests begin for the current action but can be at any time during the Active model's movement.
  - ✓ A single model from each Opposing Side is allowed to perform a React action for each of the opportunities.
  - ✓ If multiple players each have characters which qualify for React actions, resolve the React actions starting with the highest REF and then in Initiative Order.
  - ✓ A character is disallowed to perform a React if it has already Reacted during this Initiative.

### Reacting to Move

- **Standard**— Reacts are usually against Opposing models which perform an action involving the MOV attribute.
- **Sudden**— When an Active character moves from Cover, or becomes Revealed this is considered "Sudden Movement" and gives the reacting character a chance to stop the Active character from moving too far.
  - ✓ Place a pawn at the Active character's position. The Active model is allowed to move half its normal amount before the reacting character is permitted to perform an action.
  - ✓ Subtract the reacting model's REF from the allowed distance. If the reacting model becomes Engaged, this becomes "Reacting to non-MOV action"; see below.
  - ✓ Afterwards, continue any movement noting the distance already displaced from the pawn. Remove the pawn.

### Reacting to non-MOV Actions

Reacting to anything actions which do not involve the Active character's MOV attribute (such as using Agility or performing an Attack action) requires having a higher REF than the Active model.

- Increase REF required by 1 if reacting to another React,
- Increase REF required by 1 if reacting to being Engaged.
- Models specifically moved using the keyword *reposition* never allow other models to perform React actions against them unless already part of a React action.
- Resolve the React.

### Resolving Reacts

Note the current position and activities surrounding the models involved. It will be useful to identify the Active character with a pawn.

- The Active character temporarily swaps roles with the Reacting character to become the new Passive character.
  - ✓ Its current Action is interrupted and it may resume after the Reacting character completes the React.
  - ✓ The Active character if interrupted during its Attack action is presumed to be using the weapon it attempted to use for the attack when it becomes the Passive character.
- The Reacting character becomes the new Active character and receives 1 AP to perform Actions.
  - ✓ It must pay 1 AP to remove each of its Delay tokens.
  - ✓ Remove Wait token, or if none; acquire a Delay token.
  - ✓ It performs any Actions it can afford with its remaining AP, and it may also use Pushing if Attentive.
  - ✓ It must not initiate any Test with another model.
  - ✓ Afterwards, return control, swap roles, and return Initiative to the prior character and let it complete its original Action if at all possible.
- If this is not the first React performed by a model this Turn, it acquires a Delay token.
- **Snap-shot** — When using ROF during a React, or with Agility, or after performing the Move action; reduce ROF available by 1.
- **Waiting** — All characters in Wait status receive +1 REF when qualifying for a React.

### Scramble

Cinematically whenever a target location is attacked, especially when an Indirect Range Attack is performed, everyone who can tries to dodge out of the way!

- Allow all Free Attentive Ordered characters within Visibility and LOS of a target location which is attacked to "Scramble" by repositioning.
  - ✓ Start with Opposing models and alternate to include Friendly models.
  - ✓ Models which reposition may not move into Melee Range or become Engaged with an Opposing character.
  - ✓ Models must also be Ready if the location was targeted using a Direct Range Attack.
- Models which reposition must acquire a Delay token but they reposition up to  $MOV \times 1"$ .
- Hidden characters may reposition up to  $MOV \times 1"$  without the token and remain Hidden if outside of LOS to an Opposing model. They may reposition up to  $MOV \times 2"$  but acquire the Delay token.

## Group Actions (▲)

Group Actions are a limited set of Actions which can be performed by a group of models. These actions require Go Points [ GP ] to be spent.

*Try these rules only after acquiring more familiarity with the main Basic Game rules. For more information on options to spend and use Go Points, see Playing the Game at the start of the rules.*

### Identify the Group Members

A Group consists of Members; the Group Leader and the Followers. Pay 1 GP to start a Group Action. Identify a *Ready Free Ordered Attentive* model as the Group Leader.

- Place a pawn at the Group Leader as a reminder and remove it when the Group Action is completed.
- The player must now identify at least one Follower as a Member of the Group Action.
  - ✓ Followers must be *Friendly Ready Free Ordered* models within *Cohesion*.
  - ✓ It will cost 1 GP to for each model to add as a Follower beyond the first.
  - ✓ If the Follower is in *Wait* status, remove it. It becomes a Group Member for zero GP.
  - ✓ Examine the POW rating of the Group Leader; no more than that many Followers are allowed in the Group, though at least one Follower is allowed.

### Actions

Have the Group Leader perform any *single* action; either a 1 AP or a 2 AP action. All Members of the Group Action must perform the same action as the Group Leader.

- **Movement** — If the Group Leader performs Move, Swap, Disengage, or Combined action (or anything involving the MOV trait); have it perform that first.
  - ✓ The Group Leader and the Followers are always limited in how far they can move just as for non-Group Actions.
  - ✓ Afterwards, in rapid succession; move each Follower to within *Cohesion* of the Group Leader. If this requires an additional AP, allow it and note accordingly for below.
- **Combat** — Afterwards, if the Group Leader or Followers have the opportunity to perform an attack during the course of Movement (see above), any or all members may attack but only if the Group Leader attacks first.
- **Continue** — If desired, continue for another Action if there are remaining available AP for the Group Leader.
- **End of Group Action** — Afterwards, mark every model with a *Done* token if it spent 2 AP, or a *Delay* token if it spent 1 AP. If it would acquire a second Delay token, mark it as *Done* and one *Delay* token instead. If the Group Leader is not *Done*, have it complete the remainder of its *Initiative*.

## Group Effort

Models which are all in *base-contact* with a target model or element upon the battlefield may always perform a Group Action without limitation on the number of Followers if the goal is to help the Group Leader perform a Fiddle action.

- The Go Points required should be spent as normal.
- **Help** — Each *Free Attentive Ordered Friendly* model in *base-contact* with the target of a Fiddle action provides +1 *Modifier* die.

### Reacts versus Groups (▲)

Group Actions may be interrupted at any time during its execution.

- If any specific Member is targeted, that one Member is considered the “Active character”.
  - ✓ Compare the REF of the Group Member against the character attempting to perform the React.
  - ✓ The player with the Group must then reposition all Followers which haven’t yet moved no further than the Group Leader, and up to into *base-contact* with it.
- **Solo** — A single model selected to perform React against a Group Action is presumed to have +1 REF.

### Group Reacts (▲)

A character used for a React action may be used as a Group Leader to form a Group. Identify additional models which qualify for this Group Action.

- Group Reacts may only be performed if all Members are qualified, usually by also having higher REF.
- Go Points and Initiative Points may be spent as normal.

# Additional Concerns

## Other Concerns

### Friendly Fire

- Whenever the target of a Direct Range Attack is *missed*; one randomly selected model is subject to being attacked starting with those closest to the target as follows;
  - ✓ if it is in *base-contact* with the target
  - ✓ if it is within 1" of the target
  - ✓ if it is within 1" of LOF to the target.
- Once the new target is determined, apply each of the *misses* as bonus *Modifier* die for the Attacker and re-perform the Attack.
  - ✓ Any traits associated with the attack of course apply to the new target.
  - ✓ *Friendly Attentive Ordered* models in *base-contact* with the model performing a Direct Range Attack are never in risk of “*Friendly Fire*”.
  - ✓ In case of any ambiguities, always rule in favor of the Attacker.
- **Obscured** — Penalize the *Active* character -1 *Modifier* die for Hit or Detect Tests **for each** *Friendly* model within 1" of LOF to and between target.

### Natural Weapons

The traits such as Bite, Claws, Gore, Lash, Quills, Slam, Stinger, Tentacles, or Trample are *Natural* weapons. Being *Unarmed* is also considered having a *Natural* weapon.

- *Natural* weapons may never be *disarmed*, if using the “*Disarm-Take*” optional rule. See the *Optional Rules* section under “*Disarm-Take*” for more information.
- All *Natural* weapons have the [Stub] trait. This is penalty of -1 *Modifier* die Attacker Close Combat Hit Test.
- All *Natural* weapons have the Silent trait. This allows the weapon to be used without causing the attacker, if *Hidden*, to become *Revealed*.

### Swap Positions

This rule allows models to switch positions in congested *Scrum* configurations, which is especially helpful within buildings or dense terrain locations.

- During movement, a character may swap positions with any *Disordered Distracted* models or *Attentive Friendly Free* models which are in *base-contact*.
  - ✓ Afterwards apply a *Delay* token to one of the *non-Opposing* models.
  - ✓ The first Swap during an *Initiative* costs 0 AP. Otherwise 1 AP each additional occurrence.
- Do not allow Swap if the target model is *Engaged* to an *Attentive Ordered Opposing* model.

### Overreach

This rule allows models separated by a fence or hedge to realistically attack each other across it, or to simulate an extreme lunging effort to minimize risk or injury. Attackers may perform *Overreach* with their Close Combat Attack under these conditions;

- The Attacker must not use a weapon with the [Stub] trait or have any of the [Beast] traits.
- The Attacker using *Overreach* acquires the Reach trait; if it already has the Reach trait it gets +1 Reach level.
- The Attacker Close Combat Attack Hit Test is penalized -1 *Modifier* die. The Attacker will lose ties, including when subject to any *Counter-strike*.

### Charge and Impetus

Characters that move before causing an *Opposing* character to become within *Melee Range* may qualify for one or both “*Charge Bonuses*” as follows;

- **Charge** — The *Active* character receives +1 *Modifier* die for the Attacker Hit Test if it performed a Move action into *Melee Range* over *Clear* terrain from a *Free* position at least 1" in a relatively straight line.
- **Impetus** — If *Attentive* and performed two Move actions in a row for at least 1" each across *Clear* terrain, receive a Close Combat action at zero AP cost if its target becomes in *Melee Range*.
- All of these conditions must be met to qualify;
  - ✓ *Active character must start Free from at least 2" away.*
  - ✓ The target is within LOS at the start of the Action, and is not *Hidden*.
  - ✓ The path taken towards the *Opposing* character is the shortest, straightest path possible.
  - ✓ The path must be across *Clear* terrain. Using traits or Agility can make some terrain effectively *Clear*.

## Multiple Weapons

Characters benefit from the Multiple Weapons rule if their model is sculpted showing this and the weapons are purchased using BP.

- Count each additional hand which is armed with a *Ranged* or *Melee* weapon. Animals might for example have “in hand” Bite and Claws, or Trample and Gore.
  - ✓ Characters must have enough Hands to use each, and a preferably sculpted with the weapon “in hand”. See the section on Traits for the [1H] and [2H] traits for more information.
  - ✓ Count each additional pair of claws or pair of fists, or additional independent tail, or additional independent mouth used for biting.
- *Natural* weapons normally do not benefit from this rule unless explicitly written such as 2 × Claws or 3 × Bite.
- Unless the archetype (Animal, Beast, Sophont, etc) is recognized for having multiple weapons, or sets of a type of weapon; do not count them as suitable.
  - ✓ For example; most Earth (Terran) animals have just a pair of claws even though some species like Tigers or Bears have four limbs.
  - ✓ For example; though Dog (canine) species have four limbs and a snout, they only count as having Bite as a *Natural* weapon and do not also receive Claws.
- Characters with multiple weapons use these rules;
  - ✓ Each additional *Ranged* weapon “in hand” provides +1 *Modifier* die Attack Range Combat Tests.
  - ✓ Each additional *Melee* weapon “in hand” provides +1 *Modifier* die Close Combat Tests.
  - ✓ Using the same “in hand” weapon in consecutive Actions during a Turn penalizes -1 *Modifier* die Combat Tests the first time, and -2 *Modifier* die Combat Tests the next.
- A character that is using a specific weapon for an attack which is then interrupted, is presumed to have that weapon for defense as well.
  - ✓ Characters not attacking which are interrupted must specify one of its weapons, or specify *Unarmed*.
  - ✓ The choice for weapon used when interrupted affects Bonus Actions such as *Defend* or *Counter-strike*.

## Random Reversal (◎)

In the heat of battle, there's lots of reversals of fortune.

- If a *Close Combat Hit Test* is a tie and **neither** the *Attacker* nor *Defender* perform a *Bonus Action*; check these conditions;
  - ✓ Models are in *base-contact* and at least one model has a *Weapon* with the [Stub] trait. This includes *Natural Weapons*.
  - ✓ Defender is *Attentive* or the Attacker is *Distracted*.
- If both conditions apply, sum the pips on the *Defender's Base* dice. If even, switch the positions of both models.

## Demoralization (◎)

After every Bottle Test which is *passed*, a force will become demoralized and start thinking in terms of retreating to safety.

- Examine the *Side* which passed the Bottle Test and count how many character models are *In-Play*.
- For every two models, assign 1 *Fear* token to one of those two.
  - ✓ The assignment is performed by the Side which controls the models.
  - ✓ Prefer assignment to the model which would incur the worst amount of *Situational Test Modifier* penalties for any *Defender* Combat Hit Test from any single *Opposing* model.
  - ✓ Rate *Wild* dice as worse than *Base* dice and *Base* dice as worse than *Modifier* dice.
  - ✓ Make a random decision if necessary.

For example; one model is *Outnumbered* and would incur -1 *Wild* die penalty. The other model is within *Point-blank* range of at least one *Opposing* model which could perform a Range Hit Test. That first model becomes the one which receives the *Fear* token.

For example; one model is Flanked and would incur -1 *Modifier* die penalty. The other model could be the target of a *Charge* attack for also -1 *Modifier* die penalty. In this case, if the player can't decide then choose one of the models at random by rolling a die.

## Some Important Traits

There are some commonly encountered complex traits which when used correctly can dramatically alter game-play. Examination of these particular traits will assist in understanding how many of the other traits not shown here might be best used.

### Fear X

Some archetypes have reality-warping or mind-bending features that instill into others a tremendous amount of fear, horror, and ultimately insanity. Many predatory animals have this ability, but extra-dimensional eldritch beings with psionic powers often do, as do their more astute and insane disciples.

**Fear X — Magic. Psychology. Skill.** If *Opposing* models have the Fear trait, reduce X by the lower rating. Fear OR is  $X \times 1"$ .

- ✓ Once per *Initiative*, if *Attentive Ordered*, at the end of this model's Action; all *Opposing* models which now become within Fear OR and LOS must perform an -X *Modifier* die Fear Test. If the target is beyond 1" from the Attacker, reduce X for each additional 1" for purposes of the Fear Test. Upon failure the target acquires up to X Fear tokens.
- ✓ Models which attempt to move to within Fear OR and LOS of this model, or which attempt to become *Engaged* to it are subject to a -X *Modifier* die Morale Test; upon failure disallow the model to move any closer.

### Understanding Fear X

The keywords "Magic", "Psychology", and "Skill" are used for the *Campaign System* and limits how traits are assigned and improved.

The first sentence uses the common term "reduce" such that if the target of a Fear attack also has the Fear trait, it will ignore any amount of Fear up to their level with it. If the Attacker has Fear 3, but the target has Fear 3 or more; the Fear trait of the Attacker is reduced to zero and no longer is effective. Also common is the definition of a Fear OR (Optimal Range) value. So, a character had Fear 3, the Fear OR is 3 MU.

The way that the Fear trait is to be used is by having the "fearsome" model move into Fear OR range of any *Opposing* models, clumped together, and cause them to each perform a Fear Test with the desire to cause them to acquire Fear tokens and eventually become *Eliminated*.

Similarly, *Opposing* models with no Fear trait or with a lower Fear trait level will have a difficult time to become *Engaged* with fearsome characters. Therefore they must perform a Morale Test and pass to overcome this.

### Using Fear X

On the offense, move a Fear model into range of one or more *Opposing* models which have clustered together to cause them to perform a Fear Test. Afterwards, enter Close Combat if powerful enough, otherwise move away from danger.

## Leadership

Many archetypes represent wise or charismatic characters who can encourage others to continue a dangerous battle despite being nervous or panicked. These are the leaders of any Assembly.

**Leadership X — Psychology. Skill. Friendly** models within *Visibility* of this character receives bonus +X *Base* dice for all Morale Tests. Those models may not receive such a bonus from more than one character with the Leadership trait per Test.

- ✓ If this character performs the *Initiative Test* as the *Designated Leader* it has automatic *Situational Awareness* during the first X + INT Turns and so doesn't have to check LOS to *Friendly* models. (▲)
- ✓ May "Start Group" for 1 IP. If Group Leader, increase by X the number of *Friendly Ready Ordered* models within *Cohesion* which can become Group Members. (▲)
- ✓ Requires *Agenda Cards*; When assigning Agenda cards, qualify to receive an additional card. (◆)

### Understanding Leadership X

The keywords "Psychology", and "Skill" are used for the *Campaign System* and limits how traits are assigned and improved.

The first paragraph shows that *Friendly* models within *Visibility* benefit from all Morale Tests; so keep Leadership characters nearby in order to prevent Fear tokens from accumulating too quickly or be removed too slowly.

The next two paragraphs are for the Advanced Game and are identified as such with the (▲) icon. The *Situational Awareness* and *Group Actions* sections are covered earlier within the Basic Game rules.

The last sentence provides a benefit when players have agreed to use Agenda Cards, which are a resource and this is identified with the (◆) icon.

### Using Leadership X

Ensure each Assembly has at least one character with the Leadership trait. Always have Leadership characters be in LOS and within *Visibility* of *Friendly* models just in case they need to get some help during Morale Tests.

**ROF X**

Also known as “Rate-of-Fire” and represents weapons such as machine guns which shoot many bullets or projectiles rapidly at any target and the swath of area near them. This allows many targets to be hit at once.

ROF has two versions; one used for the Basic Game, and one used for the Advanced Game.

Here is the trait definition for the Basic Game:

**ROF X — Attack Effect.** Receive X ROF points to attack *Opposing* models or battlefield locations when performing Attacker Range Combat.

- ✓ Divide ROF points among targets in LOS, but each target must not be more than *Cohesion* apart from the last. No target may be further than *Visibility* apart from the first.
- ✓ Perform a single Range Attack Hit Test.
- ✓ For each ROF point assigned to a target, roll a *Wild* die as an “ROF die”, and add its result to the Attacker’s test score. Resolve the entire Attack for each target before moving on to the next.
- ✓ “Snap-shot”; when used during a React, or with *Agility*, or after performing the Move action; reduce X by 1.

**Understanding ROF X**

The keyword “Attack Effect” is used for the Campaign System and limits how traits are assigned and improved. In this case, this trait may only be assigned to something which allows or causes attacks.

The bullets continue the instructions, and the last sentence is names a Situational Test Modifier which indicates that ROF X is reduced by 1 unless the model with the weapon essentially remains in place before attacking.

**Using ROF X**

On the offense, look for *Opposing* models which have clustered too close to each other and target the closest one first during a Direct Range Combat Attack.

**Feed and Jam**

ROF weapons are normally assigned the [Feed] trait to indicate that it may generate “Out-of-Ammo!” results. These might also be assigned the [Jam] trait which may generate “Jammed!” results. The effect of both is place at risk the continued use of the weapon.

*See the Traits section for these Disability traits for more information.*

**Tactics X**

Some archetypes are highly experienced in planning and coordinating combat, often signaling their team mates from distance during a battle, and learning to read the situation as each Turn unfolds.

**Tactics X — Psychology. Skill.** Receive +X Base dice when designated for Initiative Tests.

- ✓ When a *Friendly* model is checking *Situational Awareness*, presume this model is always within *LOS* of the *Designated Leader* during the first X + INT Turns. (▲)
- ✓ Requires *Tactics Cards*; When drawing Tactics cards, count the total Tactics trait level for all characters with the Tactics trait. Draw that many additional cards. (◆)
- ✓ Requires *Agenda Cards*; When assigning Agenda cards, qualify to receive an additional card. (◆)

**Understanding Tactics X**

The keywords “Psychology”, and “Skill” are used for the *Campaign System* and limits how traits are assigned and improved.

The next paragraph is valuable for use in the Advanced Game as indicated by the (▲) icon.

The remaining two paragraphs have the card (◆) icon to show that they are only relevant when optionally using the Tactics cards, and the Agenda cards.

**Using Tactics X**

Initiative Points [ IP ] are valuable and having characters with the Tactics trait is the ideal method to get more.

Ensure each Assembly has at least one character with the Tactics trait. Have the Tactics character be the *Designated Leader* as often as possible to acquire an advantage for Initiative Tests.

## Fight X

Some archetypes are exceptional at performing Close Combat and these are assigned the Fight X trait.

**Fight X — Skill.** Ignore up to X penalty *Modifier* dice for Close Combat Hit Tests. For each level of Fight higher than the *Opposing* character, receive an additional X Bonus Actions this *Initiative* not already performed this Action.

### Understanding Fight X

The keyword "Skill" is used for the *Campaign System* and limits how traits are assigned and improved.

Fight X does not provide bonus X *Modifier* dice, but instead prevents up to X *Modifier* dice acquired through penalties from being awarded to the *Opposing* character during Close Combat Hit Tests.

A character with Fight X acquires additional Bonus Actions, the amount of which depends on how much its level is higher than its *Opposing* character.

### Using Fight X

Have as many characters with the Fight trait as possible.

Characters with Fight X can perform Bonus Actions which can place them into advantageous positions or remove them from poor ones.

## Shoot X

Some archetypes are exceptional at performing Close Combat and these are assigned the Shoot X trait.

**Shoot X — Skill.** Ignore up to X *Modifier* penalty dice for Attacker Range Combat Hit Tests. Increase OR and OR Multiple by X.

### Understanding Shoot X

The keyword "Skill" is used for the *Campaign System* and limits how traits are assigned and improved.

Shoot X does not provide bonus X *Modifier* dice, but instead prevents up to X *Modifier* dice acquired through penalties from being awarded to the *Opposing* character during Range Combat Hit Tests.

The second sentence shows that any Optimal Range [ OR ] values experienced by the character is increased by X, and the maximum OR Multiple [ ORM ] is increased by X as well.

- ❖ For example; presume the character had Shoot at level 1. If the *Visibility* OR was 8 MU and the OR of the weapon was 6 MU, both would become increased to 8 and 7 MU respectively. The default ORM is 3 but now becomes increased to 4, which allows targets up to  $8 \times 4 = 32$  MU to be Detected and up to  $7 \times 4 = 28$  MU to be targeted for a Range Combat Attack.
- ❖ When used with the Concentrate action the ranges double to 64 MU and 56 MU respectively.

### Using Shoot X

Have as many characters with the Shoot trait as possible.

# ADVANCED GAME (▲)

These following rules build upon the foundation of the Basic Game and allow a greater variety of genres and game-play to be experienced. These are all identified with a triangle symbol (▲) as a reminder that they are for experienced players only.

## New Sub-systems (▲)

*These sub-systems dramatically alter game-play.*

### Suppression (▲)

Attacks using ROF, and attacks with the *Explosion* trait enable use of the Suppression rules. Suppression allows an Attacker to force Defender models to either stay in position in behind Cover or to withdraw from their current position.

#### Overview

Suppression markers about 0.75-inch diameter, are used to identify where Suppression exists.

#### Placement for ROF Attacks:

At the end of any attack involving ROF:

- For each ROF point used by the Attacker for the Attack, place one *Suppression* marker in *base-contact* with one of the targets.
- ROF may be used to target a battlefield location for a Direct Range Attack.
  - ✓ If this is the case and target location is within *Visibility* and LOS; then receive +1 *Suppression* marker.
  - ✓ "Scramble" — Allow all targets the option to "Scramble" as a result. See *React Actions* for more information.

#### Placement for Explosion Attacks:

After resolving an attack which used the *Explosion* trait:

- Place a *Suppression* marker at each model with LOF to the target location attacked which is also within  $X \times 1"$  of it. This includes vertically as well.
  - ✓ For example; Explosion 4 affects all models within 4" causing them to each receive a *Suppression* marker.
  - ✓ Position the marker at the model within LOF just before any *Direct Cover*, or upon any *Soft Cover*.

#### Capabilities

Each *Suppression* marker has an effect range of 1" from its edge. This includes 1" vertically upwards so that it can be jumped over or ignored by models at different elevations.

- *Suppression* effects extend through *Soft Cover* but not *Hard Cover*.
- *Suppression* effects extend from all markers to all models within range; it does not discriminate.

### Crossing Suppression

At the start and *during* a Active model's actions, after any Reacts which may have placed new or additional *Suppression* markers; determine the amount of *Suppression* within range.

- Crossing a *Suppression* marker happens when;
  - ✓ Moving across or into it.
  - ✓ Attacking across it while within 1" range.
  - ✓ Characters might also cross into a *Suppression* marker as a result of being repositioned, or being pushed into it.
- When crossed, perform a "Suppression Test" (a kind of Morale Test) as an *Unopposed* Test at -1 *Wild* die per *Suppression* marker in *base-contact*. Use the lower of the character's REF or POW, but use REF when equal.
  - ✓ Apply any *Situational Test Modifiers* adversely (as a penalty) for Defender Range Combat such as "Hindrance", "Direct Cover" or "Safety".
  - ✓ For each *miss*, receive a *Delay* token as *Stun* Damage if used REF, or receive *Fear* tokens if used POW.
  - ✓ Afterwards, perform any desired action as per usual.

### Removal

At the end of an Active character's *Initiative*, after receiving a *Done* marker;

- Remove all *Suppression* markers in range unless they are also in range of a *Ready* model.
- Remove all *Suppression* markers which have no *In-Play* models within range.
- Remove all *Suppression* markers when a character crosses them as a result of a an action or being repositioned, after the *Suppression* Test.
- When a *Suppression* marker is to be removed but is within *Cohesion* of at least one model behind *Cover*, have the Player controlling that model roll a *Modifier* die. Upon *fail* it remains.

### Limitations

Some models are so well armored or powerful that they will not experience *Suppression* markers. Check as follows;

- **Core Damage** — For the attack used, add flat value plus number of dice.
- **Core Defense** — For each target, add it's FOR and Armor Rating, and subtract 3. This becomes the "Core Defense" score.
- **Compare** — If Core Damage is less than Core Defense, remove the *Suppression* markers adjacent or within 1" of the target. Reposition those markers to other targets if they have less Core Defense.

## Fire-lane (▲)

Very powerful Modern Age “Support” weapons, such as Light Machine Guns, normally receive the Fire-lane trait.

### Emplacement

The Fire-lane trait works in conjunction with the [Emplaced] disability trait.

- When a weapon with the Fire-lane trait is *Emplaced* it may be used to create a Fire-lane by a *Free Ready Attentive Ordered* character in *base-contact* with it, to be known as the “Gunner”.
- Spend 2 AP and place a *Fire-lane* marker within LOS pointing back to this weapon and either mark the Gunner as *Wait Done* or optionally perform an immediate Range Combat attack.

### Restrictions

While *Emplaced*, the Gunner with the weapon:

- The weapon has an OR equal to *Visibility*.
- The weapon has a *Fire-lane OR* equal to half the distance between the Gunner and the *Fire-lane* marker up to a maximum of Fire-lane OR 16".
- The Gunner may only attack models in LOS which are within the *Fire-lane OR* of the *Fire-lane* marker, or which are within the triangle formed with that when tracing LOF back to the Gunner. This includes vertically.
- Suffers -1 *Wild die* Range Attack Hit Test instead of receiving a bonus for being at Point-blank range.

### Benefits

While *Emplaced*, the Gunner with the weapon:

- Whenever any target spends an AP and enters or moves within the *Fire-lane*, optionally receive a *Delay* token in exchange for placing a *Suppression* marker within *Cohesion* of the target.
- If there is a *Free Attentive Friendly Ordered* model in *base-contact* with the weapon and the Gunner, allow that *Delay* token to be issued to them.

### Removal

Remove the *Fire-lane* marker after the attack at the start of the Gunner’s next *Initiative* under these conditions:

- when the weapon is no longer *Emplaced*,
- when the Gunner moves away,
- when the Gunner changes sides, is *Eliminated* or KO’d.
- whenever the player controlling the weapon decides; voluntarily remove the *Fire-lane* and *Emplace* markers.

## Flight (▲)

The Flight and Glide traits allow a model to be able to travel above the battlefield without interacting with it. This is fairly straight-forward, but there are some edge-case conditions which need to be clarified.

### Flying Status

Models capable of flight will need to identify that they are in *Flying* status. This can be done with a simple Flying token placed next to the model, or it can be done more thematically by placing the model upon a “flight stand” which props the model above the battlefield.

- While a model is in *Flying* status, it is presumed to be **moving** at an altitude above the battlefield equal to  $SIZ \times 1"$ . LOS is traced to that point plus or minus its *Agility* in its favor when **attacking or defending**.
- If the model’s altitude is different than the default, use dice placed near a model to indicate its altitude in MU. LOS is to that altitude and up within *base-height* of that.
- Unless an *Opposing* model is also in *Flying* status, or is performing a Counter-strike; this model will never be *Engaged* nor in *Melee Range*. Must either lose *Flying* status or acquire a *Delay* token when receive more than one *Fear* token during any Action.
- Flying status ends upon becoming *Engaged*, or becoming within *Agility* of terrain that this character can normally enter. Characters landing acquire the Pounce trait as a result.

### Uncontrolled Flight

Models in *Flying* status normally have *controlled flight*. This becomes *uncontrolled flight* when the model becomes KO’d or becomes *Panicked*.

- Remove *Flying* status; the model has crashed.
- This costs zero AP for the model, but the owner Player must performed a *Biased Scatter* for their character.
  - ✓ The distance moved will be equal to the maximum it could move using either its *Glide* or *Flight* trait, to a minimum of its altitude in MU.
  - ✓ The vertical distance moved is whatever the maximum should be to force the model to land. If the model, as a result crashes into another model, obstacle, wall, or building; that model acquire a *Stun* damage. If other models are involved; they acquire a *Delay* token.
- Subtract the character’s length; the largest value of either *base-height* or *base-width*, from the vertical distance;
  - ✓ If there is a remainder, the character acquires a *Delay* token. Subtract the length from the remainder.
  - ✓ If the number remaining is greater than *Agility*, the model acquires a *Stun* damage for every multiple of *Agility* remaining above the first.

## Advanced Agility (▲)

Moving characters about the battlefield has many edge cases which can be resolved. These situations will arise during missions involving lots of cat-walks, platforms, walls, and precipices.

### Assisted Descent

A character which starts in *base-contact* with an *Attentive Free Friendly* model may descend directly downwards an additional half *base-diameter* when using *Agility*.

- That *Friendly* model must have STR or SIZ equal to or greater than the descending character's SIZ.
- Use the half *base-diameter* of the *Friendly* model.
- Mark that *Friendly* model with a *Delay* token.

### Assisted Climb

A character which starts in *base-contact* with an *Attentive Free Friendly* model may climb directly upwards an additional *base-diameter* when using *Agility*.

- The target model must have STR or SIZ equal to or greater than the climbing character's SIZ.
- Use the *base-diameter* of the *Friendly* model.
- Mark that *Friendly* model with a *Delay* token.

### Running before Jumping

*Attentive* characters which moved in a straight line in the current *Initiative* just before attempting to jump across may add up to one-fourth of the distance traveled to *Agility* including any vertical distance dropped and keeping fractions if agreed.

### Hands Limitations

- Characters using all of their *Agility* while moving up or down terrain will become affected by the [1H] and [2H] trait as follows:
  - ✓ Climbing up ladders requires [2H] and down is [1H].
  - ✓ Climbing up ropes requires [2H] and down is [1H].
  - ✓ Climbing up requires [2H] during the last distance equal to the *base-height* of the character.
  - ✓ Climbing down requires [1H] during the last distance equal to the *base-height* of the character.
  - ✓ Jumping up requires [1H] during the last distance equal to the *base-height* of the character.
  - ✓ Jumping down requires [1H] during the last distance equal to the *base-height* of the character. If descending beyond *Agility*, requires [2H].
- Characters affected by the [1H] or [2H] trait:
  - ✓ The next Action performed will be limited by the trait unless a *Delay* token is first acquired.
  - ✓ See the [1H] or [2H] trait for more information.

## Fantastic Items (▲)

The MEST Tactics game system allows Armor, Weapons, and Equipment to be prefixed with classifier keywords which indicate that an item is a "Fantastic Item".

These "Fantastic Keywords" allow some theme to be introduced into the creation of simple characters without much additional overhead in complexity.

### Fantastic Classifiers

No more than a single *Classifier* keyword may be assigned to any one item. Each of these keywords behave similarly but have many key differences.

- ❖ **Arcane** — The item is a manifestation of lost arts which manipulate reality.
- ❖ **Energy** — The item has advanced electronic engineering which emits or is created by high-energy electro-magnetic fields.
- ❖ **Etheric** — The character is channeling powerful strange energies from the fifth-dimension to enhance a physical item designed as a technological enhancement.
- ❖ **MEMSic** — The item is formed by a highly energetic and intelligence-coordinated micro-electromechanical swarm.
- ❖ **Psychic** — The item is a manifestation of the character's mind and its effects are imagined in agreement between itself and any bystanders and targets.

### Arcane Items

The Arcane classifier may be assigned to a character *with or without* a representative art element for an item upon its model's sculpt. It is considered *Virtual* if it is not present on the sculpt.

- *Virtual Arcane* items may only be assigned to a character if that character has a Mana Points (usually by having the Sorcerer or Manapool trait), or has the Insane trait.
- *Virtual Arcane* items are virtually present and can be seen, heard, and otherwise sensed by others. However, these can be Dispelled by Spellcaster characters.
- Arcane items benefit from Mana Points expenditures. Each Mana spent provides +1 *Modifier* die for a Test involving the item.
- Arcane items may not be effectively used if the character is *Nervous*. Each *Fear* token penalizes the character -1m Tests involving that item.

### Etheric Items

The Etheric classifier may only be assigned to a character which has a *loosely* representative art element upon its model's sculpt for the item.

- Etheric items benefit from Mana Points ("Mana") expenditures. Each Mana spent provides +1 *Modifier* die for a Test involving the item.
- Etheric items may not be effectively used if the character is *Wounded*. Each *Wound* token penalizes the character -1m Tests involving that item.

### Psychic Items

Psychic items are always considered *Virtual*.

The Psychic classifier **may only be** assigned to a character for items without a representative art element upon its model's sculpt.

- *Psychic* items are normally *Silent* for all characters unless those characters have one or more traits with the Psionic keyword, or whom also have Psychic items.
- Psychic items may not be effectively used if the character is *Distracted*. Each *Delay* token penalizes the character an additional -1m Tests involving that item.

### Energy Items

The Energy classifier may only be assigned to a character which has a *loosely* representative art element upon its model's sculpt for the item.

- Energy items benefit from Battery expenditures. Each Battery point spent provides +1 *Modifier* die for any Attack Effect, or if assigned as Armor for Defender Hit or Defender Damage Tests.
- Energy items are highly susceptible to Field Jammers.

### MEMSic Items

The MEMSic classifier may only be assigned to a character *with or without* a representative art element for an item upon its model's sculpt. It is considered *Virtual* if it is not present on the sculpt.

- MEMSic items benefit from Battery expenditures. Each Battery point spent provides +1 *Modifier* die for any Attack Effect, or if assigned as Armor for Defender Hit or Defender Damage Tests.
- MEMSic items are highly susceptible to Field Jammers and to MEMSic Jammers.

## Lighting (▲)

*Lighting in the Advanced Game can be nuanced. Outside it could be "Night" but within a building it may be "Twilight" because of lamps and chandeliers. It could also be the opposite; outside it is "Day" but inside a window-less warehouse building it is "Night".*

### Atmospheric Lighting

This is environmental lighting for the battlefield. This includes any ambient lighting within a building. When deciding on the Lighting for a Mission, players will still choose between "Day, Clear" and "Twilight, Overcast" as before. However, through the use of Tactics Cards or Mission conditions, other lighting values will be available.

When deciding for custom scenarios on what lighting is available, be sure to use the table below to properly set the mood. This Lighting then sets the Visibility OR.

OR	Time of Day	Atmosphere	Point-light	Light ②
0"	Night	Pitch-black	-	-
1"	Night	New Moon	Candle	1
2"	Night	Half Moon	Flash-light	2
4"	Night	Full Moon	Torch	4
6"	Night	Super Moon	Lantern	6
8"	Twilight ①	Overcast	Lamppost	8
10"	Twilight ①	Clear	Headlights	10
12"	Day	Overcast	-	-
14"	Day	Hazy	-	-
16"	Day	Clear	-	-

① Twilight occurs at Sunset and at Sunrise, can be written as either if a Mission or Scenario is being specific.

② This is the Light X level of the Point-light source. Attentive Ordered characters experience Visibility OR equal to  $X + 2"$  when that is held in hand, is in base-contact, or is within 1 MU and LOS. Any character in Wait status increases this +2".

### Point-light Sources

Characters may be assigned Equipment which includes Torches, Lanterns, and Lamps. There may also be Lampposts or Chandeliers placed or identified upon the battlefield. Or Fire. All of these are Point-light sources with the Light X trait, with X as shown on the chart above.

- Elements with the Light X trait are Light sources with a Light OR equal to X MU. Any model within LOS and 1 MU of that source, or holding it, or in base-contact with it, experiences a minimum Visibility OR equal to the Light OR received.
- If LOS to a Light source is behind Cover and beyond 1 MU, reduce the Light X by 1.

### Internal Lighting

- All enclosed buildings with floors which can be traversed will have a Point-light source equivalent to OR 4".
- Windows facing outside become Point-light sources for internal areas with the Light X trait equal to half the outside OR.
  - So a window inside a building becomes Light 8 when it is "Day, Clear" outside at OR 16".
  - So a window inside a building becomes Light 4 when it is "Twilight, Overcast" outside at OR 8".
- Players should agree and then mark where a Point-light source actually exists if it can be unclear.
- Doors within a modern building will have light switches to toggle one or more Point-light sources off or on.

### Light Casting

Point-light sources will create Light Casting.

- A model in *base-contact* with or equipped with a Light source may never be *Hidden* unless out of LOS.
- Models within LOS of a Light source but which are at distances **greater** than 1,2,3,4,6, and 8 MU from it reduce the Light OR by 1,2,3,4,5, or 6 (see below chart).
  - If the Light OR is reduced to exactly zero (not negative), treat the Light OR as being 0.5".
  - Any *Ordered Attentive* model within LOS increases *Visibility* to be the Light OR it receives by +2".
  - Any model in *Wait* status and LOS increases *Visibility* for itself to be the Light OR it receives by +2".
  - These adjustments are never more than double the actual OR. So if it was 0.5", it becomes +1" instead of +2". If it was 0" it remains with no effective change.
- Any target within the LOS and radius of the Light source provides a *Visibility* OR equal to the Light OR for any attacker which has LOS towards that model. However, if the target is between the Light source and the attacker, any increases in *Visibility* for being *Ordered Attentive* or in *Wait* status are lost.

Distance	OR	Distance	OR	Distance	OR
> 1 MU	-1	> 6 MU	-5	> 24 MU	-9
> 2 MU	-2	> 8 MU	-6	> 32 MU	-10
> 3 MU	-3	> 12 MU	-7	> 48 MU	-11
> 4 MU	-4	> 16 MU	-8	> 64 MU	-12

- For example; a Lamp Post has Light X of 8. A target at a distance of 10 MU receives a Light OR of 2; therefore it is provides *Visibility* OR 2 towards it whenever within LOS.
- For example; a character with Torch has Light X of 4. A target within LOS at 5 MU provides *Visibility* OR 0.5". If the character was *Ordered Attentive* and in *Wait* status, it experiences the Torch as having Light X of 8. *Visibility* to the target at 5 MU instead becomes OR 4".

# Magic System

*Archetypes with the Sorcerer trait such as the Mystic archetype, are known as Spellcasters and may acquire and use Spells. This is a practitioner of magic which can channel energy from higher dimensions of reality through their body.*

## Philosophy

Some MEST genres allow characters to use magic.

Sometimes magic use is a rare occurrence where its practitioners are reclusive and shunned. In other genres it may be that magic is very common-place and nearly anyone daring and clever enough may pursue it as a skill.

The philosophy of the MEST Tactics magic system is that there is no such thing as Planar Magic or Elemental Magic. Magic is considered to be a “scientific” discovery and “internally consistent”. Therefore there are no Love, Hate, Dream, Despair, Fear, Positive, Negative, Fire, Air, Water, Earth, Spirit, Soul, Light, Dark, etc. magical forces.

## Source of Magic

Magic comes from the higher forms of mental organizations (“patterns”) of reality (“reference frame”). The background for this is known as “The Mustrum” or “Mustra”; a seemingly wild cacophony of energy of several higher orders than that which is perceived as the electromagnetic spectrum.

Each sentient creature is a mathematical expression generated at a higher dimension of reality that has its own complex and interleaved frequencies of vibrations, similar to how the sound-waves of an orchestra are experienced. There are multiple higher dimensions of reality. Physics itself within each lower dimension is expressed at these higher dimensions differently.

There are beings of pure thought (“Thought Beings”) in these higher dimensions which have the capability of affecting the existence and physical reality of individuals of the lower dimensions by manipulating those frequencies and patterns of Mustra. Some of these lower dimensional beings, the Spellcasters, have acquired knowledge which allows them access to manipulating the higher dimensions of reality.

## The Dark Art

Magic is a dangerous art and comes with extreme risk.

The majority of the higher dimensional beings are terrifying to behold and either have complete disregard or contempt for the simpler lower dimensional beings like humans.

In some cases, owing to the nature of physical reality, the lower dimensional beings merely serve as some sort of food or raw energy source that is reaped or extracted in the most horrifying and painful ways possible.

Very few of the practitioners of magic succeed without first becoming an apprentice of a great school of tradition, focusing on the learned works of prior magicians in one or maybe two specializations. Each specialization is a collection of spells concentrating on several related features of reality manipulation.

## Risks of Magic

Several drawbacks of using magic exist; most spells may not benefit an individual Spellcaster except at risk to self. Most spells do not directly affect a Spellcaster without risk of failing.

Most spells have a risk of causing insanity.

Becoming a Spellcaster changes the structure of the brain and the organization of the mind. This is often the result of how the higher-dimensional energy expresses itself in the lowest dimension we perceive as “reality” through the effects of electromagnetic radiation (heat, light, sound, x-ray, radio, etc) which as a result can damage brain, nerve, and muscle tissue.

Very few if any practitioners of magic rarely progress without becoming just a little insane or hideously deformed or both. Master Spellcasters are almost always Insane and a large number of them have become slowly mutated in their form as their body acquires elements of alien genetics a result of the constant pollution of the physical reality around them.

## Supplication to Dimensional Beings

Each of the spells available to a Spellcaster are scoped for use within a battlefield environment. These sorts of spells may be fantastic in their effects or dangerous to the person casting them, but all are executed at the whim of the Spellcaster.

Bigger spells require greater power sources , more powerful than what a single Spellcaster or even a group may muster. In such cases, the Spellcaster will often need to supplicate themselves to the alien intellects from higher dimensions of reality and hope that their appeals are heard and acted upon justly. Such concerns are beyond this Magic System.

## Codex Grimoire

The term “Codex Grimoire” is a book of spells.

Each genre involving the use of magic will have its own codex of spells which may be assigned to characters with the Sorcerer trait.

### Standards for Codex Grimoire

Every Codex comes with 36 spells, including a very standard set of 3 Dispell and 3 Lore spells. The fundamental idea is that whenever a Mission starts, the characters which have the Sorcerer trait might not be adequately prepared to have all of their spells ready for that particular situation.

Spells are primarily assigned randomly and which Sorcerer has which spells needs to be kept private.

### Traditions

There are six traditional “Schools of Magic” each representing a class of specialization. They are listed here in order of danger to the Spellcaster. The (“#”) column is used for random assignment.

#	Specialization	Description
1	Knowledge	Requires mental discipline
2	Dominance	Affects the mind; <i>Opposed Tests</i> .
3	Transformation	Enhances physiology like a trait.
4	Conjuration	Transport objects between realities.
5	Eldritch	Modification of known reality and physics. Affects environment by opening portal between
6	Combat	Allow attacks and some defenses similar to weapons.

### Specialization

Optionally, when a character is assigned the Sorcerer trait; for each Sorcerer Level and pick a unique specific School of Magic for it, or roll a six-sided die and assign one at random using the chart above.

- Whenever performing a Magic action using a spell with that specialization that character receives +1 Mana and +1w for any Sanity test requirement.
- The character will also become penalized -1 Mana for two anti-specialization classes.
- Having two overlapping specializations will negate any Mana benefits but keep the +1 Wild die benefit.

### Anti-specialization

Here are the classes and their anti-specializations. This together form a circle with five points;

School of Magic	Anti-specialization
Eldritch	↔ Combat, Knowledge
Combat	↔ Knowledge, Dominance
Knowledge	↔ Dominance, Transformation
Dominance	↔ Transformation, Conjuration
Transformation	↔ Conjuration, Eldritch
Conjuration	↔ Eldritch, Combat

#### Example:

A character has the Sorcerer trait. It is recorded as being: Sorcerer > Eldritch.

#### Example:

A character has Sorcerer 2. It is recorded as being: Sorcerer > Eldritch, Dominance.

### Codex Deck

The Codex Grimoire Basic is available as a printable as a set of cards from the Addendum section.

At the start of each Mission, for every Sorcerer (a character with the Sorcerer trait); shuffle the deck and draw cards random when assigning spells to a Sorcerer.

- For each Sorcerer character, draw from the deck a number of times equal to **INT + Sorcerer level**.
- The spell cards are reshuffled after each Sorcerer has been assigned their spells.
- Keep the selections private to the player or Side for that Sorcerer character.

### Codex Chart

For use without the Codex deck, use the Codex chart below.

- For each Sorcerer character, roll a number of times on the Codex chart below equal to **INT + Sorcerer level**.
  - ✓ Use one red and one white six-sided die reading it as a “D66” with red as the first value in the “tens place”, and white as the second value in the “ones place”.
  - ✓ The character receives Mastery Level (“Level”) 1 for that spell; mark the line to indicate that if encountered again by this Sorcerer for this Mission it should be rerolled.
- Keep the selections private to the player or Side for that Sorcerer character.

## Repeating Spells

- Repeating a spell increases the Mastery Level if the new Level is not higher than the Sorcerer trait level.
- Re-roll the spell if the level would become higher than the Sorcerer level.

### Example:

A character has INT 3 and Sorcerer 1. It receives  $3 + 1 = 4$  rolls on the Codex chart above.

The player controlling this character rolls the D66 (a red die and a white die) and scores the following; 32 "Halo of Light", 46 "Portal of Leng", 21 "Cure", and 55 "Shroud".

### Example:

Another character has INT 2 and Sorcerer 2. It receives  $2 + 2 = 4$  rolls on the Codex chart above.

The player controlling this character rolls the D66 and scores; 23, 24, 41, and 44. This results in the character receiving these spells; "Dispell 2", "Lore", and "Mindblast".

## Prepared Spells

Once all Sorcerers have been assigned their spells at random, each player with Sorcerers looks through the Codex and picks one spell as desired for each Sorcerer character.

- These levels **may not** be stacked with any matching spells those Sorcerers already have.
- All of the player's Sorcerers have access to and their Prepared Spells.

## Mana

For every spell that a Sorcerer is about to use, they are given a number of Mana Points or "Mana" equal to their Sorcerer Level plus their Spell Mastery Level.

### Mana = Sorcerer Level + Spell Level

For example; a Sorcerer 2 with Dispell 2 and Shroud would receive 4 Mana whenever using the Dispell spell but only 3 Mana when using the Shroud spell.

#### Each Mana may be spent as follows:

- ✓ Double OR for the Spell.
- ✓ Reduce AP cost of Spell, to a minimum of 0 AP. Spells with zero AP still require a Delay token to be acquired.
- ✓ Receive +1 *Modifier* die for any Magic Test, such as Link, Weave, or Sanity.
- Mana will not carry between Spells, and if not used for the current Spell it is lost.

## Spell Description

For all entries, whenever an X appears; it is the amount of Mana spent for that property with the default being just 1.

- **Overview** — The top two lines are the spell name, cost to use in AP, and the category such as Conjunction, Combat, Dominance, Eldritch, Knowledge, or Transformation.
  - ✓ AP required, even after applying Mana to reduce it, may be higher than what a character has available. In these cases the Spell will require multiple game-turns to complete.
- **Description** — The last section of the spell entry are the effects of the Spell. Some descriptions will have effects identified with an "X". When additional Mana is spent to increase any X value for an effect, this will cause DR -1 each for the Sanity Test (below).
- **Range** — OR is listed as Self, *base-contact*,  $X \times 1$ ",  $X \times 2$ ",  $X \times 4$ ", or  $X \times 8$ ".
  - ✓ Entries with "Self" are limited to the Spellcaster itself.
  - ✓ Entries with "base-contact" are limited to targets in base-contact with the Spellcaster.
  - ✓ Entries with " $X \times 4$ " or equivalent are limited by LOS with Visibility as the maximum OR. If the entry is followed by "{Mind}" ignore the target's Hidden status while the Spellcaster is Attentive or if the target is Distracted.
- **Tests** — Link and Weave are Magic Tests. These are tests which may need to be performed in that order to use a spell. Either might be not be required depending on the spell.
  - ✓ If there is a Link Test or Weave Test, then for the very first Test; each OR Multiple to a target causes an effect of -1 *Modifier* die penalty, and if the target is within half OR then the effect of +1 *Modifier* die bonus is acquired.
  - ✓ *Carry-overs* from the Link Test go to the Weave Test, and those from the Weave Test go to the Sanity Test. If there is only a Link and Sanity Test, then the carry-overs from the Link Test goes to the Sanity Test.
- **Sanity** — If a Sanity entry is present, Spellcasters must perform an *Unopposed POW* Test as a Sanity Test, which is a type of Morale Test at the end of its Magic action after resolving spell effects.
  - ✓ Apply a penalty "Difficulty Rating" of DR -1 to the Sanity Test for each Mana spent to increase the X for any effect within the Spell description.
  - ✓ Upon failure the Spellcaster acquires a Fear token for each miss.
  - ✓ Characters with the Insane trait may ignore 3 misses.
  - ✓ Characters with the Fear trait may ignore 1 miss for each level.

## Grimoire Basic

Shown here is the “Codex Grimoire Basic” or the basic spellbook available for all genres involving Sorcerers. It is tied to the Mythos genre with a grammar (“grimoire”) which sets the tone for “magic use” within the MEST Tactics universe.

D66	Spell	D66	Spell	D66	Spell
11	Aether Winds	31	Elder Sign	51	Premonitions
12	Ambuscade	32	Halo of Light	52	Pyrotechnics
13	Banish	33	Incantations	53	Re-animate
14	Beckon	34	Investiture	54	Shadows
15	Compelling Voice	35	Last Embrace	55	Shroud
16	Consume Likeness	36	Lesser Intuition	56	Sigil of Animus
21	Cure	41	Lore	61	Sigil of Form
22	Dark Voice	42	Lore	62	Sigil of Skill
23	Dispell	43	Lore	63	Summon Exalted
24	Dispell	44	Mindblast	64	Venue of Ashanti
25	Dispell	45	Nightmare	65	Vessel of Might
26	Dreamstate	46	Portal of Leng	66	Wither

### Aether Winds X

4 AP Conjunction

OR: X × 8"

Link: -

Weave: -

Sanity: -Xb

Any existing Smoke, Gas, Fire elements within range are immediately removed from play. Those within 2 × OR are reduced 1.

Any model within range must perform a -X Unopposed SIZ but receive +1 Wild die per ORM. Upon failure the models receive a Delay token per miss and are knocked-down; place the models on their sides. They are not KO'd and may stand-up after successfully performing a Fiddle action.

If using Tactics cards, spend Mana to: remove or add an Atmospherics card of choice.

### Ambuscade X

1 AP Combat

OR: X × 8"

Link: -

Weave: -

Sanity: -Xb

Declare “Phase Out” or “Phase In”.

- If “Phase Out”, replace model and up to X Friendly models in *base-contact* with it, with a unique *Ambuscade* marker; it is considered *Eliminated* until brought back into play.
- If “Phase In”, place the model within X×INT×2" of its *Ambuscade* marker and remove the marker. Cannot phase into *base-contact* with another model or terrain feature but can phase into and out of buildings.

If the *Ambuscade* marker is dispelled, the model(s) must immediately do “Phase In” at the marker. If there is no space for them, they are *Eliminated*.

## Customization (▲)

Players using the MEST Tactics game system are encouraged to use customization to get the game-play experience that they want.

### Custom Archetypes (▲)

Custom Archetypes provide very flexible way to craft unique archetypes representing orcs, trolls, goblins, beast-men, androids, golems, giant spiders, tentacled behemoths, etc. relatively quickly.

#### Overview

Archetypes are a set of attributes and traits which are then assigned weapons, armor, and equipment to create “baseline” characters. It is possible to create custom archetypes through the selection of Sophont or Animal templates and adding Frames to them.

At the back of these rules are large tables of templates which include various animal species (“Animal Templates”) and sophonts (“Sophont Templates”). Sophonts are basically species of relatively intelligent beings normally represented in science-fiction and fantasy stories. The most common Sophont species is Humans, and these are what *Common* archetypes normally represent. These templates, such as the Humanoid to represent humans or human-like species, are the basis upon which customized archetypes are created.

Those tables identify species name, Attribute values, lists of traits common to that species. Wherever the value shows as a dot (.) this means +0 or zero. There’s also three more columns; BP, dBp, and CR. BP is the Build Point value of an exact copy of the species when used as a character within any Assembly so Players can rapidly move forward with their gaming session.

The other two columns are “delta Build Points [dBp]” and “Cost Ratios [CR]”. These are used throughout all tables involved with customizing archetypes and characters.

#### Custom Variant Archetypes

Use this to take a known Animal or Sophont species and rapidly create standard variations. This is good for generating an Heroic Smilodon, or a Halfling Cultist. Follow this sequence of steps in order to calculate the final cost of any customizations.

- Pick either an Animal or a Sophont Template species.
- Pick one Variant Frame.
- See Calculating Final Cost below.

### Custom Template Archetypes

Use this to build a major variation against a baseline Sophont or Animal template species with the purpose of renaming it as some new species. Follow this sequence of steps in order to calculate the final cost of any customizations.

- Pick one of the species for an Sophont or Animal template.
- Pick up to two Frames from the Common or Specialist list.
- Pick the Culture, Sizing Adjustment, Intellect Adjustment, and an optional Auxiliary Frame.
- Pick up to three Upgrades; these are noted by Sophont and Frame.
- See Calculating Final Cost below.

### Building Custom Frame Archetypes

Use this to build an entirely new species using standard constraints and limits. Follow this sequence of steps in order to calculate the final cost of any customizations.

- Pick a Frame.
- Pick a Mind,
- Pick up to three Niches.
- Pick up to three Upgrades; these are noted by Culture and Frame choices picked.
- See Calculating Final Cost below.

### Calculating Final Costs

This step is used for all sequences involving building a *Custom* archetype;

- Add up the dBp and BP values together from all Templates, Frames, Packages, Effects, etc. This is the dBp Total.
- If a calculator is available;
  - ✓ Divide each CR by 10 and add it to 1.0 to get a factor.
  - ✓ Multiply all of the factors together to get the Cost Ratio.
  - ✓ Multiply the Cost Ratio against the dBp Total to compute the Final Cost in BP. Drop all fractional remainder.
  - ✓ The Final CR is the Cost Ratio minus 1.0. Round towards the nearest 0.1.
- Alternatively, if no calculator is available;
  - ✓ Arrange the CR received from highest to lowest similar to this; +5, +2, +1, -1.
  - ✓ Take the first CR and reduce or increase the BP Total by that amount per 10 dBp.
  - ✓ Repeat until no CRs remain.
  - ✓ This becomes the Final Cost in BP.
  - ✓ The Final CR is Final Cost divided by Total dBp, minus 1.0. Round towards the nearest 0.1.

**Variant Archetype Example:**

*Presume use of a calculator for this example;*

- Pick Ogre, Rock as the Sophont species; +75 dBp and +3CR.
- Pick Brawler, Tactician as the Frame; +32 dBp and +3 CR.
- Total dBp is  $75 + 32 = 107$
- Cost Ratios are  $(1 + 3/10 = 1.3)$  and  $(1 + 3/10 = 1.3)$ .
- Multiply Cost Ratios  $1.3 \times 1.3 = 1.69$ . Final CR is +7.
- **Final Cost is  $1.69 \times 107 = 180$  BP.**

**Custom Template Example:**

*Presume no calculator for this example;*

- Pick Brute, Primitive as the template; +35 dBp and +0 CR.
- No change for Culture, Size, or Intellect.
- Pick Athletic as the Frame; +18 dBp and +2 CR.
- Pick Sprint as Upgrade; +8 BP and +1 CR.
- Total dBp is  $35 + 18 + 8 = 61$ .
- Cost Ratios are arranged as +2, +1. Apply CRs in order and sum each time;
  - $61 + 2 \text{ per } 10 = 61 + 12 = 73$ .
  - $73 + 1 \text{ per } 10 = 73 + 7 = 80$ .
- **Final Cost is 80 BP. Final CR is +1.**

**Upgrade Limits**

*Upgrades are limited to certain Sophont, Frames, Niches, etc. in order to keep custom archetypes strongly thematic and reasonable for play.*

Where indicated, one trait listed within an Upgrade is allowed to be purchased as an added item if the archetype doesn't already have it. Exceptions to this rule are noted within the Upgrade.

**Attribute Limits and Availability**

The normal range for any attribute is -1 or +1 from the average value. The equivalent for Humanoids ("humans") with their average attribute value of 2 makes their range become 1, 2, or 3.

Rare values, such as having a Humanoid with FOR 4 or MOV 4, are +2 beyond the normal and represent unusual cases which have perhaps a one in a million occurrence.

Exceptional values, such as having a Humanoid with INT 5 or STR 5, are +3 beyond that normally given to any Sophont and represent genetic anomalies. Such archetypes are extremely rare and players are encouraged to limit their availability within any assembly according the sensibilities of whichever genre is being gamed.

**Estimating SIZ**

SIZ is derived from the real-world mass in kilograms of the thing being modeled. The height in meters for humanoids to the tops of their skull or quadrupeds to their shoulder is shown (also in 1:56 scale and rough MU).

Beasts and other non-humanoid archetypes have models usually half the height as the upright-walking or standing humanoids of the same SIZ. Conceivably, a SIZ 4 Brown Bear is 1.26m at shoulders while on all fours, but 2.52m at the shoulders when standing on its hind legs.

SIZ	Mass	Humanoid	1:56	MU	Beast	Example
0	10 kg	0.86 m	15 mm	0.5	0.43 m	House Cat
1	25 kg	1.17 m	21 mm	0.6	0.58 m	Hound
2	50 kg	1.47 m	26 mm	0.8	0.74 m	War Dog
3	100 kg	1.86 m	33 mm	1.0	0.93 m	Lion
4	250 kg	2.52 m	45 mm	1.5	1.26 m	Brown Bear
5	500 kg	3.17 m	57 mm	1.7	1.59 m	Work Horse
6	1000 kg	4.00 m	71 mm	2.2	2.00 m	Great Horse
7	2500 kg	5.43 m	97 mm	3.0	2.71 m	Rhino
8	5000 kg	6.84 m	122 mm	3.5	3.42 m	Elephant
9	10 tons	8.62 m	154 mm	4.5	4.31 m	Mastodon

**Negative Final Attribute Values**

No attribute may be less than -2; do not choose the Frame or Package or Upgrade which causes this situation should it occur. Make an exception for this only if it makes sense within a given setting or genre and allow as low as -3.

All attributes less than zero are regarded as having a value of zero during game-play but should be noted with a dash instead of a '0' as follows:

- Attributes with values of -1 are shown as a dash (-),
- Attributes with values of -2 are shown as equal sign (=)
- Attributes with values of -3 are shown as triple-dash (≡).

**Negative Final BP**

It is inevitable to have an archetype with a final BP of zero or less. These can be part of a player's assembly but should be limited to one per two characters allowed for a mission. Also, the actual BP value of these characters when purchased – after adding armor, weapons, and equipment – must be zero or higher.

## Naming the Archetype

Archetypes should be given a name so that they can be easily referenced. Use the short template for quick reference, or the longer but complete template which is for long-term record keeping:

*This is the complete pattern:*

**Name** Attributes Package Sophont Frames Traits BP.

**Name** Attributes Frame Mind Niches Traits BP.

- ❖ Attributes show their final values and are in triplets as follows:  
CCA RCA REF | INT POW STR | FOR MOV SIZ
- ❖ Show the added traits in parenthesis.
- ❖ Show all traits at their final levels.
- ❖ Show BP value.
- ❖ Show Total dBp and Final CR values after a slash.

## Examples:

**Expert Archer** 222|222|223

*Humanoid (+Shoot, +Archer).*

Shoot. Archer.

40 BP / +40 dBp +0 CR

**Renegade Android** -24|031|323

*Hapless Cultist Cyberkin*

[Solitary][Coward]. Insane. Armor 3. Detect. Brawn. Grit.

45 BP / +49 dBp -1 CR

**Bladeking** 324|231|122

*Veteran Humanoid Acrobat (+Pounce, +Knife-fighter)*

Acrobatic, Slippery, Grit, Pounce, Knife-fighter.

90 BP / +74 dBp +2 CR

**Dirgehound** 301|=14|224

*Large Animal Wild Pack (+Bite)*

[Beast!], Detect 2, Surefooted, Stealthy, Pack-mentality, Bite.

38 BP / +47 dBp -2 CR

**Clock-work Behemoth** 201|044|406

*Huge Clever Armored Construct (+Grit, +Brawn 2)*

[Beast], Armor 4, Deflect 2, Bulletproof, Brawn 2, Grit.

52 BP / +73 dBp -4 CR

## Specialized Customization

To create additional variety specific to each character within an Assembly, Players are encouraged to add up to two *Common Effects* packages and up to two traits from the Character Traits List. These special customizations need to be applied to an existing archetype.

### Example:

Presume that Clock-work Behemoth now exists as a *Custom* archetype. The Player decides to add the “Automechanical” *Common Effects* packages;

- This assigns +13 dBp and -2 CR.
- The Clock-work Behemoth already has +73 dBp and -6 CR.
- Total dBp is now  $73 + 13 = 86$ .
- Cost Ratio is now  $0.6 \times 0.8 = 0.48$ .
- Final Cost is  $86 \times 0.48 = 41$  BP.
- Final CR = -5.

## Trait Packages (▲)

One or more Traits can be combined together and given an alternative name in order to simulate special abilities. These packaged traits can be combined with a piece of equipment, a weapon, or armor to simulate magical items or rare weapons and armor.

### Package Definition

A Trait Package is a combination of traits defined so that they can be freely assigned to a game element. Usually a package will be limited to a Character, Weapon, Armor, or equipment.

- Take a War Dog archetype and add a new Leap 2 trait, and it becomes a strange "Zogbeast".
- Or, take a Scout archetype and add Night-vision with Detect and Archer and it becomes a "Wood Elf".
- Weapons can be simulated in the same manner by the addition of one or more traits.
  - ✓ Take the Medium Shield and add the Tentacles trait which makes it become a "Shield of the Star Spawn".
  - ✓ A more complex example could be a combination of multiple weapons to create super-science or magical weapons. That could be something like combining a Short Spear with a Beam Carbine to create a "Laser Spear".

### Package Presentation

Packages should be declared with curly braces around a list of traits and assigned a label. If there are restrictions as to what could use it, those should be itemized after the list preceded by a slash. The default is no restrictions except that they are applicable solely to Characters.

Here's what the Zogbeast and Wood Elf packages would look like;

- Zogbeast { +Leap 2 } / Dog
- Wood Elf { +Night-vision, +Archer, +Detect } / Humanoid

### Limitations

A creative Player could over-do these sorts of packaged enhancements, and so there should be agreement among all players as to what could be altered. Here are some guidelines;

- Equipment such as Weapons, Armors, and Tools are always priced independently of a character's Archetype cost if they can be broken, given, taken, or stolen.
  - ✓ Armor may only receive traits which enhance defenses.
  - ✓ Weapons may only receive traits which enhance attacks.
  - ✓ Tools may only receive traits which enhance utility.
- Anything which becomes enhanced should fall within the theme of the setting and genre. So disallow something like "Boot of Sprinting" in a historical settings, or "Sword of Flying" in Pulp Action genres.

## Common Effects Packages

These are Trait Packages designed to encourage use across nearly all genres and settings. They are designed for assignment to Characters.

- These may each be assigned once to each character; no more than two total per character. No more one of every two characters in an Assembly should have a Dysfunction or Improvement in common.
- Packages which contain traits that can be stacked will show a +1 before the trait, such as Burly which provides +1 Sturdy and +1 Tough.
  - ✓ Some of the packages include traits which cannot be stacked for more than a single level. If this is the case, disallow purchasing packages which stack them.
  - ✓ For example; disallow assigning Incompetent and Minion to the same character because both packages contain [Inept] which cannot be stacked.
- Ensure that all players are aware of any Dysfunction traits which have been assigned, as they will need to encourage adherence to applying its effects consistently.

### Samples

These are some sample Common Effects packages. The full list is at the back of the rules book.

Dysfunction	Traits	dBP	CR
Automechanical	[Automaton]. Expendable. Pin-point.	+13	-2
Civilian	[Coward][Cautious][Inept]	.	-5
Dimorphic, Petite	SIZ -1, STR -1	-10	.
Minion ①	[Inept][Selfless > Target][Expendable]	-5	-1

① Assign Minion target as another character within Assembly.

Improvement	Traits	dBP	CR
Avoidance	+1 Slippery. +1 Sneaky.	+11	+1
Burly	+1 Sturdy. +1 Tough.	+8	.
Combat Training	+1 Fight. +1 CCA.	+10	+1
Fast	+1 Evasive. +1 REF.	+14	+1
Leaper	+1 Leap. Pounce	+13	.
Massive	+1 STR. +1 FOR.	+11	+1
Sharp Senses	+1 Detect. +1 REF.	+8	+1

### Custom Packages

Players are encouraged to create their own packages by combining two or three traits and give that combination an evocative name.

- ❖ Add all dBP for a single level, but for CR multiply them together as follows; presume each CR is actually a decimal difference from 1.0 with +1 become 1.1 or -1 become 0.9.
- ❖ Therefore for each CR use a value of  $(1 + CR/10)$  before multiplying all values. Afterwards, multiply by 10 and round to the nearest whole number.

For example; Celerity (CR +3) and Mindless (CR -5) becomes  $(1 + 3/10) \times (1 - 5/10) = 1.3 \times 0.5 = 0.65 \times 10 = 6.5 = +7$ .

## Expanded Effects (▲)

These are markers used with some uncommon traits and environmental features available in specific genres, missions, and scenarios.

### Additions

- ❖ Gas — Large green or mustard cotton pillar.
- ❖ Smoke — Large white cotton pillar.
- ❖ Puff — Small cotton ball.
- ❖ Acid — Small green and orange.
- ❖ Poison — Small and green.
- ❖ Strand — Long and stringy cotton strands.
- ❖ Fire — Large vortex pillars of orange-red-black cotton.
- ❖ Burn —
- ❖ Held —
- ❖ Suppression —
- ❖ ROF —
- ❖ Emplaced —
- ❖ Fire-lane —
- ❖ Dazed —
- ❖ Numb —
- ❖ Controlled —

## Webbing(▲)

Giant spiders and mystic chains are relatively common features in fantasy genres. These Webbing rules work in conjunction with the Webcaster trait.

### Strands

- Strand marker is  $2 \times X$  MU long by 0.5 MU wide.
- Each Strand marker assigned to a target causes a penalty of -1 MOV and -1 Defender Combat Tests.
- Models may remove Strand markers from base-contact, or assigned to themselves or to any model in base-contact by performing a Fiddle action using an Unopposed Physicality (higher of STR or SIZ) Test.
- Upon success remove one Strand from base-contact and move it out of base-contact up to cascades  $\times 1"$  away. For every 3 successes, do this for an additional Strand marker.
- Models which start in base-contact with a Strand marker are considered as crossing Rough terrain for the first AP spent for Movement.
- At the end of the Turn, roll 2 Modifier dice for each group of Strands within 1-inch of each other. Failing to score a success removes a single Strand.
- Strand markers in base-contact with Fire markers are immediately removed.

## Poison (▲)

### Poison Markers

Poison markers are assigned whenever a model is affected by Poison or Acid. This is often through Poisoned weapons or Poison Gas, and Acid weapons or Acid Gas.

- A character assigned a *Poison* marker is *Poisoned* status.
  - ✓ *Poison* markers behave as *Wound* tokens for determining when a character becomes KO'd or *Eliminated*.
  - ✓ Each *Poison* marker will reduce a character's MOV by 1 unless it is using Concentrate with Movement.
  - ✓ Do not remove *Poison* markers when a character is KO'd.
  - ✓ *Poison* markers are normally removed after a Mission.
- “Hindrance” — Having one or more *Poison* markers will cause a penalty of -1 *Modifier* die for every Test the character performs, except for the Damage Test and the Poisoning Test.

## Gas (▲)

*Gas is a dynamic terrain feature generated by certain traits, spells, weapons, or items of equipment.*

### Placement

*Gas is generated by a Gas source which creates one or more Gas markers each Turn. These Gas markers represent types of chemicals or particulates such as Acid, Steam, Smoke, Poison, Riot, Nerve, Mustard, or even Knockout gas and tend to move and disperse and then disappear.*

- Gas markers are size 0, 1, 2, and 3 which are 0.5 MU, 1 MU, 2 MU, or 3 MU in diameter. And **twice** that tall.
  - ✓ For visual effect, most Gas markers can be represented by clumps of white cotton balls.
  - ✓ For further visual effect, many Gas types have different thematic colors. Smoke is white with some gray, Blacksmoke is gray with some black, Poison is green, Mustard is yellow, etc.

### Gas Effects

Models starting their *Initiative* within 1" of a Gas marker are usually subject to its effects.

- ✓ Gas has effects which will vary by its type.
- ✓ Gas is normally written as Gas:Type which is always a named trait. For example; Gas:Steam or Gas:Poison.
- Models may cross into Gas markers.
  - ✓ Gas markers behave as *Soft Direct Cover*.
  - ✓ When a model ends movement or repositioning into a Gas marker slide it to the side and behind the model. Which side is the choice of the owner of the model.
  - ✓ If there is no room to displace a Gas marker near the model which moved; slide it behind the model and if necessary any other model, wall or terrain behind.
  - ✓ If there is yet no room, push the other Gas markers outward, maintaining *base-contact* with all of them.

### Reducing Gas Markers

*Gas rapidly disperses into the atmosphere.*

- At the end of the **current** Player's Turn; check every Gas marker for reduction.
  - ✓ Roll two *Modifier* dice for each Gas marker; and note successes.
  - ✓ If there are no successes, reduce its size by 1".
  - ✓ Remove the Gas marker if it is less than size 1.
- If the Gas is dispersed from within a building which has no open windows, doors, or vents; then the Gas which entirely disperses ("removed") actually accumulates in the room. The Gas saturates and permeates the room.
  - ✓ A room can ignore a third of its length × width × height in total Gas marker diameters. For example; a 4" by 3" by 2" room can ignore a total of  $24/3 = 8$ " of Gas markers.
  - ✓ Markers beyond that limit do not ever disperse.

## Fire (▲)

*Fire is a dynamic terrain feature generated by certain traits, spells, weapons, or items of equipment.*

### Placement

*Missions may specify that Fire markers are deployed upon the battlefield. Some weapons also deploy Fire markers.*

- Fire markers are given a size in “Fire points” of 1, 2, 3, and 4 which correspond to a marker which is 0.5 MU, 1 MU, 2 MU, or 3 MU in diameter. And that tall.
  - ✓ Models may cross but not stand upon Fire markers.
  - ✓ Fire markers behave as *Soft Direct Cover*.
  - ✓ Fire markers have Point-light X, where X is diameter × 4.
- Fire markers are considered *Soft Cover* and generates *Obscuring Cover* within 1" up to **twice** its *base-diameter* in height.
- Light X is generated where X is the total Fire points within any given 4 MU diameter area, plus 2.

### Fire Effects

At the start of a character’s *Initiative* determine how many Fire markers are in *base-contact*.

- ✓ Perform a “Scorch Test” as an *Unopposed REF Test* at -1 *Modifier* die per Fire marker in *base-contact*.
- ✓ Upon *fail*, the model is subject to an *Unopposed SIZ Test*; adjusted by -1 *Modifier* die for each of those *misses*. Upon failing the Damage Test, it is assigned a *Burn* marker for every *miss*.
- ✓ When a model ends movement or repositioning into a Fire marker slide it to the side and behind the model. Which side is the choice of the owner of the model.
- ✓ Once the character leaves *base-contact* with a Fire marker which had been repositioned, move the Fire marker back to its original location.

### Burn Markers

*Burn* markers are assigned whenever a model is affected by Lightning, Fire, Acid, or Heat.

- A character assigned a *Burn* marker is *Burned* status.
  - ✓ *Burn* markers behave as *Wound* tokens for determining when a character becomes KO’d or *Eliminated*.
  - ✓ Each *Burn* marker will reduce a character’s MOV by 1 unless it is using Concentrate with Movement.
  - ✓ Do not remove *Burn* markers when a character is KO’d.
  - ✓ *Burn* markers are normally removed after a Mission.
- “Hindrance” — Having one or more *Burn* markers will cause a penalty of -1 *Modifier* die for every Test the character performs, except for the Damage Test.

## Reducing Fire Markers

*Fires are very soon disappear by being “reduced”.*

- At the end of the **current** Player’s Turn; check every Fire marker which is not on *Flammable* terrain (this is the default) and roll two *Modifier* dice.
  - ✓ If the terrain is indoors such as linoleum, marble, concrete or cement, sand, rocks, dirt, etc; automatically reduce each Fire marker by one before rolling the dice.
  - ✓ If there are no *successes*, reduce its size by 1".
  - ✓ Remove the Fire marker if it is less than size 1".
- *Wet* terrain is Terrain that stops Fire markers.
  - ✓ All water, rivers, ponds, or areas identified with snow.
  - ✓ Fire markers will never cross into *Wet* terrain.
  - ✓ Fire markers upon *Wet* terrain are reduced by two sizes before rolling the dice. Those which are reduced are replaced with a Gas:Steam markers of equal size.

### Gas and Fire

- Newly placed Fire markers will affect Gas markers already upon the battlefield;
  - ✓ All Gas markers already upon the battlefield within 1, 2, or 3" when a Fire marker is placed will move away 1, 2, or 3" depending on the size of the Fire marker placed.
  - ✓ If the Attacker and the target location are known, move the Gas markers away from the LOF and the Attacker and target. Otherwise use the *Unbiased Scatter* diagram.
  - ✓ Gas markers displaced which become in *base-contact* other Gas markers move those others in the same direction and remain in *base-contact*.
- Gas markers will never move towards Fire markers but instead will remain in position.
- Newly placed Gas markers which become in *base-contact* with Fire markers will reduce in size according to the size of the largest Fire marker. If the resulting size is smaller than 1, remove the Gas marker.

## Acid (▲)

*Acid has the Burn and Poison effects combined. As a result, the Acid tokens are half-orange (fire) and half-green (poison).*

- Place Acid as though placing Poison.
- Use the effects of Burn with “Acid” markers.
- Use the effects of Poison with “Acid” markers.

## Heat (▲)

Some areas of the battlefield such as within buildings, may be designated with a Heat rating of 1 to 4 to represent 50-Celsius +10C per level. Treat any model in these areas as though they are in *base-contact* with that many Fire markers. See *Fire Effects* above.

## Optional Rules (◎)

These following rules build upon the foundation of the Basic Game and the Advanced Game and allow a greater variety of genres and game-play to be experienced. Many of these rules introduce interesting features that are either rarely used, or because of their complexity their benefit to “fun” is questionable.

All Optional Rules are identified with a bulls-eye symbol (◎) as a reminder that they are entirely optional and should be employed by very experienced players only.

## Low-light Effects (◎)

*These are an extension to the already existing Lighting rules covered in the Advanced Game section. It is meant to prevent very fast characters moving at high speeds during Night lighting.*

### Running in Low-light

The Maximum Safe Movement Rate [MSMR] limits how far a model may move each action when Visibility is 8 MU or less. MSMR is normally calculated.

- Find the *Visibility OR* received by a character on the left column below.
  - ✓ Characters with Night-vision for example use OR 8.
  - ✓ Characters near a Flame Torch for example use OR 6.
  - ✓ Characters under a “Night, Full Moon” sky use OR 4.
- Find the character’s total REF + Detect level at the top. The cell value indexed is MSMR.
- Characters may use Concentrate with any Movement action to double the MSMR.
- By default most characters use column ‘2’.

OR	≤ 0	1	2	3	4	5	6	7	8
0	0.5	0.5	1	2	4	6	9	12	16
1	0.5	0.5	1	2	4	6	9	12	16
2	1	1	1	2	4	6	9	12	16
3	2	2	2	3	5	7	9	12	16
4	4	4	4	5	6	7	10	13	16
5	6	6	6	7	7	9	11	14	17
6	9	9	9	9	10	11	13	15	18
7	12	12	12	12	13	14	15	17	20
8	16	16	16	16	16	17	18	20	23

### Math-based Calculation:

The MSMR for a model is the *Visibility OR* to the 4th power plus the total of its REF + Detect also raised to the 4th power. Then take the square-root, then divide by 4 and drop fractions. Minimum value is 0.5.

## Stumbling

A character which uses *Agility*, or crosses *Rough* or *Difficult* terrain, or steers to avoid obstacles or other models, might stumble if it is moving faster than the *Maximum Safe Movement Rate* during a given action.

- Perform a “Stumble Test” as an *Unopposed* MOV Test Difficulty Rating of -1 per MSMR multiple used. Do this once per Action when necessary.
- Upon *fail*, assign the character a *Delay* token.
- Afterwards, *reposition* the model using the *Biased Scatter* diagram as follows:
  - ✓ Count *misses* and roll a number of *Wild* dice equal to that.
  - ✓ Count the new *misses* and *reposition* that many MU.
- If the model would be displaced into a Wall or Obstacle, it must stop there and acquires a *Delay* token.
- If the model displaced into one or more other models; a collision occurs and each model acquires a *Delay* token.

## Simplified Point-light Sources (◎)

The Advanced Rules for Point-light sources are relatively accurate but can slow the game down when there are many characters or elements with them. These simplified rules should be used especially if Point-light sources are incorporated into the Basic Game.

Most of this is already covered in the Advanced Rules section for Lighting.

### Simplified Light Casting

Point-light sources will create Light Casting.

- Elements with the Light X trait are Light sources with a Light OR equal to X MU. Any model within LOS and 1 MU of that source, or holding it, or in *base-contact* with it, experiences a *minimum Visibility* OR equal to the Light OR received.
- If LOS to a Light source is behind *Cover* and beyond 1 MU, reduce the Light X by 1.
- A model in *base-contact* with or equipped with a Light source may never be *Hidden* unless out of LOS.
- Models within LOS of a Light source will receive diminished Light OR depending on their distance.
  - ✓ Models within Light X MU receive Light OR of  $X \times 1"$ .
  - ✓ Models within  $2 \times$  Light X MU receive Light OR of  $1"$ .
  - ✓ Models within  $3 \times$  Light X MU receive Light OR of  $0.5"$
- All other Light Casting rules can be ignored.

## Shadow-casting (◎)

Large obstacles like walls, hills, and buildings will block light from passing through them. They will "shadow cast" causing the areas behind them not to receive any light. This creates interesting opportunities to allow characters to actually hide-in-the-shadows.

### Raking Light Source

If the Atmospheric Lighting is "Twilight" (*Visibility* OR 8"), then it qualifies to be used as a *Raking Light* source.

- Pick a battlefield edge as the *Raking Light* source.
- When determining the *Lighting* for any model or location, draw a LOS from the *Raking Light* source about 4" above the battlefield edge to the target.
  - ✓ This LOS must be parallel to the other battlefield edges.
  - ✓ If LOS drawn from the Raking Light source to the target model or location is blocked for half or more of the target shape or volume, then it is considered to be within a Shadow-cast.

### Point-light Sources

If there are Point-lights used upon the battlefield then these may cause Shadow-casts if the Light X rating for the Point-light is twice that of the *Atmospheric Lighting* OR.

- When determining the *Lighting* for any model or location, draw a LOS from the center of the Point-light source to the target.
  - ✓ If using a character holding a Point-light source; presume the center is the center of the model's base at the top of it. The top is at a height normally equal to the *base-diameter* of the model.
  - ✓ If LOS drawn from the Point-light source to the target model or location is blocked for half or more of target shape or volume, then it is considered to be within a Shadow-cast.

### Shadow-cast Effects

- The *Lighting* within a Shadow-cast is half of the *Raking Light* source.
- If the Shadow-cast is within an area that can trace to a Point-light source, then it will be as bright as the rules for the Light X trait allows for that Point-light source.
- When targeting that model or location within a Shadow-cast, any *Visibility* OR traced to it uses the *Lighting* of the Shadow-cast.

## Wind (◎)

Wind may be present to cause Gas, Fire, and Smoke to behave in unusual ways. Most often Wind causes Gas, Fire, and Smoke to spread down-wind. If the Wind rules are used, a Wind Arrow marker should be made available; make sure the front is clearly identified.

### Overview

- This rule will benefit from the Flammable and Wet Terrain Optional rule.
- Wind sometimes is introduced because of *Weather Conditions*. At other times, the *Environ* of the battlefield introduces Wind.
- If Wind becomes a game-play element it needs to be tracked.
  - ✓ If Wind Arrow has not yet been placed upon the battlefield; pick a conspicuous spot and lay it down.
  - ✓ Place a number of dice at the Wind Arrow equal to the Wind Force, or just one if the Wind Force is unknown.
  - ✓ Each Wind Force value is about 5 KPH of wind. As a matter of reference; gale winds start at about Wind Force 10.
- Wind might “Die down” in which case the Wind Arrow is removed from play even if temporarily.

### Wind Direction

- Determine if this is the first Turn this particular Wind Arrow has been used to determine Wind Direction. The answer is either YES or NO.
  - ✓ If YES, the Mission Attacker uses the *Unbiased Scatter* diagram and determines the Wind Direction. ‘1’ points towards the Mission Defender’s side of the battlefield.
  - ✓ If NO, the Mission Attacker uses the *Biased Scatter* diagram pointing in the current direction of the Wind Arrow.

### Wind Force

- At the start of each Turn, the Mission Attacker takes all of the Wind dice and rolls them.
  - ✓ If any of the Wind dice show a ‘6’; add an additional Wind die.
  - ✓ If any of the Wind dice show a ‘1’, remove all Wind dice with a face-value of ‘1’.
- The Wind Force is equal to the number of Wind dice remaining.
- If there are no Wind dice remaining, there is no Wind this Turn; remove the Wind Arrow.

## Wind and Gas

Wind will cause any Gas markers that are in play upon the battlefield to spread. The Mission Attacker will need to check this after Wind Force has been determined.

- If there is no Wind; pick the center of a group of Gas markers and identify all that are within 6”.
  - ✓ Move those markers as a group 1” in the direction indicated using the *Unbiased Scatter* diagram.
  - ✓ Repeat this until all Gas markers have been moved.
- If there is Wind; move all Gas markers in the direction of the Wind Arrow equal to Wind × 4”. Gas effect extends an additional Wind × 1” down-wind from the marker.
- If a Gas marker collides with a wall or an obstacle it will move around it.
  - ✓ Determine the direction moved using a *Biased Scatter* diagram pointing in the direction of the Wind.
  - ✓ If the direction determined is backwards, reduce the size of the Gas marker by 1”.
- If there is Wind Force 4 or greater; remove all Gas markers.

## Wind and Fire

Wind will cause any Fire markers that are in play upon the battlefield to move. The Mission Attacker will need to check this after Wind Force has been determined.

- If there is Wind; roll 1 Modifier die for every 2 Wind markers and check all Fire markers as follows;
  - ✓ For every success, place a 1” Fire marker near each 3” Fire marker in the direction of the Wind Arrow.
  - ✓ For every 2 successes, place a 1” Fire marker near each 2” Fire marker in the direction of the Wind Arrow.
  - ✓ For every 3 successes, place a 1” Fire marker near each 1” Fire marker in the direction of the Wind Arrow.
- When a Fire marker touches a Wet terrain it stops.
  - ✓ Reduce the Fire marker by 1” diameter in size. If this reduces it to zero; remove the marker.
  - ✓ If the distance the Fire marker is moved plus its size would actually cross the Wet terrain; presume that the other side of the Wet terrain is in *base-contact* with the Fire marker. See “Spreading Fire” section under the Flammable and Wet Terrain Optional Rule.

## Wind Shadows

- If Wind is blowing across a Wall Terrain element; anything within the Wind Shadow of that element is also not affected by Wind.
- The Wind Shadow is 1” per Wind die.
  - ✓ Measure from the base of that Terrain element beyond it in the Wind Direction, and upwards to the top of that element.
  - ✓ Any model that is partially within that Wind Shadow is affected by just half of the Wind (drop remainder).

## Flammable Terrain (◎)

If players agree that it is worth the effort, and Fire is a feature of a particular Mission; then some portion of the battlefield and some terrain elements can be identified as being *Flammable* terrain.

### Overview

- *Flammable* terrain is Terrain which enables *Fire* markers to spread during game-play.
  - ✓ All Buildings, or just specific portions of a building like a wall or a roof, may be identified as *Flammable* terrain.
  - ✓ Grass, brush, bushes, and trees are by default considered to be *Flammable* terrain

### Spreading Fire

*Fire* markers in *base-contact* with *Flammable* terrain may “Spread Fire”.

- Do not check to see if the *Fire* markers are reduced.
- Check “Spread Fire” at the end of each Turn for every *Fire* marker by rolling two *Modifier* dice.
  - ✓ Roll an additional *Modifier* die if the *Fire* marker is 3”.
  - ✓ Upon success, increase the size of the *Fire* marker.
  - ✓ For each additional success, place a 1” *Fire* marker *base-contact* to the current *Fire* marker at the *Flammable* terrain.
  - ✓ If necessary, use the *Unbiased Scatter* diagram.
- The environment around the battlefield will affect how *Fire* markers “Spread Fire”.
  - ✓ *Fire* markers will spread faster upwards; roll an additional *Modifier* die.
  - ✓ During *Rain* or *Snow* Weather, roll one less *Modifier* die for Terrain that is outside of a Building. For more information, see the *Environ Optional Rules*.

### Fire and Smoke

- If the “Spread Fire” check results in 3 successes, a Gas:Blacksmoke marker is also generated.
  - ✓ Place the marker in *base-contact* using the *Unbiased Scatter* diagram.
  - ✓ If necessary, displace an existing *Fire* marker.

### Terrain Conversion

- If a Terrain element such as a bush, or tree is affected by a *Fire* marker; replace that element when placing the *Fire* marker.
- If a portion of a Building is affect by a 3” *Fire* marker; instead of placing additional *Fire* markers, remove that portion of the Building if at all possible.

## Facing (◎)

When using these Facing rules, the bases of each model is presumably identified with two halves; a “front side” and a “rear side”. As necessary, mark the base of the model with a dot to help clearly identify the center of its “front side”.

### Changing Facing

- A model is allowed to freely change its facing once at the start of each of its actions, include for Reacts or Group Actions.
- It may rotate at any time and as often as it needs during any Movement action and at the end of any action.
- However, as soon as it is interrupted or if it becomes *Distracted*, *Disordered*, or *Outnumbered*; it may no longer change facing again until its next action.

### Facing Effects

- Characters performing actions or being targeted through its “rear side” is penalized -1 Tests.
- Reacts towards the “rear side” are also at -1 REF.
- A *Distracted* character targeted through its “rear side” is penalized -1 *Base* die Defender Combat Tests. Characters with a difference of 2 SIZ or more are also penalized with this rule, and with -1 *Modifier* die.
- An *Outnumbered* character performing an action through its “rear side” is penalized -1 *Base* die Tests. Characters with a difference of 4 SIZ or more are also penalized with this rule, and with -1 *Modifier* die.
- A *Disordered* character may not target *Opposing* models through its “rear side”. Characters with a difference of 6 SIZ or more are also penalized with this rule.

## Dimorphism (◎)

Most species will demonstrate some sort of dimorphism.

If a model for a given species is sculpted significantly smaller or less bulky than the average of all the models for that species then apply *one* of the following Dimorphic packages. This is particularly useful when using models of different scales; as when using 25mm models with 28mm figures, or when using 28mm models with 32mm scale.

Here are the effects of having a Dimorphic package:

Package	Effect	dBp
Child	STR -2, FOR -1, SIZ -1	-21
Petite	STR -1, SIZ -1	-10
Frail	STR -1, FOR -1	-5
Weak	STR -1	-5
Small	SIZ -1	-5

## Steeds (◎)

A Steed is a character which carries another character known as the Rider which has “mounted” it. Upon the battlefield the two work together as a single model, each sharing its strengths and managing its weaknesses.

### WYSIWYG Rule

This is “What You See Is What You Get”.

- Steeds are considered a character and maintain their own status tokens such as *Fear*, *Stun*, and *Wounds*.
- A Steed is considered *Mounted* if it comes with a Rider model upon the mounted model.
- A Rider may only dismount if there is a standing model of it to match a character's mounted version.

### Actions

Steeds and their Riders take their *Initiative* together and can mix the order of how their Actions are performed.

While *Mounted*, a Rider moves with the Steed. A Rider may not use Movement on the Action which a Steed uses Movement. The Rider must use *Agility* instead.

### Basing Steeds

Presuming that the Steeds are at 28MM scale (~1:56) they can be based upon circular or oval-shaped bases.

- SIZ 2 or 3 can use 30MM or 40MM circular bases.
- SIZ 4 or 5 can use 40MM or 50MM circular bases.
- SIZ 5 or 6 should use 35MM × 60MM oval bases.

### Morale Tests

Whenever a Morale test is required of a *Mounted* Steed;

- Award +1 *Wild* die if its Rider is *Attentive Ordered*.
- Whenever the Steed fails a Fear Test, after assigning it *Fear* tokens immediately apply the *misses* against the rider for an *Unopposed INT* Test as a “Rider Test”. Failing that the Rider is subject to a *Forced Dismount*.

### Mount and Dismount

- To mount a Steed requires 1 AP while in *base-contact* and it must not have any *Fear* tokens.
  - ✓ Swap out the standing version of the model and place the sitting version upon the Steed.
  - ✓ At this point, the Steed is considered *Mounted* with a Rider which is the other character. These activate together as a single model.
- To dismount requires 1 AP.
  - ✓ Remove the sitting model from the Steed and place in *base-contact* the standing version of the character.
  - ✓ At this point, the two characters function and activate independently of each other.

### Forced Dismounts

When a Steed gets KO'd or *Eliminated*, the Rider is subject to a *Forced Dismount*.

- A Rider which is subject to a *Forced Dismount* receives a *Delay* token as *Stun* damage.
  - ✓ Place the Rider in *base-contact* with its Steed. Swap out the sitting version of the Rider with its standing version.
  - ✓ If there is no standing version of the Rider it is *Eliminated*.
- The Steed is also affected if the Rider has been subject to a Forced Dismount.
  - ✓ If there is no unmounted version of the Steed then it is also *Eliminated* with its Rider.
  - ✓ If there is an unmounted version of the Steed it receives a *Delay* token and is immediately moved MOV × 1" towards the nearest *Friendly* battlefield edge avoiding if possible any *Opposing* models.

### Steed Archetypes

Here is a list of the most widely available *Steed* archetypes used across numerous genres. The various Steeds shown here represent different *species* such as Canine (which includes all Dogs and Wargs) and Equine (Horses).

- ❖ **Wolf** — Some genres have mounted wolves. Weird.
- ❖ **War Dog** — This is “Dog, War”.
- ❖ **Lesser Warg** — A larger, dumber, more agile, “War Dog”.
- ❖ **Greater Warg** — A larger, smarter, more agile, “Warg”.
- ❖ **Palfrey** — The common light horse used for travel.
- ❖ **Charger** — A swift and agile medium horse used for war.
- ❖ **Great Horse** — A very strong heavy horse used for war.

#### Wolf 2-2|012|121

*Canine*. 53 BP  
[Beast!]. Sprint 2. Surefooted. Stealthy 2. Detect 2. Bite. Chase. Pack-mentality.

#### War Dog 2-3|-32|122

*Canine*. 51 BP  
[Beast!]. Sprint. Surefooted. Stealthy. Detect. Bite. Chase. Pack-mentality.

#### Lesser Warg 3-3|-33|323

*Canine*. 77 BP  
[Beast]. Sprint. Leap 2. Surefooted. Detect. Bite 2. Pack-mentality.

#### Greater Warg 2-3|033|214

*Canine*. 71 BP  
[Beast]. Sprint 2. Leap. Surefooted. Detect. Bite 2. Pack-mentality.

#### Palfrey 0=2|=03|344

*Equine*. 22 BP.  
[Beast!]. Trample. Sprint 2. Leap. Detect 2. Brawn.

#### Charger 1=2|=14|435

*Equine*. 75 BP.  
[Beast!]. Trample. Sprint 2. Leap 2. Detect 2. Brawn. Grit.

#### Great Horse 2=2|=25|536

*Equine*. 88 BP.  
[Beast!]. Trample. Sprint 2. Leap. Detect. Brawn. Grit.

## Optional Actions (◎)

Several new Actions are possible. Most of these are genre-specific and some are only useful for certain Mission types or for certain characters.

Players should agree at the start of game-play on whether they will allow the use of any of these.

### Disarm-Take

Players may agree to allow weapons and equipment, "Items", to be disarmed or even taken from other models.

**Disarm-Take — Optional Rule.** Normally, any two *Friendly* models in *base-contact* may exchange one item between them per Fiddle action spent by the *Active* character.

- Active characters in *base-contact* with KO'd models may also take one item from that character per Fiddle action.
- Models which are *Eliminated* and which have access to key weapons or equipment necessary for a Mission will drop them at the position just before they were *Eliminated*. Use a marker or token as needed.
- Any items which are dropped and identified with a marker or token can be picked up by models in *base-contact* with them using a Fiddle action each.
- For any reason, if two or more *Attentive Opposing* models are in *base-contact* with a model or item and wish to acquire it; disallow acquisition by any model until it is just a single *Attentive* model in *base-contact*.
- Otherwise, allow the *Active* model a new Bonus Action "Disarm-Take" while in *base-contact* with a target during Close Combat Hit Test as follows;
  - ✓ Spend 1 *cascade*. For every STR less than the target, require another *cascade*. For every REF less than target, require another *cascade*.
  - ✓ If *cascades* can be spent, the target drops (is "disarmed") one item it has. Have the target use the *Biased Scatter* diagram and place a token or marker representing that item in *base-contact* with the target. Recheck until it is.
  - ✓ If the *Active* model is *Attentive*, and the target is *Distracted*, allow the *Active* model to instead take that item. This requires the expenditure of 1 AP, the removal of *Wait* status, or the acquiring of a *Delay* token.
  - ✓ Any newly acquired items will require one of the *Active* character's hands. This will be the case until the end of the Turn.
  - ✓ If all *cascades* have been spent, disallow the *Active* character to perform the Close Combat Damage Test.

### Combat Sprint

Players may agree to allow "roll-and-move" movement rates during game play.

**Combat Sprint — Optional Rule.** Costs 0 AP. Combine with the standard Move action; disallow any further Move actions for this character for the remainder of the Turn.

- ✓ Place a pawn at the model's position and announce "Combat Sprint" in an attempt to increase movement distance allowed to a character.
- ✓ If there are any React actions before the Combat Sprint is completed, the attacker is penalized -1m Combat Hit Test.
- Perform a *Combat Sprint* Test as a +MOV *Base* dice *Unopposed* Test for the moving character and notice the *misses* or *cascades*.
  - ✓ If there *cascades*, allow the model to move that many additional MU in a straight line in any direction.
  - ✓ If there are *misses*, reduce the character's allowed movement distance by that many MU. A model may always move at least as far as its *Agility* allows.
  - ✓ Afterwards, remove the pawn and conclude the Combat Sprint.
- Group Move may also use Combat Sprint. Perform the *Combat Sprint* test for every Group Member individually.

### Slam

Players may agree to allow characters to "body-check", "head-but" or physically slam into targets as a form of attack. Archetypes with the *Slam X* trait will need to use these optional rules.

**Slam Attack — Optional Rule.** Costs 1 AP. Announce "Slam" and combine with a Move action and perform movement to make *base-contact* with a target as a way of attacking it. The last amount of distance moved must use *Agility*.

- Perform an *Opposed MOV* vs. *REF* as a Close Combat Hit Test.
  - ✓ Upon *pass*, receive additional *cascades* for the Push-back Bonus Action equal to half of *Agility*, dropping fractions.
  - ✓ Afterwards, receive bonus *Modifier* dice equal 1 plus to any remaining *cascades* to perform the Close Combat Damage Test. Upon *pass*, any damage caused will be *Slam* damage.
- Both the *Active* character and the target receive an equal amount of *Slam* damage. Reduce *Slam* damage by 1 if *Attentive Ordered*.
- If there is remaining *Slam* damage, this converts to *Stun* damage.

**Hurl**

Players may designate certain terrain elements such as chairs, tables, or even barrels or crates as “Free Terrain”. Characters may throw those terrain elements, and also Held characters (see the Grapple rules).

**Hurl Attack — Optional Rule.** Costs 1 AP. Identify a “Free Terrain” terrain element, or model to “Hurl”.

- Determine the SIZ of the element if it is unknown by using an estimate of its mass in Kilograms. Refer to the SIZ Table for some standard values.
  - ✓ SIZ is 0, 1, 2, 3, 4, 5 for masses of 10, 25, 50, 100, 250, 500 Kilograms. For example, a simple chair is about 10 Kilograms or SIZ 0. See the chart below.
  - ✓ Anything that is smaller than SIZ 0, keep as SIZ 0. Most thrown weapons, for example, are actually SIZ -3 or smaller. Throwing Knives are about SIZ -5.
  - ✓ Actually, for anything smaller than the Active character’s SIZ minus 3, keep at SIZ minus 3. This will allow very small characters not to be penalized.
- The OR for a *Hurled* target is equal to the STR of the Attacker minus the SIZ of the target.
  - ✓ The Maximum OR Multiple for a Hurled target is 1. This becomes 2 when using a Concentrated Range Attack.
  - ✓ Very powerful characters have a higher Max ORM equal to double STR minus SIZ. This is 2, 3, or 4 if they have STR greater than the SIZ by 4, 6, or 8 respectively.
- Perform a -3 STR vs. SIZ Test as a Fiddle action.
  - ✓ Upon *pass*, use the *Biased Scatter* diagram for which direction the target will be placed. For each *cascade reposition* the target 1" away from the Attacker.
  - ✓ For *Hurled* targets which are placed into *base-contact* with another model, allow that model to *reposition* up to  $MOV \times 1"$  if it is *Attentive*. Otherwise it acquires a *Delay* token. The *Hurled* character also receives 1 *Delay* token.
- For *Hurled* targets which are placed into *base-contact* with a terrain element such as a Wall; these can become damaged as a result.
  - ✓ The amount of Damage to both the target and the terrain element is equal to the lower of the OR and the SIZ of the target *Hurled*. For Characters, this will be *Stun* Damage.
  - ✓ The Impact rating of the attack is equal to the Hardness rating of the target *Hurled* (usually zero).
  - ✓ For every OR Multiple, reduce the Damage by 1 and replace that with a *Modifier* die.
  - ✓ See the Guidelines section under Destruction for more information.

**SIZ Table**

Use this chart for when determining the SIZ of something.

SIZ	Mass ①②	Structures	Organisms
0	10 Kg	Interior Doors	Large Rodents
1	25 Kg	Front Doors	Giant Eagle
2	50 Kg	Utility Posts	Goblinid, Lizardfolk
3	100 Kg	Motorcycle (Light)	Human, Dire Wolf
4	250 Kg	Motorcycle (Heavy), 0.25" Boulder	Brute, Gorilla, Tiger, Lion
5	500 Kg	Small Automobile	Horse, Bull, Bear
6	1000 Kg	Most Automobiles, 0.50" Boulder	Kodiak Bear, Hippo, Crocodile, War Horse
7	2500 Kg	Utility Truck, SUV	Giant Sloth, Sea Lion
8	5 tons	Armored Truck	Asian Elephant
9	10 tons	Armored Transport	African Bush Elephant
10	25 tons	Heavy Armored Fighting Vehicle	Imperial Mammoth

① Read this as “approximately of Mass”. So, anything approximately 100 Kg is SIZ 3. And anything approximately 500 Kg is SIZ 5.

② Most equipment and carried items are SIZ 0; they mass no more than 10 Kilograms. For purposes of game-play, nothing is less than SIZ 0.

**Grapple**

This action requires that Held markers be placed upon the battlefield and upon models to identify characters that have held each other. Held markers have a face showing an arrow to point from the Attacker towards its target.

**Grapple Attack — Optional Rule.** Costs 1 AP. Combine with the Close Combat Attack action and announce the intent to “Grapple” to the *Opposing* player.

- Perform the Close Combat Hit Test.
  - ✓ Target must be in *base-contact* with the Attacker.
  - ✓ The only weapons allowed for the Attacker must either be *Natural* or have the [Stub] trait.
  - ✓ Attacker may decide to use *Opposed* REF instead of *Opposed* CCA as desired.
- Upon pass for the Close Combat Hit Test, the Attacker announces one of these new Bonus Actions to decide how to resolve the Close Combat Damage Test.
  - ✓ **Subdue** — Perform Close Combat Damage Test. Reduce target’s Armor Rating by an amount equal to Attacker’s STR. Upon pass apply *cascades Delay* tokens as *Stun* Damage to the target.
  - ✓ **Hold** — Perform the Close Combat Damage Test using *Opposed* STR. Ignore any Armor benefits for the Defender. Upon pass place a single *Held* marker pointing from the Attacker’s base towards the target.
  - ✓ **Hurl** — Perform *Hurl* (see the *Hurl* Optional Action).
  - ✓ **Escape** — Perform the Close Combat Damage Test using *Opposed* STR or *Opposed* SIZ. Ignore any Armor benefits for the Defender. Upon pass remove *cascades Held* markers from the target.
- Having a *Held* marker pointing to or from a character has these following effects:
  - ✓ Prevents use of any actions involving MOV or Agility.
  - ✓ Prevents use of Group Actions and its Membership.
  - ✓ Prevents use of Overreach and *Passive Player Options*.
  - ✓ Prevents use of *Bonus Actions*.
  - ✓ Penalized -1 *Base* die Combat Tests for each *Held* marker between each unique *Opposing* model.
  - ✓ Reduce target’s Armor Rating by 1 per *Held* marker pointing towards it.
  - ✓ Attackers which are not Held may use the Optional Rules for *Hurl* to throw characters Held solely by the Attacker.
- A *Held* marker between any two models is removed if either leaves *base-contact*, is KO’d, or is *Eliminated*.
  - ✓ A character may only have one *Held* marker pointing from it for each Hand dedicated to it.
  - ✓ Or per 2 Hands if the arrow points to an *Opposing* character which has equal or higher CCA, REF, STR, or SIZ.
  - ✓ See the Traits section on [1H] or [2H] for more information.

**Dragging**

Active models in *base-contact* with a target element or unwilling or KO’d target model with a *Held* marker may drag that target during a Move action by using Dragging.

**Drag Target — Optional Rule.** Costs 0 AP. Combine with Move action. The dragging model must be ahead of the target model in the direction of movement.

- The Physicality (higher of STR or SIZ) of a model is used in these rules for Dragging.
- The element to be moved will have a [Laden X] value equal to its Physicality + 3, or the higher of whatever [Laden] which has already been assigned to it.
- The mechanism of how the target model is dragged should be known and will require 1 Hand if the Physicality is equal to or less than the dragging model’s Physicality, and 2 Hands if the Physicality is higher than the dragging model’s Physicality.
  - ✓ Any terrain cross when dragging another model is degraded ; *Clear* → *Rough* → *Difficult* → *Impassable*.
  - ✓ Dragging a model up a ladder, staircase, a wall or something vertical will require an additional STR, but using an additional hand will allow this to be ignored.
- The Active model may perform a Group Action and include *Friendly* models in *base-contact* with the target to aide in any Dragging action.
  - ✓ For every 2 *Friendly Attentive* models of the same Physicality which are in *base-contact*, increase the Group Leader’s effective Physicality by 1.
  - ✓ For every 4 *Friendly Attentive* models of one Physicality lower which are in *base-contact*, increase the Group Leader’s effective Physicality by 1.
  - ✓ The mechanism of using “hands” will affect all Group Members much like for the Active character. This is critical information only for when those characters are subject to a React action during the *Dragging*.

## Hex Grids & Square Grids (◎)

*MEST Tactics can also be played using a hexagonal or square grids for the battlefield in order to simplify movement and the prediction of Line-of-Sight [ LOS ].*

### The Grid

A *grid* is a board with regular hexagons ("Hexes") or squares as *grid cells*. Each *grid cell* is a space that is each 1 MU wide from flat side to flat side.

- **Positioning Models** — Models set upon a *grid* need to align cleanly with the artwork of the *grid cells* as so;
  - ✓ Models SIZ 3 and smaller fit exactly into a single *grid cell*.
  - ✓ Models SIZ 4 must fit into a single *grid cell*. When placed adjacent to other SIZ 4 and smaller models, slightly adjust their positions to make them fit.
  - ✓ Models SIZ 5 and larger fit into multiple *grid cells*, with the center of the base placed at the intersections of those *grid cells*.
  - ✓ Models with unusual base dimensions should be centered across several intersections.
- **Central LOS dot** — Optionally for each *grid cell* add a central "Line-of-Sight" dot [ LOS dot ]. This will make the LOS easier and faster to predict, but it will make terrain and obstacles become more effective against Range Attacks.

### Base-contact and Reach

- Models are in *base-contact* with other models and with terrain if the space they are within is adjacent diagonally across a corner, or if adjacent across a flat-side.
- The Reach X trait allows X additional diagonally adjacent spaces but only when using a Concentrated attack. On hex grids this allows attack across a hex spine.
- Overreach when used acts as +1 Reach trait level.

### Movement

- Movement is from one space to another across flat sides of adjacent *grid cells* and costs 1 MU each.
  - ✓ Movement using large models which cover multiple *grid cells* must pick one of the spaces as the "front" whenever counting MU spent.
  - ✓ At the end of each MU spent, these large models must be able to fit correctly within the available *grid cells*. Models may of course rotate during movement.
- Diagonal movement across *square grid cell* corners is allowed.
  - ✓ Movement diagonally takes 2 MU every even space moved during the course of consecutive AP spent on Move actions.
  - ✓ Movement diagonally always takes 2 MU the first space moved if *Distracted*.

### Elevation and Height

- All terrain must be clearly assigned an *elevation* which is steps of 0.5 MU above ground-level it is.
  - ✓ Hills are the most common use of elevation.
  - ✓ The default elevation is zero MU; it is ground-level.
- All terrain must be clearly assigned a *height* which is how tall it is in steps of 0.5 MU.
  - ✓ SIZ 0 and 1 models are normally 0.5 MU tall if humanoid.
  - ✓ SIZ 2 and 3 models are normally 1 MU tall if humanoid.
  - ✓ SIZ 4 and 5 models are normally 1.5 MU tall if humanoid.
  - ✓ SIZ 6 and 7 models are normally 2.0 MU tall if humanoid.
  - ✓ Walls are either Short, Standard, or High; being 0.5, 1.0, 2.0 MU tall.
  - ✓ Vehicles are normally 1 MU tall.
  - ✓ Most obstacles are either 1 or 2 MU tall.
  - ✓ Trees are normally 4 MU tall.

### Line-of-Sight and Cover

Line-of-Sight [ LOS ] rules are simplified to work within the constraints of a grid-based battlefield.

- LOS is traced by drawing a line from any corner of a space occupied by the Attacker's base to any corner of the target's base.
  - ✓ If the line doesn't cross or touch a wall element, then LOS will exist between the two.
  - ✓ Using the same rules again, if any of the Attacker's corners would cross or touch a wall element when traced to the target, LOS exists but the target receives the benefit of *Cover*.
- LOS which traces through spaces occupied by other models will alter LOS as follows:
  - ✓ If tracing through a single model, that model provides *Cover* for the target if it is larger than the target.
  - ✓ If tracing through two or more models, that last model blocks LOS to the target if larger than the target.
- Walls, other terrain, and other models will create *interference* which alter how to decide LOS as follows:
  - ✓ The *interference* will block LOS to any target of equal height or shorter if that target is within as many spaces as the *height* of the *interference*.
  - ✓ However, if the Attacker is of same *height* or taller than the target and the *interference*, and is closer to the *interference*; LOS is not blocked but there is *Cover*.
  - ✓ Also, if instead the Attacker is shorter than target, but target is taller than the *interference* and closer as well; LOS is not blocked but there is *Cover*.
- If the *grid* uses a central *LOS dot* within each *grid cell*, then LOS should be determined by drawing a line between those dots. Should the line be interrupted by wall or obstacle terrain, then there will be *Cover*.

## Deception (◎)

The following rules (*Noise, Decoys, Surprise, and Posts*) work interlock with each other to establish a new kind of game-play with deception at its core.

Many of the Advanced Missions use additional rules for handling varieties of deception in order to increase uncertainty and to create what is known as "fog of war".

These additional rules change the basic nature of MEST Tactics by allowing entirely lopsided engagements reliant upon deception as a multiplier for effectiveness of a side's forces. Deception works best for Visibility OR 4" or less.

## Noise (◎)

Each Side has their own set of *Noise* markers to indicate that a curious noise or visual event was generated during some activity upon the battlefield. This noise helps the opponent to determine where their enemies may be.

### Ambient Noise and Wind

*Battlefields or areas upon it are subject Ambient Noise. Any Atmospheric or Point-lighting within the battlefield also creates Ambient Light.*

- ❖ **Ambient Noise X** — Determine X from the table below; it is equal to 1 per 30 decibels. At sea-level, the highest Noise possible is about 195 decibels or Noise 7, and so anything above Noise 6 is effectively a shockwave.
- ❖ **Wind Rating X** — Wind Rating also creates noise. Wind is rated at 1 Wind Rating per 5 KPH of speed. Wind Rating is about 3 or 4 if outside and essentially zero if within a building. If using the *Optional Wind* or *Variable Weather* rules it can be much higher at times.

X	Ambient Noise Examples	Wind
0	Dead silence. Fresh snow fall at night.	0
1	Whispers. A quiet place. Noisy brook. Rustling leaves. Inside of a building. Night time in an open field.	1-2
2	<i>Default Ambient Noise.</i> Conversations. Running with gear. Rain fall.	3-4
3	Heavy machinery. Heavy traffic. Alarm bell. Shouting. Dueling with Melee weapons. Things impacting walls.	5-7
4	Loud machinery. Music Concert. Propeller engine. Small Firearm weapons; pistols, rifles, shotguns, etc.	8-11
5	Fireworks. Field gunnery. Jet engine. Painfully Loud.	12-20
6+	Explosions. Bombs. Rocket launch.	21+

### Noise Level

Many Weapons, some Armor, and a few items of Equipment will cause Noise. Use a six-sided die atop a *Noise* marker to indicate the Noise level.

- Using an Item with the [Noisy X] trait will cause one Noise marker at level X + 2.
- All Firearms weapons by default have a [Noisy X] level equal to the higher of its flat or dice Damage, minus 1.
- All other weapons have a [Noisy X] level equal to their highest *Attack Effect* trait minus 1.

For example; a Coach Pistol with Damage 1 + 2b has a Noisy level equal to 2. This a Noise marker 3.

For example; a Heavy Revolver with Damage 4 has a Noisy level equal to 4. This a Noise marker 5.

For example; a Fragmentation Grenade has Blast and Frag 2 which both have Attack Effect. This is Noisy level equal to 1. This is a Noise marker 3.

For example; a Light Flame-thrower has Stream 3 which has the Attack Effect keyword. This is Noisy level equal to 2. This is Noise maker 4.

### Noise Attenuation

- Noise perceived by characters will be masked by the loudest source nearby or that it needs to cross.
  - ✓ For example; if the characters are near Heavy machinery (Noise 3), but it is raining outside (Noise 2); the rain fall will not be heard.
  - ✓ For example; very quiet characters (Noise 1) will hear other characters which are running while in armor (Noise 2) when those are 30 MU away.
- Reduce effective Noise experienced by any model if they are at a distance from the source of the noise.
  - ✓ If this source is weapon attack, reduce Noise by 1 if the distance is at least 8 MU.
  - ✓ Reduce by 1 if the distance is at least 15 MU from the source, and by 2 if the distance is at least 500 MU (about 2-kilometers or 1.5-miles).
- Reduce effective Noise experienced by any model if there are obstacles blocking sound.
  - ✓ For each 90-degree corner that Noise must turn in order for any model to be within LOS of the source; count this as 8 MU for calculating distance.
  - ✓ Reduce Noise by 1 Level if at greater than 15 MU and across a standard Brick, Stone, or Cement wall/
  - ✓ Reduce Noise by 1 Level if at greater than 15 MU and across a closed Bulkhead Door, across two closed Solid or Heavy Doors, or three closed other types of Doors.

## Placing Noise Markers

Noise markers are either *Friendly* or *Opposing*. Noise generated by *Opposing* models generate *Friendly Noise* markers, and by *Friendly* models is *Opposing Noise* markers.

Place *Noise* markers in *base-contact* at the source at the end of each action for each of the following conditions. Items marked with a noise symbol  do not apply unless the *Ambient Noise* is 0, 1, or 2".

If there are multiple overlapping markers; replace with a single *Noise* marker of the highest level within 2".

- ❖ **Noisy X** — Using an item with the [Noisy X] trait will cause one *Noise* marker at level X + 2.
- ❖ **Movement** —  A model that has spent more AP on Movement actions than the OR Multiple to the nearest *Opposing* model also generates a *Noise* marker. Place it at the position of that model at the end of its movement.
- ❖ **Armors** —  After a model uses 1 AP or more during Movement, or movement in combination with *Agility*, place X-2 *Noise* markers if its Armors have the [Laden X] trait.
- ❖ **Rally Other** —  Rallying a *Friendly* model not in *base-contact*. Place the marker at the model performing the Rally action.
- ❖ **Falling** —  Whenever a model acquires a *Stun* damage as a result of jumping down or falling down from a higher location. Place it at the position when landing.
- ❖ **Distress** —  Whenever a model becomes *Panicked*, *KO'd*, or *Eliminated* during its own *Initiative*, place a *Noise* marker in *base-contact* with it.
- ❖ **Light X** — Using an Item or Weapon with the [Light X] trait. Determine the position of the battlefield nearest the source of the trait that is still within LOS to the nearest *Opposing Decoy* or model. Place one *Noise* marker for every X.
  - ✓ Reduce this by the higher of the *Ambient Light* at the source and the *Ambient Light* beyond the source that is also within LOS and LOF of an *Opposing* model.
  - ✓ Do not place any *Noise* marker if nothing *Opposing* is within LOS.
- ❖ **Suspicion** — Whenever a model or *Decoy* marker moves across an *Attentive Opposing* model's LOS during any *Initiative*. Place the *Noise* marker at the position where it leaves LOS.
- ❖ **Voluntarily** — Characters may always use a Fiddle action and place a *Noise* marker. Either place it within *base-contact*, or presume this is an Indirect Attack and *throw* the *Noise* marker; presume it has the [Scatter] trait.
- ❖ **Alert Others** — An Alert model may inform nearby *Friendly* models to become Alert. See the section on Surprise under *Becoming Alert* for more information.

## Detecting Noise

Noise experienced by a model is at a higher Noise level than the Ambient Noise near that model, and the source of the noise is within *Cohesion* of any *Opposing* model, that model might become detected.

- A *Hidden* character that is the source of Noise because of an attack it performed is *Revealed* if its model is also within LOS of any *Passive* model.
- Otherwise, if the *Opposing* model is within 1 MU of LOF to the Noise source or within *Cohesion* and LOS of the source; allow one *Opposing* model from each *Passive Player* once during this *Initiative* to perform a Detect Test when used.

For example; the Ambient Noise 2 (the default) exists across the entire battlefield. An explosion in the distance generates Noise marker 4. No *Opposing* models are within *Cohesion* of that source, but there are several models from both players that are within 1 MU of LOF to that source. Each player may perform a free Detect Test from one *Passive* model.

## Removing Noise Markers

- At the start of each model's *Initiative*; remove any *Noise* markers within 4" of an *Alert Opposing* model. See more information about *Alert* markers under the Surprise rules, below.
- At the end of the Turn, examine all *Noise* markers.
  - ✓ Remove *Opposing Noise* markers in LOS within *Cohesion* of any *Friendly* model.
  - ✓ If there are no *Friendly* models within LOS and 8" of a *Opposing Noise* marker; remove the marker.

## Decoys (◎)

Decoy markers are available in some Missions for one or more sides. The use of Decoy markers presumes that each player maintains an Assembly Roster or a set of information cards.

### Overview

Each player has their own set of Decoy markers, lettered alphabetically.

- These represent either undisclosed *Hidden* models, or misperceived locations of non-existing models.
- Decoy markers are 1 MU wide and are presumed to be about 1 MU tall. They may not overlap each other.
- The markers are placed with the letters face-up.

### Acquisition

A Decoy marker is treated as though it were a stand-in for an actual model.

- At the start of the Deployment Step of a Mission:
  - ✓ A player receives **one** Decoy marker for every model kept off the battlefield as Reserve. Any number of models may be kept off the battlefield in this manner.
  - ✓ A Mission may identify that a particular Side receives additional Decoy markers.
  - ✓ Deploy these markers as though they were models according to the set-up rules for the Mission. However, these may never be deployed within LOS of any *Opposing* models or Decoys unless also deployed behind *Cover*.
- At the start of the very first Turn after *Initiative* has been determined and Go Points have been assigned;
  - ✓ A player may spend IP or Go Points to purchase extra Decoy markers at 1 IP or 1 Go Point each, limited to one extra marker per model (total 2).
  - ✓ Deploy these Decoy markers within *Cohesion* of other *Friendly* models or Decoys. These may never be deployed within LOS of any *Opposing* models or Decoys unless also deployed behind *Cover*.

### Record Keeping

Players with Decoy markers need to assign them:

- For every model in Reserve, assign a Decoy marker to it by assigning one of the identification letters.
- Decoy markers may always voluntarily be identified as *Dummy Decoy* markers. Note this on the Roster.
- All Decoy markers, including *Dummy Decoy* markers, will generate Go Points [ GP ] as though it were an actual model.

### Decoy Activation

Decoy markers, including *Dummy Decoy* markers, are activated as though it were an actual model and will receive the *Initiative* and can be marked as *Done*.

- When activated, Decoy markers:
  - ✓ Receive 2 AP.
  - ✓ May form or join a Group if there are Go Points.
  - ✓ Perform an Action. This can be any Action the model it represents would normally be able to perform.
- *Dummy Decoy* markers may only be assigned the Movement Action; either as a Group Action or an Individual Action.
  - ✓ For each AP spent on Movement, a *Dummy Decoy* marker may reposition 4".
  - ✓ *Dummy Decoy* markers do not benefit from *Agility*.

### Non-Decoy Activation

Ready Attentive Ordered characters which are not Decoys may always take Initiative as follows;

- May always pass on taking *Initiative* until all *Opposing Decoy* markers have been marked as *Done*.
- May always React to an *Opposing Decoy* marker.

### Detecting

All Decoy markers are presumed to be *Hidden* and are limited and benefit as per the *Hidden* status rules.

- *Dummy Decoy* markers are never allowed to perform Detect Tests. A player may at any time voluntarily replace a Decoy marker with the model it represents, or remove *Dummy Decoy* markers from play.
  - ✓ When an *Opposing* model tries to Detect a *Dummy Decoy* marker, presume REF 2.
  - ✓ If the Decoy marker represents an actual model (in Reserve), the player may decide to make this a standard Detect Test using the model's information.
- A *Dummy Decoy* marker which is detected is removed from play.
- A Decoy marker representing an actual model which is in reserve when detected must be replaced.
  - ✓ Locate the model in Reserve assigned to the identifier. Replace the Decoy marker with that model and reposition it as though it were losing its *Hidden* status.
  - ✓ When the model is placed, make it *Hidden* if it is behind *Cover*, out of LOS, or otherwise qualifies.
  - ✓ Keep any Alert status the Decoy may have had and assign it to the model.
- When all of a player's models for a Side in Reserve have been replaced, all of that Side's other remaining Decoy markers are presumed to be *Dummy Decoy* markers. All of these must be removed from play.

## Surprise (◎)

*Surprise limits how models are allowed to behave. A Side which is Surprised has models which all start as Surprised.*

### Surprise Effects

- Decoys or models which are Surprised:
  - ✓ May always move towards *Noise* markers using the shortest path possible.
  - ✓ May always move towards *Revealed Opposing* models, *Decoy* markers, and towards any *Friendly* models.
  - ✓ May never move directly towards *Hidden Opposing* models nor towards *Opposing* models not within LOS.
  - ✓ Are penalized -1 *Base* die Tests until their next *Initiative*.
- Decoys or models which are not identified with an *Alert* marker may move towards *Hidden Opposing* models but must use the *Biased Scatter* diagram to determine their actual direction of movement.
  - ✓ If using Group Actions, the Group Leader decides the direction. All Group Members will move in that general direction.
  - ✓ If the *Hidden Opposing* model is within 4" of a *Noise* marker, then it may be moved towards without need to use the *Biased Scatter* diagram.
  - ✓ If using *Facing*, allow the player to adjust the direction determined by *Biased Scatter* diagram once by adding or subtracting a 1 from any roll when the desired direction is in the front-side of the character's base.
- Once all models for a Side have *Alert* status, that Side is no longer considered to be Surprised. Decoys must all be replaced with models to qualify this rule.

### Becoming Alert

- All Decoys and models within 4" and LOS of a newly placed *Noise* marker become Alert and receive an *Alert* marker.
- If there are multiple *Noise* markers within 4" of the newly placed *Noise* Marker, then form a path.
  - ✓ The path formed extends another 4" in a straight line for each additional marker.
  - ✓ If the path must cross *Soft Cover*, reduce by 2" each time.
  - ✓ Optionally the path is allowed to deflect and change direction if it encounters *Hard Cover*. This is allowed once per *Noise* marker.
  - ✓ To be fair, allow the *Opposing* player to propose the path; it must be the shortest possible path.
- Alerts model may perform a Fiddle action and all desired models within its own *Hearing OR* become Alert.
  - ✓ The Hearing OR of any character is equal to its  $REF \times 10"$  plus 10" per Detect trait level it has.
  - ✓ This action causes a *Noise* marker to be generated if any model is beyond *base-contact*.
  - ✓ This action will not cause a *Noise* marker to be generated if all targets are *Attentive* and within *Cohesion*.

## Posts (◎)

Posts are a common feature of many Missions involving deception against the Defender player who is presumed to be in Surprise. Posts enforce specific behaviors of the Defender player whose Assembly members are intended to guard or protect some building, character, or feature upon the battlefield.

### Types of Posts

Missions may inform the Defender to use Posts. How many Posts to identify, and of what type they are is decided by the Defender.

- ❖ **Guard** — This is usually a very identifiable terrain features such as a door, a gate, a fountain, or some other element upon the battlefield that is worth Resource Points or Victory Points, or can prevent the *Opposing* player from acquiring the same.
- ❖ **Flank** — This is often a long wall or stretch of road. A common *Flank Post* is the side of a gated compound. If there are multiple *Flank Posts*, each should be within LOS of one other. Each *Flank Post* should be no shorter than 8" and no longer than 24".
- ❖ **Circuit** — This is some easily identifiable path around a large terrain element such as a building, or maybe the perimeter of an supply depot. Circuits are always completed by characters walking clock-wise around it. One character should be assigned to a *Circuit Post* for every 8" of the length of the circuit.

### Post Identifiers

Players will need to clearly identify Posts to all players. Players may use *Post* markers indicating a Guard Post or the path for a Flank or Circuit Post.

### Adherence

- The Defender may assign either models to a Post, or Decoy markers which are not Dummy Decoys.
- A model or a Decoy that is not a Dummy Decoy marker assigned to a Post must adhere to it. Otherwise it is considered to be an *Abandoned Post*.
  - ✓ Decoys or models assigned to Posts must never be more than 4" from it at any time unless within LOS of an *Opposing* model not behind *Cover*. If it is a *Flank Post* or *Circuit Post*, measure from the nearest point on the wall, building, or object that Post represents.
  - ✓ Decoys or models assigned to Posts may never to be further than 4" and not in LOS of Posts if the *Opposing* model is *Revealed* and no *Opposing* model or *Opposing Decoy* marker is any closer.
- At the end of every Turn in which the Defender remains in Surprise, examine every Post.
  - ✓ Each *Abandoned Post* awards 1 RP for the Attacker.
  - ✓ Each Post that is not *Abandoned* awards 1 RP for the Defender.

# INTERCONNECT GAMES

MEST Tactics enables players interested in having early game sessions affecting later sessions.

## Introduction

Up until this point, the Basic and Advanced game rules allow a curious player to set up any number of ad hoc games and play-through with a few character models to resolve some disconnected Missions.

Interconnect Games are a series of Missions which are resolved using characters carried between them.

### **Experience**

These characters are known as “Champions”. These can acquire new abilities which make them more capable for a player in the next few game sessions.

### **Champions**

These Champions are non-physical “thought beings” managed by each player. Unlike base-line characters, Champions rapidly switch between realities, the Frame Parallels, and bring with them all that they’ve learned in prior Missions.

### **Campaigns**

Players may want to begin using the Campaign rules to add some structure to how a character might have survived the end of a Mission, why they may need to flee the battlefield, and give reason as to why a player may not want to risk all of their Assembly to a single Mission. Perhaps withdrawal from combat would be better.

### **Factions**

A player may control several Assemblies, each belonging to a different organization or “Faction”. Or maybe these Assemblies are all part of the same Faction. Factions could be “good” or “evil” and may grow and acquire power over the course of several Missions similar to character.

### **Absurdity**

Each genre and setting within MEST Tactics has an LoA or “Level of Absurdity” rating which is used as a baseline for what sort of biological and technological possibilities may exist. LoA Zero (“LoA 0”) is essentially the world as we know it, and LoA 4 is the highest which allows the presence of magic (“magical technology”).

LoA 1, 2, 3, and 4 each correspond to Kardeshev Civilization Types (see next section). LoA 1 begins with the Quantum Age when the GUTOE or “Grand Unified Theory of Everything” is first discovered by human civilization.

## Technological Ages

MEST Tactics identify “ages” as shown in the list below, such as “Stone Age” or “Atomic Age” in order to determine what sort of weapons, armor, or equipment, and which archetypes are available for play.

### **Periods & Ages**

Many anachronistic elements from future Ages, such as introducing beam weapons into the Iron Age perhaps as a per se “magic staff of power”, or power armor into the Machine Age. Players are free to invent their own cross-over elements as they desire in order to have the gaming experience that they want.

### **The Historical Periods**

At the time of this writing it is 2020 CE and we as a civilization are near the beginning of the Robotics Age just a few decades into the Information Age. Each of the Historical Periods includes many sub-divisions into Ages that include technological inventions or evolutions that create global turmoil.

For example, the current Modern Period included World War One, World War Two, and the possibility of a global nuclear war. These are merely the latest of many filters of the “Great Filters” which are moments in history which Human Civilization needs to survive.

Some interesting features of the various Periods are:

- **Ancient** — Rudimentary Light or Medium armor, usually just Mail. Spear, Sword, Club, Sling, and Bow weapons.
- **Archaic** — Heavy and Field armors. Single action Pistols, Muskets, and Rifles all using Blackpowder. Early bombs.
- **Expansionist** — Telescopes, Sailing ships, standardized weapons, armor, and equipment. Telegraph, telephone, and modern smokeless Gun-powder weapons.
- **Modern** — Machine and submachine-gun weapons with ROF. Hand grenades, Bulletproof or Bombproof armors. Radio Comm-links. Very few if any Melee weapons.
- **Near Future** — Robots, androids (“automatons”), Beam Weapons, Force fields and shields. Vibro swords and power-gloves are introduced.
- **Far Future** — Virtual bodies, Just-in-time weapons and armor, supercomputer brains, and gene-crafted beasts. Psionic artificers and rogue killer robots roam the battlefields. Human-kind experiences genetic drift.
- **Magic** — The entry point into high-fantasy and hellish chaos clouds. The ever presence of demons, eldritch begins, dark wizards and literal reality-distortion fields.

## Time Lines

### Technological Periods and Ages

	Age	Circa	Notes
Ancient	Stone	5000 BCE	Alcohol. Hide Armor. Flint Weapons. Slings. Bows. Shields. Horse riders.
	Bronze	2250 BCE	Math. Writing. Bronze Weapons. Swords. Metal Armor. Chariots. Oared Ships.
	Iron	500 BCE	Cartography. Scrolls. Iron weapons. Crossbow. Aqueducts. Bridges and Dams. Streets. Gears. Locks.
	Dark	500 AD	Roads. Medicine. Sanitation. Stirrup. Chemical Warfare. Horse-collar.
Archaic	Medieval	1000 AD	Gun-powder. Explosives. Compass. Movable Type. Scientific Method.
	Renaissance	1300 AD	Steel Weapons. Chemistry. Algebra. Artillery. Longbow.
	Colonial	1500 AD	Plate Armor. Armored Horse Cavalry. Blackpowder Weapons.
Expansionist	Sail	1650 AD	Full Sail Ships. Encryption. Calculus. Telescope. Difference Engine. Clockworks. Germ Theory.
	Industrial	1750 AD	Steam Power. Railroads. Machined parts. Hot Air Balloons. Leyden Capacitors.
	Machine	1850 AD	Electric Power. Telephone. Antiseptics. Anesthetics. Vaccinations. Ironclads. Dirigibles.
Modern	Modern	1900 AD	Petroleum. Mechanized Warfare. Bio-fuels. Vacuum Tube. Radio.
	Atomic	1950 AD	Nuclear power. Jet Engines. Rockets. Radar. Printed-circuits. Brain Surgery.
	Information	2000 AD	Computers. Genetic Manipulation. Holograms. Rail Weapons. Designer Drugs. 3D Printing.
Near Future	Robotics	2025 AD	Robotics. Cybernetics. Automatons. Nanotech. Fuel Cells. Artificial Life. Superconductors. Cloning.
	Fusion	2050 AD	Fusion Power. Beam Weapons. Powered Armor. Mega-structures. Cryonics. Space Colonies.
Far Future	Quantum	2100 AD	❶ Quantum Computing and Materials. Vibro Weapons. Virtual Cultures. Nanotechnology.
	Energy	2250 AD	❷ Anti-matter Power. Grey Goo. Biomimicry. Force fields. Synthetic Bodies. Light-drives.
	Gravity	3000 AD	❸ Gravity Control. Biomimesis. Psionics. Terraforming. Warp Drives. Dimensional Gateways. Star Gates.
Magic	Symbolic	5000 AD	❹ Manipulation of Reality. Teleporters. Time-travel. Psionic Dimensions. Demons. Eldritch Beings. Pocket Universes. Magic.

### Kardeshev Scale

A Technological Singularity occurs during the Fusion Age and helps advance civilization on Earth into the Kardeshev Scale as a rough estimate of much energy it outputs as a civilization with implications of how it came to be there and what it means in terms of what is possible.

The numbers ❶, ❷, ❸, and ❹ indicate the Kardeshev Civilization Types; I, II, III, or IV. Up to this point, Earth is considered to be “Type Zero” civilization which can be considered a “Third World backwater” planet for the rest of the universe. As with Ages, there are aspects of each type which may appear sporadically in earlier types.

- **Type I** —Enough of physics and science has been discovered and engineered to allow interplanetary colonization. This is the rise of corporation-driven warfare of all forms across the planets within the Solar system. At this point, belligerent life elsewhere in the universe takes greater interest in earthly affairs.
- **Type II** —Earth is capable of interstellar colonization and will meet alien life, some of which are classified as “sophonts” meaning intelligent. Competition for newly resources will exist enough to provide a basis for interstellar warfare and sophont exploitation.
- **Type III** — By this stage, human civilization has met and caused conflicts against other intra-galactic civilizations, and has begun inter-dimensional exploration. Through technological enhancement of the microtubules within each brain cell, psionics becomes wide-spread and no longer an isolated biological phenomenon.
- **Type IV** — At Type IV, reality manipulation becomes common place. Dreams and wishes create memetic (“mind things”) effects that affect the world around each charismatic and willful practitioner. This is the official start of “scientific magic” and the creation of “psionic dimensions” where the collective unconscious of a culture or religion persists as tangible magical realms in a sort of “Fifth Dimension”, be visited and also have its visitors come to us.

### Anachronisms

At the root of every setting within each genre of MEST Tactics is some form of anachronism where technology from later Technological Ages is present earlier than usual.

Something from the future, even from the very next “Age”, be it a radio or a main battle tank, will always require greater manufacturing infrastructure, more interdisciplinary science and engineering effort, and an immense logistical support network not normally available. It would be absurd, but entirely possible within the in-game universe.

# Experience Points

## Overview

Characters of all sorts which survive a Mission, and join in on-going series of interconnected Missions known as a Campaign may acquire Experience Points [ XP ]. These XP may then be spent for their characters to be improved in numerous ways.

### Champions vs. Baselines

In MEST Tactics, most characters will be “Baselines”; they are merely an archetype which is equipped with some weapons, armor, and equipment and associated with a model for Mission. This section describes how they'll acquire XP and may spend them to acquire Skill traits.

Champions are a literal “meta-concept” representing a fantastic element within the universe of MEST Tactics. These acquire experience similar to *Baseline* characters, but will have different rules for how to spend that experience. They are covered in their own section following this one.

### Punctuated Missions

The premise of any Mission is that it is actually punctuated notable event which may have been preceded by several or several dozen non-notable events. Though a Mission may resolve with one or more characters doing relatively nothing, it is presumed that any character participating in a Mission has been preparing for it.

### Frame Parallel Shifts

Whenever a set of characters progresses and improves their capabilities during the course of several Missions within a Campaign, the game-universe subtly adjusts the perspective of the Thought Beings (and their proxies, the Players) such that the next Mission could possibly exist using whichever the players decide. This allows the players to re-use models with the same or different Archetypes, with the same or different assigned character names, weapons, armor, equipment, assemblies, factions, and goals.

Conceivably, this also allows gender-swaps of models, but that is up to the players to agree. The default behavior is that a given character maintains their species and gender. Other psychological or sociological aspects, if they become important for a genre or setting, also remain the same as the original concept of the character.

## Progression

All characters which progress do so through acquiring Experience Points, and then spending them to purchase improvements to their traits.

### Acquiring Experience Points

A *Baseline* character qualifies to acquire XP only if it survives a Mission. This usually means that it was not *Eliminated*, or was KO'd and its Assembly did not achieve an equal or greater amount of VP.

At the end of each Mission, each Player notes how many Experience Points [ XP ] their characters have acquired from all of these sources:

- ❖ **Time Passage** — For every 4 Weeks, one Month of time has passed. For every Month since the last Mission they've participated in, award a character +1 XP. See *Time in the next section on Skills Acquisition for more information*.
- ❖ **Addendum** — The Agenda cards, Resource cards, Tactics cards, and Keys to Victory award Resource Points, Victory Points, and Experience Points. These must be immediately divided among all characters after the end of each Mission.
  - ✓ Any character which was deployed to the battlefield for a Mission automatically is awarded +1 XP.
  - ✓ Each Victory Point [ VP ] awards +1 XP to all participants of a Mission. Resource Points [ RP ] award none this way.
  - ✓ Any RP or VP acquired specifically by a character, usually through the use of Resource cards, assigns the character an additional +1 XP each.
- ❖ **Combat** — During the game-play of a Mission, whenever a character causes an *Opposing* model to become *KO'd* or *Eliminated* as a result of a Close Combat or Range Combat Attack, note the fact that it did so with a ‘tick’ mark. Compare the total BP of each character; this will include its assigned Weapons, Armor, and Equipment.
  - ✓ Do not make the entry note if the *Opposing* model had a BP less than 30 BP of the character.
  - ✓ Do not make the entry note if the *Opposing* model had BP less than half the BP of the character.
  - ✓ Otherwise, all characters which have been noted are awarded with +1 XP, plus another for every 2 ticks.

### Character Rosters

There are record sheets to keep track of Baseline and Champions. Use these to record how much XP is gained and spent.

- The Experience Track has boxes representing Weeks grouped into 4 representing Months, grouped by 3 representing Quarters, and group by 4 for Years.
  - ✓ As Time passes, place a dot in a box for each Week.
  - ✓ As XP is acquired, strike a box for each.
- As XP is spent, scratch out a box.
- As Time is spent, outline a group of boxes.

## Skills Acquisition

Characters which are *Baselines* progress and acquire traits with the Skill keyword. It is a very slow process since it will involve the passage of time, which will need to be tracked.

### Overview

Baseline characters do not have full access to all possible skills shown on the Sample Skills Acquisition Table. There are nearly 60 traits listed as Skills which cover multiple genres ranging from gladiator battles in ancient Rome 500 BCE, to open warfare in the trenches of Europe in 1920 AD, through to laser-burned robots on the fields of war in 2250 AD. And then there's the magic stuff that comes with super-science which makes things more complex in figuring out what is possible or not to learn and acquire.

**Sample > Skills Acquisition Table**

Trait	#	L1	L2	L3
Detect X	M	1	2	3
Dominate X	M	2	5	8
Fight X	M	1	2	3
Focused X	Y	2	4	6
Sneaky X	Q	2	.	.

### Restrictions

Each genre and setting will provide a list of Skills which could be learned. So the Mythos genre will have a different set of Skills available than that provided for the Ultramodern or Near Future genres.

However, there is also a set of *Baseline Skills Acquisition* tables. These each cover one period of history in the universe of MEST Tactics, with each period covering several Technological Ages.

- When a player wants to purchase a new Skill trait for a character, do the following;
  - ✓ **Mentorship** — Pick a Skill for the character that one of the members of its Assembly already has, for the level desired.
  - ✓ **Period Table** — Use the appropriate Baseline Skills Acquisition Tables for the correct Period in history.
  - ✓ **Genre Table** — Use the appropriate genre or setting tables, if available.
- No character with a trait which includes the "Unchanging" keyword may acquire any new traits. These are; [Automaton], [Beast], [Fettered], [Fodder], [Mindless], Expendable, and Machine.
- **Only Once!** — Each character which a player controls is actually on the cusp of acquiring new Skills. In real-life such skills may take years or even decades to acquire. Within MEST, this is represented by disallowing any Skill increase beyond +1 whichever a character's Archetype begins with.

### Time

Each Skill will be identified with a Time Unit such as W for Weeks, M for Months, Q for Quarters, Y for Years, T for Triads, and D for Decades. There are 4 Weeks to a Month, 3 Months to a Quarter, 4 Quarters to a Year, 3 Years to a Triad, and 10 Years to a Decade.

- The Time Unit is decided by the type of Skill to be acquired or improved.
    - ✓ This will be noted on the Skills Acquisition chart such as the sample shown above.
    - ✓ For example; the Fight X trait uses the Month time unit, and the Focused X traits uses the Year time unit.
  - When learning a Skill, an amount of time must have passed for the character on the Progression Record since it last acquired a Skill.
    - ✓ Normally this is decided and will vary by using the rules of the Campaign game being played.
    - ✓ If there exists no Campaign game, all players can just agree that the "In Game" time which has passed since the last Mission played is equal to the sum of two six-sided dice in Months.
    - ✓ Similarly, the time which passes between Campaigns is again the sum of two six-sided dice in Years.
  - To acquire a trait at level 1, 2, or 3 will require 1, 2, or 5 times the Time Unit.
  - Mark these accordingly whenever the Skill actually becomes acquired. If enough time has passed, it is possible that a character be assigned multiple Skills during that period.
    - ✓ For example; the Fight trait can be acquired after 1 Month for level 1 and 1 XP. Fight 2 can be acquired after 2 Months from that point and for 2 XP. Fight 3 can be acquire after 5 Months from that point and for another 3 XP.
- This would require a total of 7 Months to have passed.

### Regarding BP Value

Over the course of several Missions and Campaigns, *Baseline* characters will acquire several new Skills. It will make them seem very powerful, and they are very valuable. Always adjust the BP values of each *Baselines* in the same way that a Custom Archetype would be adjusted.

For example; Tactics requires 3 XP to acquire for Level 1. However, this is actually +7 dBp and +2 CR. An Average Common at 30 BP would become  $(30 + 7) \times 1.2 = 44$  BP.

For example; Celery requires just 2 XP to acquire for Level 1, if the character is a Champion. A 30 BP Average Common which applies this increase from a Champion pattern would acquire +3 CR and therefore cost  $30 \times 1.3 = 39$  BP.

### Level of Absurdity

Every genre will have a "Level of Absurdity" [ LoA ] rating which determines which traits could be possible for assignment to characters within it. Each LoA is equal to 2x the available Kardeshev Type given for any particular Technological Age.

LoA	Description
0	Limited to what the real-world is known to have.
1	Kardeshev Type I. Only Quantum Age or later; 2100 AD.
2	Kardeshev Type II. Only Energy Age or later; 2250 AD.
3	Kardeshev Type III. Only Gravity Age or later; 3000 AD.
4	Kardeshev Type IV. Only Symbolic Age or later; 5000 AD.

- Every genre will have a basic LoA which is usually zero.
  - ✓ Genres with pulp, fantastic, or super-science elements will usually have an LoA matching the element requiring the highest Kardeshev Type.
  - ✓ Genres before Kardeshev Type I which have anachronistic elements will have an LoA equal to how many "Ages" ahead the most futuristic element comes from, to a maximum of LoA 4.
- A character has a basic LoA matching the traits it has been assigned which has the highest LoA.
  - ✓ Most traits will have a default LoA of zero. This includes such things which are reasonably possible for a human being ("Human") to have such as the Fight or Sneaky.
  - ✓ LoA of 1 usually are assigned to Animals and Humanoids.
  - ✓ Some traits will have a higher LoA to represent the fact that Humans as we know them wouldn't necessarily have them except as elements of a pulp, cinematic, punk, or fantasy genres. Those are in increasing LoA order.

This would ensure that the trait Intense is LoA 1, while the trait Precise is LoA 2. And it follows that the trait Sorcerer is LoA 3.

### Higher Skill Levels

Characters acquiring Skills at higher than level 3 is cost prohibitive but possible.

- The amount of XP required for each level above 3 is the same as that shown for level 3.
- The time required will be ×10, ×20, and then ×50 for Level 4, 5, and then 6.
- Acquiring at higher than level 3 will affect a character's Level of Absurdity [ LoA ].
- ✓ At level 4, the character's effective LoA is increased by 1 and at level 6 the LoA is increased by 2.
- ✓ If the effective LoA is higher than allowed by the genre, disallow increasing the Skill to that level.

### Attribute Upgrades

Both Baselines and Champions may spend Experience Points to upgrade Attributes. For Baselines, this will reflect long-term dedication to physical and mental training. For Champions, this is merely another convolution to their pattern used to aid their escape from the Codon Barrier.

#	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ
XP	1	1	2	2	2	1	3	3	4
Time	M	M	Y	Y	Q	Q	Y	Y	D

### Improving Attributes

Attribute Upgrades require an amount of time to have passed, as well as the expenditure of XP.

- The amount of XP required is multiplied by the upgrade number; so 1x, 2x, 3x, 4x, or 5x. No Attribute may be increased greater than five times (5x).
- The unit of time for an upgrade is either M, Q, Y, or D; Quarters (4 Weeks or 1 Month), Years (12 Months or 3 Quarters), and Decades (10 Years).
  - ✓ As the upgrades for an Attribute increase, the amount of time will increase following this pattern 1x, 2x, 5x, 10x, and then eventually 20x.
  - ✓ For example; the first upgrade to CCA will require 1x Months. The next will require 2x Months, while the third upgrade to CCA will require 5x Months.
  - ✓ Disregard the need to track the passage of time if a Champion is improving Attributes for Champions.
- When improved, mark the Attribute using the progression as shown for Upgrade.
- For example, if an attribute started with a value of "2", its progression through all five upgrades would become; 2+, 2++, 3, 3+, and then 3++ which is the maximum.

Property	1st	2nd	3rd	4th	5th
Upgrade Notation	+	++	+1	+1+	+1++
XP Required	1x	2x	3x	4x	5x
Time Required	1x	2x	5x	10x	20x

### Upgraded Attributes and Tests

Any Attribute with + or ++ makes the Attribute value considered to be "bigger, larger, higher" than normal and those with fewer +. So 1+ is greater than 1.

- Attributes with + have +1 Modifier die in relevant tests.
- Attributes with ++ have +2 Modifier die in relevant tests.
- MOV+ allows the second AP spent on Move is +1 MU.
- MOV++ allows each AP spent on Move is +1 MU.

# Champions (▲)

*Each player is a representative of a unique Thought Being, a collection of higher-dimensional energy patterns which affect changes in lower-dimensional realities such as the settings and battlefields used for each gaming session.*

## The Players Themselves

These Thought Beings behave exactly as how each player representing them behaves; striving to win victories, gathering objectives, and pursuing their agendas through a type of character known as a “Champion”. Each player is therefore actually in fact a “Player” in the larger scheme of things within the game-world of MEST Tactics.

## The Champion Pattern

The Assemblies of characters deployed by each Player will usually start with few if any Champions. The Champions are pattern manifestation into existing physical forms across whichever parallel dimension in time as need.

Any new abilities, traits, and attributes acquired becomes a sort of convolution filter which is brought with it into future incarnations using possibly different Archetypes. When manifested as a new incarnation, what actually happens is that an effect named the “Intent of the Champions” automatically forces a selection of a new parallel dimension (“Frame Parallel”) where the host creature (the embodiment) is a dramatically modified version with those exact changes to its mind, body, and spirit.

## The Champion Effect

Imagine the a Player created a Champion character represented by a Kung-fu Nun model as a Leader Specialist archetype in a Mission for the Mythos genre set in Chicago, USA, 1926 AD. Through whatever means, that Nun now acquires the Brawling trait and increases its strength (“STR Attribute”) by +1. It is not the Nun (Leader Specialist) which acquires the modifications; it is the Champion. This information is recorded as a set of changes for the Champion.

In the next Mission which takes place in a different parallel dimension, the Champion re-appears as Pegasus which is a Fantastic Animal Template archetype. The Champion pattern is applied to it, and so while *embodied* that Pegasus will receive +1 Brawl, and +1 STR.

## Escaping the Codon Barrier

From the perspective of the Champion, the Frame Parallel selected was discovered when its pattern harmonized with the host pattern. Eventually the Champion finds new weak-spots in the Codon Barrier and learns to escape, leaving the Earth and its Frame Parallels behind.

## Managing Champions

*Champions have an Intent; they are always willing to learn and acquire new traits. When a Player manages their Champions, they are effectively deciding how the long-term goals of the Thought Being which they represent will be achieved. It may be that having a single powerful Champion is the key, or it may be that having a diverse set of many is best. Or some mixture between.*

## The First of Many

All Players begin with a single (1) Champion when starting a new Campaign.

- Assign this Champion a unique variation of the name or archetype associated with the very first character (its first “embodiment”) it uses in its very first Mission.
- For example, the Kung-fu Nun mentioned earlier might be named “Sister Mary Wyczowsky”. In this case, the Champion could be named similar to “Mary Wyczowsky”, “The Nun” or even just “Mary”.

## The Champion Roster

All players should use the Champion Roster (“Roster”) to maintain records of how their Champion characters progress. Use it to record XP acquired, XP spent, and the passage of time.

Each Roster has room for 8 Champions and records their progress across 6 Missions. Use additional Champion Rosters as necessary.

- Champions never die. Their characters might suffer KO’d or Eliminated status on the Battlefields, but this only inconveniences the use of a particular Champion until it becomes incarnated elsewhere.
- Champions are still limited. They must learn and grow like any other living creature. Everything takes time, including acquiring new skills and abilities. The Roster is used to keep to track this growth.

## Acquiring Champions

- At the end of any Mission, if it can be determined that player will not have an available Champion for the next Mission; that player acquires a new Champion.
- At the end of any Mission, if a player’s Assembly has XP, optionally spend 10 XP each to convert *Friendly* characters into Champions.
- Name the Champion as one of the *Friendly Eliminated* characters from that Mission if possible. This Champion is like any other new one; it has nothing notable about it except for a name.

## Champion Progression

At the end of each Mission, each Player may spend the XP assigned to their Champions to acquire new Traits, improve existing Traits, remove Disability traits, and to upgrade Attributes.

### Traits Acquisition Table

The Traits Acquisition Table will list all traits which may be acquired by a Champion. *See the next section on Constraints for limitations on how these traits could be acquired.*

- The LoA column on the excerpt below shows XP for each level, with L1-L2-L3 representing Level 1, Level 2, and Level 3.
  - ✓ For Champions, traits paid for by XP are automatically acquired, improved, or removed. There is no requirement for the passage of time.
  - ✓ It can be seen that to remove the Celerity X trait will require 2 XP to acquire at Level 1 (L1), 4 XP at L2, and 5 for L3.
- Also shown is the Level of Absurdity for when a trait is either added to an archetype that didn't have it, or when it is removed from an archetype which did.

### Sample > Traits Acquisition Table

Trait	LoA	L1	L2	L3
Celerity X	2	2	4	5
Chase	1	1	.	.
Claws X	1	1	2	3
Climb	1	1	.	.
Flight X	1	7	12	18

### Restrictions

When a Player wants to purchase a trait for a Champion, there will be keywords associated with that trait which limit how it could be acquired, removed, or improved.

- The trait must exist on the archetype previously embodied by the Champion as a host character.
- The trait must have one or more of these keywords in order to be acquired by a Champion; Skill, Genetic, Magic, Psychology, Magic, or Virtuosity.
- A Champion's pattern may never be applied to anything which is an Item, Vehicle, has the Machine trait, or has the Asset keyword.

### Acquiring Ability Traits

Players may spend XP to acquire new Ability traits or to improve existing ones.

- These traits must any of which the archetype embodied by the Champion in the recently concluded Mission already has, at the level which the Champion does not already have. No Champion may acquire a trait at more than one level beyond what it already has.
  - ✓ For example; if the Champion embodied an Average Common archetype, it would have no traits to acquire.
  - ✓ For example; if the Champion embodied a Brawler Specialist archetype, it could acquire the Brawl trait.
  - ✓ For example; if the Champion already has the Brawl trait, and embodied a Brawler again, it would not be able to acquire Brawl 2.
  - ✓ For example; if the Champion already has the Brawl trait, and embodied a Superior Brawler which has Brawl 2, it could acquire Brawl 2.
- After purchase; any future characters which are embodied by the Champion will now have that new trait if it did not before. Or if it already has that trait, it will be improved to a higher level if possible.
  - ✓ For example; if the Champion has the Brawl trait and embodies an Average Common archetype; that character would acquire Brawl.
  - ✓ For example; if the Champion has the Brawl trait and embodies a Brawler Specialist archetype; that character would now have Brawl 2.

### Level of Absurdity [ LoA ]

As a result of the Codon Barrier, not every Frame Parallel allows magic or super-science to exist even though a Champion has embodied a host character.

- When a host is about to be altered by the Champion pattern, determine if the additional levels of a trait could possibly exist for the genre's LoA.
  - ✓ Reduce the effective LoA by 1 if the trait would be applied to an Animal or to a non-Human.
  - ✓ Reduce the effect LoA by the Reputation level of the Champion.
- If it could not exist, reduce the trait levels to be added.

### Attribute Upgrades and LoA

Champions with Attribute Upgrades might also select a Baseline host which already has its own Attribute Upgrades. This may affect the LoA.

- Each +++ instead becomes a +1 Attribute value.
- If the total of any Attribute improvement is +2 or more, the LoA is increased by 1 for that character. If 3 Attributes are at this, the LoA is increased by 2. If 6 or more Attributes are at this, the LoA is increased by 3.

## Removing Disability Traits

Players may spend XP to remove a Disability trait. In the excerpt table shown below, these traits are within square brackets such as [Braggart] or [Primitive].

Sample > Traits Removal Table

Trait	LoA	L1	L2	L3
[Braggart]	-	1	-	-
[Beast!]	2	4	As [Beast]	-
[Beast]	1	3	As [Beast+]	-
[Beast+]	-	2	As [Primitive]	-
[Primitive]	-	1	-	-

- The trait must be one from the archetype embodied by the Champion in the recently concluded Mission.
- The cost in XP to remove a Disability trait is equal to 5 times (5x) the cost in XP to normally acquire it.
- After purchase; any future characters which are embodied by the Champion will no longer have that Disability. This includes archetypes different than the one previously embodied.
  - ✓ For example, if a Champion paid 5 XP to remove the [Braggart] trait which normally costs 1 XP; then any character host which is embodied no longer will have it.
  - ✓ For example, if a Champion paid 5 XP to remove the [Primitive] trait which normally costs 1 XP; then any character host which is embodied no longer will have it.

## Altering Intelligence

The [Beast!], [Beast], [Beast1], and [Primitive] traits are intricately tied together as aspects of intelligence which is a higher-order pattern for Champions.

- As a result, they are very hard to remove as each only slightly improves how much control a Champion has over the next such host.
  - ✓ For 20 XP [Beast!] becomes [Beast].
  - ✓ For 15 XP [Beast] becomes [Beast+].
  - ✓ For 10 XP [Beast+] becomes [Primitive].
  - ✓ For 5 XP [Primitive] is removed.
- The [Beast!] trait has an LoA of 2. Assign any character which had this trait +2 LoA if it becomes [Beast+] or removes [Beast!] entirely.
- The [Beast+] trait has an LoA of 1. Assign any character which had this trait +1 LoA if it removes this trait entirely.

## Classifier Keywords

In the *Traits Acquisition Table* are classifier keywords which may limit how a Trait should be considered. These are the most common keywords which allow a Champion to acquire or apply an embodiment.

- **Skill** ↑ — Under normal conditions, this is a trait which can be acquired or removed. If already acquired it can be improved. When Champions embody a character, Skill traits from its pattern is added to the archetype.
- **Genetic** ❌ — These traits are may never be added to an archetype unless that archetype already has it. May not be improved unless also a Skill.
- **Intrinsic** 🔒 — These traits may never be acquired, removed, or improved. These do not appear on the tables but are shown within the complete list of entries within the Traits section.

## Difficult Keywords

Champions will have a difficult time to acquire or apply traits with these keywords because they represent higher-order, non-physical, patterns.

- **Psychology** 🧠 — The non-physical nature of these traits nearly competes with the Champion Pattern.
  - ✓ These traits may not be removed from an archetype by a Champion pattern unless it also has the Skill keyword.
  - ✓ To acquire these traits requires ×2 the normal amount of XP.
- **Magic** ⚡ — These higher-order non-physical traits directly competes with the Champion Pattern.
  - ✓ May not be improved upon an archetype if the
  - ✓ May not be improved upon an archetype unless also a Skill. To acquire these traits requires ×2 the normal amount of XP.
  - ✓ As with anything else containing the Magic keyword, these traits are subject to becoming reduced by Dispell effects such as from Spellcasters or Anti-magic fields.
- **Virtuosity** ★ — These non-physical traits represent Thought Beings of a higher order than any Champion and are hard to over-ride through pattern embodiment.
  - ✓ Subtract the archetype's level of the trait from the Champion's Reputation. If the remainder is zero or higher, that amount is the highest additional levels which the Champion may apply.
  - ✓ For example; if the archetype is designed with Outwit 2, then a Champion with Reputation 2 may apply no additional levels. If the Reputation was 3, the Champion could apply 1 additional level if its pattern has at least Outwit level 1.

## Escalation of Intent

A Player's set of Champions exists upon the Roster for a relatively short time. Each Champion, being embodiments themselves of higher-order Thought Beings, yearns to grow to be free of the prison that is the Codon Barrier to rejoin the Dios Primus, the First Thought, within the entirety of the Ovodium Cosmogos.

### Reputation

All Champions have a trait known as "Reputation" and it starts at Level zero; it has no In-Play effect at this time.

- Each Champion which has acquired at least 1 XP in each of every 6 Missions, receives +1 Reputation.
- Reputation behaves similar to the Fear trait, but it is something which all living creatures, especially intelligent ones, can recognize.

Here's what the Reputation trait looks like;

**Reputation X — Intrinsic.** For every Reputation level higher than the target within *Visibility* and LOS, receive +1 *Modifier* die for all *Opposed* tests against that target. If that target could be affected adversely by several *Opposing* characters with Reputation, use only the highest difference in Reputation levels.

### The Intent of Champions

Each player's Champions will begin to learn enough from its period of confinement within the Frame Parallels and eventually understand how to escape the Codon Barrier.

- At the end of a Mission, as soon as a Champion has its Reputation increased above 2; its Player must perform a Champion's Intent Test as a -X *Modifier* die *Unopposed* Test.
  - ✓ Do not perform the Test if Reputation is 2 or less.
  - ✓ Use X of 1, 2, 3, or 4 if Reputation is 3, 4, 5, or 6.
  - ✓ Upon *failure*, the Champion has learned enough to escape the Codon Barrier. It is removed from the Roster.
- If the Champion has escaped, any Champions on the Player's Roster which were also at the Mission might also escape. Check for them as well by performing the same test as described above but with a DR -1.
- Champions with a Reputation of 7 or higher will automatically escape and do not perform the Test.

### Baseline Convolutions

At any point during a Campaign, any Baseline characters which a player controls may be converted into a Champion by describing its improvements over its Archetype. This means that only those modifications which were acquired through Experience Points will translate directly into a Champion pattern.

## Factions

Each genre will have several Factions designed specifically for it identifying its names, memberships, and agendas. Several genres may have common Factions identified, and new genres may be created by selecting any available Factions and combining them in interesting ways.

## Definitions

Factions represent ideological organizations. Factions are a thematically named opposition group tailored with named members, equipment lists, vehicles, traits, and agendas. Each Faction is a collection of individuals that in combination could not exist in any other collection. Factions are allowed to recruit individuals from other factions.

## Agendas

### Naming of Virtue and Expediency

Virtue and Expediency use the same naming convention and scale.

# Naming

0 Unethical

1 Questionable

2 Neutral

3 Benign

4 Positive

### Virtue and Expediency

Each Faction is given a Virtue Rating [ VR ] that ranges from 0 to 4. If a Faction has sub-Factions, each may be assigned a Virtue Rating that differs from its parent by up to 1. Virtue Ratings inform a player controlling that Faction whether it should pursue a particular available Agenda.

Agenda Cards are all assigned an Expediency Rating [ ER ] that ranges from 0 to 4. This ER is compared to a Faction's Virtue Rating. If the ER upon an Agenda Card differs from a Faction's VR too much, then when the Agenda is pursued it will provide less of an award for that Faction.

### Approved Agendas

Factions are assigned a total of four Agendas; one Primary Agenda and three Secondary Agendas. These are Agendas that they will benefit the most from if chosen for a Mission. If there are sub-Factions, each may be assigned different Secondary Agendas. Ideally the ER for each Agenda that is assigned no more than 1 different than the Faction's VR.

### Virtue versus Expediency

A Faction with a VR of 0 essentially means that it is more likely to pursue Unethical, or Questionable Agendas. A Faction with a VR of 4 means that it will more likely pursue Positive, or Benign Agendas.

### Virtue Effects

When a Faction wants to use an Agenda Card that is not aligned with its virtues the Faction might be penalized. The amount of the penalty depends upon how different the ER on the card is compared to the VR for the Faction.

### Difference      Effect

0	No effect
1	No effect
2	Lose ties for VP
3	Lose 1 VP
4	Lose 1 VP, Lose ties for VP

### Factions

Types

Virtue

Expediency

Strategic Benefits

Tactical Benefits

Roster Management

Recruitment Lists

## Units & Officers

*MEST Tactics provides designations for Assemblies organized with rigid command structures known as "Units". Units are led by one or more models assigned the Officer trait which is given a rank known as Officer Rank. This artifice is particularly useful for Missions involving large numbers of models interacting.*

### Units

Each model which is a Unit member should be sculpted and have a paint scheme that matches all other members of that same Unit.

- The sculpts could be identical uniforms but in different poses and equipped with different weapons.
- A Unit's organization will usually have similar paint schemes. Officer members and specialists within certain Units would have variations upon those schemes.

### Faction Types

Units are organized according to their Faction type. Players may create their own types or use the standard ones as described within the Factions section.

- **Cabal** — Occult organizations.
- **Communal** — Eastern criminal.
- **Convent** — Western nuns
- **Enforcer** — Law-enforcement.
- **Government** — Special agents.
- **Military** — Military and paramilitary.
- **Monastic** — Western monks.
- **Shamanist** — Occult religious organization.
- **Syndicate** — Western criminal.
- **Templar** — Religious military.
- **Tribal** — Tribal community.

### Organization Naming

The Faction type provides a basis for thematically naming the organization and its smaller sub-organizations.

- Units are given a name as a designation.
- For thematic purposes, Units are named according to their organizational structure which varies by Faction type.
  - ✓ Assemblies are named accordingly and represent a number of members lead by an Officer character with an Officer Rank 1 or higher.
  - ✓ Large Assemblies will have multiple Officer characters from higher Officer Ranks. The higher ranked Officers may represent larger organizations if one is associated with it.
  - ✓ Each larger organization can be given a name to differentiate it from similar organizations.

## Officer Ranks

Archetypes which are assigned the Officer trait are given an Officer Rank (its Officer Trait level) from 1 to 7 and a designated Unit for which they represent.

- Within the context of a Campaign, no character will have more than one active Officer trait during any given Mission.
- Officer Ranks above 3 are usually "administrative" roles and characters with those ranks often do not appear within Missions in the scope of MEST.
- Officers with the same Officer Rank from any Unit will not affect characters from other Units unless there are no characters which have an the same level or higher Officer Rank directly assigned and available.
- Officers within the same higher-level Organization can apply their Officer Rank to Units which are from lower-level Organizations.
- Officers from different Faction types, and Officers from the same Faction type but different highest-level designated Organization may not affect each other. This prevents Military Officers, for example, from affecting Enforcer Officers and Units.

### Standard Organizational Structures

The following section shows some possible Organization structures and the hierarchy of them in relation to each other and the Assembly.

The Military faction type is something which most people are familiar with, and so here is a breakdown of that using the United States Marine Corps as an example.

- ❖ The smallest Organizational unit is Team with 3 to 5 Privates and is lead by an Officer Rank 1 which is a Corporal. This could also be a Lance Corporal under some situations.
- ❖ A Sergeant (Officer Rank 2) leads a Squad of 1 to 2 Corporals. So that is two Teams of 3 to 5 Privates each and so a Squad conceivably has 6 to 10 Privates, 1 to 2 Corporals, and a Sergeant. That is 8 to 13 members. That Sergeant could also instead be a lower-rank SNCO such as a Staff Sergeant.
- ❖ A Staff Non-Commissioned Officer (SNCO such as Gunnery Sergeant) shares the work with a Lieutenant, both are Officer Rank 3, and lead 2 to 3 Sergeants. This is pretty big because each Sergeant leads a Squad. That is in total 16 to 26 members not including the SNCO and or also the Lieutenant. Most MEST Tactics games are much smaller than this.
- ❖ Above that is the Captain who delegates responsibility with a Master SNCO such as a Master Sergeant; both are Officer Rank 4. These are usually Administrative positions in the real world. This Unit is known as a Company and has 1 to 3 Lieutenants leading together about 17 to 84 members.
- ❖ It is entirely allowable to build an Assembly comprised of just 1 Private and 3 Sergeants plus 6 Generals. It'd be weird, but there's probably some background story to make it work.

**Military** — Military and paramilitary. The smallest Organizational unit is a “Team”. Basic Unit members are known as “Privates” lead by a “Corporal”.

#	Officer Rank	Organization	Number
1	Corporal or Specialist	Team	3 - 5 Privates
2	Sergeant or NCO	Squad	1 - 3 Corporals
3	Lieutenant or SNCO	Platoon	2 - 3 Sergeants
4	Captain	Company	1 - 3 Lieutenants
5	Major		-
6	Colonel	Battalion	-
7	General		-

**Syndicate** — Western criminal organizations. The smallest Organizational unit is a “Crew”. Basic Unit members are known as “Associates” lead by a “Graduate”.

#	Officer Rank	Organization	Number
1	Graduate	Crew	3 - 4 Associates
2	Soldier	Troop	1 - 3 Graduates
3	Lieutenant	Firm	1 - 3 Soldiers
4	Captain		1 - 3 Lieutenants
5	Underboss or Advisor	-	-
6	Boss	Family	-
7	Dictator or Don	Syndicate	-

**Convent** — Female clergy. The smallest Organizational unit is a “Sisterhood”. Basic Unit members are known as “Novitiate” lead by a “Sister”.

#	Officer Rank	Organization	Number
1	Sister	Sisterhood	3 - 5 Novices
2	Sister Superior	Calling	1 - 3 Sisters
3	Priress or Abbess	Priory or Abbey	2 - 3 Ss. Superiors
4	Reverend Mother		2 - 3 Priress
5	Mother Superior	Territory	-
6	Mother Grand Superior	-	-
7	Great Mother	Order	-

**Monastic** — Male clergy. The smallest Organizational unit is a “Fraternity”. Basic Unit members are known as “Novitiate” lead by a “Brother”.

#	Officer Rank	Organization	Number
1	Brother	Fraternity	3 - 6 Novices
2	Deacons	Calling	1 - 3 Brothers
3	Prior or Abbot	Prior or Abbey	2 - 3 Deacons
4	Bishop		2 - 3 Priors
5	Archbishop	Territory	-
6	Cardinal	-	-
7	Vice Pope	Order	-

**Templar** — Religious military. The smallest Organizational unit is a “Band”. Basic Unit members are known as “Soldiers” lead by a “Corporal”.

#	Officer Rank	Organization	Number
1	Corporal	Band	3 - 4 Soldiers
2	Sergeant	Fellowship	1 - 4 Corporals
3	Knight	Verse	1 - 4 Sergeants
4	Knight Major		3 - 6 Knights
5	Prior or Priress	Chapter	-
6	Marshal	-	-
7	Grand Marshal	Order	-

**Government** — Special agents. The smallest Organizational unit is a “Team”. Basic Unit members are known as “Recruits” lead by an “Agent”.

#	Officer Rank	Organization	Numbers
1	Agent	Team	2 - 5 Recruits
2	Investigator	Section	2 - 5 Agents
3	Coordinator	Department	3 - 5 Investigators
4	Facilitator	-	2 - 3 Coordinator
5	Director	Division	-
6	Marshall	-	-
7	Chief	Bureau	-

**Enforcer** — Law-enforcement. The smallest Organizational unit is a “Team”. Basic Unit members are known as “Officers” lead by a “Corporal”.

#	Officer Rank	Team Organization
1	Corporal	Team
2	Sergeant	Patrol
3	Inspector or Lieutenant	-
4	Captain	Department
5	Superintendent	District
6	Commissioner	-
7	Chief Commissioner	Commission

**Tribal** — Indigenous tribal associations. The smallest Organizational unit is a “Band”. Basic Unit members are known as “Braves” lead by a “Warrior”.

#	Officer Rank	Band Organization
1	Warrior	Band
2	Elder	Patrol
3	War Chief	-
4	Chief	-
5	Clan Elder	Clan
6	Tribal Elder	Tribe
7	Great Chief	Nation

**Communal** — Eastern crime families. The smallest Organizational unit is a “Commune”. Basic Unit members are known as “Recruits” lead by a “Brother” or “Sister”.

#	Officer Rank	Commune Organization
1	Brother or Sister	Commune
2	Elder Brother or Elder Sister	3 - 4 Siblings
3	Master or Mistress	Family
4	Uncle or Aunt	Hall
5	Father or Mother	House
6	Grandfather or Grandmother	-
7	Lord or Lady	Clan

**Cabal** — Occult organizations. The smallest Organizational unit is a “Cell”. Basic Unit members are known as “Initiates” lead by an “Associate”.

#	Officer Rank	Organization	Numbers
1	Associate	Cell	3 - 7 Initiates
2	Elder	Hallow	2 - 4 Associates
3	Adept	-	2 - 3 Elders
4	Listener	Tier	2 - 3 Adepts
5	Speaker	Order	-
6	Shaman	-	-
7	Ascended	Cabal	-

# Campaign Rules

Whenever players are comfortable with all of the Basic and Advance Game rules, and want to pursue multiple forays into a particular genre, they can begin these Campaign Rules. These rules allow players to delve as deep as they want into crafting a cohesive, ever changing, strategic world in which the actions of their Assemblies in a Mission greatly affects their long-term abilities to win across multiple Missions.

## Overview

A campaign is a series of Missions. The success at the conclusion of a Mission influences the ability to succeed in future Missions. Campaigns strung together form an Epic. Campaigns are fought by a number of opposing sides; each of which may comprise of one or more Factions, and each Faction controlled by one or more players.

### *Campaign Types*

Free-form

Serial

Network

Map

### *Genres*

Basic Genres

Allegiance Charts

Settings

Technology

Archetypes

Skills

Equipment

Scenarios

Personas

# Campaign Types

## *Overview*

- Decide the Campaign Type.
- Decide Genre.
- Decide Factions, Weapons, Equipment, Armor, and Recruiting Lists.
- Each player picks a Faction. There must be at least two opposing Factions.
- Determine how many sides will fight in the Campaign.
- Play the Campaign until there is a clear winner.

## *Types*

There are four types of Campaigns. Free-form Campaigns are the simplest while Map Campaigns require the most preparation.

- Incidental ~ Category. No improvements for Champions.
- Growth ~ Category. Allows Champions to be created, improved.
- Influence ~ Type. nodes and edges. Each node influences others connected by an edge.
- Map ~ Type. Tactical, Operational, Strategic. Acquires resources. Time sliced Hours-Days-Month
- Serial ~ Type. A series of missions

## *Free-form Campaigns*

Players pick up and continue to play whenever they want to.

## *Linear Campaigns*

Linear campaigns are fought to conclusion over a fixed number of Campaign Turns; this is 3, 4, 5 per Side for a small, medium, or large campaign.

## *Network Campaigns*

Network Campaigns are fought using a network graph containing variously connected locations each representing small, medium, or large battles. Some locations are identified as major or finale battles. The campaign ends after resolving the finale battle. Finale battles can't be resolved until each battle connecting to it has been resolved, and each major battle has been resolved. The maximum number of Turns this campaign can be played is double the number of locations on the Network.

## Map Campaigns

The most complex.

### Locations

When a new battle is fought give it a location name and determine its size; this can be done randomly by rolling two dice and taking the smaller of the values - 1,2,3 is a small battle while 4,5 is a medium battle, and 6 is a large battle. Each Linear Campaign will have Major battles that occurs once in a small campaign, twice in a medium campaign, and three times in a large campaign; space these out every third battle. Major battles are worth +1 VP beyond normal. The Finale battle is the last one in the series and is worth +2 VP to the player trailing in VP.

### Elan

Elan is received from battle locations fought earlier in a Campaign. When a Faction wins a battle identify that location as controlled by that faction. In future battles that location will generate Elan in favor of that faction and any Allied faction or Commonality sub-faction unless those are controlled by an opposing player.

### Linear Campaigns

In Linear Campaigns, the immediately previous controlled location generates 1, 2, or 3 Elan if it was a small, medium, or large battle. Older battles that are two or three prior generate 0, 1, or 1 Elan for small, medium, or large battles.

When a new battle is fought give it a location name and determine its size; this can be done randomly by rolling two dice and taking the smaller of the values - 1,2,3 is a small battle while 4,5 is a medium battle, and 6 is a large battle. Each Linear Campaign will have Major battles that occurs once in a small campaign, twice in a medium campaign, and three times in a large campaign; space these out every third battle. Major battles are worth +1 VP beyond normal. The Finale battle is the last one in the series and is worth +2 VP to the player trailing in VP.

### Network Campaigns

In Network Campaigns each location is a node on a network which will be connected to others by way of influence lines. Count how many favorable lines connect to the location of the current battle but subtract any opposing lines; the difference is the amount of Elan generated.

For each point of Elan the player may utilize the following; generate +1 *Modifier* die Initiative Tests [ Planning ], generate +1 *Modifier* die Morale Tests against *Opposing* assemblies [ Dread ], and - if available - draw a card from any of the Tactics, Advantage, Resource, or End-game Trigger decks. Regarding Planning and Dread; it will

require 4 Elan to acquire the third bonus and 8 Elan to acquire the fourth. Elan not spent is lost.

## Campaign Turn Sequence

This is the turn sequence for a Campaign Turn;

1. Set the Calendar date if this is the first battle.
2. Determine battle location and size.
3. Determine Elan effects.
4. Determine Weather and Environ [ optional ]
5. Determine Mission [ optional ]
6. Purchase members for assemblies.
7. Resolve battle and assign CVP for winning the Battle.
8. Manage Champions [ optional ]
9. Perform Epilogue [ optional ]
10. Determine Interim Time and set the calendar date for the next battle.
11. Determine End-of-Campaign; repeat at Step 1 if not ended.

## Interim Time

The battles fought by players are the critical ones. Between these critical battles may be numerous other, non-critical engagements and events. An amount of time passes between the critical battles known as Interim Time. Interim Time is determined at the end of battles to indicate how much time passes until the next battle. The interval is 1 month times the roll of two regular six-sided dice and taking the lower value.

- When starting a Campaign, identify the game year, month and day. Use a standard calendar that has moon phase information if possible.
- Whenever Interim Time is determined, adjust the game date for the next battle.
- Use Interim Time as a factor for recruiting, skills growth, event progression, and other elements which indirectly affect all players and characters.

## Campaign Victory

Campaign Victory Points [ CVP ] are awarded during a Campaign Game whenever a battle for a location is resolved. The player with the most CVP wins the Campaign.

- Small battles [ 500 BP ] are worth 1 CVP; 0 if tied
- Medium Battles [ 750 BP ] are worth 2 CVP; 1 if tied
- Large Battles [ 1000 BP ] are worth 3 CVP; 1 if tied
- Major Battles [ +250 BP ] are worth +1 CVP; +0 if tied.
- Finale Battles (the last battle) are worth +2 CVP but double that for the trailing player. +0 if tied.

## Post Mortems

- ❖ **Origin:** Neutral, Fear, Stun, Explosion, Infection, Impale, Poison, Fire, Cleave, Magic
- ❖ **Duration:** Permanent, Weeks-Months-Quarters-Years, Intervals-Hours-Blocks-Days
- ❖ **Effect:** Attribute, Status, Campaign

### *List of Thematic Effects*

Drunk, Hangover, Nausea, Fever, Dehydration, Exhaustion, Delirious, Melancholy, Manic, Blinded, Hobbled, Crippled, Impaired, Stupor, Terrified, Diseased

### *List of Thematic Statuses*

Disinterested, Captured, Possessed, Cowed, Afflicted

Severity of Effects - Penalized -1, -2, -3

# MISSIONS

Most of the time players will want to just have a fray and throw their forces at each other. At other times they'll want to have nuanced game-play. Missions provide this.

## Introductory Missions

Players should start with the basics and work up to the more intricate situations. Learn the basic rules by starting with low-tech weapons because they are simpler to understand. Play each of these missions in the order presented. All of them take place in "The Pit".

### Introducing The Pit

Presume the genre is Swords & Sandals, and the setting is Roman arena gladiator battles where combatants duel to the death to appease blood-thirsty crowds.

#### Configuration, Setup, and Deployment

- Create a battlefield that is a 24" × 24" arena; "The Pit". The arena has high walls and cannot be exited.
- Evenly space 16 large pillars (Roman wedding cake columns) - use cans or bottles as proxies if needed - across the center about 4" apart from each other in 4 groups of 4 rows.
- Players will always deploy their models at opposite corners. All models start as *Ready*.

#### Special Rules

- When learning about the "Turn Sequence", disregard the use of *Go Points* and Group Actions for now.
- When learning the "Actions" rules, focus just upon *Simple Actions* under the "Individual Actions" section.
- Don't bother learning the rules for *Overreach*, *Special Actions*, or *Complex Actions* until after the first mission.

#### Victory Conditions

This *Victory Conditions* hold for all of the Introductory Missions within The Pit.

- **First Blood** — Score 1 VP to be the first Player with a model which KO'd an *Opposing* model. If this has already been awarded to any Player; receive 1 VP for *Eliminating* a different *Opposing* model.
- **Encroachment** — Score 1 VP to be the first Player with a model to cross an initial mid-point line of the battlefield toward an *Opposing* Assembly and at the end of its *Initiative* be within the LOS and range of a possible attack, or be within Movement distance for 1 Action Point of one of that Assembly's characters.
- **Flawless** — Automatic Victory goes to the last player with a character not *Eliminated* nor KO'd. Otherwise having the most VPs win.

### Mission 1 :: A Duel in the Pit

Each player receives a single Average character armed with a Club.

- Learn and use just the *Simple Actions* and Bonus Actions.
- Employ the *Passive Player Options* when desired.

### Mission 2 :: A Fight in the Pit

Each player receives two characters; one Average with a Spear, and one Elite with a Sword.

- Each player assigns one of their characters Light Armor.
- Learn and use *Special Actions*.

### Mission 3 :: A Brawl in the Pit

Each player receives four characters; one Average with a Spear, an Elite with a Sword, a Marksman with Medium Bow, and a Leader with Light Armor and Daggers.

- Learn and use *Complex Actions*.

### Mission 4 :: A Skirmish in the Pit

Each player receives seven characters; two Average with a Spear, two Elite with a Sword, a Marksman with Medium Bow, and a Leader with Light Armor and Sword.

- Learn and use *Go Points and Group Actions*.

### Mission 5 :: A Free-for-All in the Pit

Each player builds their assemblies with one choice from each of the pick-lists shown below.

- Afterwards distribute among a player's characters the following items; 1 × Light Armor, 1 × Small Shield, 1 × Medium Shield, 1 × Medium Armor. Optionally trade any available Shield or Armor to upgrade any Sword into a Great Sword, or Daggers into a Sword.
- Use all of the Basic Game Rules as written.

List A	Worth
3 × Average with Medium Bow	111 BP
3 × Average with Sword	141 BP
2 × Brawler w/Sword	144 BP
1 × Hero with Sword	162 BP

List B	Worth
2 × Average with Spear	116 BP
2 × Acrobat with Daggers	104 BP
1 × Veteran w/Sword & 1 × Average w/Sword	125 BP
1 × Elite with Sword	120 BP

List C	Worth
2 × Marksman with Medium Bow	90 BP
1 × Leader with Light Armor and Daggers	106 BP
1 × Leader with Sword	110 BP

# Standard Missions

*Standard Missions are designed to fit numerous genres and should be tried after the Introductory Missions have been completed. Players will need to agree to a genre and setting which will help with selecting their character archetypes and identifying available weapons.*

## Presentation Format

All missions will be described with the following sections of information and they should be read and executed as steps in the order presented here:

- ❖ **Play-aides** — Additional materials required for play.
- ❖ **Configuration** — Where to play and how much to have.
- ❖ **Environ** — Sets the battlefield conditions.
- ❖ **Deployment** — Where and how to place the assemblies.
- ❖ **Special Rules** — Rules specific to the mission.
- ❖ **Game Length** — How long before the game ends.
- ❖ **Keys to Victory** — A list of keywords for how to win.

### Play-aides

Players should have access to dice, a measuring tool 8" in length, numerous markers and tokens for identifying status, and maybe some pen and paper.

If additional materials are required for play the mission description will identify them under "Play-aides".

Here are the most common additional materials:

- ❖ **Scatter Diagrams** — There are three varieties; simple which has 6 segments and uses 1 die or can be affixed with a spinner arrow. Or complex which uses 2 dice and has 11 or 12 segments for *Biased Scatter* and for *Unbiased Scatter*.
- ❖ **Objective Markers** — Objective Markers represent something tangible; perhaps persons, data-chips, clues, documents, artifacts, tools, equipment, supply canisters, or riches. These should be represented as items upon 30MM or 40MM bases.
- ❖ **Agenda Cards** — Used to increase game-play variety. *See the Additional Materials section.*
- ❖ **Tactics Cards** — Used to increase game-play variety. *See the Additional Materials section.*
- ❖ **Resource Cards** — Used in conjunction with Objective Markers. *See the Additional Materials section.*
- ❖ **Resource Points** — These are awarded for various activities during game play, often involving the use of Resource Cards and Agenda Cards. Small tokens are best used here.
- ❖ **Point of Interest** — This is a large terrain piece about 12" × 12" such as a building, a hill, or a fountain which is placed at the center of the battlefield. It should be traversable and may optionally have gates and doors at its exterior leading within from all directions. Such entrances are initially closed requiring a Fiddle Action to open or to close again.

### Objective Markers

Each Mission will describe if there will be Objective Markers [ OM's ] present, their number, and how to place them.

- While there are no other *Attentive Opposing* models which are also in *base-contact*; acquire an OM by spending 1 AP for a Fiddle action while in *base-contact*.
- Keep it with the model when collected. These should be identified by placing the OM atop the model's character card if one is present, or noting on the Character Record Sheet that it has an OM.
- OM's can be transferred with a Fiddle action from willing or KO'd characters. Characters which are *Eliminated* drop all OM's they had in their current position prior to becoming removed from the battlefield.
- If using the Optional Rules for Disarm-Take, OM's can be forcefully taken from an *Opposing* character.
- OM's are not scored by a character which becomes *Eliminated*.

### Layout and Assembly

All Standard Missions have the same rules for configuring the battlefield and assemblies as follows:

- Players decide on the game size; Small, Medium, Large, or Huge. This determines if it will be a 500 BP, 750 BP, 1000 BP, or 1500 BP game, and if the battlefield should be 24" × 24", 36" × 36", or 48" × 48" or even larger.
- The battlefield should be created according to the rules identified in the *Environment & Terrain* section.
- Players should create their assemblies to match the genre. *See the Creating an Assembly section for more information.*

## Environ

Here's the standard way of determining the environ:

- Each player performs an *Opposed INT Test* of a character in their assembly as Leader.
  - ✓ This character must be deployed for use on Turn 1, so place it to the side.
  - ✓ If there is a tie, break it with highest total pips shown on the dice. Roll again if this is also a tie.
- The winner of the test does the following:
  - ✓ Choose to be either the Mission Attacker or the Mission Defender.
  - ✓ **Picks opposing battlefield edges. The Defender takes one.**
  - ✓ Picks "Day, Clear" or "Twilight, Overcast" Lighting for *Visibility*.
  - ✓ Chooses who deploys first.

## Deployment

In the order specified by the Environ, players begin to deploy their forces as follows:

- Deploy forces within 8" of assigned battlefield edge.
  - ✓ Limit this to within 4" of the edge if the distance to the other edge is 36".
  - ✓ Limit this to within 2" of the edge if the distance to the other edge is 24".
- Characters behind *Cover* or not in LOS of any *Opposing* models may start as *Hidden*.
- All models start as *Ready*.

## Special Rules

If there are special rules to use for the completion of a mission, they will be listed here. There are of course no "standard" special rules.

## Game Length

At the end of each turn starting with Turn 4, 6, or 8 (for Small, Medium, or Large games); place an *End-game Trigger* [END] die which is a regular six-sided die.

At the end of every turn, if there is an END die; roll it. If it scores 4, 5, or 6;

- Increase the Turn number by 1.
- If the Turn number is greater than 4, 6, or 8 (for a Small, Medium, or Large game); the game ends immediately.

## Victory Condition Keywords

There are many common victory conditions and they are given keywords ("Keys to Victory") and described here. Within each of the missions there will be a list of these keywords so just refer back to this section as needed.

Normally when the game ends, the player with the most Victory Points (VP) is the winner. If players have formed sides, then the Side with the most VP is the winning side.

Here are the keywords and their effect on victory:

- ❖ **Acquisition** — +1 VP to the Mission Attacker for taking one or more Objective Markers off the battlefield.
- ❖ **Aggression** — +1 VP to the Side with the most models crossing midline of battlefield during the course of the game. If there is a tie in the count; award each count +3 Resource Points. Award the Side which had a character cross first an additional +1 Resource Points.
- ❖ **Bottled** — +1 VP if the *Opposing* Side fails its Bottle Test [ "Bottled Out" ] or has no *Ordered* characters. If there at least two *Opposing* Sides still remaining in play, reward those sides each +3 Resource Points instead each time a Side "Bottled Out".
- ❖ **Collection** — +1 VP to player with the most OMs collected. Each OM collected awards +1 Resource Point.
- ❖ **Control** — +1 VP to the Side with the majority of OMs controlled. OMs with a *Friendly* character within *Cohesion* but no *Opposing* models within *Cohesion* are considered "controlled". Subtract one from the number of sides at the start of the game; at the end of each Turn also award that many Resource Points for each controlled OM.
- ❖ **Elimination** — +1 VP if have fewest KO'd and *Eliminated* characters by BP total. KO'd characters count as half BP.
- ❖ **Escort** — +1 VP to Mission Defender if an Objective Marker identified as the "Coveted Asset" has exited the battlefield with a *Friendly* character.
- ❖ **Exit** — +1 VP to Mission Defender if a least half of its original assembly has exited the battlefield at the designated areas.
- ❖ **Outnumbered** — +1 VP to the Side that is outnumbered 3:2 models or greater at start of game, but +2 if outnumbered 2:1 models or greater. If there are multiple Sides remaining at the end of the game, do not award this keyword.
- ❖ **POI** — +1 VP to the Side "In Control" of the Point-of-Interest. A *Friendly* character within *Cohesion* of the center of the POI but with no *Opposing* models within *Cohesion* of that character is considered to be "In Control".
- ❖ **First-blood** — +1 VP to the Side which causes the first *Eliminated Opposing* character.

## Balance Adjustments

There are several common balancing adjustments that each Player's Side may incorporate to reduce each affected character's BP costs. Any of these may also be assigned as a result of a *Mission* or *Scenario*.

### Total Cost Ratio [ TCR ]

Each of the Balance Adjustment options shown next provide "Total Cost Ratio" [ TCR ] factors that are used similar to a CR but against any model's **final** BP value which qualifies for that option.

TCRs can be applied to select models, or applied to the entire Assembly. The maximum TCR allowed should not exceed a total of -5 or +5 for any member of any Assembly.

#### For example;

In a 500 BP game, which normally takes about 4 Turns to complete, one player has purchased enough high-value characters such that the Assembly total is about 700 BP.

This is 200 BP more than the 500 BP allowed which and needs to be reduced. So,  $200/500 = 0.4$ . The TCR desired is something with -4 or less.

This player decides to use the "Delayed Entry" option such that the *entire* Assembly is delayed 3 Turns.

### Delayed Entry

Models which are delayed from entering directly into a battle will cost a bit less. How much less is the TCR given according to the amount of delay and the approximate length of the game in Turns.

Delay	Actual Game Length in Turns				
	3	4	6	8	9
1 Turn	-2	-1	-1	.	.
2 Turns	-3	-3	-2	-1	-1
3 Turns	-5	-4	-3	-2	-2
4 Turns	.	-5	-3	-3	-2
5 Turns	.	.	-4	-3	-3
6 Turns	.	.	-5	-4	-3

## Maintenance Adjustments

Additional levels of [Feed] can assigned to characters with low availability to ammunition for their weapons, and also [Jam] is often assigned to poorly maintained (rusty or dirty) weapons.

Item	ROF Trait	Melee	Range	Any	TCR
Low Ammo	[Feed]	-	Y	-	-1
Very Low Ammo	[Feed 2]	-	Y	-	-2
Dirty or Wet	[Jam]	Y	Y	Y	-1
Poorly Maintained	[Jam 2]	Y	Y	Y	-2
Rusted Weapons	[Jam 3]	Y	Y	-	-3

### Tactical Advantages

Each model may be assigned up to +2 CRs worth of adjustment. Each CR will increase the cost of that model by +1 BP per 10 BP its Archetype is worth.

Item	TCR	Notes
Start <i>Hidden</i> status	+1	Have a model begin <i>Hidden</i>
Start <i>Wait</i> status	+1	Have a model begin <i>Wait</i>
Infiltration	+1	Have a model begin 4 MU closer.
Prepared	+1	Receive 1 IP per 4 <i>Prepared</i> models

### Outnumbering Credits

A Side receives *TCR Credits* to spend for Tactical Advantages. For every Side in the game, count the total models available for deployment. Divide the larger count by the Side's count and get the TCR Credits below;

Ratio	TRC Credits
2:1 or more	1
3:1 or more	2
5:1 or more	3
8:1 or more	4

Each TCR Credit spent allows the purchase of one Tactical Advantage for a Side's *entire set* of models to be deployed.

For example, a Side which is outnumbered 3:1 can spend 2 TCR Credits to ensure their entire force starts *Hidden* and in *Wait* status.

### Hordes, Phantasms, and Endless

A player or Side which wants to have access to a large number of models may use any one of these options. Hordes represent plentiful but fragile foes; Phantasms only exist through the direct will of a controller be it a character or piece of terrain, and Endless represent “an endless stream of combatants” and return to fight again when *Eliminated*.

Thematically, the Phantasm option should be limited to genres which have Spellcasters or some kind of Magic.

Option	TCR
Horde	-1
Phantasm	-2
Horde Phantasm	-3
Endless	+2
Endless Horde	+1
Endless Phantasm	.
Endless Horde Phantasm	-2

- ❖ **Hordes** — A model identified as a Horde will have an effective SIZ of 1 for when determining if it is *Eliminated* when receiving Damage. Horde models are never KO'd; they are always *Eliminated*.
- ❖ **Phantasms** — For each Phantasm model, identify a Controller model or terrain element which is not a Phantasm or Horde character. A model identified as a Phantasm only exists when its controller has not been KO'd or Eliminated. The Controller should be noted.
  - ✓ As soon as the Controller becomes *Eliminated*, all Phantasms which it controls are also *Eliminated*.
  - ✓ As soon as the Controller becomes KO'd; have it perform an *Unopposed POW Test* for each Phantasm model it controls. Upon *fail*, that model is *Eliminated*. At the start of each Phantasm model's next Initiative, it is instead *Eliminated*.
  - ✓ Phantasms may be *Eliminated* by the Dispell spell and have the equivalent of X Spell effects where X is the POW of its Controller. Once all Spell effects are removed, it is *Eliminated*.
- ❖ **Endless** — For each Endless model, identify a Generator terrain element, or Battlefield edge.
  - ✓ As soon as an Endless model become *Eliminated*, it is placed in a queue off the battlefield and returns at the end of the next Turn.
  - ✓ When the Endless model returns, place it into *base-contact* with its Generator (terrain element, or Battlefield edge). Mark it as *Done*. Mark it as *Hidden* if not within LOS of an *Opposing* model.

## Mission Randomizer [ WIP ]

This generates a mission randomly for many replays.

### Generate

Roll two dice (Red and White) and examine the Mission Randomizer below to determine which of the Standard Missions to play, and which adjustment exist to it if any.

For Advanced Games, roll again. If Red shows '6'; add Fire. If White shows '6'; add Evening.

### Standard Missions Randomizer

Red	White	Mission	Adjustment
1-2	1-3	Elimination	-
4-5		Elimination	Collection
6		Elimination	POI
3-4	1-2	Treasure Grab	POI
3-4		Treasure Grab	-
5		Fracas	-
6		Fracas	Collection
5	1-3	Fracas	Escort
4-5		Supply Run	-
6		Supply Run	POI
6	1-4	Escape!	-
5-6		Escape!	Escort

### Mission Adjustments

If the mission randomizer shows that there is an adjustment to be made to the generated mission, apply these following changes to that mission description:

- ❖ **POI** — Add a Point-of-Interest at the center of the battlefield during the Configuration step by the Mission Defender. Add the "POI" keyword to the mission's "Keys to Victory".
- ❖ **Collection** — Have each Side place 3 Objective Markers. After the deployment step, starting with the Mission Attacker player; place an OM at within 4" of the center of the battlefield.
  - ✓ Alternate placing one OM no closer than 4" of another but no further than 8" from the last OM.
  - ✓ OMs may not be placed within 8" of the opposing player edges.
  - ✓ Add the "Collection" keyword to the mission's "Keys to Victory".
- ❖ **Escort** — Add an Objective Marker as a "Coveted Asset" and place it in *base-contact* to a Mission Defender character.
  - ✓ Use the same Special Rules for Escape! for these adjusted missions.
  - ✓ It is worth +1 VP to any Side if it exits the battlefield with this Coveted Asset in *base-contact* with a *Friendly* character.
- ❖ **Evening (▲)** — Presume the choices for *Lighting* is either "Night, Clear, Full-moon" with *Visibility OR 4"*, or "Twilight, Overcast" with *Visibility OR 8"*.
- ❖ **Fire (▲)** — For every 12" × 12" section of the battlefield roll 3 *Modifier* dice and count successes as X. If X is 1 or higher place a *Fire* marker at the center of that section if possible. The size of the *Fire* marker is equal to  $X \times 1$

## Mission 1 :: Elimination

The players forces have met for the first time; their assemblies of characters race to maneuver into position.

### Play-aides

- Nothing additional is required.

### Layout and Assembly

- Use the standard layout and assembly rules.

### Environ

- Use the standard environ rules.

### Deployment

- Use the standard deployment rules.

### Special Rules

- None.

### Game Length

- Use the standard game length rules.

### Keys to Victory

- Outnumbered, Elimination, Bottled, Aggression, First-blood.

## Mission 2 :: Supply Run

One of the players (the Mission Defender) needs to prevent raiders (the Mission Attacker) from taking all of his supplies.

### Play-aides

- Provide 3, 4, or 5 Objective Markers [ OM<sup>s</sup> ] for a Small, Medium, or Large game.

### Layout and Assembly

- Use the standard layout and assembly rules.
- There are only two *Opposing* sides.
- Place OM<sup>s</sup> according to the Special Rules below.

### Environ

- Use the standard environ rules, but note that the Mission Defender will deploy first.
- The Mission Attacker receives double the allowed BP and also double the number of models that may be purchased.

### Deployment

- The Mission Defender deploys the OM<sup>s</sup> within 8" of the center of the battlefield. The OM<sup>s</sup> should be no closer than 4" of each other if possible.
- Deploy Mission Defender forces first and within *Cohesion* of the OM<sup>s</sup>.
- Deploy Mission Attacker forces within 8" of any number of edges. Use 4" or 2" for smaller battlefields as needed.
- Models if qualified may start as *Hidden*.
- All models start as *Ready*.

### Special Rules

- OM<sup>s</sup> may not be attacked, but they must be moved.
  - ✓ A model in *base-contact* with an OM at the start of an action may move with it but it will cause the terrain to be degraded *Clear* → *Rough* → *Difficult* → *Impassable*.
  - ✓ *Ordered* Mission Attacker models which move off the battlefield with an OM do not count as *Eliminated* and may return to the game at the start of the next Turn at the edge of their deployment zone.

### Game Length

- Use the standard game length rules.
- The game immediately ends after the last OM is removed from the battlefield.

### Keys to Victory

- Outnumbered, Elimination, Bottled, Acquisition.

## Mission 3 :: Treasure Grab

All opposing forces have located a trove of assets that each needs. This becomes a race to hunt for documents, clues, or components.

### Play-aides

- Provide 3, 8, or 15 Objective Markers [ OM<sup>s</sup> ] in a Small, Medium, or Large game. Add an additional OM for each player.
- Optionally use Resource Cards.

### Layout and Assembly

- Use the standard layout and assembly rules.
- Place OM<sup>s</sup> according to the Special Rules below.

### Environ

- Use the standard environ rules.

### Deployment

- Use the standard deployment rules.

### Special Rules

- The Mission Attacker deploys the first Objective Marker within 8" of the center of the battlefield; move terrain if necessary.
  - ✓ Starting with the next player - an *Opposing* player - alternate placing one OM no closer than 4" of another but no further than 8" from the last OM.
  - ✓ OM<sup>s</sup> may not be placed within 8" of the opposing player edges.
  - ✓ If there are no remaining legal spaces to place OM<sup>s</sup>, begin allowing placement within 2" of each other.
  - ✓ OM<sup>s</sup> can be transferred with a Fiddle action from willing or KO'd characters.

### Game Length

- Use the standard game length rules.
- The game immediately ends after the last OM is removed from the battlefield.

### Keys to Victory

- Outnumbered, Bottled, Elimination, Collection, Aggression.

## Mission 4 :: Fracas

This mission presumes that the players are witnessing the last few moments of an epic battle. All of the combatants are scattered across the battlefield; separated by short distances confounded with terrain and opposing forces.

### Play-aides

- Nothing additional is required.

### Layout and Assembly

- Use the standard layout and assembly rules.

### Environ

- Use the standard environ rules.

### Deployment

- Starting with the Mission Attacker alternate deploying 1 or 2 models if possible; out of LOS, or behind *Cover* and within *Cohesion* of *Friendly* models, but no closer than 8" to *Opposing* models. Use 4" or 2" for smaller battlefields as needed.
- Models if qualified may start as *Hidden*.
- All models start as *Ready*.

### Special Rules

- None

### Game Length

- Use the standard game length rules.

### Keys to Victory

- Outnumbered, Elimination, Bottled, Aggression.

## Mission 5 :: Area Control [ WIP ]

Each opposing Side in this mission apparently want to have the same thing; control of the key objectives near the center of the battlefield. Maybe these are access terminals to a supercomputer, or maybe these are megaliths atop Ley points for a world-crushing spell. Or maybe just because these are valuable assets that have to be protected until help arrives

### Play-aides

- Provide 2, 3, or 4 Objective Markers [ OM's ] in a Small, Medium, or Large game.
- Optionally provide a Point of Interest [ POI ].

### Layout and Assembly

- Use the standard layout and assembly rules.
- If there is a POI, place it at the center of the battlefield.
- The additional OM is given to the Mission Attacker.
- Each player starting with the Mission Attacker takes turns placing an OM upon the battlefield no closer than 4" to the nearest OM or 8" to the nearest battlefield edge, if at all possible.

### Environ

- Use the standard environ rules.

### Deployment

- Use the standard deployment rules.

### Special Rules

- A model in *base-contact* with an OM may perform a Fiddle action to collect it. This character must then survive until the end of the game in order to score RP or VP for it.
- OM's can be transferred with a Fiddle action from willing or KO'd characters.

### Game Length

- Use the standard game length rules.

### Keys to Victory

- Elimination, Control

## Mission 6 :: Escape! [ WIP ]

One opposing Side has something extremely valuable and needs to ensure that it gets back to headquarters. The other players are going to prevent that.

### Play-aides

- Provide a single Objective Marker [ OM ] as the "Coveted Asset".

### Layout and Assembly

- Use the standard layout and assembly rules.
- There are only two *Opposing* sides.

### Environ

- Use the standard environ rules.
- However, the Mission Defender chooses which corner of the battlefield to make its own. All other players automatically get assigned all other corners.

### Deployment

- The Mission Defender deploys first within 8" of the chosen corner of the battlefield. Use 4" or 2" for smaller battlefields as needed.
- Place the Coveted Asset in *base-contact* with a character which belongs to the Mission Defender. This character initially controls the Coveted Asset.

### Special Rules

- Mission Defender must exit the far corner of the battlefield with the Coveted Asset and as many of its characters as possible. When these exit, they are no longer *In-Play* and are not considered *Eliminated*.
- Rules regarding the Coveted Asset:
  - ✓ The Coveted Asset may not be attacked.
  - ✓ It is considered *Free* until a character makes *base-contact* with it, at which point it is controlled by that character.
  - ✓ May move in tandem with its controlling character. After that character moves, move the Coveted Asset to keep *base-contact* as desired before allowing any another action or React action.
  - ✓ The controlling character may perform a Fiddle action and apply any Bonus Action upon either the Coveted Asset or itself as the target.

### Game Length

- Use the standard game length rules.
- The game ends immediately if the Coveted Asset is moved off the board, or if all Mission Defender characters are no longer *In-Play*.

**Keys to Victory**

- Aggression, Elimination, Exit, Escort

**Advanced Missions [▲][WIP]**

Advanced Missions leverage all of the rules associated with Standard Missions. Many of the missions are uncommon. A couple have non-standard Victory Conditions. Others require additional terrain elements which may not be readily available.

**Mission Randomizer [ WIP ]**

*This generates a mission randomly for many replays.*

**Generate**

Roll two dice (Red and White) and examine the Mission Randomizer below to determine which of the Standard Missions to play, and which adjustment exist to it if any.

For Advanced Games, roll again. If Red shows '6'; add Fire. If White shows '6'; add Evening.

**Advanced Missions Randomizer**

Red	White	Mission	Adjustment
1	1-3	Diplomacy	-
	4-5	Hordes	-
	6	Gauntlet	-
2	1-3	Infiltration	-
	4-5	Rescue	-
	6	Chase	-
3	1-3	Race	-
	4-5	Stronghold	-
	6	Rush	-
4	1-3	Defend	-
	4-5	Standoff	-
	6	Ambush	-
5	1-3	Assault	-
	4-5	Pursuit	-
	6	Overwhelm	-
6	1-3	Mission Attacker Rolls twice and picks one	
	4-5	Mission Defender rolls twice and picks one	
	6	Status Quo (see below)	

**Status Quo**

If this is a Mission which is part of a Campaign, then nothing happens. Resolve the Mission and award XP to all Characters. If this is not part of a Campaign, have the Mission Attacker roll twice on the randomizer but add all possible Adjustments.

### **Initial Conditions**

These Initial Conditions may alter how a Player decides to place their Assembly.

The *Mission Defender* may choose a Condition first, then clock-wise may choose. Continue until all *Conditions* are considered. No two Sides may take the same *Condition*.

Each adjusts the costs of affected models by the Cost Ratio [ CR ] shown.

- ❖ **Fanatic** — May ignore Morale Test until after receiving first *Wound* token. CR +1.
- ❖ **Desperate** — May ignore Morale Tests for one entire Turn, whenever desired and announced. Afterwards, the Side receives +1m Morale Tests. CR +1.
- ❖ **Enraged** — Receives +1m Morale Tests, and +1m Close Combat Damage Tests. CR +1.
- ❖ **Surprised** — Model begins with a *Delay* token. If within LOS of any *Enemy* models begin with two *Delay* tokens. Penalized -1 *Basic* die for all Tests until its next *Initiative*. CR -1.

### **Mission 1 :: Diplomacy [ WIP ]**

Half of the Characters of each Side start just beyond Melee Range of each other at the center of the Battlefield. The remainder arrive as Reinforcements. And then there's a traitor...

#### *Play-aides*

- Nothing additional is required.

#### *Layout and Assembly*

- Use the standard layout and assembly rules.

#### *Environ*

- Use the standard environ rules.

#### *Deployment*

#### *Special Rules*

- None

#### *Game Length*

- Use the standard game length rules.

#### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 2 :: Hordes [ WIP ]

One Side outnumbers the other by variations of 2-to-1, 3-to-1, and 4-to-1.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

- Defender has the fewest models
- 

### *Special Rules*

- Reinforcements, Endless

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Aggression, Waves. First-blood

## Mission 3 :: Gauntlet [ WIP ]

One Side needs to get through a narrow channel.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

## Mission 4 :: Infiltration [ WIP ]

One Side guards on patrol, the other to steal something which is hidden.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 5 :: Rescue [ WIP ]

One Side guards on patrol, the other to bring out something from a known location.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 6 :: Chase [ WIP ]

One Side is hunted and must escape.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled

## Mission 7 :: Race [ WIP ]

Both sides are rushing towards the finish.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 8 :: Stronghold [ WIP ]

One Side is hidden within buildings, the other must flush them out.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

## Mission 9 :: Rush [ WIP ]

Slowly add models to the center, first one to fight loses a VP.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 10 :: Defend [ WIP ]

one Side protects access to a battlefield edge.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

## Mission 11 :: Standoff [ WIP ]

Introduce characters one at a time at the middle of the Battlefield until tensions are high enough ... then fight!

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

## Mission 12 :: Ambush [ WIP ]

Attacker is caught un-prepared and is surrounded.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

## Mission 13 :: Assault [ WIP ]

Defender holds a defensive position near critical positions which must be protected as long as possible.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Aggression, POI, Control

## Mission 14 :: Pursuit [ WIP ]

Defender is outnumbered, hunted, and must escape through a difficult path.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled.

## Mission 15 :: Overwhelm [ WIP ]

Defender is entrenched but is subject to wave after wave of attackers, and must hold until help arrives.

### *Play-aides*

- Nothing additional is required.

### *Layout and Assembly*

- Use the standard layout and assembly rules.

### *Environ*

- Use the standard environ rules.

### *Deployment*

### *Special Rules*

- None

### *Game Length*

- Use the standard game length rules.

### *Keys to Victory*

- Outnumbered, Elimination, Bottled. First-blood

# GUIDELINES

This section present suggestions to organize and improve the MEST Tactics gaming experience. Much of the material written here are more like notes and can be used to augment a player's research into the hobby of tabletop miniatures gaming.

## Terrain Gaming Kit

Players as group are encouraged to acquire enough terrain and accessories to build a sort of "terrain gaming kit". This section hopes to assist players in determining the kinds of terrain a minimal kit should have. With some exception to buildings and clutter, most of the kit elements can be applied to most of the genres a player will ever encounter.

Numerous online companies provide components for hand-crafting custom elements. Many other companies also sell these elements pre-assembled and pre-painted.

### Overview

Use these guidelines for the Terrain Gaming Kit to build Settings Configurations.

*See the Standardized Locations section under the Optional Rules for more information.*

#### Fields

Battlefields comprise of a good surface area known as a Field. Missions are usually either fought in the wilderness, rural villages, or within urban centers of cities and towns.

Here's a list of Field types in order of sensible acquisition.

- ❖ **Green** — Representing grasslands. Most commonly used.
- ❖ **Gray** — Ideal for city or tombs. Great for Urban genres.
- ❖ **Brown** — For steppes and barrens. Dystopian genres.

### Principal Elements

Presuming that most battlefields will have some sort outdoor terrain, here's the most commonly used types of Terrain Elements which should be made available. The names of these elements are referenced when used by the Standardized Location rules.

- ❖ **Trees** — These range in height from 4" to 12" tall and can be deciduous or coniferous, and with or without leaves. Or they can be something uncommon like palm, baobab, or cacti. Trees are composed into these formats as follows:
  - ✓ **Tree** — 2" × 2" base with a single tree.
  - ✓ **Cluster** — 3" × 3" base with 2 to 4 trees at the center.
  - ✓ **Stand** — 3" × 6" base with 3 to 6 trees in a row.
  - ✓ **Grove** — 6" × 6" base with 4 to 8 trees around a clearing.
- ❖ **Hills** — These should be 1" or 2" tall with at least one sloping side. They'll should contain large flat surfaces to allow figurines to stand upon them. Small, Medium, and Large hills should be able to stack upon each other or line up abutted in order to create a much longer, taller, or broader hill.
  - ✓ **Small Hill** — 6" × 9" base.
  - ✓ **Medium Hill** — 9" × 12" base.
  - ✓ **Large Hill** — 12" × 18" base.

### Auxiliary Elements

These Terrain Elements are the second layer of utility and many of them are very genre-specific. These should be acquired with care.

- ❖ **Buildings** — There are many varieties of buildings and very few which fit into the Modern period within an urban city center will work with an Iron Age period town or a Colonial Period rural area. The buildings do not need to be elements with floor access and removable roofs, but without those features these become more like tall walls which channel movement around them.
  - ✓ **Small Building** — 4" × 6" base dimensions.
  - ✓ **Medium Building** — 6" × 8" base dimensions.
  - ✓ **Large Building** — 8" × 10" base dimensions.
- ❖ **Clutter** — These are additional Terrain Elements strewn across a battlefield to create congestion areas.
  - ✓ **Rock Formations** — 3" × 3". About 2" to 4" tall with rocks.
  - ✓ **Bushes** — 2" × 2". About 1" to 2" tall with gravel floors.
  - ✓ **Brush** — 1" × 1". About 1" tall with reeds and bramble.

## Bonus Elements

These Terrain Elements are the third layer of utility and nearly all of them are very genre-specific. These should be acquired with care.

- ❖ **Causeways** — Enough of each type of Causeways should be acquired so that they can divide a battlefield neatly into two parts. Causeways don't need to turn corners, but having intersections for T-splits, Y-splits, and X-splits is nice.
  - ✓ **Stream** — 3" × 12". Large is 6" × 12".
  - ✓ **Dirt Road** — 3" × 12". Two-lanes is 6" × 12".
  - ✓ **Paved Road** — 4" × 12". Four-lanes is 8" × 12".
  - ✓ **City Road** — As Paved road but with 1" side-walks
  - ✓ **Railroad** — 3" × 12" Railroad with 1" tracks.
- ❖ **Edge** — *Impassable* terrain which covers the entire edge of a battlefield and disallow any exit into them or entry from them. Edges are 3" wide for the *Impassable* terrain and extra 3" for terrain which leads into it for a total of 6" of width.
  - ✓ **Shoreline** — Either the shoal of a river or sea. The shoal itself could be sand, mud, marsh, or gravel.
  - ✓ **Facade** — Buildings such as row houses. Or a collection of buildings with locked or boarded doors and windows.
  - ✓ **Cliff** — A stark rise of at least 4" representing steep Hills.
  - ✓ **Tree-line** — A very dense wall of trees and bushes.
- ❖ **Miscellaneous** — It's always good to have more terrain types that will ever be used in a single battlefield. These additional items can go anywhere to make things more interesting:
  - ✓ **Walls** — These can be a variety of things ranging from cargo containers, fences, broken walls, stacks of barrels, rows of pillars and columns, and wooden crates.
  - ✓ **Furniture** — These can be miscellaneous elements normally found in or around buildings such as mailboxes, chairs, tables, and street lamps.
  - ✓ **Deco** — Vehicles, billboards, ramps, horses, abandoned vehicles, outhouses, and other large items can be placed strategically to convey a sense of the genre.

# Environs [◎]

## Naming Missions(◎)

When starting a Mission, the Environs may be given a little more meaning by providing a location, year, month, and moon phase to them. As a result, a battlefield can be identified for posterity as something like:

Potter's Field. Spring in May, 1897 AD.

Full Moon. Overcast. Night.

### Determine Location

Players should decide at which location the Mission is being resolved. It is important to give this location a name, perhaps following the pattern of "Last name" "Setting" such as "Potter's Field", "Kennedy Hills", "Mohkehle Village", or even "Xiang Theater".

*See the Standardized Locations, and the Variable Weather section in the Optional Rules for more information.*

### Determine Year

Note the year of the Mission such as 1897 AD or 256 BC.

### Determine Month and Season

Determine the Month which then informs the Season.

- Roll a *Modifier* die and a regular six-sided die.
- If the *Modifier* die shows a *success* add 6 to the value of the other die.
- The month of the game starts at 1 and ends at 12. January is Month 1, and December is Month 12.
  - ✓ **Spring** — March, April, May
  - ✓ **Summer** — June, July, August
  - ✓ **Fall** — September, October, November
  - ✓ **Winter** — December, January, February
- Most battles will avoid Winter as a Season, so re-roll the dice if Winter or Fall is scored the first time, and if Winter is scored a second time.

### Determine Moon Phase

If players have access to a calendar for the chosen Year and Month, the Moon Phase can be picked by determining the Week at random. If there isn't a calendar available, the Moon Phase can instead be determined with two dice:

- Roll two *Modifier* dice.
  - ✓ If both are *successes*, it is a Full Moon.
  - ✓ If both are *failure*, it is a New Moon.
  - ✓ Otherwise it is a Half-moon.
- These moon phases will affect Atmospheric Lighting for a Mission if the time of day is *Night* instead of *Day*.

### Determine Weather

Most of the time the Weather is "Clear". Players may also leverage the Variable Weather Optional Rules to have more variety. If using the Tactics cards, some of those alter the Weather.

## Locations (◎)

Players should take an assessment of what sorts of settings can be managed by their combined and available buildings, battle-boards, and terrain.

*See the Terrain Gaming Kit section under the Guidelines for more information on what to acquire in order to have enough for any tabletop game, include a game like MEST.*

### List of Settings

Here are the suggested Settings which should work for most games. The features columns such as Hills or Grove suggests the count of each type of element per 24" × 24" section of the battlefield. Each player should pick 6 settings from the list below and then do the following:

- **Itemize** — Number them 1 through 6 so that the entries can be selected using a six-sided die.
- **Name** — Give each item a name using a pattern like "Last name + Setting" such as "Lincoln's Farm" or "Xiang Zhou's Valley". Named entries are now Locations.
- **Notes** — Indicate any unique features of each Location.

Setting	Hill	Grove	Clutter	Building	Other
Farm	-	1+	2	1	Clearing.
Valley	2+	2	2	?	Valley. Edge. Causeway.
Forest	1+	4+	3+	-	Edge.
Woods	?	3	2+	1	Causeway ?
Fields	1	2	2+	-	Divided.
Clearing	-	2	5+	-	Edge. Clearing.
Estates	1	1	+	1	Divided. Edge.
Community	-	1	-	2	Causeway.
Urban ①	-	1	2+	3	Edge. Split + Causeway.
Slums ②	-	-	4	4	Split × 2 +
Outskirts ③	?	?	4	2	Causeway +
Park ④	1	2	-	-	Causeway.
Marina	-	?	?	2	Causeway. Divided. Shoreline.
Shores	-	1+	-	?	Causeway. Valley. Shoreline +
Harbor	-	-	2	1+	Edge. Divided. Shoreline.
Docks	-	-	?	1+	Edge + Shoreline +
Warehouse ⑤	-	-	2	3	Edge. Shoreline ? Causeway +
Rural ⑥	?	2+	2	2	Edge ?

① Synonyms; Center, Zone, Market, Place

② Synonyms; Road, Way, Avenue, Street

③ Synonyms; Cross, Town, Road, Village

④ Synonyms; Garden, Grove, View

⑤ Synonyms; Gate, Station, Hub

⑥ Synonyms; Meadow, Corner, Point

### Notes on Features

These use the Terrain Element names from the Terrain Gaming Kit. These elements may be deployed to as desired across the entire battlefield. Some of the elements will be indicated with keywords which may affect the sorts of elements and how they are deployed:

- ❖ **Clearing** — This means to deploy all of the terrain elements except at the center of the entire battlefield.
- ❖ **Valley** — This means to deploy divide the entire battlefield in three columns. Deploy the majority of the terrain elements except at the central column.
- ❖ **Divided** — This means to deploy the majority of the terrain at one half of the entire battlefield, leaving the other half mostly with few elements.
- ❖ **Building** — Each represents a Large Building × 1. Each Large Building can be divided into either Medium Buildings × 2, or Small Buildings × 4, or Small Buildings × 2 and Medium Buildings × 1.
- ❖ **Hills** — Each represents a Large Hill × 1. Each Large Hill can be divided into either Medium Hills × 2, or Small Hills × 4, or Small Hills × 2 and Medium Hills × 1.
- ❖ **Grove** — Each is a Grove × 1. Each Grove can instead be Cluster × 2, or Stand × 4, or Trees × 8.
- ❖ **Clutter** — Each is a Rock Formation × 1. Each can instead be 2 × Bushes, or 4 × Brush elements. Or equivalents in size.
- ❖ **Causeway** — Causeways are either a Stream, a Paved Road, City Road, Dirt Road, or Railroad. These should cover the entire length of one direction across the battlefield.
- ❖ **Edge** — Edges are either a Shoreline, Facade, Cliff, or Tree-line that is deployed covering the very edge and length of one side of the battlefield. Edges prevent exits through them.
- ❖ **Shoreline** — A Shoreline or Tree-line to be deployed at a battlefield's edge. Presumably a water body is across it.
- ❖ **Split** — Each Split is a Causeway such as either a Stream, a Paved Road, or a Dirt Road, which forms a T-split, Y-split, or X-split configuration and spans from edge to edge of a battlefield. If bridges are available, these can be placed at the intersection of the split.
- ❖ **+** — One additional of the indicated terrain is optional.
- ❖ **?** — One of the indicated terrain is an optional.

### Example Locations

Here's an example of how a list of settings could be crafted as named Locations for one of the players.

ID	Setting	Location Name	Notes
1	Farm	"Miller's Farm".	Single farm house building.
2	Valley	"Thomas' Valley"	3 Large Hills, 1 Small Hill.
3	Shores	"Bespin Shores"	Has a single Large building.
4	Outskirts	"Mac's Village"	Has 2 Dirt Roads.
5	Urban	"North Center"	Has 3 Roads and a Railroad.
6	Rural	"Cray's Meadow"	No Groves; all Trees.

## Variable Weather (◎)

See the Environ, and the Wind sections of the Optional Rules for more information on ideas such as determining the month and even the moon phase, and for determining what to do with Wind.

### Weather Schedule

At the start of every Mission consult the Weather Schedule below to decide the Weather.

Season	Month	Weather
Spring	March	Snow × 2. Fog × 2
	April	Snow. Fog. Overcast. Rain.
	May	Rain × 3. Fog. Lightning. Overcast.
Summer	June	Rain × 2. Overcast.
	July	Rain. Overcast × 2.
	August	Wind × 2.
Fall	September	Wind. Overcast.
	October	Rain. Lightning. Wind. Overcast.
	November	Rain. Lightning. Wind × 2. Overcast × 3.
Winter	December	Rain. Lightning. Wind. Overcast × 2. Snow. Fog.
	January	Snow. Wind × 2. Fog. Overcast.
	February	Snow × 3. Wind. Fog.

### Settings Adjustment

Pick zero or one climate type each bracket (A, B, and C) below and alter the dice to be thrown for each weather entry. If a named Weather appears in a row under Summer add +1 to that Weather for Winter months, and if under Winter add +1 to that Weather for Summer months.

#	Climate	Wind	Summer	Winter	Fog	Overcast
A	Arctic	+1	Snow	Snow	-	-1
	Temperate	-	-	-	-	+1
	Tropical	-1	Rain	Rain	-1	-1
B	Desert	-	Wind	Wind	-1	-1
	Grasslands	+1	-	-	+1	-
	Forests	-1	Rain	Snow	-	-1
C	Coastal	+1	-	-	+1	+1
	Mountains	+1	Rain	Wind	+1	+1
	Hills	+1	Wind	-	-	-

### Determine Weather

- Roll a *Modifier* die for each type of Weather and count the successes to get its Weather level.
- Here's an example Weather Condition.
  - Schedule and Climate — Spring; March. Tropical Climate.
  - Weather —Snow × 2. Fog × 2.
  - Dice — Roll 2 dice for Snow, 2 dice for Fog. Score 4,4 and 3,2. Result — The result is Rain 2 but no Fog.

### Determine Atmospherics

Apply the effects of the types of Weather Conditions generated in the order listed below. If there are keywords listed, their effects are described following this section.

Weather	Keywords	Effect
Overcast	Hazy	Overcast 2 is +1 Wind. Overcast 3 is +1 Rain. Overcast 4 or more is -1 Wind.
Wind	-	Ignore if Overcast 3 or higher. Each Wind level is +1 Wind Force.
Snow	Blanket Hazy	Each additional level of Snow is +1 Wind and an extra Hazy.
Rain	Hazy Wet Slippery	Ignore if Snow. Each additional level of Rain is +1 Wind and an +1 Hazy. Rain 3 or more adds Lightning and Obscuring.
Fog	Blanket Obscuring	Ignore if Rain or if Wind. Each additional level of Fog is an extra Hazy.
Lightning	Electrical	Ignore if Fog or Snow. Ignore unless there is at least Rain.

### Keyword Effects

- Audile** — Night-vision traits award +1m Attacker Detect Tests. Characters with the Detect X trait are awarded an additional +X *Modifier* dice for Detect Tests.
- Blanket** — Weapons acquire the Silent trait for any target beyond Visibility × 2. Reduce Detect OR by 2" at Day, and by 1" at Night.
- Electrical** — Affects Items and Characters with the Electronic keyword. Resolve effects for each element once per game.
  - Roll a *Modifier* die when attempting to use an item that is affected; upon fail that item may not be used until after the *Electrical* condition is removed.
  - Characters with Disabilities which cause them to be affected must immediately perform an *Unopposed* Test versus FOR; upon fail suffer 1 *Delay* token per miss.
- Hazy** — Reduce Visibility OR by 2" for Day, 1" for Twilight, and 0.5" for Night. If after summarizing all keyword effects there are fractions for Visibility OR modifications, then drop those fractions.
- Slippery** — While *Distracted* and on *Clear* terrain degrade to *Rough* terrain. If Pushed in Close Combat acquire a *Delay* token.
- Obscuring** — Reduce Visibility OR by 4" for Day, 2" for Twilight, and 1" for Night.
- Wet** — Affects Items and Characters with either the [Fizzle] or Electronic keyword. Resolve effects for each element once per game.
  - Roll a *Modifier* die when attempting to use an item that is affected; upon fail that item may not be used for the remainder of the game.
  - Characters with Disabilities which cause them to be affected must immediately perform an *Unopposed* Test versus FOR; upon fail suffer 1 *Delay* token per miss.

# Element Destruction

Sometimes the weapons or abilities used during game are tremendously destructive. These will destroy walls, penetrate vehicles, or break equipment.

Nearly all of the time, such considerations are not necessary to complete an enjoyable game session. However, some genres will seem entirely incomplete without these rules.

## Overview

The Terrain Elements Tables at the bottom and to the right show list of common terrain elements that could be used to identify whether it counts as *Hard Cover* during a Range Combat Attack.

The tables show Armor Rating [ AR ] and Hardness Rating [ HR ] traits for commonly encountered terrain elements crossing several genres. Structure Points [ SP ] are how much Damage it can take before being Destroyed. Each doubling of the “per Width” will provide +1 AR and +1 SP.

Element (Any 4" Section)	per Width	AR	HR	FOR	SP
Wooden Fence	0.25 MU	3	.	2	1
House Facade	≤ 0.25 MU	6	.	2	1
Brick Wall	≤ 0.10 MU	6	2	2	3
Cement Wall	0.25 MU	6	2	3	4
Stone Wall	0.25 MU	7	3	4	6
Adobe Wall	0.25 MU	5	.	0	1
Sandbag Wall	0.25 MU	7	1	1	1
Bulkhead Wall	≤ 0.10 MU	6	1	5	4
Dirt Mound	0.10 MU	4	.	0	1

## Measuring Thickness of an Element

Measured Units [ MU ] represent 2 meters (about 2 yards) in the scale world of the models. This is equivalent to the *base-diameter* of a human-size SIZ 3 model, also written as 1" or 1-inch.

These values are useful to make quick assessment of how thick something is by just measuring it with a ruler or maybe even by “eye-balling” it.

Some conversion rates:

Real World Measured	Game-World	
	Metric	Imperial Units
1.00 MU	2000 mm	80-inches
0.50 MU	1000 mm	40-inches
0.25 MU	500 mm	20-inches
0.10 MU	200 mm	10-inches
0.05 MU	100 mm	5-inches
0.02 MU	50 mm	2-inches
0.01 MU	20 mm	1-inches

## Terrain Elements Table

There are other tables and instructions which allow players to create estimates for new terrain element types.

AR	HR	Terrain Element *	SP	Thickness
3	-	Vehicle, sitting within ②	1	- 1mm
5	1	Vehicle, across front ②	1	- 10mm
6	2	Vehicle, behind body ②	1	0.02 MU 50mm
7	3	Vehicle, behind engine ②	1	0.10 MU 200mm
5	-	L1 Armor; Utility Truck ②	7	- 2mm
5	1	L2 Armor; Heavy Armor ②	1	- 5mm
6	1	L3 Armor; Armored Truck ②	9	- 10mm
6	2	L4 Armor; Field Armor ②	1	0.01 MU 20mm
7	2	L5 Armor; Armored Transport ②	11	0.02 MU 50mm
7	3	Armored Fighting Vehicle, light ②	12	0.02 MU 50mm
8	3	Armored Fighting Vehicle, medium ②	12	0.05 MU 100mm
8	4	Main Battle Tank, light or Early ②	14	0.10 MU 200mm
8	5	Main Battle Tank, heavy or Modern ②	16	0.25 MU 500mm
3	-	Bush or Shrub, small	1	0.50 MU 1000mm
4	-	Bush or Shrub, large	1	1.00 MU 2000mm
5	-	Bush or Shrub, huge	1	2.00 MU 4000mm
6	1	Tree trunk, typical	2	0.25 MU 500mm
7	1	Tree trunk, huge	3	0.50 MU 1000mm
8	1	Boulder, large	5	0.50 MU 1000mm
8	2	Boulder, huge	8	1.00 MU 2000mm
0	-	Window, typical glass	1	- 5mm
1	-	Window, windshield	1	- 5mm
3	-	Window, armored glass	1	0.01 MU 10mm
5	-	Porthole, standard (glass)	1	0.05 MU 50mm
5	1	Porthole, submarine (glass)	2	0.10 MU 100mm
1	-	Door, cheap or flimsy ③	1	0.01 MU 20mm
3	-	Door, solid soft wood ③	1	0.01 MU 20mm
5	-	Door, solid hard wood, sturdy ③	1	0.02 MU 50mm
6	-	Door, thick, sturdy ③	1	0.05 MU 100mm
5	1	Door, reinforced (wood + metal) ③	1	0.02 MU 50mm
5	2	Hatch, typical (metal) ③	2	0.01 MU 20mm
6	3	Hatch, reinforced (metal) ③	3	0.02 MU 50mm
3	-	Dry wall, wood housing	1	0.05 MU 100mm
3	-	Wooden fence	1	0.01 MU 20mm
6	-	House facade	1	0.05 MU 100mm
6	1	Brick wall, typical	2	0.10 MU 200mm
6	2	Brick wall, thick	3	0.25 MU 500mm
6	2	Cement wall, typical	4	0.25 MU 500mm
7	2	Cement wall, thick	5	0.50 MU 1000mm
7	2	Stone wall, typical	5	0.25 MU 500mm
7	3	Stone wall, thick	6	0.50 MU 1000mm
7	3	Castle wall, battlements (stone)	6	0.50 MU 1000mm
8	3	Castle wall, typical (stone)	6	1.00 MU 2000mm
5	-	Adobe wall, typical	1	0.10 MU 200mm
6	-	Adobe wall, reinforced	1	0.25 MU 500mm
7	-	Sandbag wall, single	1	0.25 MU 500mm
7	1	Sandbag wall, double	1	0.50 MU 1000mm
6	1	Bulkhead wall (steel) ③	4	0.01 MU 20mm
6	2	Bulkhead door (steel)	5	0.02 MU 50mm
8	4	Vault wall (cement and steel)	7	0.25 MU 500mm
9	5	Vault door (steel) ③	8	0.50 MU 1000mm
7	3	Bunker wall (cement)	6	0.50 MU 1000mm
8	3	Bunker wall (cement and steel)	6	0.50 MU 1000mm

## ① Interesting Facts on Thickness

Measured Units [ MU ] represent 2 meters (about 2 yards) in the scale world of the models. This is equivalent to the *base-diameter* of a human-size SIZ 3 model, also written as 1" or 1-inch. These values are useful to make quick assessment of how thick something is by just measuring it with a ruler or maybe even by "eye-balling" it.

## ② Vehicles as Obstacles

Most Vehicles used in MEST Tactics serve no better purpose than to become *Obstacles* which provide *Cover*. The Terrain Elements Table also lists some common Vehicle types according to the amount of armor they rate such as L1 Armor for "Utility Truck", and L5 Armor for "Armored Transport."

Each of these entries presume that a character is sitting within it. To determine what the Armor Rating and Hardness Ratings are for characters using the Vehicle intelligently for *Cover*, apply the following:

- ❖ **Sitting within** — +0 AR +0 HR
- ❖ **Across front** — +3 AR +1 HR
- ❖ **Behind body** — +5 AR +2 HR
- ❖ **Behind engine** — +7 AR +3 HR

The entries for "Armored Fighting Vehicle" and "Main Battle Tank" have additional conditions depending on from which direction they are attacked.

- ❖ **Attacking top or sides** — -1 AR
- ❖ **Attacking rear** — -2 AR
- ❖ **Attack bottom** — -2 AR -1 HR

## ③ Doors

Not all doors are the same. How thick a door is depends on which kind of building and where it is location:

- ❖ **Default** — "Door, solid soft wood".
- ❖ **Modern Residential Interior** — "Door, cheap or flimsy".
- ❖ **Modern Residential Exterior** — "Door, solid soft wood".
- ❖ **Non-Residential Exterior** — "Door, solid hard wood, sturdy".
- ❖ **Non-Residential Interior** — "Door, solid soft wood".
- ❖ **Industrial Interior** — "Door, reinforced (wood and metal)".
- ❖ **Fantasy or Medieval** — "Door, thick, sturdy".
- ❖ **Armored Vehicles** — "Hatch, typical (metal)"

## ④ Structure Points [ SP ]

When these are gone, the element is Breached if it is a Wall. Otherwise it is replaced with a Destroyed version.

## Calculating Structural Integrity

All terrain elements have an Armor Rating [ AR ], and a Fortitude [ FOR ] attribute. Instead of Wounds they are assigned Structure Points [ SP ]. Drop all fractions.

### Fortitude

FOR = AR for average internal Material Hardness + 7

### Armor Rating and Hardness

*Use the Densities and Hardness tables at the right to find AR.*

If Structure, HR = (AR - 4)/2

If Organism, HR = (AR - 4)/3

HR is at least 1 if SIZ 6+, 2 if SIZ 9+, 3 if SIZ 11+

Brittle -0 AR -1 HR [ brick, glass, sand, adobe ]

Sparse -1 AR -1 HR [ bush, shrub ]

Hollow -1 AR [ doors, bulkheads, hatches ]

### Final Armor Rating

Minimum HR is zero.

Reduce AR by the HR.

Minimum AR is zero.

### Structure Points

Total SIZ = Higher of diameter in MU (max 4 MU) up its AR, or SIZ.

Structure Points = Total SIZ + HR, minimum 1.

### Example:

An "Automobile" is SIZ 6 (about 1000 Kg).

- The interior is mostly plastics and aluminum which is -4 AR on the Material Hardness table; and so it has FOR 3. It has 1mm Dense Steel body panels which is AR 4. It is a Structure, so HR is 0. It is SIZ 6, and so HR is at least 1.
- The Final Armor Rating is its initial AR 4 minus HR 1; thus 3.
- Structure Points is Total SIZ + HR; therefore 7.

**Armor Densities**

Use this chart for when determining the Armor Rating (AR) for a vehicle by using its in-game armor thickness.

For example, a 10mm thick Dense Steel provides AR 7. That same 10mm for Iron is AR 5.

AR	Iron/Early Steel	Soft Steel	Dense Steel	Adv.Ceramics
2	1mm	-	-	-
3	2mm	1mm	-	-
4	5mm	2mm	1mm	-
5	10mm	5mm	2mm	1mm
6	25mm	10mm	5mm	2mm
7	50mm	25mm	10mm	5mm
8	100mm	50mm	25mm	10mm
9	250mm	100mm	50mm	25mm
10	500mm	250mm	100mm	50mm

**Terrain Densities**

Use this for when determining the Armor Rating (AR) for a terrain element using its real-world Measured Unit (MU) thickness.

For example, a bunker made with Sand Bag walls which measure 0.25 MU thick will provide AR 7.

AR	Dirt	Sand	Brick	Cement	Dense Steel
5	0.10 MU	0.05 MU	0.02 MU	0.01 MU	-
6	0.25 MU	0.10 MU	0.05 MU	0.02 MU	-
7	0.50 MU	0.25 MU	0.10 MU	0.05 MU	-
8	1 MU	0.50 MU	0.25 MU	0.10 MU	-
9	2 MU	1 MU	0.50 MU	0.25 MU	0.01 MU
10	5 MU	2 MU	1 MU	0.50 MU	0.02 MU

**Material Hardness**

Use this for adjusting the values of the two other charts.

For example, Depleted Uranium is +1 Armor Rating and +1 Hardness rating when compared to Dense Steel.

AR	HR	Material	Year
+7	+4	Layered Fullerene Fibers.	3000 AD
+6	+3	Graphene Polymers.	2250 AD
+5	+3	Palladium Glass.	2100 AD
+4	+2	Diamond Shell.	2050 AD
+3	+2	Super Polymers.	2025 AD
+2	+1	Tungsten Alloys. Bulky Polymers.	2000 AD
+1	+1	Depleted Uranium. Advanced Ceramics.	1950 AD
+0	-	Dense Steel. Dense Ceramics.	1900 AD
-1	-	Soft Steel. Titanium. Ceramics.	1300 AD
-2	-	Iron. Bronze. Early Steel.	2250 BC
-3	-	Stone Walls. Bone. Dry Hide. Rubber.	-
-4	-	Cement. Concrete. Cinder Blocks. Hard Woods. Crates. Wet Hide. Shells. Plastics. Acrylics.	-
-5	-	Brick Walls. Aluminum. Soft Wood. Rope.	-
-6	-	Sand Bags. Ballistic Gelatin. Flesh. Glass.	-
-7	-	Packed Dirt. Drywall. Adobe. Lead. Cardboard.	-

**SIZ Table**

Use this chart for when determining the SIZ of something.

SIZ	Mass <small>① ②</small>	Structures	Organisms
0	10 Kg	Interior Doors	Large Rodents
1	25 Kg	Front Doors	Giant Eagle
2	50 Kg	Utility Posts	Goblinid, Lizardfolk
3	100 Kg	Motorcycle (Light)	Human, Dire Wolf
4	250 Kg	Motorcycle (Heavy), 0.25" Boulder	Brute, Gorilla, Tiger, Lion
5	500 Kg	Small Automobile	Horse, Bull, Bear
6	1000 Kg	Most Automobiles, 0.50" Boulder	Kodiak Bear, Hippo, Crocodile, War Horse
7	2500 Kg	Utility Truck, SUV	Giant Sloth, Sea Lion
8	5 tons	Armored Truck	Asian Elephant
9	10 tons	Armored Transport	African Bush Elephant
10	25 tons	Light Armored Fighting Vehicle	Imperial Mammoth

① Read this as "approximately of Mass". So, anything approximately 100 Kg is SIZ 3. And anything approximately 500 Kg is SIZ 5.

② Most equipment and carried items are SIZ 0; they mass no more than 10 Kilograms. For purposes of game-play, nothing is less than SIZ 0.

## Causing Destruction

### Over-penetration

When an attack from a Weapon can generate more Damage than the target which it strikes can absorb, the remainder Damage from the attack will “over-penetrate” and carry some distance beyond. Any models nearby and behind that will succumb to the *Residual Damage* as a result of *Over-penetration*.

- Attackers may exploit *Over-penetration* to attack targets not within LOS but are within LOF though behind a terrain element such as a wall.
  - ✓ The Attacker must specify “Over-penetration” attack against a target within LOF behind a single terrain element.
  - ✓ Do not perform any Attacker Test. Instead, generate the amount of Damage for the attack counting all successes. Place any *Suppression* markers.
  - ✓ Adjust the Damage generated as per the traits for Armor Rating, Impact, Pierce, and Hardness.
  - ✓ Reduce the Damage by the terrain element’s FOR; if unknown, presume FOR 2. See the *Element table*, below.
  - ✓ The remainder is *Residual Damage* if it is more than zero.
- Over-penetration and Suppression:
  - ✓ Ignore this step if there is no *Residual Damage*.
  - ✓ For each ROF used, up to the *Residual Damage*, place additional *Suppression* markers across the terrain element targets within 1" of LOF.
  - ✓ Place markers closer than *Residual Damage* × 1"

### Destroying

Terrain elements which are attacked by Weapons with the Blast X trait are subject to *Breaches* which can cause it to be *Destroyed*.

- Determine the FOR and Structure Points [ SP ] that the terrain element has by using the “Calculating Structural Integrity” section of the rules.
- When a terrain element is directly attacked, or reduces the amount of damage of a target that is attacked through it;
  - ✓ Perform a Damage Test against the element as normal with ties awarding the Attacker at least 1 Damage.
  - ✓ Adjust the Damage generated as per the traits for Armor Rating, Impact, Pierce, and Hardness.
  - ✓ Reduce the Damage by the terrain element’s FOR; if unknown, presume FOR 2. See the *Element table*, at left.
  - ✓ Any damage after being reduced by FOR will reduce the Structure Points; if unknown, use its SIZ, or use 3 SP.
  - ✓ If there are no remaining Structure Points, the terrain element has been breached. Note the remaining Damage and see the section on *Breaches*, below.

### Breaches

Weapons with the Blast X trait attacking terrain elements may create *Breaches* which are openings wide enough for models to move through.

- A *Breach* indicator is placed against the terrain element to show clearly that it has an opening.
  - ✓ Indicators are L-shaped and have a fixed diameter. The base of the indicator is debris, and the wall of the indicator is the opening.
  - ✓ Ideally, the indicator is a new terrain element showing rubble at its base and showing a portal or opening of the proper dimensions.
  - ✓ One indicator is placed on each side of any terrain element which has been breached.
- The diameter of the *Breach* indicator is equal to the amount of remaining Damage to applied to the terrain element. Reduce this value by the Impact of the attack:
  - ✓ 1+ Damage is 1" diameter.
  - ✓ 2+ Damage is 2" diameter.
  - ✓ 4+ Damage is 3" diameter
  - ✓ 8+ Damage is 4" diameter.
- If the *Breach* diameter is equal or larger than the terrain element it is *Destroyed*; remove it from play.
- If a terrain element has a *Breach* indicator placed against it, treat the indicator as follows:
  - ✓ The base of the indicator is *Rough* terrain.
  - ✓ The wall of the indicator is *Clear*, *Open* terrain.
  - ✓ Therefore LOS extends through the breach.
  - ✓ Therefore a *Breach* creates *Cover* terrain.

### Identify or Replace Element

Terrain elements which have been damaged, breached, or destroyed need to be clearly identified.

- Use a marker or label to do so. Optionally, provide some nice “enhancement” terrain and place that next to the affected element.
- Elements which are destroyed entirely should be removed from the battlefield. If there are removable sections for a wall, hill, or field; remove those. If there are available “destroyed” versions of those elements, place them down.

# Figures and Scale

*It may be difficult to find the right sized figurines for use as models within any tabletop gaming kit. Here's some information to help determine which scales of figurines may work.*

## Overview

### Model Scale

The preferred scale of figurines for MEST Tactics is between 1:64 and 1:48 which are the sizes 25MM and 33MM, shown below in gray.

Size	Scale	Scale Notes
10MM	1:160	Grand Scale
15MM	1:107	Standard tactical minis
18MM	1:89	Legends in Time
20MM	1:80	WWII and Modern Historical wargaming
22MM	1:72	HO-scale. Many military toys and models.
25MM	1:64	Ral Partha, Heritage, Matchbox, Hot Wheels, Corgi cars
28MM	1:56	Foundry, Copplestone, West Wind, Standard minis
30MM	1:54	Tru-30, many modern figures often described as 28MM
33MM	1:48	USA O-scale. Also One-Quarter scale. Wyrd.
35MM	1:46	Many newer product lines for skirmish-scale games. HeroClix.
37MM	1:43	Europe O-scale. Die-cast cars and trucks
42MM	1:38	Many high-end figurines for boardgames
46MM	1:35	Tamiya military miniatures catalog
50MM	1:32	Many military toys and models
54MM	1:30	Pegaso gladiators, Inquisitor 54 figures
57MM	1:28	Hasbro Heroes 2.25-inch tall
80MM	1:20	Papo Fantasy World, Safari Mythical Realms
90MM	1:18	Schleich World of Knights 3.5-inch tall
95MM	1:16	Hasbro Action Figures 3.9-inch tall

### Scale Creep

"Scale Creep" is when figurines rated at given scale are measured to be at a (usually) bigger scale. This can occur when one manufacturer measures the size of human soldier from heel to eyes, but another manufacturer measures from heel to crown. Normally this is not a problem because humans do vary in height from culture to culture, and from period to period.

### Scale Comparison

Here are two charts showing the common scales and their size differences. The first chart shows the ratio between sizes, with the shaded items declared unfit combinations because the scale difference matches or exceeds 17%. At 17% is when a 6-foot tall figure (1.83 M) appears to become a 7-foot tall figure.

Size	22MM	25MM	28MM	30MM	33MM	35MM
22MM	1.00	1.13	1.27	1.36	1.50	1.60
25MM	0.88	1.00	1.12	1.20	1.32	1.40
28MM	0.78	0.89	1.00	1.07	1.17	1.25
30MM	0.73	0.83	0.93	1.00	1.10	1.17
33MM	0.67	0.75	0.85	0.90	1.00	1.06
35MM	0.63	0.71	0.80	0.86	0.94	1.00
37MM	0.59	0.67	0.75	0.81	0.89	0.95

Here's the same chart again presuming that the first column "Size" represents a character that is 6'0" tall (72" or 1.83 M) and what that means when using a different scale. This is presuming that the measurement is from the heel of a slightly tall human male to the top of its head. It can be seen that at 28MM a 33MM figure is about 7'0 while at 33MM a 28MM figure is about 5'1".

Size	22MM	25MM	28MM	30MM	33MM	35MM
22MM	6'0	6'9	7'7	8'2	9'0	9'7
25MM	5'3	6'0	6'8	7'2	7'11	8'4
28MM	4'8	5'2	6'0	6'5	7'0	7'6
30MM	4'4	5'0	5'7	6'0	6'7	7'0
33MM	4'0	4'6	5'1	5'4	6'0	6'4
35MM	3'9	4'3	4'10	5'1	5'8	6'0
37MM	3'6	4'0	4'6	4'10	5'4	5'8

### **Basing Figurines**

As shown in all of our photos, we recommend basing models upon flat fender washers. For SIZ 3 characters represented by 25MM to 33MM figures we recommend using 1.25" or 30 mm fender washers. SIZ 2 characters could also be placed on the same sized bases while SIZ 4 and SIZ 5 characters will need something larger.

Characters which are SIZ 2 or less could be placed upon smaller 22 mm or 25 mm washers but probably would look much better with two or three models together on a 30 mm base if they are "horde" or "swarm" types of figures.

### **Mixing Scales**

Ideal models in the same scale are hard or expensive to find, such as monsters or robots. An example could be to use 1:56 scale knights, but a 1:18 scale dragon. Or to use 1:72 scale robots with 1:48 scale desert scavengers. These outlier models which have a different scale can be mixed in with the majority of the other models in play.

It is possible to use miniatures from different scales together, and often this is necessary because not all figurines come in scales which are completely supported with needed features or variations. This choice is often made when combining models in related genres but of different sizes. Poorly made choices may cause situations in which a model in one scale looks rather short or overly tall when placed next to a model in another scale.

### **Larger Scale Models**

When using models in the 1:30 (54MM) scales and larger the amount of movement that can occur becomes greater than what the typical gamer may be willing to use.

For example, a 1:16 scale figure would have an MU of about 95MM and a standard MOV 2 character could cross 8 MU or about 760MM (2.5 feet) per Turn. Fast moving archetypes like the Dog with its MOV 4 and Sprint 2 could cross 14 MU or about 1330MM (4.4 feet) each Turn.

Additionally, basing these models on equally large discs would make them look odd. The suggestion here is to reduce the base sizes and the MU and the time per Turn to match.

### **Limited Play Area**

For all scales of game-play, reduce the MU by half or to a third or fourth to allow for smaller play-areas. Time per Turn would be reduced accordingly.

Size	Scale	Base Size	MU	Time per Turn
54MM	1:30	30MM	30MM	5-30 Seconds
57MM	1:28	30MM	30MM	4-24 Seconds
80MM	1:20	40MM	40MM	3-18 Seconds
95MM	1:16	50MM	50MM	2-12 Seconds

# REFERENCE

This section contains information which will be need to be referenced many times during game-play.

## Traits List

### Disabilities

**[1H]** — Asset. One-handed Weapons used with a Concentrate action always require two hands instead of just one.

An item may be used with one less hand but this causes a penalty of -1 *Base* die for the very next Test performed when interrupted by a React.

**[2H]** — Asset. Two-handed weapons used with two hands are disallowed to use *Overreach*.

An item may be used with one less hand but this causes a penalty of -1 *Base* die for the very next Test performed when interrupted by a React.

**[Arc X]** — *Attack Effect*. May not use Indirect Range Attack against targets closer than  $X \times 8"$ . Subject to the Trajectory rules for Indirect Attacks. Direct Attacks are penalized -X *Wild* dice.

**[Attachment:Item > List]** — Asset. This must be used as an attachment to another item Item. When attached, provides use of all elements in list List, each which must be purchased separately.

**[Automaton]** — *Intrinsic. Unchanging*. See *Expendable*. Never performs Morale Tests and will always pass them.

- ✓ Unless specified otherwise, begins any game session as *Disabled*; identify with a *Disabled* token as necessary.
- ✓ When *Disabled*, will never receive the *Initiative*. May only be *Enabled* or *Disabled* by a *Friendly* character with a Controller X trait.
- ✓ When *Enabled* it will receive the *Initiative* as any other character.
- ✓ If [Automaton!] it may never benefit from *Initiative Points*, perform Initiative Tests, receive *Bonus Actions* or *Passive Player Options*.
- ✓ If [Automaton+]; whenever desired, assign a *Delay* token to the Control character when it is within *Cohesion*, to use its CCA, RCA, REF, or INT.

**[Awkward]** — *Attack Effect*. Costs an extra AP to perform Close Attacks while in *base-contact* with any *Opposing* model. When an *Opposing* model receives the Impetus bonus against this model, this model acquires a *Delay* token before resolving the attack.

**[Backblast X]** — *Attack Effect*. Models within 1 MU of the LOF drawn from target through Attacker up to  $4 \times 1"$  behind the Attacker each receive a *Burn* marker; 2 *Burn* markers if within 1 MU of the Attacker. *Attentive* characters may displace up to *Agility* if they acquire a *Delay* token.

**[Bad Technique]** — *Skill*. Close Combat -1 *Modifier* die.

**[Believer > Belief]** — *Psychology*. See [Comrade > Belief]. See [Selfless > Belief]. Character is an overt Believer of belief Belief. As a result, Believers will have [Comrade] and [Selfless] with *Friendly* members of Belief.

**[Beast]** — *Genetic. Unchanging*. Disallowed to use Overreach. Rally penalized -1 *Wild* die. Fiddle actions cost an extra AP. May not perform *Initiative* Tests for any side unless only *Friendly Beasts* remain, but only use IP for same species as self.

- ✓ If [Beast!] penalize Fiddle actions DR 1 and climbing up or down degrades Terrain.
- ✓ May not use or be assigned weapons, equipment or armor unless [Beast+].

**[Belligerent]** — *Psychology*. Unless within *Cohesion* of a *Friendly Ordered* unit with Leadership trait, or has Leadership trait; if *Free* and within LOS and movement distance of closest *Opposing* model at start of Activation either must perform Morale Test or move at least MOV  $\times 1"$  toward it and then attack if possible.

**[Berserker]** — *Psychology*. Becomes a “Berserker” with these rules instead of *Eliminated* when acquiring too many *Fear* tokens.

- ✓ Will attack the closest model within *base-contact*, *Cohesion*, then *Visibility*; starting with *Opposing* characters ... and must attack *Friendly* characters if no *Opposing* models within range.
- ✓ Ignores any *Fear* tokens it might have. *Friendly* models within *Cohesion* may rally this character but are penalized -1 *Wild* dice.

**[Blackpowder X] (▲)** — *Attack Effect*. See [Misfire]. See [Fizz].

- ✓ After attacking place X 1" *Puff* markers (a cotton ball) in *base-contact* between it and the target; this qualifies as *Intervening Cover* when *Visibility* 8" or less, but will not allow *Hidden* status while in *base-contact* with it when *Visibility* 8" or more.
- ✓ When a model in *base-contact* with a *Puff* marker moves away from it roll a *Modifier* die; upon fail it is removed. Roll again for each *Puff* marker at the end of the Turn.

**[Blinders]** — *Intrinsic*. Penalized -1 *Modifier* die in a *Scrum*. May not perform Reversal or Circle unless *Attentive*. Ranged Attacks with Bow weapons are disallowed, with Thrown weapons is automatic Blind Scatter.

**[Bond > Character]** — *Psychology*. Whenever this character is not within *Cohesion* of target *Character* it is penalized -1 *Wild* dice for Attacker Combat Hit Tests and Morale Tests.

**[Braggart]** — *Psychology*. May never use the *Hide* action, nor become *Hidden*. Any *Friendly* model within *Cohesion* suffers -1 *Wild* die when targeted for Detect Tests.

**[Cautious]** — *Psychology*. May not perform Attacker Combat until attacked or within LOS of target being attacked unless; within Cohesion of a *Friendly Ordered* character, part of a Group. Until then must move out of LOS or become Hidden.

**[Clumsy]** — *Intrinsic*. Asset. Costs 2 AP to use if start the *Initiative Distracted*, or when using after performing Movement, using *Agility*, or becoming repositioned or displaced. If [Clumsy!] then it requires 3 AP to use.

**[Comrade > Target]** — *Psychology*. Identify target *Target* as a named Assembly or Belief. When target *Character* has been *Eliminated* or is within a *Scrum* while within LOS to a *Nervous* or *Wounded* model of a named Assembly; this character must as its first action each Turn either join the *Scrum* or *Engage* the model that attacked target *Character* until that *Opposing* model has been *KO'd* or *Eliminated*.

**[Coward]** — *Psychology*. May never become *Engaged* to an opponent. If *Engaged* or within a *Scrum* it must attempt to Disengage by the end of its *Initiative* by either using any Bonus Action awarded, or by pushing or spending its last AP.

- ✓ May never cross into *Visibility* and LOS of an *Attentive Opposing* model that could attack using Range Combat unless participating in a Group Move or when activated with an Initiative Point.
- ✓ Never allowed to perform the Suppression Test to bypass *Suppression* effects.

**[Discard]** — Asset. Limited uses;

- ✓ If [Discard!] do not use again.
- ✓ If [Discard+] roll a die after every use; if *fail* to score 4+ then the next use is the last use.
- ✓ Else roll a die 4+ to keep if first use; otherwise do not use again this game.

**[Discard X > Place]** — Asset. See *[Discard]*. Allows item to be identified with an appropriate marker after being dropped via Fiddle action to *base-contact*, or thrown via Range Attack to target location up to ORM × 1.

- ✓ Item may be acquired by any model in *base-contact* after being placed by performing a Fiddle action.
- ✓ If X is two or greater, it will require X AP to place the item, or to acquire it.

**[Discard > Traits ]** — Asset. See *[Discard]*. When the item is intentionally discarded by placing it in *base-contact* or by throwing it some distance to a target location, then the item acquires traits *Traits* at that position where placed.

**[Disabled]** — *Genetic*. May not climb ladders, jump across or up. Treats staircases and inclines as Difficult Terrain. May not use a weapon. *Visibility* is never more than 6". Disallowed Bonus and Fiddle actions.

**[Emplace X]** — Asset. The item must acquire *Emplaced* status before it can be used.

- ✓ An *Attentive Ordered* model in contact or possession of this item may spend X AP as a Fiddle action to either have it become *Emplaced* status or to remove that status.
- ✓ When the item becomes *Emplaced*, identify the model's current location with a *Emplaced* marker. This item remains at that location until X AP are spent as a Fiddle action.
- ✓ The item and the *Emplaced* marker may be moved together but it causes [Laden X].
- ✓ While *Emplaced*, use this weapon as though +X STR.

**[Emplace X > Trait ]** — Asset. See *Emplace X*. See *Trait*. While Emplaced, the item acquires the trait *Trait*.

**[Entropy]** — *Attack Effect*. Asset. Presume OR is 8" and ignore *Visibility* limit for the moment. Penalize -1 Damage per OR multiple for Damage Tests.

- ✓ If [Entropy!] use OR 2".
- ✓ If [Entropy!] use OR 4"
- ✓ If [Entropy+] OR 16".

**[Feed X]** — Asset. When an ROF die is rolled for the Hit Test against the target, if it is showing X or less, re-roll it and score 4+ or disallow its use for the Hit Test. As a result do the following;

- ✓ Finish the Hit Test after resolving all ROF dice.
- ✓ Identify this weapon with an "Out-of-Ammo!" status marker if there isn't already one. The weapon is not available again for use until this status is cleared via a Fiddle action.
- ✓ If there were ROF markers placed, remove one for each "Out-of-Ammo!" die. See the Advanced Game rules section for more information. (▲)

**[Fettered > Assembly]** — *Intrinsic. Unchanging.* Until released via a Fiddle action, this character must always remain within *Cohesion* of another character from a named Assembly or else it may not activate.

- ✓ If no such character remains on the battlefield this character is *Eliminated*.
- ✓ Requires a Fiddle action by a character of *Target* while in *base-contact* to make *Fettered* again if released.

**[Fizzle]** — This is a keyword.

**[Fodder]** — *Intrinsic. Unchanging.* Any *Hindrance* penalizes this character with *Base* dice instead of *Modifier* dice.

- ✓ Becomes *Eliminated* if receive *Wound* tokens and total *Wound* tokens exceed SIZ.
- ✓ May never use Concentrate or Push unless within *Cohesion* of an *Ordered Attentive Friendly* character with the Leadership of Officer trait.

**[Grenade]** — *Attack Effect. Asset.* See [*Discard+*], [*Scatter*], [*Reload*]. Must target a battlefield location as an Indirect Range Attack. May either be placed or thrown. If thrown, see the *Performing Indirect Range Combat* for resolution.

**[Hafted]** — *Asset.* Penalized -1 *Modifier* die for Defender Close Combat Hit Tests.

**[Inept]** — *Psychology. Skill.* May never use *Push* to acquire an additional AP. May never perform an Action or Bonus Action if it will cause a *Delay* token to be received.

**[Jam X]** — *Asset. Attack Effect.* When an ROF die is rolled for the Damage Test against the target, if it is showing X or less, re-roll it and score 4+ or disallow its use for the Damage Test. As a result do the following;

- ✓ Finish the Damage Test after resolving all ROF dice.
- ✓ Identify this weapon with an “*Jammed!*” status marker if there isn’t already one. The weapon is not available again for use until this status is cleared via a Fiddle action.
- ✓ If there were ROF markers placed, remove one for each “*Jammed!*” die. See the *Advanced Game rules section* for more information. (▲)

**[Jitter]** — *Attack Effect. Asset.* Requires an additional AP whenever the total ROF points used exceeds STR during the attack. Use when exceeding STR - 1 if [Jitter!], and when exceeding STR + 1 if [Jitter+].

**[Junk]** — *Intrinsic. Asset.* When this item scores no successes on the *Base* dice, the item is marked with a *Jammed!* token and is unavailable for use again until that is cleared with a Fiddle action for 1 AP. When this item by any other conditions receives *Out-of-Ammo!* or *Jammed!* or *Misfire!* token, the item is no longer available for the remainder of the *Mission*.

**[Laden X]** — *Asset.* Compare total 1 + X to *Physicality* which is the higher of this character’s SIZ and STR; for each *above Physicality*;

- ✓ Reduce MOV by 1 and any resultant *Agility* by half.
- ✓ Reduce traits by 1 if they improve Movement or *Agility*.
- ✓ Reduce REF by 1 unless *Ordered Attentive* or when on *Wait* status.

**[Limbered]** — *Intrinsic.* May be deployed 4" further than normal. Once deployed, this model may not move without being pushed or towed which is usually a Group Action.

**[Lumbering]** — *Intrinsic.* May not use or benefit from *Agility*.

**[Mail]** — *Asset. See [Noisy].* Reduce this character's total [Laden] from Armor by 1.

- ✓ When attacked by *Bow* or *Firearm* weapons, or *Thrown* or *Melee* weapons with Pin-point or Impale; reduce this character's total Armor Rating by 2.
- ✓ When attacked by [Hafted] *Melee* weapons reduce total Armor Rating by 1.
- ✓ Causes [Noisy] only when using MOV trait more than once during an Initiative.

**[Mindless]** — *Intrinsic. Unchanging. See Expendable.* Receives a single AP each Initiative.

- ✓ Never is subject to Tests or traits involving the Psychology keyword.
- ✓ May never form a Group nor be a member of a Group.
- ✓ May only use the Move and Close Combat Attack actions, but never benefit from *Charge* or *Impetus*, nor from *Overreach*.
- ✓ May never use *Bonus Actions* nor any of the *Passive Player Options*.

**[Misfire]** — *Attack Effect. Asset.* After failing the Attacker Hit or Damage test, if any of your *Base* dice show ‘1’ this is a “*Misfire!*” die.

- ✓ Disallow use of the weapon again until this status is cleared with a Fiddle action.
- ✓ Identify this weapon accordingly.

**[Noisy X] (◎) — Attack Effect.** Allows one *Opposing* model from each *Passive Player* once during this *Initiative* to perform a Detect Test when used. The model with this trait is Penalized -X *Modifier* dice for Detect Tests and for all other models within *Cohesion*.

This is an Optional Rule. See the Optional Rules section for Noise for more information.

**[Poor Shot X]** — *Psychology. Skill.* Penalized -X *Base* dice Range Attack Tests using non-Thrown weapons. May never also be assigned a trait that provides bonuses for Range Attacks.

**[Primitive]** — *Psychology. Skill.* This character may only be assigned weapons named "Unarmed", "Improvised", "Bow", "Club", "Spear". May not use items identified as Technology or Electronic. Limited to own species when designated as Leader.

**[Prissy]** — *Psychology. Skill.* Unless *Attentive* or *Disordered*, may not use *Agility*.

**[Reload X]** — *Asset.* After performing an action or a Test with this weapon and it is available for use; indicate that it needs to be reloaded using a Reload marker or equivalent. It remains unusable until after the character performs X Fiddle actions.

**[Recoil X]** — *Attack Effect. Asset.* Unless *Emplaced*, compare Recoil to STR.

- ✓ If X exceeds STR, disallow use of this weapon.
- ✓ If X + 1 exceeds STR, require an extra AP to use.
- ✓ If X + 2 exceeds STR, acquire a *Delay* token after using the weapon.

**[Scatter]** — *Attack Effect.* This weapon is subject to Scatter effects rules if used for a Range Combat Attack subject to even if it passed the Range Combat Hit Test.

**[Selfless > Target]** — *Psychology.* Identify target Target as a named Assembly or Belief. While *Engaged* to an *Opposing* model also *Engaged* with a member of Target; any Damage received by that member may instead be given to this character.

**[Signature X] (◎) — Attack Effect.** Modifies the effects of a trait, weapon, armor, or item of equipment after it is used as follows;

- ✓ Traits with Light have OR toward them to be at least that of the Light OR equal to X + 4. This is continual.
- ✓ All Firearms weapons have X equal to their Core Damage.
- ✓ All traits which have the *Explosion* keyword also have Light X and [Noisy X + 3].
- ✓ The effect of Signature lasts until the end of the very next *Initiative*; mark accordingly.

This is an Optional Rule and should be used only when Low-light is in effect. See the Optional Rules section for Low-light for more information.

**[Slow]** — *Intrinsic.* May only use a single AP for non-Movement actions. If [Slow!] may never use the Push action to receive an extra AP.

**[Solitary]** — *Psychology.* Never contributes to Morale Tests. Never receives bonus for Morale Tests from other models.

- ✓ Never test when a *Friendly* model is KO'd or *Eliminated*.
- ✓ Unless the character has the Leadership trait or there is no other option available to a player, characters with the [Solitary] trait can never be designated for *Bottle* tests or *Initiative* tests.

**[Stub]** — *Attack Effect.* Penalized -1 *Modifier* die Close Hit Tests unless in *base-contact* with an opponent that is also using weapon with [Stub] for Close Combat. *Passive* characters are not considered *Engaged* unless its opponents also have [Stub].

**[Summon-bound > Classifier]** — *Intrinsic.* This model or Item may only be brought into a *Mission* when a character with the Summoner trait (the "Summoner") activates it. This model is affected by the classifier *Classifier* keyword.

- ✓ When KO'd, *Eliminated*, or removed from play it may not be brought into play until the next *Mission*.
- ✓ It is *Eliminated* when the Summoner is KO'd or *Eliminated*.
- ✓ It is *Eliminated* if the Summoner performs a Fiddle action for 1 AP.
- ✓ It has an effective FOR reduced by 3, to a minimum of 0, for the entire duration of any *Mission*.

**[Stubborn]** — *Psychology*. May not perform Group Actions. May not use Go points with this character.

**[Stupid]** — *Genetic Psychology*. Unless the player won the *Initiative* for the Turn, pays an Initiative Point or Go Point, or this character is within *Cohesion* of an *Attentive Ordered Friendly* model with equal or higher INT it receives one less AP when Activated.

**[Traversal]** — *Intrinsic*. Creates bracketed OR such as [8"] or [16"]. May not use against targets at or closer than X MU.

- ✓ Clearly identify the front of this weapon; may only attack targets in a 90-degree front-arc. If [Traversal!], then targets are limited to within 45-degree front-arc. If [Traversal+] then it is a 180-degree front-arc.
- ✓ Instead of receiving a Hit Attack bonus for *Point-black* attacks; any targets closer than bracketed OR are -1 *Modifier* dice Range Attack Hit Test, and -1 *Wild* die when at half OR and less.

**[Treacherous]** — *Psychology*. When this character is *Eliminated* as a result of acquiring too many *Fear* tokens; if it is within *Visibility* of an *Attentive Ordered Opposing* model with the Leader trait give control of this character to that player.

- ✓ Keep the model in play. The Opposing player now controls the model for the remainder of the Mission.
- ✓ Remove all but one of the *Fear* tokens. Mark the model as Done with 1 Delay token.

**[Undisciplined]** — *Psychology. Skill*. May never be assigned Tactics or Leadership traits. May never start a Group. Must be Attentive to become a member of any Group.

**[Vehicle X] (▲)** — *Intrinsic*. This model has a facing; clearly identify its Front and Rear arcs.

- ✓ When this model perform Movement, it must first move at least X *base-widths* towards its Front arc. It may then rotating its facing by up to 45-degrees.
- ✓ This model may not use Push for Movement action unless marked with a *Dash* marker. If this model has the Sprint trait, it is used at one level less than allowed unless it has that many markers.
- ✓ When this model begins its *Initiative*, if it has one or more *Dash* markers; it must be repositioned in a straight line 1 MU each *Dash* marker in the direction of one of the *Dash* markers.
- ✓ After this model completes an action, either place or remove a *Dash* marker. When placing a *Dash* marker, face it towards the model's last direction of movement.

**[Vitriol]** — *Psychology*. This character may never be deployed in *Hidden* or *Wait* status. When this character is activated for the first time in the game perform a *Unopposed INT Test*.

- ✓ If fail, a number of *Friendly* characters with POW equal to or less this character which are not Leaders acquire a *Shaken* token. The *Shaken* status is -1 Morale Test for the remainder of the Mission.
- ✓ Only those *Friendly* characters within *Visibility* OR are affected. Determine which randomly using dice.

**[Vow]** — *Psychology. Opposing*. Characters will never become *Eliminated* as a result of this character's attacks but instead become KO'd. May never cause a KO'd character to become *Eliminated*.

**[Weak-minded]** — *Psychology. Skill*. While *Distracted* or *Nervous*, *Opposed INT* or *POW* Tests penalized -X *Base* dice.

**[Weakness:Trait > List]** — *Intrinsic*. When targeted by trait Trait, acquires traits as listed within list List.

**[Winged]** — *Intrinsic*. May not use Flight or Glide to enter *Flying* status unless *Clear* terrain surrounding it for one *base-diameter* in at least three directions, and in the direction of movement.

**[Wreckless]** — *Psychology. Skill*. All *Friendly* models in a *Scrum* which includes this model are penalized -1 *Wild* die Defender Close Combat Hit Tests.

## Abilities

**Acid X** — *Attack Effect*. See *Burn X*. See *Poison X*.

**Acrobatic X** — *Genetic Skill*. Receive +X *Wild* dice  
Defender Close Combat Tests.

**Advanced** — *Asset*. Reduce [Laden] by 1. If Advanced+, also increase Deflect +1.

**AoE X > Type (▲)** — *Asset*. See *Gas:Type*. The AoE OR is X × 1".

- ✓ Identify the center of the attack with a pawn or *Gas* marker.
- ✓ All characters within the AoE OR of this pawn or marker are immediately subject to the effects of Gas of type Type.
- ✓ When the *Initiative* goes from this player to an *Opposing* player, remove the pawn or marker at the end of the very first Action.

**Ammo X** — *Asset*. Ignore the first X *Out-of-Ammo!* Dice.

- ✓ If there are remaining *Out-of-Ammo!* Dice; roll a die 4+ to keep if first use; otherwise reduce Ammo by 1 level, discarding if it becomes level 0.
- ✓ If in *base-contact* with a Gunner and a weapon which needed to be *Emplaced* before use; that weapon may use this model's Ammo X trait as though it had it instead. This first requires that the Ammo X trait in this case was explicitly designated for that particular weapon.

See the Advanced Rules section on Fire-lanes for more information. (▲)

**Amorphous X** — *Intrinsic Magic Genetic*. May move through porous terrain such as Doors, Windows, Bushes, etc. Players should agree and declare which terrain elements are porous.

- ✓ May perform any Action not involving movement or reposition as though it were up to X MU away. Penalized Tests with DR equal to the MU distance used.
- ✓ Each AP spent as a Fiddle action while in *base-contact* with a porous terrain element, X SIZ of this model is considered to also be at the opposite side of that element up to *base-diameter* away but unable to move from position.
- ✓ Once all of SIZ is at one side of the terrain element, reposition the model. Until then, it may perform actions but will be penalized Tests with a DR equal to the amount of SIZ missing from the side performing the Test.
- ✓ Unless *Opposing* models also have Amorphous at an equal or higher level; ignores up to Held X, and X cascades from Push-back or Pull-back Bonus Actions.

**Analytics** — *Virtuosity*. Announce the option to use Analytics action for the next Test involving this character. Costs 1 AP to perform the action. After acquiring all dice for the test, do not roll them but sum them as follows;

- ✓ Every 2 *Modifier* dice is +1 success.
- ✓ Every 2 *Base* dice is +2 successes.
- ✓ Every 2 *Wild* dice is +3 successes, and a *carry-over*.
- ✓ Every 4 dice is of any kind is +1 successes, and one *carry-over* of choice.

**Anti-magic X** — *Attack Effect Magic*. Any target with Items having the *Arcane*, *Magic*, or *Etheric* keywords must perform an *Unopposed* Test at -X *Modifier* dice. For every miss, it must disable one of those Items for the remainder of the Mission.

**Arcane <Item>** — *Asset Magic*. Any Armor, Equipment, or Tool may be prefixed with this classifier as part of its name and will function as though the character has that item.

**Archer X** — *Skill*. Improves use of Bow weapons as follows: Reduce [Reload] penalty by X for Bow weapons. If no remainder penalties, receive the balance as bonus *Modifier* dice for Attacker Range Hit Tests.

**Armor X — Intrinsic.** Reduce any Wound Damage received by X; also known as +X “Armor Rating”; therefore +X AR.

- ✓ Weapon’s Impact rating [I] reduces total AR by an equivalent amount.
- ✓ If attacked by a Concentrated Attack, reduce 3 AR from the total AR of all items with the Armor trait.
- ✓ If Distracted and attacked by an Attentive Concentrated Attack, reduce 3 AR from each item with the Armor trait.

**Asset** — This is a keyword. May only be assigned to something which is an Item (can be disarmed or discarded) such as a Weapon, Armor, or Equipment.

**Astounding** — This is a keyword.

**Attack Effect** — This is a keyword. Trait may only be assigned to something which can attack or cause damage. Usually this will be a Weapon, or *Natural* weapon.

**Attribute** — This is a keyword. All Attributes except for SIZ may be improved using the Upgrade Attribute rules.

**Aware X — Virtuosity. Skill.** While Attentive, increase this character’s Cohesion distance by X MU when Hidden, and 2X MU when not Hidden.

**Bash** — Asset. May use this as an Improvised Melee Weapon. Qualifies for the Multiple Weapon benefit.

**Battery X — Intrinsic.** At the start of any Mission, when this model is deployed to the battlefield; it receives X Battery points. Note this for use by other traits.

**Bio-shock X — Attack Effect. Energy.** See Stun X. See Short-circuit. Reduce target FOR by X for the remainder of this Initiative.

**Bite X — Natural Weapon.** See Cleave. See [Stub].

- ✓ This trait may be used to attack as though it were a *Natural* weapon.
- ✓ Penalized -X Modifier dice for Close Combat Hit Tests, but receive +X Impact and +X Modifier dice for the Attacker Close Combat Damage Test.

**Blast X — Attack Effect. Explosion.** See [Noise X]. The Blast effect is X. Find the flat portion of Damage and add it to the number of dice; this is the Frag effect and it is also the Frag OR.

- ✓ Resolve Blast and then Frag effects separately, starting the Blast effect.
- ✓ If there is protective Wall or Blocking terrain along the LOF to the target, reduce Blast effect by 1, 2, 3, 4, etc. for having 0.25, 0.5, 1, 2 MU, etc. of protection.
- ✓ If remaining Blast effect at a target is 0 or greater; those targets automatically receive a Stun damage for every Blast effect equal to or greater than their FOR.
- ✓ Next, all targets within LOS and up to Frag effect MU are subject to a normal Range Attack Hit Test, and if they are within half of the Frag MU, it is a Concentrated attack. If the test passes, perform the Range Attack Damage Test using the Impact rated for the weapon.
- ✓ For both the Blast and Frag effects, reduce the effect by 1,2,3,4,5, or 6 if the target is at or greater than 1,2,3,4,6, or 8 MU.

**Blinding X — Attack Effect.** All models which are the target of the weapon must perform an -X Modifier die Unopposed REF Test. Upon failure, count the misses and ensure that the target that many Blinded tokens, and half of that as Delay tokens.

- ✓ At the start of a models’ Initiative, remove one of its Blinded tokens.
- ✓ While Blinded, the Visibility OR for a model is at most 4" minus 1" per Blinded token.
- ✓ Any Disengage, Detect, Combat, or Fiddle Tests are at -1 Modifier die per Blinded token.

**Bomproof X — Intrinsic.** Modifies Armor type Suit.

- ✓ Ignores X Burn, X Melt, X Blast, and X Disrupt.
- ✓ When attacked by Explosion weapons receive Armor Rating 4 + 2X.
- ✓ [Laden X] must be at least X + 3.

**Boxer** — Skill. Receive +1 Attacker Close Combat Tests if using Concentrate and not in a Scrum.

**Brawl X — Skill.** If Attentive and Engaged may perform “Circle” or “Push” Bonus Action in spite of not passing the Attacker Combat Test, but must then acquire a Delay token.

- ✓ For every level of Brawl higher than the target, allow an additional “Push” or “Circle” if remain in base-contact.
- ✓ In all cases, receive a cascade for the Bonus Action if necessary.

**Brawn X** — *Genetic. Psychology. Skill.* Receive +1 STR for all situations except for when performing Attacker Close Combat Damage Tests. Receive +X *Modifier* dice Defender Damage Test if attack results in zero Impact rating.

**Bulletproof** — *Intrinsic.* Ignore 3 total Wound Damage received from Firearm weapons unless the Attacker used the Concentrate action while within *Visibility*.

**Burn X (▲)** — *Attack Effect.* Perform the Damage test against the target's SIZ instead of FOR. Upon pass, assign the character a *Burn* marker, plus an one for every 3 additional *cascades*.

See the Advanced Rules section on Fire under the Burn section for more information.

**Burst X** — *Attack Effect.* For the current Attack; X randomly selected models which are within  $X \times 1"$  behind the target along LOF, or in *base-contact* to very first target of the attack, are also attacked if they within LOS. Use the same Attacker's dice roll for Hit Test for each.

**Celerity X** — *Magic. Virtuosity.* All models with the highest Celerity X activate before all models with lower amounts (or none) of Celerity.

- ✓ Receive X Celerity Points [CP], but reduce that amount by the Celerity level of the next *Opposing* character that could possibly take action.
- ✓ While *Attentive*, that difference in CP count as AP for any actions not involving the MOV attribute (such as Move, Combined, Disengage).

**Charge** — *Attack Effect.* When *Attentive*, receive +1 *Wild* die Attacker Damage Test and +1 Impact if this used with the "Charge" bonus. See Performing Movement Action for more information.

**Charismatic X > Belief** — *Psychology. Skill.* If *Ordered* and of the highest level X within *Cohesion* or *Visibility* and LOS, award all *Friendly Attentive* Believers of belief Belief with +1 *Wild* die for Morale Tests and +1 *Modifier* die for Combat Hit Tests. No more than one Charismatic may provide this benefit to any Believer at a time.

**Chase** — *Genetic.* If *Free* and *Attentive* and within *Cohesion* of a target when it moves away; optionally move this model towards the target up to its  $MOV \times 1"$ ;  $MOV \times 2"$  if acquire a *Delay* token.

**Claws X** — *Natural Weapon.* See [Stub]. This trait may be used to attack as though it were a *Natural* weapon. Receive +X *Wild* dice for the Attacker Close Combat Damage Test.

**Cleave X** — *Attack Effect.* If target of the Attacker Damage Test is KO'd it is instead *Eliminated*. If X is two or more, presume target has first received an extra X - 1 Wounds.

**Climb** — *Genetic.* Upgrade Obstacle terrain effects on movement; *Impassable* > *Difficult* when climbing upwards, and *Impassable* > *Rough* when climbing down.

- ✓ When climbing Walls or Terrain but not entirely clearing that obstacle; indicate position with a marker.
- ✓ While upon that obstacle, penalized -1 *Wild* die Combat Tests.

**Codex X** — *Asset.* Begins the game with X *Codex* points to be spent during game-play.

- ✓ Each *Codex* point spent assigns a Spellcaster character one level of a desired Spell from its Spell Codex.
- ✓ Codex points may also be spent to receive +1 *Mana* for any Spells.

**Conceal** — *Asset.* An item with this trait may always be assigned to one of the models in a player's assembly that doesn't have any sculpted into its design.

**Controller X > Target** — *Intrinsic.* Each AP spent allows X *Attentive Friendly* [Automaton] characters of target Target within LOS to become *Enabled* or *Disabled*.

**Coverage X** — *Asset.* Ignore one *Engaged* opponent in a *Scrum*. If X is two or higher, ignore X - 1 additional *Engaged* opponents but only when *Attentive*.

**Damper X** — *Electronic.* Ignores X of any weapon or terrain which has the *Energy* keyword.

**Deflect X** — *Asset.* Receives +X *Modifier* dice Defender Hit Tests.

- ✓ Disregard if attack is a Firearm weapon unless this item also has the Bulletproof trait.
- ✓ Disregard if attack has Pierce unless this item also has Hardened.
- ✓ Disregard if attack has *Explosion* unless this item also has Bombproof.
- ✓ Disregard for Defender Range Hit Test when in a Scrum if *Disordered*, *Distracted*, or *Outnumbered* (after Coverage benefits).

**Detect X** — *Genetic. Skill.* Receive +X *Base* dice performing Attacker Detect Tests. Maximum OR Multiple for Detect Tests increased by X.

**Discrete** — Asset. One of this item may be assigned to any model in spite of its sculpt.

**Disrupt X** — Attack Effect. *Explosion*. Displace targets directly away 1" for each 3 successes exceeding SIZ. Presume there are X additional successes.

**Dominate X** — Magic. Skill. Costs 2 AP. If *Attentive Ordered*, pick any Ready *Distracted* target within *Cohesion* and perform a +X Modifier dice INT vs. POW Test. The target is controlled as a *Friendly* character for 1 AP each cascade.

**Effect** — This is a keyword.

**Electronic** — This is a keyword.

**Egovoid X** — Attack Effect. *Psionic*. Any target with Items having the *Psychic*, *Psionic*, or *Etheric* keywords or must perform an *Unopposed* Test at -X Modifier dice. For every miss, it must disable one of those Items for the remainder of the *Mission*.

**Energy <Item>** — Asset. *Electronic*. Any Armor, Equipment, or Tool may be prefixed with this classifier as part of its name.

**Entangle X** — *Intrinsic*. Perform an "Entangle" Bonus Action after performing the Attacker Hit Test.

- ✓ Spend *cascades* equal to target SIZ to assign a Held marker to the target; presume +X cascades for this purpose.
- ✓ Allow this multiple times, but limit to X Held markers.

**Etheric <Item>** — Asset. *Magic*. Any Armor, Equipment, or Tool may be prefixed with this classifier as part of its name and will function as though the character has that item.

**Evasive X** — *Genetic*. Skill. Receive +X Modifier dice per OR Multiple for Defender Range Combat Hit Tests. Once per *Initiative*, if *Attentive Free* when targeted for a Range Attack, first reposition X × 1" before resolving the attack.

**Expendable** — *Intrinsic. Unchanging*. Do not count nor consider for Bottle Test calculations. Never causes non-Expendable characters to perform Morale Tests when KO'd or *Eliminated*.

**Explosion** — This is a keyword.

(▲) Qualifies for *Suppression*. See the Advanced Rules section on *Suppression* for more information.

**Extra-arms X** — *Intrinsic*. The character officially has X additional yet effective arms and with it that many additional hands ("Hands").

- ✓ For every pair of additional arms; allow the character to use +1 AP for Fiddle and Combat Actions, but each time this is done reduce REF by 1 until the start of its next *Initiative*.
- ✓ Actions performed using those AP will also be penalized -1 *Base die* for the first, -2 *Base die* for the second, etc.

**Fear X** — *Magic. Psychology*. Skill. If *Opposing* models have the Fear trait, reduce X by the lower rating. Fear OR is X × 1".

- ✓ Once per *Initiative*, if *Attentive Ordered*, at the end of this model's Action; all *Opposing* models which now become within Fear OR and LOS must perform an -X Modifier die Fear Test.
- ✓ If the target is beyond 1" from the Attacker, reduce X for each additional 1" for purposes of the Fear Test. Upon failure the target acquires up to X *Fear* tokens.
- ✓ Models which attempt to move to within Fear OR and LOS of this model, or which attempt to become Engaged to it are subject to a -X Modifier die Morale Test; upon failure disallow the model to move any closer.

**Fencer** — Skill. *Melee* weapons without the [2H] trait receive +1 Impact. If *Attentive* and not in a *Scrum* receive an additional Impact and the Reach trait (see *Reach*).

**Fight X** — Skill. Ignore up to X penalty Modifier dice for Close Combat Hit Tests. For each level of Fight higher than the *Opposing* character, receive an additional X Bonus Actions this *Initiative* not already performed this Action.

**Fire X (▲) — Attack Effect.** Receive X + 1 *Fire* points to place *Fire* markers before resolving the Attacker Hit Test.

- ✓ Place at the target one or more *Fire* markers by spending *Fire* points. These are 0.5, 1, 2, or 3 MU in diameter for 1, 2, 3, or 4 *Fire* points.
- ✓ *Fire* markers must be placed no further than X MU from any other *Fire* marker already placed during this attack.

See the Advanced Rules section for *Fire* for more information on its effects.

**Fire-lane (▲) — Asset. Attack Effect.** This weapon qualifies to use the Fire-lane rules. See the Advanced Rules section for Fire-lane rules for more information.

**Fireproof X** — *Intrinsic*. Ignores the effects of X *Burn* markers it has been assigned, and reduces any effects from *Fire* by X dice.

**Flight X (▲) — Genetic.** When the model is *activated*, identify if it is in *Flying* status or not.

- ✓ For each AP spent in *Flying* status, it may ignore all terrain and obstacles for Movement.
- ✓ It may only be considered to be in *base-contact* with other models also in *Flying* status.
- ✓ While in *Flying* status increase *Agility* and *Movement* per action by X × 6", and presume MOV is X higher than normal for Disengage action and *Bonus Actions*.

See the Advanced Rules section for Flight for more information.

**Focused X** — *Psychology. Skill. Virtuosity*. Considered *Attentive* with up to X additional *Delay* tokens.

- ✓ When taking *Stun* damage, increase the limit by up to X additional *Delay* tokens before converting to *Wound* damage.
- ✓ At the start of this character's *Initiative*, it may remove X *Delay* tokens before reducing Action Points.

**Frag X — Attack Effect.** Receives +X *Wild* dice Attacker Range Combat Hit Test for a Blast's Frag effect.

**Frenzy** — *Psychology*. Receives +1 *Wild* die Close Combat Hit Test if this character or its target in *base-contact* is *Wounded*. Remove a *Delay* token if target in Close Combat becomes *KO'd* or *Eliminated*.

**Fume X > Type (▲) — See Gas:Type.** After completing an attack using this weapon clearly identify the target location as a *Fume* of type *Gas:Type*.

- ✓ Place X initial size 2" *Gas:Type* markers equally spaced touching the target but do not overlap them.
- ✓ Starting with the next Turn, at the end of every Turn place X more size 2" *Gas:Type* markers in *base-contact* with the target.
- ✓ As needed, position Gas markers to make room; pick random directions using the *Unbiased Scatter* diagram. If there is Wind, place the markers down-wind instead.
- ✓ At the end of X Turns after the Fume has been placed, and every later Turn; roll 2 *Modifier* dice and look for successes. If no successes, reduce Fume X by one.

See the Advanced Rules section for Gas and Fire for more information. See the Optional Rules section for Wind if desired.

**Gas — Attack Effect.** This is a keyword.

**Gas:Acid (▲) — See Gas:Smoke.** All models within 1" of Acid Gas markers must perform an "Avoidance Test" as an *Unopposed* REF Test at -1 *Modifier* die per marker in range. Upon failure assign an Acid token plus 1 per 3 extra.

**Gas:Blacksmoke (▲) — See Gas:Knockout.** See Gas:Smoke.

**Gas:Knockout (▲) — All models within 1" of a Knockout** Gas marker at the start of their *Initiative* must perform an *Unopposed* STR Test. A model within range of multiple markers is penalized -1 *Modifier* die for this Test for each additional marker. Upon failure assign a *Stun* damage plus 1 per 3 extra.

**Gas:Mustard (▲)** — See *Gas:Smoke*. All models within 1" of a *Mustard Gas* marker at the start of their *Initiative* must perform an *Unopposed* Test using the higher of STR, FOR, or SIZ. A model within range of multiple markers is penalized -1 *Modifier* die for this Test for each additional marker. Upon *failure* assign a *Wound* damage plus 1 per 3 extra.

**Gas:Nerve (▲)** — See *Gas:Smoke*. All models within 1" of *Nerve Gas* markers must perform an "Avoidance Test" as an *Unopposed* REF Test at -1 *Modifier* die per marker in range. Upon *failure* assign a *Delay* token plus 1 per 3 extra.

**Gas:Poison (▲)** — See *Gas:Smoke*. See *Poison*. All models within 1" of *Poison Gas* markers must perform an "Avoidance Test" as an *Unopposed* REF Test at -1 *Modifier* die per marker in range. Upon *failure* assign a *Poison* marker plus 1 per 3 extra.

**Gas:Riot (▲)** — See *Gas:Smoke*. All models within 1" of *Riot Gas* markers must perform an "Avoidance Test" as an *Unopposed* REF Test at -1 *Modifier* die per marker in range. Upon *failure* assign a *Fear* token plus 1 per 3 extra. Reduce the number of *Fear* tokens equal to POW.

**Gas:Smoke (▲)** — Acts as *Cover*. Penalize -1 *Modifier* die Attacker Detect Test and Attacker Range Combat Hit Test each time LOS crosses within 1" of a unique *Smoke* marker, and for every 1" through.

**Gas:Steam (▲)** — Acts as *Cover*. Penalize -1 *Modifier* die Attacker Detect Test and Attacker Range Combat Hit Test for every 1" LOS crosses through. At the end of the Turn after reducing *Fire* markers, check for reducing *Gas:Steam* markers.

- ✓ Fire markers within 1" of one or more *Gas:Steam* markers cause both to be reduced. Reduce the entire the *Gas:Steam* marker, and reduce the *Fire* marker by a third of the total size of the *Gas:Steam* markers.
- ✓ *Gas:Steam* markers in *base-contact* with one or more non-*Gas:Steam* markers will cause both to be reduced by 1". Keep a 1" gap between any remaining non-dispersed markers.

**Genetic** — This is a keyword.

**Genius X** — *Genetic. Virtuosity. Skill.* Receive +X *Modifier* dice for all Tests normally using INT except the *Initiative* Test.

**Glide X (▲)** — *Intrinsic*. When the model is activated and moves from a higher location upon the battlefield towards a lower location, it may enter *Flying* status and so identify it as such.

- ✓ For each AP spent in *Flying* status, it may ignore all terrain and obstacles for Movement.
- ✓ When using Movement it may move up to X × 2" in a straight line for every 1" of descended, or increase altitude by half of X MU for every 1" moved.

See the *Advanced Rules* section for *Flight* for more information.

**Gore X** — *Natural Weapon*. See *[Stub]*. See *Impale*. This trait may be used to attack as though it were a *Natural* weapon.

- ✓ Receive Impact +X. Penalized -X *Modifier* dice Close Combat Hit Test.
- ✓ If used with *Charge* bonus; receive +1 *Wild* die Attacker Close Combat Damage Test and +1 Impact, and may use SIZ instead of STR.

**Grit X** — *Psychology. Skill*. Ignore up to X penalty *Modifier* dice for *Fear* Tests.

- ✓ Does not perform a Morale Test when a *Friendly* model is KO'd or *Eliminated* unless that model had higher POW.
- ✓ Whenever receiving more than one *Fear* token optionally convert up to X of those *Fear* tokens into *Delay* tokens instead.

**Gunslinger X** — *Skill*. Improves use of *Firearm* weapons as follows: Reduce *[Reload]* by one.

- ✓ For each X ignore one die when applicable in this order for "Misfire!" "Out-of-Ammo!", "Jammed!".
- ✓ Afterwards receive the balance as bonus *Modifier* dice for Attacker Range Hit Tests.

**Hardened X** — *Intrinsic*. When targeted for any attack; reduce X + 1 Impact, X + 1 Damage, and then X + 1 Damage becomes Stun Damage. Also known as HR or "Hardness Rating".

**Hatred X > List** — *Psychology. Skill.* This trait may be taken a number of times equal to the character's INT, but at least once. For each time, specify a unique target as either a named Champion, named Archetype, named Assembly, or named Belief.

Must attack members of List if any are within LOS. Must move into within first ORM, or into *base-contact* and perform an Attack action if member of List is within *Visibility*.

- ✓ Receive +X *Modifier* die *Attacker Hit* Test and any Morale Tests involving Belief or Assembly.
- ✓ Receive +X *Base* dice *Attacker Hit* Test and any Morale Tests involving Archetype.
- ✓ Receive +X *Wild* die *Attacker Hit* Test and any Morale Tests involving Champion.

**Healer X** — *Magic. Skill.* Receive +X *Wild* dice for the Revive action but use the higher of this character's INT or the target's FOR. Upon *pass* may also, for every 2 cascades spent; remove a *Fear*, *Burn* or *Poison* token.

**Heat X (▲) — Attack Effect.** Any target of this attack is effectively in *base-contact* with X *Fire* markers for purposes of performing a *Scorch* Test.

See Advanced Rules section for *Fire* for more information.

**Hivemind X > Target** — *Genetic.* Character is a Hive Member of the Hivemind Target.

- ✓ *Hive Cohesion* to any *Friendly* Hive Member is *Cohesion* X and does not require LOS within half.
- ✓ When performing Morale Tests, use the POW of any *Friendly* Hive Member within *Hive Cohesion*.
- ✓ Any *Fear* tokens received may be distributed to any number of *Friendly* target also with the same Hivemind.
- ✓ When determining Hindrance penalties, use the status of any *Friendly* Hive Member within half of *Hive Cohesion*

**Imbue Classifier X > List** — *Intrinsic.* Begins the game with 3X Imbue points which may be spent on any of the traits Traits in List. This ability is affected by the classifier Classifier keyword.

**Immune X > List** — *Intrinsic.* Ignore X of each trait in list List.

**Impale** — *Distracted* targets are penalized -1 *Modifier* die Defender Damage Test per Impact remaining.

**Impact X — Attack Effect.** Increases the weapon's Impact rating by +X.

**Indomitable X** — *Psychology. Virtuosity. Skill.* Receive +X *Modifier* dice POW Tests. Once per Mission, when about to become *KO'd* or *Eliminated* as a result of *Wound* damage, perform an *Unopposed* POW Test.

- ✓ Upon pass, replace up to cascades any *Wound* damage received with *Delay* tokens.
- ✓ Afterwards, determine if *KO'd* or *Eliminated*.

**Infiltrate X** — *Skill.* After the Deployment Step of any Mission, if not in within *Cohesion* of an *Opposing* model may re-deploy up to X × 4" away if to *Cover* or to out of LOS.

- ✓ Models which also have the *Stealth* or *Sneaky* traits add their levels to X.
- ✓ If multiple *Opposing* models have Infiltrate; all players re-deploy them in *Initiative Order* starting with the lowest X first, followed by all models with next higher X, etc.

**Insane** — *Psychology.* Does not perform any Morale Test unless has one or more Status tokens such as *Wound*, *Delay*, *Fear*, *Burn*, *Poison*, etc.

- ✓ Not affected by the *Fear* or *Reputation* traits.
- ✓ Ignore 3 *misses* received from *Sanity* Tests as required when using certain Magic (▲).

**Intense X** — *Psychology. Skill. Virtuosity.* When using Concentrate receive an additional +X for any Tests.

**Intrinsic** — This is a keyword. Limited for assignment to models by its sculpt, or by its conceptual design.

**Investigator X** — *Skill. Requires Resource cards.* When using Resource or Tactics cards and a die roll is required; roll X additional dice and pick the results of the most favorable die. (◊)

**Invisibility X — Intrinsic.** May use *Hide* action even without *Cover*. Automatically becomes *Hidden* at the start of any character's *Initiative* while *Free*.

- ✓ Receives +1 *Wild* die *Defender Detect* Tests. May not become *Engaged* nor targeted until *Revealed*.
- ✓ *Opposing* characters with *Invisibility*, *Detect*, or *Sensors* automatically reduce this character's *Invisibility* level by a similar amount for purposes of allowing this character to be *Engaged* or targeted; do not remove *Hidden* status unless a *Detect* Test is performed.

**Knife-fighter X** — *Skill.* While *Attentive* and in *base-contact* while using a weapon that has the [Stub] trait, receive +X *Base* dice and +X Impact Close Combat Tests.

**Lash X** — *Natural Weapon.* See [Awkward], [Hafed]. See Reach X. See Thresh. This trait may be used to attack as though it were a *Natural* weapon.

- ✓ Causes X Damage as *Stun* damage.
- ✓ While *Distracted*, disallow an attack with this weapon if target is in *base-contact*.

**Leadership X** — *Psychology. Skill.* *Friendly* models within *Visibility* of this character receives bonus +X *Base* dice for all Morale Tests. Those models may not receive such a bonus from more than one character with the Leadership trait per Test.

- ✓ If this character performs the *Initiative* Test as the *Designated Leader* it has automatic *Situational Awareness* during the first X + INT Turns and so doesn't have to check *LOS* to *Friendly* models. (▲)
- ✓ May "Start Group" for 1 IP.
- ✓ If Group Leader, increase by X the number of *Friendly Ready Ordered* models within *Cohesion* which can become Group Members. Those models cost zero GP if they begin within *LOS* and 1" of this model. (▲)

Requires Agenda Cards; When assigning Agenda cards, qualify to receive an additional card. (◆)

**Leap X** — *Genetic.* Increase *Agility* by +X".

**Leech X** — *Magic. Psychology. Skill.* Provide a new *Leech* Bonus Action to be used upon *passing* Attacker Close Combat Damage Test with the *Bite* trait. For each *cascade* spent up to X; the target acquires *Stun* Damage and this model either loses a *Wound*, *Delay*, *Poison*, *Fear*, or *Dazed* token.

**Light X (▲)** — *Asset.* See [Signature X]. *Visibility* OR is X" to this Light Source, and for any character in *base-contact* with it. A model in *base-contact* with or equipped with a Light Source may never be *Hidden* unless out of *LOS*.

See the Advanced Rules section for Lighting more information.

**Light X (Directional) (▲)** — See *Light X*. Increase Light X by +2 MU but only for the character equipped with this item, and any *Attentive Friendly* character in *base-contact* if this character is also *Attentive*.

**Light X (Flicker) (▲)** — See *Light X*. Whenever using this as the Active character, increase Light X by +2 but only for the character equipped with this item.

**Lucky X** — *Genetic. Magic. Psychology. Skill.* Luck OR is X × 8". Begins the game with X Luck Points which it may spend at any time; each spent provides +1 *Modifier* die to itself or to any target within Luck OR.

- ✓ During this character's *Initiative*, it may replenish a Luck Point if it places a *Fear* or *Delay* token upon itself or a *Friendly* model within Luck OR, or upon two *Friendly* models within double Luck OR. Allow this up until X Luck Points are had by the character.
- ✓ Disallow placing those tokens upon a target with an equal or higher *Lucky X*, or spending Luck Points when performing Tests with *Opposing* characters which have equal or higher *Lucky X*.

**Machine** — *Intrinsic. Unchanging.* see *Expendable*. This model always passes Morale tests. Never assign it *Fear* tokens. Set *POW* to 0 and recover any *BP* as a result.

If using the *Champions Archetypes* rules, this archetype may never host a Champion Pattern embodiment.(▲)

**Magic** — This is a keyword.

**Manapool X** — *Magic. Skill.* Begins the game with X *Modifier* dice for use with Magic Tests as *Mana* dice, and the lower of X or the character *POW* as *Wild Mana* dice.

- ✓ Spend up to *POW Mana* dice within an *Initiative* to receive them as bonuses for Magic Tests, but each *Wild Mana* die spent causes the character to receive a *Wound* or a *Delay* token.
- ✓ For each *Mana* dice to replenish; either have this character spend 2 AP or spend an Initiative Point.

**Medic X** — *Psychology. Skill.* Receive +X *Base* dice performing Revive on others, or +X *Modifier* dice performing Revive action upon self.

**Melee** — *Attack Effect.* This weapon may be used normally while *Engaged*, but must resolve Tests as Attacker Close Combat. As Defender Close Combat, the weapon becomes an *Improvised Melee Weapon*.

**MEMSic <Item>** — *Asset. Electronic.* Any Armor, Equipment, or Tool may be prefixed with this classifier as part of its name.

**Mobility X** — *Intrinsic.* Receives +X AP available only for using with actions involving the MOV attribute (Move, Combined, Disengage).

**Modern X** — Asset. Ignore first X potential *Jammed* dice. May use an additional X ROF before requiring an extra AP. If Modern+ also ignore first X potential *Out-of-Ammo* dice.

**Mounted X** — Asset. This item has been *Emplaced*. Increase STR by +X when using it.

**Multi-form X > List** — *Magic. Skill. Virtuosity*. This character has X additional models associated as itemized in list List, and each has a different Archetype with the Sub-form trait.

- ✓ Only one model may be used at any given time and it will take X + 3 AP to switch them out. If the character can spend or receive Mana, each spent will reduce the amount of AP required by 1 to a minimum of 1 AP.
- ✓ After becoming KO'd or *Eliminated*, this character returns to the model associated with this archetype and trait.

**Multi-headed X** — *Genetic*. This character has X additional heads. These provide +X *Modifier* dice for Detect, Disengage, and Close Combat Hit Tests. Any tests involving Blinding or Stun also receive +X *Modifier* dice.

**Multi-strike X** — *Intrinsic*. Receive X Strike points to divide between and attack additional targets for Close Combat.

- ✓ Perform a single Attacker Close Combat Test.
- ✓ For each Strike point assigned to a target, add a *Wild* die to the Attacker's roll just for that target.

**Natural Weapon** — This is a keyword. This is a Melee Weapon to be used for the Close Combat Hit and Close Combat Damage Tests.

- ✓ It cannot be disarmed using the *Disarm-Take* optional rules.
- ✓ Unless otherwise described, it is Accuracy +0, Impact +0, and uses STR for Damage.

**Night-vision** — *Genetic. Visibility*. OR is always at least 4" greater than the *Lighting* if it is currently 4" or less.

**Nimble (▲)** — *Genetic. Attentive*. Characters may spend Agility to consecutively jump and climb between Walls or obstacles.

- ✓ The last AP spent must cause the model to finish at a level position on the battlefield.
- ✓ Obstacles may include *Distracted Opposing* models which have lower REF and are SIZ + 3 or larger.

**Obviate X** — *Psychology. Skill. Virtuosity*. Qualifies to perform an "Obviate Attack" action for 1 AP if *Attentive Free* and within *Cohesion* of a primary *Opposing* character which itself is within *Cohesion* of a second target and within LOS of this character.

Perform the Obviate Attack as a +X *Modifier Opposed INT Test*.

- ✓ The primary character receives delay X *Delay tokens* equal to *cascades*.
- ✓ The primary character may remove one of those tokens for every 1" if it repositions in a straight line towards the second target until it is in *base-contact* with it.
- ✓ If the character performing the Obviate attack is *Distracted*, the primary character is presumed to have properly performed the Disengage action if it decides to reposition.

**Officer <Unit> X** — *Intrinsic*. This character is a Member of a Unit named <Unit> with an Officer Rank of X.

- ✓ This character may start a Group Action as a Group Leader for zero cost if all the Followers are of its same Unit and all are of lower or have no Officer Rank.
- ✓ When Group Leader, models of the same Unit while within *Unit Cohesion* of **this** model cost zero GP to become Followers if they are *Free Ready Ordered Attentive*.
- ✓ When Group Leader, increase the number of Followers allowed by +X models, and increase the *Unit Cohesion* distance by +X MU.
- ✓ When this character becomes *Designated Leader* and has the highest Officer level for a Side; award +1 *Base die* for Initiative Tests.
- ✓ When another character of the same Unit uses this character for Morale Tests, and has a lower Officer Rank (if any); award an additional +1 *Modifier die*.

**Optics X** — Asset. While using Concentrate and the range to the target is at least X × 8"; double *Visibility* OR and any Ranged Weapon OR; do this once per X and before any additions or subtractions to OR.

**Outwit X** — *Psychology. Virtuosity. Skill*. If *Attentive* and the target is *Distracted*; Hit Tests, Disengage Tests, and Detect Tests may instead be performed comparing INT. Reduces *Opposing Outwit X*.

**Pack-mentality** — *Genetic. Psychology.* Each *Friendly* model within *Cohesion* with Pack-mentality provides +1 *Modifier* dice for all Morale Tests. Any number of models may contribute.

May “Start Group” for no cost. All *Friendly Ready Attentive Ordered* models with the Pack-mentality trait within *Cohesion* of a Group Member may also qualify to become Group Members.

**Parry** — *Intrinsic.* Receives +1 *Modifier* die for Defender Close Combat Tests.

**Pathfinder X** — *Skill.* See *Surefooted X*. Whenever this character is Group Leader of a Group Move and moves first; all Followers which do not have the Surefooted trait are treated as though they have Surefooted at level 1 .

**Perimeter** — *Intrinsic.* *Opposing* models may only make *base-contact* when *Attentive* and use *Agility*. Receives +1 *Modifier* die Defending Close Combat while not in *base-contact* or when *Opposing* model moves into *base-contact*.

**Pierce X** — *Attack Effect.* Cancels the Hardened trait of the target in an attack by an equal amount, up to X levels.

- ✓ Each remaining Pierce level that is unmatched by Hardened creates 1 Impact, reduce FOR by 1, and provides +1 Damage for the Attacker Damage Test.
- ✓ If after reducing target Armor Rating there is remaining Impact, the attack also acquires the Stun X trait where X is the remaining Impact.

**Pin-point X** — *Skill. Virtuosity.* While *Attentive* receive +X Impact for all attacks. Reduce target FOR by X for every Impact remaining after reducing any Armor Rating from Armor traits. If this trait is tied to an item, then the bonus for that trait is for the common use of that item.

**Poison X** — *Attack Effect.* Perform the Damage test against the target's SIZ instead of FOR.

- ✓ Upon pass, assign the character a *Poison* marker, plus an one for every 3 additional cascades.
- ✓ If a character using a *Poisoned* weapon which is not a *Natural Weapon*, and it fails a Close Combat Hit Test with zero successes, it becomes a target for its own Poison as well.

See the Advanced Rules section on Gas for more information.

**Poison X > Traits** — *Intrinsic.* See *Poison X*. The trait Trait behaves as normal plus it has the Poison X trait.

**Poisoner X** — *Skill.* All *Natural* or *Melee* weapons used by this character receive the Poison trait if it has an Impact of at least 1.

- ✓ Immune to Poison X of its own weapons, and reduces *Poison* effects of *Opposing* attacks by half of X (round down).
- ✓ Allows up to X members of a *Friendly* Assembly to have Poison weapons at level X; adjust BP costs accordingly.

**Pounce** — *Natural Weapon.* Receives an additional +1 *Modifier* die Close Combat Tests for *Charging* if moved at least 1" in combination with *Agility* prior to attacking. If target is *Distracted* and no larger than SIZ + 3 it must move away from this model 1" or receive a *Delay* token.

**Powered X > List** — *Intrinsic.* See *Battery*. While Battery has *Battery* points remaining, allow use of all items and traits identified in list List.

- ✓ For every additional *Battery* point spent at any time, up to X points; increase the level of an item in the list by one.
- ✓ At the end of any Turn this character received *Initiative*, it drains 1 *Battery* point.

**Precise** — *Psychology. Virtuosity.* Receive +1 *Modifier* die carryover per 2 *cascades* from the Attacker Hit Test for the Attacker Damage Test.

**Predict X** — *Skill. Virtuosity.* While *Attentive* and unless the *Opposing* characters have equal or higher Predict; this character receives +X REF.

- ✓ *Hidden* targets behind *Cover* within *Visibility* with less REF behave as *Revealed* just for this character but do not displace position.
- ✓ In addition, they do not receive *Intervening Cover* benefit.

**Protective X** — *Intrinsic.* Discard X *Delay* tokens received as *Stun* damage. If *Attentive* ignore X damage when targeted for a Concentrated attack, must be in *Cover* if a Range attack.

**Psionic** — This is a keyword.

**Psychic <Item>** — *Psionic.* Any Armor, Equipment, or Tool may be prefixed with this classifier as part of its name and will function as though the character has that item.

**Psychology** — This is a keyword.

**Quick X** — *Genetic*. Receives +1 REF if in *Wait* status or when *Attentive* for Passive Player Options. Receive +1 *Wild* die Attacker Close Combat Hit Test if target is *Distracted*.

**Quills X** — *Genetic*. See [Stub], [Awkward]. This trait may be used to perform +X *Modifier* dice Range Combat Hit Test against up to X targets using OR of X MU.

- ✓ For every target above the first, penalize -*Base* die Range Attacker Hit Test.
- ✓ Receive Impact +X.
- ✓ Causes X Damage as *Stun* damage. Penalize -1 Damage per OR multiple for Damage Tests.
- ✓ When *Attentive* or when using Concentrate, disregard penalty for Range Combat Hit Test.

**Radio X** — *Electronic*. Any two *Friendly* models with Radio benefit as follows;

- ✓ **Attentive Ordered** models checking *Situational Awareness* are always within LOS. Distance can be disregarded.
- ✓ **Attentive Ordered** models are always within *Cohesion*. This may be waived by the Player.
- ✓ *Cohesion* between the two models otherwise has an OR up to *Visibility* times X of both Radio levels combined. This may be waived by the Player.

**Radio X > Trait** — *Electronic*. see *Radio X*. The trait Trait benefits from the Radio X trait.

**Radio Jammer X** — *Electronic*. Any models with Radio within  $X \times 8"$  reduce Radio by X. For each multiple further, reduce Radio Jammer X by 1.

**Reach X** — *Intrinsic*. The *Melee Range* of this character is now up to  $X \times 1"$  further than the default. typically from its base, and may extend through the base of a *Friendly Attentive Ordered* model, or a *Distracted* or *Disordered Opposing* model.

**Regenerate X** — *Magic*. At the start of this character's *Initiative*, perform a +X *Modifier* die *Unopposed FOR* Test and note the *cascades*.

- ✓ Spend 1 *cascade* to remove a *Delay* token or *Fear* token.
- ✓ Spend 2 *cascades* remove either a *Burn*, *Dazed*, *Wound*, or *Poison* token.

**Reputation X** — *Intrinsic*. For every Reputation level higher than the target within Visibility and LOS, receive +1 *Modifier* die for all *Opposed* tests against that target. If that target could be affected adversely by several *Opposing* characters with Reputation, use only the highest difference in Reputation levels.

**Rider X (◎)** — *Skill*. Provides bonuses when handling *Steeds*. If there are more than one *species* of Steed available in the game (such as Dog or Equine) for which this character can Mount, this bonus must be specific to one species.

- ✓ Receives +X *Modifier* dice for Rider Tests, and a Steed's Morale Tests while Mounted.
- ✓ Reduces an *Attentive Free* Steed's effect *Fear* token amount by X while in *base-contact* when determining if it can be Mounted.

See the *Optional Rules section for Steeds* for more information.

**ROF X** — *Attack Effect*. Receive X ROF points to attack *Opposing* models or battlefield locations when performing Attacker Range Combat.

- ✓ Divide ROF points among targets in LOS, but each target must not be more than *Cohesion* apart from the last. No target may be further than *Visibility* apart from the first.
- ✓ Perform a single Range Attack Hit Test.
- ✓ For each ROF point assigned to a target, roll a *Wild* die as an "ROF die", and add its result to the Attacker's test score. Resolve the entire Attack for each target before moving on to the next.
- ✓ "Snap-shot"; when used during a React, or with *Agility*, or after performing the Move action; reduce X by 1.

(▲) There's an Advanced Rules version of Rate-of-Fire which includes Suppression effects.

**Scholar X** — *Skill*. *Virtuosity*. This character is worth X Resource Points if brought into the Mission and is not *Eliminated*.

*Requires Resource Cards*; When this character acquires an Objective marker, draw X additional Resource cards. Keep one card and reshuffle the remainder. (◆)

*Requires Agenda Cards*; When assigning Agenda cards, qualify to receive an additional card. (◆)

**Sensors X** — *Intrinsic*. See Detect X. Has LOS to all targets within *Visibility* behind terrains and walls up to totaling up to Armor 3X or Hardened X.

- ✓ Presume shrub, house walls, and fences are Armor 3.
- ✓ Presume unarmored vehicles Armor 6, and brick or stone walls Armor 9.

See Destruction under the Guidelines section for a more complete list of values, if desired.

**Sequester X** — *Skill. Virtuosity*. When Attentive and targeted for a Detect or Range Attack while behind *Cover*, note the total dice received for; *Hard Cover, Intervening Cover*, and *Direct Cover*. Receive up to that many additional *Modifier* dice, up to X dice.

**Shieldmaster X** — *Skill. Virtuosity*. When Attentive and equipped with a Shield which has the *Coverage* trait, ignore up to X *Wild* dice received by *Opposing* models in Close Combat if they are *Done*.

**Shoot X** — *Skill*. Ignore up to X *Modifier* penalty dice for Attacker Range Combat Hit Tests. Increase OR and OR Multiple by X.

**Short-circuit X** — *Attack Effect*. Any target with Items having the *Electronic, MEMSic*, or *Energy* keywords must perform an *Unopposed* Test at -X *Modifier* dice. For every miss, it must disable one of those Items for the remainder of the *Mission*.

**Silent** — *Attack Effect*. Using this weapon will not remove this model's *Hidden* status; it reduces [Noisy X] by 3.

**Slam X** — *Natural Weapon*. Receive +X *Base* die Close Combat Tests involving Slam actions. Ignores X *Slam* damage caused by its own Slam action.

**Skill** — This is a keyword. May be acquired, reduced, or improved by Champions.

(▲) See the Champion Progression rules within the Campaign System section for more information.

**Slippery X** — *Virtuosity. Skill*. Receives +X REF when determining if become *Engaged* during Movement; must only stop if *Opposing* models have higher REF. Receives +X *Base* dice for Defender Disengage Tests.

**Smash X** — *Natural Weapon. Psychology. Skill*. While *base-contact* with the target of an Attacker Close Combat Damage Test which passes, perform the "Smash" Bonus Action instead of causing Damage normally. Receive X additional *cascades*; for every 3 *cascades* spent target receives 1 *Stun* damage.

**Sneaky X** — *Psychology. Skill*.

- ✓ If Attentive, at the end of this character's *Initiative* automatically become *Hidden* at no cost if behind *Cover* or when not in LOS.
- ✓ Receives +X *Modifier* dice when benefiting from *Suddenness Situational Test Modifier*.

**Sorcerer X (▲)** — *Genetic. Magic. Psychology. Skill*.

Character is a Spellcaster. At the start of each game receive as choices, X + INT Spells at random; repeats increase their trait level each time. Reselect the spell choice if it is higher than the Sorcerer level.

See the Magic System rules for more information.

**Spit X** — *Genetic. Natural Weapon*. See [Stub], [Awkward]. This trait may be used to perform +X *Modifier* dice Range Combat Hit Test against a target using OR of X MU.

- ✓ Causes X Damage as *Stun* damage. Penalize -1 Damage per OR multiple for Damage Tests.
- ✓ When Attentive or when using Concentrate, disregard penalty for Range Combat Hit Test.

**Spray** — *Attack Effect*. see *Burst*. When performing Range Hit Test ignore accuracy penalty for OR Multiples while Attentive or using a Concentrated Attack. Receive +1 *Wild* die Attacker Damage Test if target is at "Point-blank" range.

**Sprint X** — *Genetic*. Receives X × 2" for movement while moving in a relatively straight line. If also *Attentive Free* then receive X × 4" instead.

**Stealthy X** — *Psychology. Skill*. See *Night-vision*. See *Sneaky X*.

- ✓ If Attentive receive +X *Base* dice Defender Detect Test and Defender Range Test while behind *Cover* or not in LOS.
- ✓ May reposition an additional X × 1" immediately after losing *Hidden* status.

**Stinger X — Natural Weapon.** See [Stub]. See Impale. See Reach. This trait may be used to attack as though it were a *Natural* weapon. Receive Impact +X.

**Stream X — Intrinsic. Attack Effect.** Causes up to X additional models and locations to become targets of this attack.

- ✓ Identify one target, a model or location, as the last target.
- ✓ Counting backwards towards the Attacker, identify up to X models in order which are closer and within 1 MU of the LOF. These must include *Friendly* and *Opposing* models, and these become targets of the attack.
- ✓ Perform a Range Combat Hit Test against each target as normal.

**Stream X > Trait — Intrinsic. Attack Effect.** See Stream X. See Trait X. Each target of the Stream attack also apply the effects of the trait Trait.

**Stun X — Attack Effect.** Examine the successes for the Attacker Damage Test if it passes.

- ✓ Add X to the number of successes and subtract the higher of the target's SIZ or FOR, this is the Stun Test. Note these *cascades*.
- ✓ The target acquires a *Delay* token if the Stun Test passes, and one more for every 3 *cascades*.

**Sturdy X — Genetic.** Ignores X *Stun* damage received of any attack. If the number of successes for the Damage Test is equal to or greater than this character's SIZ, it will still receive a *Stun* damage.

**Sub-form X — Genetic. Magic.** This archetype is a sub-form of a Multi-form list and should be paired with an appropriate model.

- ✓ Archetypes with Sub-form are disallowed to have the Multi-form trait.
- ✓ When this sub-form leaves In-Play with the possibility of returning this same Mission, remove a total of X Wounds, Fear, Poison, Burn, Delay, etc. status tokens.

**Supernatural X — Magic.** If this trait is assigned to a character, it must use a *Natural* weapon to receive the benefit for Attacks.

- ✓ When Attacking, ignores X Armor and X Hardened of the target unless the target is able to use one or more of these keywords as the *Defender*; *Magic* or *Energy*.
- ✓ When Defending, ignores X Impact and X Pierce unless the attack has one or more of these keywords; *Magic*, *Fire*, *Energy*, or *Explosive*.

**Surefooted X — Genetic.** Upgrade Terrain effects on movement. If X is 1 then *Rough* → *Clear*. If X is 2 then *Difficult* → *Rough*. If X is 3 then *Difficult* → *Clear*.

**Swarm (▲) — Genetic.** See [Solitary]. See [Selfless > Swarm]. See Pack-mentality. May move across the bases of Characters and Vehicles without requiring to stop unless interrupted by Reacts. May use the Swap action at zero AP cost.

- ✓ Must always if possible be within *Cohesion* of *Friendly* Swarm of the same species, otherwise must move towards nearest *Friendly* Swarm. Receives +X Wild dice for Defender Hit Tests.
- ✓ Has an +X × 4 Wounds in total. Unless attacked via Explosion; reduce any Wounds received by X. Attacks all *Opposing* targets in *base-contact* using the same Attacker Close Combat score.
- ✓ If *Attentive* as the *Defender* in a Hit Test, may use the Disengage, Reversal, and Circle Bonus Actions whenever the opponent fails the test.

**Switch > List — Asset.** May use a Fiddle action to activate or deactivate this item. Any traits in list List when listed will activate or deactivate with action.

**Switch X > List — Asset.** See Switch. Whenever this is used twice during any Initiative or once during a React, roll a *Modifier* die. Upon fail, reduce X by 1.

**Tactics X — Psychology. Skill.** Receive +X Base dice when designated for Initiative Tests.

- ✓ When a *Friendly* model is checking *Situational Awareness*, presume this model is always within *LOS* of the *Designated Leader* during the first X + INT Turns. (▲)
- ✓ Requires Tactics Cards; When drawing Tactics cards, count the total Tactics trait level for all characters with the Tactics trait. Draw that many additional cards. (◆)
- ✓ Requires Agenda Cards; When assigning Agenda cards, qualify to receive an additional card. (◆)

**Tall X — Genetic.** See Reach X. May perform Fiddle actions against targets within X × 1". Receive +X STR for when Throwing and increase Agility by X × 0.5".

**Teleport X — Genetic. Magic. Skill. Virtuosity.** Perform a Teleport action for 1 AP. Pick any location within 4 + 2X MU and reposition this model to there.

- ✓ Location must be within LOS of current position.
- ✓ If *Attentive*, spend a total of 2 AP instead and allow up to X models either *Friendly* or *Distracted*, which are in *base-contact* with the Teleporter, to reposition as well. These maintain their original relative positions at the new location.
- ✓ All characters which repositioned, except the Teleporter, receive 1 *Delay* token each. Remove up to X *Delay* tokens.

**Tentacles X** — *Natural Weapon. See Multi-strike X.* Tentacles may be dropped when taking Wounds; ignore 1 Wound received by a Cleave attack by reducing X by 1 if SIZ 4+. If SIZ 6+, allow this twice. If SIZ 8+, allow this three times.

**Terrifying X** — *Magic. Psychology. If Opposing models have the Fear trait, reduce X by the lower rating.*

When a target of a Fear attack by this model becomes *Disordered*, it is immediately marked with X *Delay* tokens and marked as *Done*. Also mark it with a *Numb* status marker if it is within LOS. While in *Numb* status;

- ✓ If behind *Cover* it must become *Hidden* when able.
- ✓ May not perform any actions involving movement, nor attack any model with the Fear or Terrifying traits.
- ✓ *Opposed* tests involving a model within LOS that has the Fear trait is at DR -X where X is the Fear level for that model.
- ✓ Removing *Numb* status requires 1 cascade from any Rally Test while not within LOS of an *Opposing* model with the Fear trait.

**Thresh** — *Attack Effect.* While Attentive and in base-contact to an Opposing model, negate the Coverage and Deflect traits of its Shield, Helm, or Gear armor types.

**Throwable** — *Asset. see [Discard].* Use as Thrown weapon for Ranged Attacks but do not receive Acc bonus.

**Thrower X** — *Skill. Thrown weapons and weapons with the Thrower trait increase OR by X" and Maximum OR Multiple by X. Receives+ X Modifier dice for Attacker Range Hit Tests. If the Attacker's SIZ is higher than its STR, optionally use its SIZ instead.*

**Tough X** — *Genetic.* May receive an additional +X Wounds as "Light Wounds" which do not create *Hindrance*. Limit to FOR.

**Trample X** — *Natural Weapon. see Stun.* This trait may be used to attack as though it were a *Natural* weapon to target only *Opposing* models SIZ -1 or smaller.

- ✓ Penalized -X *Modifier* dice for Close Combat Hit Tests, but up to X additional models in *base-contact* are targeted.
- ✓ Use SIZ instead of STR; for every SIZ larger than target receive +1 Impact and +1 *Modifier* die for the Attacker Close Combat Damage Test.

**Transfix X** — *Magic. Psychology. See Fear X.* For each miss on the Fear test the target receives both a *Fear* token and a *Delay* token. If the target is not in *base-contact*, it instead acquires one *Delay* token per 2 *Fear* tokens.

**Unchanging** — This is a keyword. This character is disallowed to acquire Skill traits if it is not a Champion.

**Upgrade:Item** — *Asset. This is a Traits Package.* The identified "Item" receives all of the traits listed for this equipment.

**Unit > Name** — *Psychology.* This character is one of many nearly identical Unit Members of a Unit named Name.

- ✓ *Unit Cohesion* is defined as being within LOS and no further than the distance of another model within the same Unit up to either model's MOV × 1".
- ✓ If possible, when *Attentive Ordered*, if this model is not within *Unit Cohesion* of a *Friendly* model of the same Unit it must, as its first Action, move to within *Unit Cohesion* of the nearest such Unit Member.
- ✓ The Side controlling any Units always receives in total no less than 1 Go Point per 2 Unit Members it has.

**Virtuosity** — This is a keyword.

**War-cry X** — *Magic. Psychology. Skill. See Fear. Pay 1 AP as a War Cry action and move into Melee Range against an Opposing character target within LOS.*

- ✓ Compare X + SIZ to the SIZ of the target. If equal to or greater, the target must perform a Fear Test DR using the difference.
- ✓ If this character already has the Fear trait, add the level of that trait to the DR.

**Whirling Death X** — *Skill. Virtuosity. Skill. Virtuosity.* May perform a new "Whirl" or "Death" Bonus Actions while in *base-contact* with a *Distracted* target.

- ✓ Receive X additional *cascades* after a *successful* Close Combat Test.
- ✓ **Whirl:** optionally 1 *cascade* for every *Opposing* model in *base-contact*. Afterwards perform either the Circle or Reversal Bonus Action with any *Opposing* model in *base-contact*.
- ✓ **Death:** optionally spend 2 *cascades* after a *successful* Close Combat Hit Test to reduce target FOR by 1 while in *base-contact* if target has effective no Armor Rating remaining.

**Windup X** — *Intrinsic. Magic.* This model begins with 3X *Windup* tokens. For each *Windup* token spent up to X tokens at any time, receive one of the following;

- ✓ +1 Sprint or
- ✓ +1 STR or
- ✓ +1 Leap, or
- ✓ +1 *Wild* die for Damage tests.

# Glossary of Terms [ WIP ]

The MEST Tactics game system can be overwhelming to the novice tabletop gamer and a challenge to players accustomed to lighter game systems. Here is a comprehensive list of terms paired with some descriptions and a few page references to where a term may be found in context of the Basic Game Rules.

Action	A player option used to control a character. There are numerous Group Actions and Individual Actions such as Movement, Close Combat, Range Combat, Concentrate, etc. There are also React actions and <i>Bonus Actions</i> .	Blocked, Blocking	One of the terrain grades associated with the set of <i>Obstacles</i> that includes walls, building, hills, or trees. If LOS can't be traced to a target without encountering a wall for example, LOS is <i>Blocked</i> and the wall itself is considered to be <i>Blocking</i> .
archetype	An archetype is a generic set of attributes and traits that is given a name. In the Basic Game there are numerous archetypes such as Average, Heroic, or Fiend. When players use their Build Points [ BP ] to purchase characters, they are purchasing archetypes.	Bonus Action	A character is given a single Bonus Action to be used immediately after a successful Hit or Damage Test. These actions include <i>Hide</i> , <i>Reversal</i> , <i>Circle</i> , <i>Reposition</i> , <i>Disengage</i> , <i>Push-back</i> , and <i>Pull-back</i> . Bonus Actions normally have no Action Point [ AP ] cost but some Bonus Actions allow an additional AP to be spent to do more.
Assembly	A player's collection of characters and their representative models.	Bottle Test	A way to quickly end a game session. A Bottle Test is required of a player at the end of every Turn once his assembly has met the <i>Breakpoint Morale</i> threshold.
Attack	An action where one character affects another character or some target; usually to harm. It is possible that the other character is a friendly one. Weapons with the Blast X trait such as Grenades may attack several characters at once.	Bottled-out	A player that fails the Bottle Test has "Bottled-out".
Attacker	The character performing an action or a test. The player that controls that character.	Breakpoint Morale	A player's assembly when it loses half or more of its member characters has reached Breakpoint Morale. As a result a player is greatly at risk of causing a game immediately conclude. See <i>Bottle Test</i> and <i>Bottled-out</i> .
Attribute	Three sets of three valued "triplets" that define the basic capabilities of a character archetype. These triplets are CCA-RCA-REF, INT-POW-STR, FOR-MOV-SIZ. For an adult human "Average" archetype all values are 2 except for SIZ which is 3. This is shown as the triplet 222-222-223.	Bow (weapon)	A class of <i>Ranged</i> weapons. <i>Bows</i> have the <i>Silent</i> trait; after using them a character that is <i>Hidden</i> remains <i>Hidden</i> .
Battlefield	An area of play. Elements like character models, buildings, trees, and walls are placed upon the battlefield.	Build Point [ BP ]	Build Points [ BP ] are used to purchase characters, weapons, armor, and equipment. How many BP each player receives depends on the size of the game [ Small, Medium, or Large ], the number of players, and the mission. Generally in a Large game involving two players each receives 1000 BP.
Biased Scatter Diagram	A play-aide to help displace something in a random direction. What that is will usually favors("is biased towards") a player's preferred direction.	Bulletproof	A trait assigned to Armor. When players purchase <i>Armor Suits</i> for any of their characters they may also assign the Bulletproof trait to it. This will allow any character assigned that Armor to ignore 3 more Damage from <i>Firearm</i> weapon attacks unless the Attacker uses the Concentrate action while within <i>Visibility</i> .
Blind	Performing an Indirect Range Attack against a target that was in LOS but is not now. This is allowed under very specific conditions; target must have been in LOS at start of the Attacker's Activation, or a friendly model within <i>Cohesion</i> has LOS to the target, or if the target is not <i>Hidden</i> .	carry-overs	These are bonus dice received for a test as a result of how they scored in a prior test that was passed. <i>Modifier</i> or <i>Base</i> dice which have a face-value of '6' will carry-over as <i>Modifier</i> or <i>Base</i> dice respectively. <i>Wild</i> dice which have a face-value of '4' or '5' or '6' will also carry-over but as <i>Wild</i> dice.
		cascades	<i>Cascades</i> are the difference in test scores in favor of the character performing a test which has passed.

CCA	An attribute representing "Close Combat Ability". It is used by the Attacker and the Defender during the Close Combat Hit Test.	Counter-strike	This is a <i>Passive Player Option</i> available when the Attacker <i>fails</i> the Close Combat Hit Test. It allows the Defender character (if qualified) to immediately perform a Damage Test.
Character	A controllable game-play element based upon one of many archetypes and assigned weapons, armor, and equipment. It is represented in play with a model; usually something sculpted to appear as a human or human-like but could be exotic like a robot, a beast, or an alien creature of some sort.	Cover	Targets are considered to be behind <i>Cover</i> if the <i>Line-of-Sight</i> [ LOS ] traced to them could pass through an obstacle but isn't completely blocked.
Clear (Movement)	A Terrain grade that affects movement. As with all Terrain, what is considered <i>Clear</i> usually depends on a character's <i>Agility</i> and the traits assigned to it. Terrain that is regarded <i>Clear</i> may be traversed or climbed as using normal movement rules where 1 MU crossed or climbed costs 1 MU of available movement.	Damage	The result of any attack is some form of penalizing effect to the target which usually results in the target receiving one or more <i>Wound</i> tokens.
Clear (LOS)	A Terrain grade that affects <i>Line-of-Sight</i> [ LOS ]. When measuring a line between targets - models or terrain - if that line does not become interrupted by something else then it is <i>Clear</i> terrain.	Damage Test	An <i>Opposed</i> Test performed by an attacking character against a target. If the Hit Test <i>passes</i> , the attacking character is allowed to perform a Damage Test against the target. If the Damage Test passes and the attacking character has not yet done so; it may immediately perform a Bonus Action.
Close Combat	An action that allows a character to attack another while in <i>base-contact</i> . The weapon must be of class <i>Melee</i> or <i>Natural</i> otherwise it is treated as though it were <i>Improvised</i> . <i>see also Melee (trait)</i> .		The usual result of a Damage test is to apply the effects of the weapon used against the target. Normally this is assigning the <i>cascades</i> of the Damage Test as <i>Wound</i> tokens to the target.
Cohesion	An <i>Optimal Range</i> [ OR ] value that is equal to the <i>Visibility</i> OR divided by 2. <i>Cohesion</i> is never more than 4 MU and must acknowledge <i>Line-of-Sight</i> [ LOS ] concerns. A character that is in <i>Hidden</i> status has half the normal <i>Cohesion</i> .	Defender	The player in an <i>Opposed</i> test that is not the <i>Active</i> player. Usually the <i>Passive</i> character which is also the target of an attack. <i>see also Mission Defender</i> .
Common (character)	A class of archetypes representing nameless characters used in most pick-up games. The Advanced Game rules will introduce named characters known as <i>Champions</i> , and mass-combat characters known as <i>Troopers</i> .	degrade	Terrain has two grading sequences; one for movement and one for <i>Line-of-Sight</i> [ LOS ]. When terrain gets <i>degraded</i> ; it becomes disadvantageous to the <i>Active</i> character in one of those two grading sequences. When terrain is <i>upgraded</i> ; it becomes more advantageous.
Concentrate	An Action that can be used at the same time with another for an additional 1 Action Point [ AP ]. The Concentrate action provides numerous benefits such as reducing a target's Armor Rating and providing a bonus <i>Wild</i> die for Tests.	Delay, Delayed	A status assigned to a character. As soon as a character is assigned a <i>Delay</i> token it becomes <i>Distracted</i> which will cause it penalties when performing actions. At the start of a character's Activation, it must remove its <i>Delay</i> tokens at a cost of 1 AP each.
Cornered	This is a <i>Situational Test Modifier</i> . A model that is in <i>base-contact</i> with any wall or precipice is considered Cornered if it is also Engaged by an Attacker in Close Combat on its opposite side. As a result, award the Attacker +1 <i>Modifier</i> die Close Combat Hit Test		A character assigned one or more <i>Delay</i> tokens is penalized -1 <i>Modifier</i> die for all tests excluding Damage Tests.
controlled	Characters and game-elements are controlled by a single player at any one time. As a result that player may perform actions using those characters and game-elements.	Detect Test	An <i>Opposed</i> Test used by an <i>Active</i> character to remove the <i>Hidden</i> status of a target.
		Detect (trait)	A traits assigned to characters that gives it bonus <i>Base</i> dice for Detect Tests.

<b>dice</b>	MEST Tactics uses several different kinds of dice. Regular six-sided dice are used and their faces are labeled 1,2,3,4,5, and 6. Dice of three different colors are required to represent special dice known as MEST Dice. These are color-coded as <i>Modifier</i> (red), <i>Base</i> (white), and <i>Wild</i> (yellow) dice.	<b>Fear (status), Fear (token)</b>	Upon failing a Morale Test a character can be <i>Nervous</i> , <i>Disordered</i> , or <i>Disordered</i> and <i>Panicked</i> if it has been assigned a total of 1, 2, or 3 Fear tokens. Upon acquiring the fourth Fear token it is <i>Eliminated</i> and removed from play.
<b>Difficult (terrain)</b>	A Terrain grade that affects movement. As with all Terrain, what is considered <i>Difficult</i> depends on a character's <i>Agility</i> and the traits assigned to it. Terrain that is regarded <i>Difficult</i> is similar to <i>Rough</i> terrain in that it requires 2 MU for each 1 MU crossed. However <i>Difficult</i> terrain also requires 1 Action Point [ AP ] when starting or entering it.		A character assigned one or more <i>Fear</i> tokens is penalized -1 <i>Modifier</i> die for all tests excluding Damage Tests.
<b>Difficulty Rating [ DR ]</b>	A penalty of -1, -2, or -3 assigned to a character attempting a Fiddle action that both players agree may only be completed if a Fiddle Test is passed.	<b>Fear (trait), Fear Test</b>	A trait assigned to a character that adversely affects the behavior of <i>Opposing</i> characters nearby causing them to perform Morale Tests. See Valor Test,
<b>Disengage</b>	An action that allows the <i>Active</i> character that is <i>Engaged</i> to move away from the <i>Opposing</i> character's <i>Melee Range</i> .	<b>Fiddle, Fiddle action</b>	A catch-all action that allows players to be creative with their characters. Normally it is used to remove a status marker but can be used to do actions like open doors, unlock gates, or search a treasure chest.
<b>Disordered</b>	A character with 2 or more <i>Fear</i> tokens is considered <i>Disordered</i> . If this is the result of a test the character will immediately move away to the nearest cover even if currently <i>Engaged</i> . This may provoke an <i>Opportunity Attack</i> if it is within <i>Melee Range</i> of any opposing models.	<b>Fiddle Test</b>	An <i>Unopposed</i> Test required of an action - Fiddle Actions - agreed upon between players that has an uncertain result.
	<i>Disordered</i> characters must as their first action attempt to Rally themselves. If that fails, they must be moved away from <i>Opposing</i> models and towards a friendly battlefield entry edge.	<b>Fields (terrain)</b>	<i>Fields</i> are flat areas upon the battlefield. If the battlefield is physically represented by a table, a board, or a blanket and appears visually to be flat; it qualifies as a <i>Fields</i> . As a result it is generally considered to be <i>Clear</i> terrain.
<b>Distracted</b>	A status assigned to a character. A character is considered <i>Distracted</i> if it has one or more <i>Delay</i> tokens, or if it is <i>Engaged</i> to an <i>Attentive Opposing</i> character with a higher REF.	<b>figurine</b>	Used somewhat interchangeably with the term 'model' and 'miniature'. This is a miniature sculpture representing different types of things such as soldiers, investigators, monsters, robots, cars, etc. When it becomes mounted upon a based and used as a game element it is known as a model. See model for more information.
<b>Done</b>	A status assigned to a character after it completes its <i>Initiative</i> . Characters are considered <i>Ready</i> until identified with a <i>Done</i> token	<b>Firearm (weapon)</b>	A weapon with the class <i>Firearm</i> . It is capable of performing Range Combat Attacks and is also considered to be a <i>Ranged</i> weapon. <i>Firearms</i> are do not have the <i>Silent</i> trait and so characters that use them while in <i>Hidden</i> status lose that status if they are within LOS of an opposing model and not behind <i>Cover</i> .
<b>Eliminated</b>	Characters that are <i>Eliminated</i> are removed from play. This usually comes as a result of acquiring too many Damage tokens or <i>Fear</i> tokens.	<b>Flanked</b>	A <i>Situational Test Modifier</i> for when a character is <i>Engaged</i> between two <i>Opposing</i> models each on the direct opposite sides.
<b>Engaged</b>	A model that is within the <i>Melee Range</i> of an opposing character is considered <i>Engaged</i> . By default the <i>Melee Range</i> is <i>base-contact</i> but can be modified to something other depending on the weapon used by a character.	<b>FOR</b>	An attribute representing "Fortitude" or the ability to resist injury. It is used by the Defender during Combat Damage Tests.
<b>fail, failed</b>	A test either <i>passes</i> or <i>fails</i> . A test that results in a tie favors the <i>Active</i> or attacking character; it <i>passes</i> . A test that doesn't otherwise create one or more successes has <i>failed</i> . see <i>Tests</i> .	<b>Free</b>	A model that is not <i>Engaged</i> is <i>Free</i> .

<b>Friendly</b>	All of a player's characters under his control are considered to be friendly to each other. If there are three or more players; players that are on the same team are considered friendly as well as all of their controlled characters.	<b>Improvised (weapon)</b>	Character assigned the <i>Improvised</i> weapon have no useful weapon; it could be a rock or stick that was picked up or maybe a frying pan or shoe. <i>see also Unarmed</i> .
<b>Friendly Fire</b>	When a Range Combat attack fails, one friendly character selected at random may be at risk of becoming hit by that attack instead.	<b>Indirect Attack</b>	A Range Combat Attack targeting a position upon a battlefield instead of targeting another character. This is often done with weapons that have the <i>Explosion</i> keyword because where that attack targets will affect all characters within a certain distance of it.
<b>Gear (armor)</b>	When assigning Armors to a character, it is allowed a single item of the class <i>Gear</i> .	<b>Initiative</b>	Turns consists of Rounds that alternate between players. A player is given the <i>Initiative</i> when it is his Round - his chance - to do something. A player with the <i>Initiative</i> when controlling a character automatically gives that character the <i>Initiative</i> .
<b>Genre</b>	A collection of thematic elements to replicate a style of setting. Terrain, buildings, figures, weapons, armor, equipment, traits, and other things will vary from genre to genre. The default genre for MEST Tactics is "Pulp Action" but the system can support nearly anything else like Fantasy, Wild West, etc. Some ideas of how this can be done using just the Basic Game rules are shown in the sample assemblies starting on page 30.	<b>Initiative Point [ IP ]</b>	At the start of each Turn players perform an Initiative Test. The winner of that test receives Initiative Points [ IP ] equal to the <i>cascades</i> . These IP may be spent during the Turn to Activate another character in sequence, to force any player to take another activation, or to remove a <i>Delay</i> token on a model that has completed <i>activation</i> . At the end of a Turn any IP not spent are lost.
<b>Hard Cover</b>	A form of cover for targets that provides +1 <i>Modifier</i> die Defender Hit Test and +1 <i>Wild</i> die for Defender Damage Test. When setting up the battlefield terrain elements, players should first agree as to what is <i>Hard Cover</i> .	<b>Initiative Test</b>	An <i>Opposed</i> INT Test between characters designated as Leader. This test is used to determine how a mission is set-up and also to determine who gets to have the <i>Initiative</i> first at the start of each Turn.
<b>Helm (armor)</b>	When assigning Armors to a character, it is allowed a single item of the class <i>Helm</i> .	<b>INT</b>	An attribute representing the general intelligence of a character. INT 2 is an average human; INT 1 is a bright animal or a slow-minded person. INT 3 are smart, INT 4 and higher are geniuses.
<b>Hide</b>	An action that allows a character to receive <i>Hidden</i> status. To qualify the model must <i>Free</i> and either be out of <i>Line-of-Sight</i> [ LOS ] to any <i>Opposing</i> model, or if it is within LOS it must also be behind <i>Cover</i> .	<b>Jammed!</b>	A status assigned to a weapon preventing it use for Range Combat attacks until it is cleared by performing a Fiddle action. The status is a result of the [ Jam ] trait that comes with the ROF trait.
<b>Hidden</b>	Unless the character's model is identified with a <i>Hidden</i> token it is considered to be <i>Revealed</i> . <i>Hidden</i> characters receive many bonuses for when attacking and defending.	<b>Knocked-out [ KO'd ]</b>	A status assigned to a character usually as a result of being assigned a number of <i>Wound</i> tokens equal to the value of its SIZ attribute. KO'd characters may not perform any actions until a friendly model succeeds with a Revive action.
<b>Hit Test</b>	An <i>Opposed</i> Test performed by an attacking character against a target. If the Hit Test passes, the attacking character is allowed to perform a Damage Test against the target.	<b>[Laden]</b>	A limitation trait assigned to heavy items of weapons, armor, and equipment.
<b>Impact Rating</b>	Impact Rating attribute [ I ]. Shown as the letter I on the weapons chart. Allows an attack to ignore a target's Armor Rating [ AR ] by an equivalent amount.	<b>Leader (designation)</b>	A designation for one of a player's controlled characters. This character must be <i>Ordered</i> but between tests can change according to the whim of the player. Used for when determining <i>Initiative</i> , performing Rally Tests, Morale Tests, and Bottle Tests.
<b>Impassable (terrain)</b>	A Terrain grade that affects movement. As with all Terrain, what is considered <i>Impassable</i> usually depends on a character's <i>Agility</i> and the traits assigned to it. Terrain that is regarded <i>Impassable</i> may not be traversed or climbed.		

<b>Leader (archetype)</b>	A character archetype designed to be very good at winning Initiative Tests and very good at rallying friendly characters.	<b>miniature</b>	<i>see model.</i>
<b>Leader (trait)</b>	A trait assigned to some character archetypes to improve their abilities to Rally friendly characters.	<b>misses</b>	A test that <i>fails</i> creates <i>misses</i> equal to the amount required for it to have instead <i>passed</i> . <i>see Tests.</i>
<b>Lighting</b>	<i>Lighting</i> is determined by the Mission Attacker and can normally either be "Day, Clear", "Twilight, Overcast", or "Night, Clear, Full-moon". The <i>Lighting</i> selected determines the <i>Visibility</i> for the battlefield. For "Day, Clear" use <i>Visibility OR 16</i> ". For "Twilight, Overcast" use <i>Visibility OR 8</i> ". For "Night, Clear, Full-moon" use <i>Visibility OR 4</i> ".	<b>Mission</b>	A generic game configuration with its own set-up instructions, special rules, and Victory Conditions which can be applied to any genre.
<b>Line-of-Fire [ LOF ]</b>	<i>Line-of-Fire [ LOF ]</i> is the line from the <i>Active</i> model passing through the target. regardless of LOS. It is useful for Indirect Attacks. LOF can continue beyond a target and onwards for weapons that may attack over walls.	<b>Mission Attacker, Mission Defender</b>	These are player designations. At the start of a mission players perform an Initiative Test; the winner becomes the Mission Attacker and acquires the <i>Initiative</i> . The other player becomes the Mission Defender.
<b>Line-of-Sight [ LOS ]</b>	<i>Line-of-Sight [ LOS ]</i> occurs if the line drawn between the <i>Active</i> model and its target is not entirely obstructed by <i>Blocking</i> terrain like walls. LOS terminates when <i>Blocking</i> terrain is encountered.	<b>model</b>	Used interchangeably with 'figurine' and 'miniature'. A model is the physical representation of a character, vehicle, or terrain element. For example; when making references to the physical location of a character use its model. When making reference to the attributes, traits, or status of a model uses its character.
<b>markers and tokens</b>	Status markers and status tokens are used to identify a model that has received a status. Tokens are used most often and as such should be colored beads. Markers are used less often and have a great variety. It is recommended that status markers are labeled 0.75-inch discs with some icon or symbol upon them.	<b>Modifier die</b>	A type of six-sided die. <i>Modifier</i> dice should be red in color and have a unique set of faces that show the following as correlated to a regular six-sided die:
<b>measuring</b>	When measuring to and from characters, use the nearest edge of their bases and up to their general height (minus hair, hats, weapons, etc.). When measuring to and from Terrain, use the explicit terrain feature itself.		<ol style="list-style-type: none"> <li>1. -</li> <li>2. -</li> <li>3. -</li> <li>4. success</li> <li>5. success</li> <li>6. success and a carry-over as a <i>Modifier</i> die</li> </ol>
<b>Melee (trait)</b>	A trait that allows a <i>Ranged</i> weapon such as a Revolver or Pistol to be used without penalty while in Close Combat.	<b>Morale Test</b>	An <i>Unopposed</i> POW Test required of a character usually after receiving a <i>Wound</i> token. If the test <i>fails</i> , any misses become <i>Fear</i> tokens assigned to the character.
<b>Melee weapon</b>	A weapon that identified as class <i>Melee</i> , or <i>Unarmed</i> , or has the <i>Melee</i> trait assigned to it. This allows the weapon to be used in Close Combat. All other weapons must be treated as <i>Improvised</i> .	<b>MOV</b>	An attribute representing "Movement" capability. For each Action Point [ AP ] spent on the Movement action, a character is allowed to move across <i>Clear</i> Terrain up to 2 MU. Each MOV is roughly 10 KPH of top-speed. <i>see also Agility.</i>
<b>Melee Range</b>	Characters with models in <i>base-contact</i> are considered to be in <i>Melee Range</i> . The Reach trait assigned to a Spear weapon increases a character's <i>Melee Range</i> . <i>see also Engaged.</i>		MOV 1, 2, 3, and 4 have a base movement rate of about 15 KPH, 20 KPH, 25 KPH, and 30 KPH.
<b>MEST Dice</b>	These are color-coded special dice used for performing Test within the MEST Tactics game system. There are <i>Modifier</i> , <i>Base</i> , and <i>Wild</i> dice. Regular six-sided dice can be used but their faces are read differently than normal.	<b>MU</b>	An abbreviation for "Measured Unit" which is the <i>base-diameter</i> of a SIZ 3 model. When using 28MM figures these are mounted upon bases that are about 1.25-inch or 30 MM across. So in these games, 1 MU is about 30MM. MU is used often shown with two-tick marks. For example 3 MU is also shown as 3"

<b>Natural (weapon)</b>	A character that is assigned the Unarmed weapon (i.e.; has no weapons). Some archetypes are assigned traits such as Claws or Bite; these are <i>Natural</i> weapons but function as Improvised instead of Unarmed. <i>Natural</i> weapons are intended for use in Close Combat and therefore also <i>Melee</i> weapons.	<b>pass, passed</b>	A test which results in a tie or better in favor of the <i>Active</i> player.
<b>Nervous (status)</b>	A character assigned one <i>Fear</i> token is <i>Nervous</i> . A character with one or more <i>Fear</i> tokens receives a penalty of -1 <i>Modifier</i> die for all of its tests excluding the Damage Test..	<b>Passive</b>	One player and the character currently being controlled is ever <i>Active</i> at a given time. All other players and characters are <i>Passive</i> .
<b>Obstacles</b>	A terrain element that interferes with movement or <i>Line-of-Sight</i> [ LOS ]. Examples could be trees, parked cars, walls, dumpsters, a giant boulder, or even a building.	<b>Passive Player Options</b>	A collection of choices allowed to the <i>Passive</i> player controlling a character in Close Combat. These include; <i>Opportunity Attack</i> , <i>Negate</i> , <i>Counter-strike</i> , and <i>Bonus Actions</i> .
<b>Opposed Test</b>	A Test that is performed by both the <i>Active</i> and <i>Passive</i> players using attribute values of their characters. See Tests.	<b>Point-blank</b>	A Ranged Combat attack that occurs against a target no further than half of the attacking weapon's OR.
<b>opponent, opposing</b>	Players on different teams are considered opposing as well as their controlled characters.	<b>POW</b>	An attribute representing "Willpower". It is most often used to determine if a character will acquire <i>Fear</i> tokens as a result of becoming Wounded after a Damage Test.
<b>Opportunity Attack</b>	A <i>Passive Player Option</i> which allows one of the <i>Passive</i> characters in Close Combat to attack the <i>Active</i> character if it leaves <i>base-contact</i> without first performing the Disengage action. This usually occurs when the <i>Active</i> character becomes <i>Disordered</i> or <i>Panicked</i> .		POW 2 is average for most humans, POW 1 is for most animals and beasts. POW 3 and 4 are rare and represent training and strong will.
<b>Optimal Range [ OR ]</b>	<i>Optimal Range</i> [ OR ] is a distance [ such as 6" ].	<b>Rally</b>	A special action for 1 Action Point [ AP ] that allows a character to remove <i>Fear</i> tokens from itself or from a friendly model within <i>Cohesion</i> .
<b>OR Multiple [ ORM ]</b>	An OR Multiple is some multiple of that OR distance towards a target.	<b>Rally Test</b>	A Morale Test that if <i>failed</i> has no penalty effect.
<b>Out-of-Ammo!</b>	A status assigned to a weapon preventing it use for Range Combat attacks until it is cleared by performing a Fiddle action. The status is a result of the [Feed] trait that comes with the ROF trait.	<b>Ranged (weapon)</b>	Weapons that are of the classes <i>Range</i> , <i>Firearm</i> , <i>Thrown</i> , and <i>Bow</i> are <i>Ranged</i> weapons and can be used in Range Combat attacks. If the weapon has the Thrower trait or otherwise has an OR value it also qualifies as a <i>Ranged</i> weapon.
<b>Outnumbered</b>	In a <i>Scrum</i> a character that is <i>Engaged</i> to two or more <i>Opposing</i> models is <i>Outnumbered</i> . Similarly, the target of a Close Combat attack is <i>Outnumbered</i> if it is also within the <i>Melee Range</i> of two or more friendly models.	<b>Range Combat</b>	Range Combat is whenever an attacker targets another model with a <i>Ranged</i> weapon; often this occurs at a distance outside of <i>base-contact</i> .
	In terms of Victory Conditions, some missions provide a bonus Victory Point [ VP ] to the player that began the game being outnumbered with models by some ratio such as 2-to-1 odds.	<b>RCA</b>	An attribute representing "Range Combat Ability". It is used by the Attacker during the Range Combat Hit Test.
<b>Panicked</b>	A character assigned 3 <i>Fear</i> tokens is <i>Panicked</i> . It is also <i>Disordered</i> . <i>Panicked</i> characters must as their first action attempt to Rally themselves. If that fails, they must be moved away from <i>Opposing</i> models and towards a friendly battlefield entry edge.	<b>Ready</b>	A status assigned to a character when it begins its <i>Initiative</i> ; be sure to remove any <i>Done</i> token. After a player has completed activation for a character it is then identified as <i>Done</i> .
		<b>REF</b>	An attribute representing "Reflexes". It is used by the Defender during the Range Combat Hit Test. It also affects how well a <i>Passive</i> character can respond to opportunities when an <i>Active</i> character does something.

<b>regular six-sided die</b>	Regular six-sided dice have faces that are labeled with 1, 2, 3, 4, 5, and 6 or have that many pips showing. When used for the Scatter diagrams the exact value scored for a die is read. <i>see also MEST dice for comparison.</i>	<b>SIZ</b>	An attribute representing "Size". It is used to limit how many <i>Wound</i> tokens a character may acquire before it becomes <i>Knocked-out</i> [ KO'd ] as well as <i>Eliminated</i> .
<b>Revealed</b>	All characters unless identified with a <i>Hidden</i> status token are considered to be <i>Revealed</i> .	<b>SIZ 0</b>	SIZ 0 is 10 Kg. SIZ 1, 2, 3, and 4 are 25, 50, 100, and 250 Kg. SIZ 5, 6, 7, and 8 are 500, 1000, 2500, and 5000 Kg.
<b>ROF</b>	A trait assigned to some <i>Ranged</i> weapons especially <i>Firearms</i> . The ROF trait is quite powerful and so the limitation trait [ <i>Jitter</i> ] is also assigned to it. ROF provides <i>bonus ROF</i> dice to a Range Attack Hit Test. These dice must be scored separately because poor results have the limitation traits [ <i>Jam</i> ], and [ <i>Feed</i> ] associated with them.	<b>Cover (terrain)</b>	Most male humans are about 100 Kg, with children, diminutive males, and many human females about 50 Kg; thus SIZ 3 or SiZ 2.
<b>Rough (terrain)</b>	A Terrain grade that affects movement. As with all Terrain, what is considered Rough depends on a character's <i>Agility</i> and the traits assigned to it. Terrain that is regarded <i>Rough</i> requires 2 MU for each 1 MU crossed.	<b>status</b>	During the course of a game a character acquires one or more statuses. There are many different statuses some of which are explicitly identified with a token or marker, and others which are determined from a combination of factors.
<b>Safety</b>	When a character with 2 or more <i>Fear</i> tokens is activated, it needs to move to <i>Safety</i> .	<b>STR</b>	An attribute representing "Strength". It is used by the Attacker during Close Combat Damage Tests. It is also used by characters to determine how their Range Attack OR when throwing a weapon, and is used to limit how much Armor can be assigned to it.
<b>Scatter</b>	When a Range Attack using a weapon that subject to scatter effects is made against a target location upon the battlefield, the position where the effect of weapon takes place might be moved in a random direction.  A weapon is subject to scatter if it is assigned the [ <i>Scatter</i> ] trait (such as for Dynamite or Grenade weapons) or if the attack is a <i>Blind Throw</i> .	<b>Stun (trait)</b>	A weapon trait that causes <i>Stun</i> Damage in addition to a weapons normal effects.
<b>Scatter Diagram</b>	There are two sorts; Biased Scatter Diagram and Unbiased Scatter Diagram. Scatter diagrams are used in conjunction with dice rolls to displace something into a random direction.	<b>Stun (damage), Stun Damage</b>	A <i>Delay</i> token that is acquired as the result of some action, usually an attack. If a character is assigned more <i>Delay</i> tokens than its allotted Action Points [ AP ] - normally 2 - then any excess <i>Delay</i> tokens are converted to <i>Wound</i> tokens instead.
<b>Scrum</b>	Whenever 3 or more opposing models are <i>Engaged</i> it forms a <i>Scrum</i> . Some traits provide bonuses for having a character be within a <i>Scrum</i> .	<b>successes</b>	Each <i>Modifier</i> , <i>Base</i> , or <i>Wild</i> die used by a player for a Test is scored individually. If the face value is 4 or more, a die will score a single <i>success</i> . See specific entries on <i>Modifier</i> dice, <i>Base</i> dice, and <i>Wild</i> dice for more information.
<b>Shield (armor)</b>	When assigning Armors to a character, it is allowed a single item of the class <i>Shield</i> .	<b>Suit (armor)</b>	When assigning Armors to a character, it is allowed a single item of the class <i>Suit</i> .
<b>Situational Test Modifiers</b>	A list of situations that provide bonus or penalty dice. Many of the situations are common enough to be given names like <i>Outnumbered</i> , <i>Cornered</i> , <i>Flanked</i> , or <i>Point-blank</i> .	<b>target</b>	The thing (character, building, tree, location on the battlefield, etc.) that is being attacked, or being referenced for <i>Line-of-Sight</i> or <i>Line-of-Fire</i> .
		<b>Terrain</b>	At its simplest the battlefield contains just itself as <i>Clear Fields</i> terrain if it is relatively flat. Any other game-play elements added to the battlefield will be different kinds of terrain.

<b>Test</b>	<p>These are all categorized for ease of reference; they'll be <i>Natural</i>, <i>Walls</i>, or <i>Obstacles</i> for the thing that they are. They'll be graded for how they affect movement such as <i>Clear</i>, <i>Rough</i>, <i>Difficult</i>, or <i>Impassable</i>.</p> <p>They'll also be graded for how they affect <i>Line-of-Sight</i> [ LOS ] such as <i>Clear</i>, <i>Cover</i>, <i>Hard Cover</i>, and <i>Blocking</i>. When introducing terrain elements to a battlefield, players must agree to what each thing represents and how it will affect the game.</p>	<b>Victory Conditions</b>	The goal of each mission played is to win. How this is achieved depends on the Victory Conditions. Normally the player that has the fewest KO'd or <i>Eliminated</i> characters is the winner.
<b>test score</b>	The total <i>successes</i> a player has scored for a Test. This total includes the addition of any bonuses provided by attributes, weapons, armor, equipment, and traits.	<b>Visibility</b>	<i>Visibility</i> limits all other <i>Optimal Ranges</i> [ OR ] and limits all range values. It is used to compute <i>Cohesion</i> . see <i>Lighting</i> .
<b>Thrown (attack)</b>	A Range Combat Attack that uses a <i>Thrown</i> weapon; usually that will be a weapon with the <i>Throwable</i> trait, or a weapon of the <i>Thrown</i> class.	<b>Victory Points [ VP ]</b>	All mission specify how to win by associating Victory Points [ VP ] to one or more Victory Conditions. When a mission ends the player with the most VP wins.
<b>Thrown (weapon)</b>	A weapon that is allowed to perform a Range Combat Attack. The <i>Optimal Range</i> [ OR ] for such a weapon is the value of the Attacker's STR attribute.	<b>Wait</b>	An action that assigns a <i>Wait</i> token to a character. While a character is in <i>Wait</i> it may interrupt an opposing character's actions.
<b>tokens and markers</b>	see <i>markers and tokens</i> .	<b>Walls (terrain)</b>	A terrain element that rises vertically. This could be a fence, the face of a building, a free-standing brick wall, or even the face of a cliff or precipice.
<b>Trait</b>	<p>Little rules assigned to characters, armors, weapons, and equipment. For example the Marksman archetype is assigned the Shoot trait. Helmets are assigned the Protective trait. Clubs are assigned the Stun trait. Traits are assigned levels with the default being level 1. For example Tactics 2 is level 2 while Tactics is level 1.</p> <p>Traits may be bonuses as well as penalties such as the [Beast] trait which is assigned to Dog archetypes.</p>	<b>Weapon</b>	An item with numerous attributes and possibly some traits. Weapons are assigned to characters in order to improve their abilities to perform Range Combat or Close Combat attacks. Weapons are given a class such as <i>Firearm</i> , <i>Bow</i> , <i>Ranged</i> , <i>Thrown</i> , <i>Melee</i> , or <i>Natural</i> .
<b>Unarmed</b>	A character that is assigned the weapon "Unarmed" is presumed to have no weapons or items that could be used as weapons. As a result these characters are little cheaper; -3 BP to their total cost. see also <i>Improvised</i> .	<b>Wild die</b>	<p>A type of six-sided die. <i>Wild</i> dice should be yellow in color have a unique set of faces that show the following as correlated to a regular six-sided die:</p> <ol style="list-style-type: none"> <li>1. -</li> <li>2. -</li> <li>3. -</li> <li>4. success and a carry-over</li> <li>5. success and a carry-over</li> <li>6. three successes and a carry-over as a <i>Wild</i> die</li> </ol>
<b>Unbiased Scatter Diagram</b>	A play-aide to help displace something in a random direction. What that is entirely random. see also <i>Biased Scatter Diagram</i> .	<b>Wound, Wounded</b>	Each weapon used in an attack has an effect often resulting in the target receiving damage in the form of <i>Wound</i> tokens. When a character is assigned <i>Wound</i> tokens to match the value of its SIZ attribute, it becomes KO'd. Characters with one or more <i>Wound</i> tokens are penalized -1 <i>Modifier</i> die for all tests excluding Damage Tests.
<b>Unopposed Test</b>	A Test that is performed by the <i>Active</i> player adding the value of an attribute of his character against a <i>Passive</i> player that adds a value of 2. see <i>Tests</i> .		
<b>Valor Test</b>	A Rally Test that has a penalty if <i>failed</i> which disallows a character to move within 3 MU of a target with the Fear trait (or with a higher Fear trait level). See Fear (trait).		

**WYSIWYG**

An abbreviation for the concept of "What you see is what you get" and is pronounced as "wiz-ee-wig". MEST Tactics uses WYSIWYG to keep things friendly and simple.

When assigning models to characters remember that these are proxies. A figurine that shows a human could like also represent a vampire or an android. It would be nice to have figurines to be exact matches but this is often hard to do.

However, a figurine that is a human should not be used to represent a giant robot or a Martian with four arms. A character shouldn't be assigned battle-armor unless the model used to represent it is sculpted with battle-armor. Similarly, a bear model that doesn't come sculpted with a sword will disallow any character using that model to be assigned a sword weapon.

WYSIWYG does allow some freedom in choices. If a model is sculpted with a pistol, the character using that model could be assigned a Pistol or Revolver. That weapon could be Light, Medium, or Heavy. Additionally, some weapons are given the Conceal or Discrete traits which allow them to be assigned to characters regardless of the model's sculpting.

## Additional Materials

This section identifies play-aides that are found on-line that can be printed out and used to enhance game-play sessions of MEST Tactics. All of the printable materials are available at the MEST Tactics site hosted by Google at:

<https://sites.google.com/site/mesttactics/downloads>

### Included Here In

- ❖ **Scatter Diagrams** — Used for helping with the Scatter feature of Indirect Range Attacks. There are actually two versions; a fancier version that if you can figure out you should use. Hint: requires a red die and a white die to use properly. *Included with this PDF file.*
- ❖ **MEST Dice Labels** — Players with blank 19MM and blank 16MM dice can use these. Print them out using an ink-jet printer with label paper. Cut out and apply to each die face. Lots of hard work but now you get to have fancy MEST dice. *Included with this PDF file.*
- ❖ **Reference Card** — Print and issue to each player as needed. Helps players make sense of the various tokens, markers, and dice values. *Included with this PDF file.*
- ❖ **Markers Sheet** — Print and cut these out for use in various ways during a game session. Some instructions are written upon them as well. *Included with this PDF file.*
- ❖ **Assembly Record Sheets** — Print out and issue each player a copy. Use copies of this sheet to craft assemblies and record information about each character purchased, which armors and equipments are assigned to them, and individual and total BP costs. *Included with this PDF file.*
- ❖ **Spells Reference Sheet** — Print out as needed. This is the generic set of spells which may be useful to keep handy for some players who employ use of the Sorcerer trait. *Included with this PDF file.*
- ❖ **Standard Reference Sheet** — Print out and issue each player a copy. This page of charts identify the available archetypes, generic armors, and generic weapons. Actually best if printed on the reverse side of each copy of the Assembly Record Sheet. *Included with this PDF file.*
- ❖ **Customization Reference Sheet** — Print out as needed. This page of charts identify Sophonts, Frames, and various upgrades and packages that can be used to create Custom archetypes. *Included with this PDF file.*
- ❖ **Game-play Reference** — Print out as needed. This two-sided page of reference materials shows the Game-play Sequence, the Situational Test Modifiers, the list of Individual Actions, Group Actions, Bonus Actions, and Passive Player Options. *Included with this PDF file.*

## Resource Cards

These cards may be used in any mission with Objective Markers [ OM ] that has the Collection or Acquisition keywords under “Keys to Victory”.

### Game Hooks

The “Scholar” trait which can be assigned to some archetypes makes use of Resource Cards. See the “Scholar” entry in the Traits section for more information.

### Preparations

- Print two sets of cards for a total of 40 cards.
- Shuffle the cards and place them face-down beside the battlefield as the “Resource Deck”.

### Usage

- In many Missions there may be a requirement to deploy several Objective Markers [ OM ] for collection.
  - ✓ While in *base-contact* with the OM, and while there are no other *Attentive Opposing* models in *base-contact* with it; spend 1 AP and perform a Fiddle action to acquire it.
  - ✓ Upon collection, these Objective Markers award 1 Resource Point [ RP ]. Keep it with the model.
  - ✓ OM's can be transferred with a Fiddle action from willing or KO'd characters.
- When using Resource Cards, collect the OM's as normal.
  - ✓ However, before receiving the 1 RP award for collection; draw a Resource Card.
  - ✓ The instructions on the Resource Card will inform the player to either “Keep Private” or “Show and Play”.
  - ✓ The card will also identify how it will award the player which collected the OM. Many cards will not award any RP and some cards award Victory Points [ VP ].

### Using with Agendas

- Some Resource Cards will list one or more Agendas.
  - ✓ If the Agenda is written with an arrow such as →Agenda; then award the player using that Agenda +1 RP.
  - ✓ If the Agenda is written otherwise, award +1 RP to the player using that Agenda if it had been the one which collected the OM.
  - ✓ Depending on the cards used; some of the RPs should not be awarded until the end of the game.

### End-game Triggers

Some Resource Cards have the phrase “End-game Trigger” [ END ] in their description and reminder text of “END +1”.

- These are cards which may hasten the end of the game and represent an overwhelming event such as the appearance of a monster, the arrival of reinforcements, or the setting-off of a trap.
- Each time an END +1 occurs, place an End-game Trigger die (a regular six-sided die) at the battlefield.

## Tactics Cards (▲)

These cards may be used in any mission to introduce variability to the configuration, set-up, and deployment of a mission.

*Tactics Cards are a feature of the Advanced Game rules and should not be used until after the Basic Games have been mastered.*

### Game Hooks

The “Tactics” trait which can be assigned to some archetypes makes use of Tactics Cards. See the “Tactics” entry in the Traits section for more information.

### Preparations

- Print one set of cards for a total of 50 cards.
- Shuffle the cards and place them face-down beside the battlefield as the “Tactics Deck”.

### Usage

- Once the Environ has been decided, each opposing side draw 2 cards and keeps them in a private hand.
- Tactics Cards identify when they can be utilized; Prior to Game Start, During Game, and Assign to a Character.
- Tactics Cards are grouped according to the sort of benefit they provide using one of these keywords; Planning, Leadership, Terrain, Environment, Advantage.
- There are no game effects for these keywords except that some genres may identify a keyword to provide benefits for members of specifically identified factions.
- Cards will have descriptions defining their primary effect. There will also be other keywords with specific in-game effects as described below:

### Keyword Effects

Some of the Tactics cards will have Atmospherics keywords associated with them for Environment changes such as adding Rain or Fog. These keywords have certain effects which are properly described elsewhere.

*See the Variable Weather section of the Optional Rules for more information.*

## Agenda Cards (▲)

These cards may be used in any mission to introduce secondary goals which assist in acquiring Resource Points.

### Game Hooks

An Assembly with members assigned one or more of the following traits receives additional Agenda cards; “Scholar”, “Tactics”, “Leadership”. See the “Scholar”, “Tactics”, and “Leadership” entries in the Traits section for more information.

### Preparations

- Print one set of cards for a total of 30 cards.
- Shuffle the cards and place them face-down beside the battlefield as the “Agenda Deck”.

### Usage

- At the start of the very first Turn after *Initiative* has been determined, each opposing side draw an Agenda Card at random and keeps it private in hand.
- Assign an additional Agenda Card to that side for each character in its Assembly with one or more of these traits; “Scholar”, “Tactics”, “Leadership”.
- Keep just one card and discard the remainder.
- Each player may then follow the instructions on their chosen Agenda card in order to score additional Resource Points [ RP ] during or at the end of the game.

### Using Factions (▲)

Factions are an Advance Game concept used for Campaign Games which provide distinct thematic flavor to groups of Assemblies.

- Each Faction is normally assigned a Primary Agenda and three Secondary Agendas as part of its description. If an Agenda card matches this Faction’s list it will benefit.
  - ✓ If a Primary Agenda of a Faction is on the card have the player roll a *Wild* die whenever scoring against the card for each RP normally to be received; each *success* awards an additional [ RP ].
  - ✓ If a Secondary Agenda of a Faction is on the card, at the end of the game roll a single *Modifier* die and award as many RPs as *successes* scored.
- Factions are also assigned a Virtue Rating which causes an effect on scoring if the Expediency Rating of the Agenda card is too different. See “Agendas” entry within the Factions rules section for more information.

# Summary Information

Included here are several useful charts and tables.

## Game Play Sequence

The following is a summary of the Game Play Sequence.

*See the Playing the Game section for a complete description.*

### Start of Turn

All players should be made aware of the Victory Conditions. And reminded at the start of each Turn.

- Ready all *In-play* models
- Assign Go Points [GP]
- Check Initiative
  - ✓ Check Situational Awareness
  - ✓ Perform Initiative Test
  - ✓ Assign Initiative Points [IP]
  - ✓ Determine which player receives the *Initiative*.

### Take Round

*Initiative and Go Points may be spent during an Initiative.*

- Player with the *Initiative* activates a character and assigns it 2 AP, but removes 1 AP per *Delay* token it has.
  - ✓ Spend any number of its remaining AP on Actions.
  - ✓ If the character is not *Distracted*, it may use *Push* for an additional AP.
  - ✓ Mark the model with a *Done* token after it is done with all possible Actions the player wants to perform with it.
- Next Player takes a Round.

### End of Round

*Manage game-effects at the end of each Round as follows;*

- Check for Gas and Smoke; dispersal or spread.
- Check for Fire; spread or diminish of markers.
- Check for Suppression; removal of markers.

### End of Turn

*When all models have been marked with a Done token, the Turn has ended. Several in-game tasks must be checked as follows;*

- Discard all remaining IP and GP.
- Check Bottle Tests
- Check for Victory Conditions

### End of Game

*Check if the game has ended. Roll any End-game Trigger dice and resolve them. If the game has not ended, increment the Turn number and start a new Turn.*

## Situational Test Modifiers

*Apply these during game play for various Tests.*

### Close Combat & Disengage

- +1 **Assist.** +1 Impact Attacker Damage Test per extra *Friendly Ordered* model with same target in *Melee Range*.
- +1w **Outnumber.** Disengage and Hit Tests for each extra *Attentive Ordered Friendly* model with same opponent in *Melee Range*.
- +1m **Charge.** Attacker Hit Test if moved into *Melee Range* over *Clear* terrain from a *Free* position at least 1".
- +1m **Elevation.** Disengage, Hit, and Damage Tests to higher model if higher than opponent by about half its *base-diameter*.
- +1m **Size.** Disengage and Hit Tests to the smaller model per SIZ smaller than its opponent while in *base-contact*.
- 1m **Cornered.** Disengage and Hit Tests if *Engaged* to the *Opposing* model on one side of this model and in *base-contact* on the other side with a terrain element such as a wall or precipice.
- 1m **Flanked.** Disengage and Hit Tests if *Engaged* to two *Opposing* models directly on either side of this model.
- 1m **Overreach.** Attacker Hit Test when using *Overreach*.
- +1b **Defend.** Defender Hit Test if target chooses "Defend".

### Range Combat & Detect

- +1m **Point-blank.** Active character Hit or Detect Tests if target is at half OR or less.
- +1m **Elevation.** Active character Hit or Detect Tests if higher than opponent by 1" for every 4" away.
- 1m **Distance.** Each OR multiple to the target above the first. Limit this to ORM 3 unless using the Concentrate action.
- 1m **Intervening Cover.** Attacker Hit or Detect Test if target has *Intervening Cover*.
- 1m **Obscured.** Active character Hit or Detect Tests for each *Friendly* model within 1" of LOF to and between target.
- 1b **Direct Cover.** Attacker Hit or Detect Test if the target has *Direct Cover*.
- 1w **Blind.** Attacker Hit Test if this is a *Blind* Indirect Attack.
- 1w **Hard Cover.** Attacker Damage Test if target is behind *Hard Cover*.

### Miscellaneous

- +1 **Waiting.** All characters in *Wait* status receive +1 REF when qualifying for a React.
- +1 **Solo.** A single model selected to perform React against a Group Action is presumed to have +1 REF.
- +1w **Focus.** An *Attentive* character may receive +1 Wild die for any *Unopposed* Test by removing its *Wait* token.
- +1m **Suddenness.** Hit Test if *Hidden* at start of Action.
- +1m **Friendly.** Morale Tests when an *Attentive Ordered Friendly* model is within *Cohesion*.
- +1m **Help.** Each *Free Attentive Ordered Friendly* model in *base-contact* with the target of a Fiddle action.
- +1w **Safety.** Morale Tests if behind *Cover* and *Hidden*, and not within LOS nor 2 AP Movement of *Opposing* models.
- 1m **Hindrance.** Characters are penalized every Test except Damage Tests for having at least one token of a type; such as *Wound*, *Fear*, or *Delay* tokens.
- 1 **Snap-shot.** ROF X is used during a React, or with *Agility*, or after performing the Move action; reduce X by 1.

## Initiative Abilities

Players with Initiative Points may spend them as follows;

### Basic Game

- Maintain Initiative
- Force Initiative
- Refresh

### Advanced Game (▲)

- Insights
- Recover
- To Go

## Go Abilities (▲)

Players with Go Points may spend them as follows;

- Start Group
- Group Membership
- Keep Initiative
- Limited Refresh

## Lists of Actions

Here's the entire list of Actions which may be performed during a Round.

### Simple Actions

These are the most common actions;

- Move
- Close Combat Attack
- Range Combat Attack
- Refresh

### Special Actions

These are less common actions;

- Concentrate
- Rally
- Fiddle
- Revive

### Complex Actions

These require good judgment to use correctly;

- Hide
- Detect
- Wait
- Combined
- Magic

### Group Actions (▲)

These require Groups to be used;

- Movement, Combat, Rally
- Fiddle, Hide, Detect, Wait
- Rally Group

### Other Actions

- Push
- React
- Swap
- Overreach

## Bonus Actions

One of these are allowed during an Action after a successful Hit Test or Damage Test.

- Circle
- Disengage
- Hide
- Push-back
- Pull-back
- Reversal
- Reposition
- Refresh

## Passive Player Options

The *Opposing* character of an Attack or Disengage action is allowed these;

### Optional Tactics

- Defend
- Opportunity Attack

### Optional Responses

- Counter-strike
- Bonus Action

# ARCHETYPES

## Common Archetypes

Archetype	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	BP
Untrained	0	1	2	2	1	1	2	2	3	.	7
Militia	1	2	2	2	2	1	2	2	3	.	20
Average	2	2	2	2	2	2	2	2	3	.	30
Veteran	3	3	3	2	3	2	2	2	3	Grit.	61
Elite	3	3	3	3	3	3	3	3	3	Grit. Fight. Shoot.	129

## Variant Common Archetypes (▲)

Variant	Tweaks	BP	Variant	Tweaks	BP
<b>Average</b>		<b>30</b>	<b>Untrained</b>		<b>7</b>
Average, Brawny	+Brawn	34	Untrained, Brawny	+Brawn	11
Average, Coward	+[Coward]	21	Untrained, Coward	+[Coward]	5
Average, Cult Coward	+Insane, +(Coward)	33	Untrained, Cultist	+Insane	21
Average, Cultist	+Insane	49	Untrained, Expendable	+Expendable	3
Average, Expendable	+Expendable	28	Untrained, Outsider	+[Solitary]	6
Average, Expendable Fodder	+Expendable, +(Fodder)	23	Untrained, Scholarly	+Scholar	23
Average, Fodder	+[Fodder]	24	Untrained, Sneak	+Sneaky	28
Average, Fighter	+Fight	35			
Average, Grizzled	+Grit	40			
Average, Wise	+Leadership	39			
Average, Outsider	+[Solitary]	27			
Average, Scholarly	+Scholar	50			
Average, Shooter	+Shoot	35			
Average, Sneak	+Sneaky	40			
Average, Tactician	+Tactics	44			
<b>Elite</b>		<b>129</b>			
Elite, Cultist	+Insane	175			
Elite, Grizzled	+Grit	144			
Elite, Wise	+Leadership	146			
Elite, Tactician	+Tactics	167			
<b>Militia</b>		<b>20</b>			
Militia, Brawny	+Brawn	24			
Militia, Coward	+[Coward]	14			
Militia, Cultist	+Insane	37			
Militia, Expendable	+Expendable	17			
Militia, Expendable Fodder	+Expendable, +(Fodder)	14			
Militia, Fodder	+[Fodder]	16			
Militia, Fighter	+Fight	25			
Militia, Shooter	+Shoot	25			
Militia, Grizzled	+Grit	30			

## Specialist Archetypes

Archetype	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	BP
Acrobat	2	1	3	2	2	1	1	2	2	Evasive. Acrobatic. Slippery.	40
Agent	1	3	2	2	3	2	2	2	3	[Solitary]. Grit.	38
Brawler	3	2	2	2	3	3	3	2	3	Brawl.	61
Healer	0	1	2	2	3	2	2	2	3	Heal. Medic. Grit.	52
Hero	4	3	3	2	4	4	4	3	3	Grit. Fight 2. Leadership 2.	187
Leader	2	2	2	3	2	2	2	2	3	Tactics 2. Leadership.	94
Marksman	2	3	2	2	2	2	2	2	3	Shoot.	38
Martialist	3	2	3	3	3	2	2	2	3	Fight.	69
Mystic	1	2	2	3	3	1	1	2	3	Sorcerer.	59
Scout	2	2	3	3	2	2	3	3	3	Surefooted. Stealthy. Detect.	123
Sniper	2	3	2	3	2	2	2	2	3	[Solitary]. Sneaky. Shoot. Sniper. Infiltrate.	81

## Variant Specialist Archetypes (▲)

Variant	Tweaks	BP	Variant	Tweaks	BP
<b>Acrobat</b>		<b>40</b>	<b>Healer</b>		<b>52</b>
Acrobat, Evasive	+Evasive	48	Healer, Mystic	+Sorcerer	87
Acrobat, Fighter	+Fight	45	Healer, Paramedic	+Medic	57
Acrobat, Nimble	+Nimble	45	Healer, Superior	+Healer	59
Acrobat, Wise	+Leadership	49	Healer, Wise	+Leadership	63
Acrobat, Sneaky	+Sneaky	50			
Acrobat, Sneaky Infiltrator	+Sneaky, +Infiltrator	65	<b>Marksman</b>		<b>38</b>
Acrobat, Superior	+Acrobatic, +Slippery, +Evasive	61	Marksman, Archer	+Archery	43
Acrobat, Tumbler	+Acrobatic	46	Marksman, Grizzled	+Grit	48
		<b>38</b>	Marksman, Gunslinger	+Gunslinger	43
<b>Agent</b>			Marksman, Wise	+Leadership	47
Agent, Investigator	+Investigator	47	Marksman, Superior	+Shoot	43
Agent, Scholarly	+Scholar	57	Marksman, Superior Archer	+Shoot, +Archery	48
Agent, Shooter	+Shoot	42	Marksman, Superior Gunslinger	+Shoot, +Gunslinger	48
Agent, Stealthy	+Stealthy	61	Marksman, Superior Thrower	+Shoot, +Thrower	50
Agent, Tactician	+Tactics	54	Marksman, Thrower	+Thrower	45
Agent, Wise	+Leadership	47			
Agent, Wise Tactician	+Tactics, +Leadership	65	<b>Martialist</b>		<b>69</b>
<b>Brawler</b>		<b>61</b>	Martialist, Fencer	+Fencer	72
Brawler, Boxer	+Boxer	66	Martialist, Gymnastic	+Nimble, +Slippery	82
Brawler, Brawny	+Brawn	65	Martialist, Wise	+Leadership	87
Brawler, Cult Knife-fighter	+Insane, +Knife-fighter	98	Martialist, Superior	+Fight	75
Brawler, Cultist	+Insane	86	Martialist, Tactician	+Tactics	96
Brawler, Knife-fighter	+Knife-fighter	70			
Brawler, Superior	+Brawl	66	<b>Mystic</b>		<b>59</b>
Brawler, Tactician	+Tactics	81	Mystic, Adept	+Sorcerer	96
		<b>94</b>	Mystic, Cult Adept	+Insane, +Sorcerer	136
<b>Leader</b>			Mystic, Cult Adept Wise	+Insane, +Sorcerer, +Leadership	153
Leader, Cult Fighter	+Insane, +Fight	142	Mystic, Cult Wise	+Insane, +Leadership	104
Leader, Cultist	+Insane	132	Mystic, Cultist	+Insane	90
Leader, Fighter	+Fight	102	Mystic, Wise	+Leadership	70
Leader, Grizzled	+Grit	111			
Leader, Scholarly	+Scholar	133	<b>Scout</b>		<b>123</b>
Leader, Shooter	+Shoot	102	Scout, Grizzled	+Grit	139
Leader, Superior	+Leadership	108	Scout, Grizzled Outsider	+[Solitary], +Grit	122
Leader, Superior Grizzled	+Grit, +Leadership	126	Scout, Grizzled Tactician	+Grit, +Tactician	179
Leader, Tactician	+Tactics	124	Scout, Hunter Outsider	+[Solitary], +Shoot, +Detect	122
		<b>187</b>	Scout, Infiltrator	+Infiltrate	153
<b>Hero</b>			Scout, Wise	+Leadership	148
Hero, Brawny	+Brawn	194	Scout, Tactician	+Tactics	160
Hero, Grizzled	+Grit	204			
Hero, Wise	+Leadership	219	<b>Sniper</b>		<b>81</b>
Hero, Marksman	+Shoot	196	Sniper, Infiltrator	+Infiltration	87
Hero, Tactician	+Tactics	246	Sniper, Superior Infiltrator	+Infiltration, +Sniper	90
			Sniper, Superior Shooter	+Infiltration, +Shoot	90

## Natural Animal Templates (▲)

Animal	CCA	RCA	REF	INT	POW	STR	FORM	MOV	SIZ	Traits	BP	dBp	CR
Alligator	1	-2	1	-2	1	2	3	1	4	[Beast!]. Surefooted. Stealthy. Bite 2. Amphibious. Armor. Trample. Reach. Brawn 2.	37	+46	-2
Allosaurus	2	-2	2	-2	2	5	4	3	7	[Beast!]. Sprint. Leap. Detect. Bite 2. Claws. Trample. Brawn 2.	107	+97	+1
Apatosaurus	0	-2	2	-2	0	7	5	1	10	[Beast!]. Surefooted. Detect. Trample. Brawn 3.	57	+81	-3
Ape, Chimpanzee	2	0	3	0	1	4	2	2	3	[Beast+]. Stealthy. Detect 2. Bite. Brawn 2.	63	+57	+1
Ape, Gorilla	2	0	3	0	1	5	3	2	4	[Beast+]. Surefooted 2. Stealthy. Detect. Bite. Brawn 3.	96	+80	+2
Bear, Brown	2	-1	3	-2	2	3	3	3	5	[Beast!][Solitary]. Sprint. Leap. Detect 2. Bite. Claws. Brawn 2.	63	+63	.
Bear, Cave	2	-1	3	-2	2	4	4	3	6	[Beast!][Solitary]. Sprint. Stealthy. Detect 3. Bite. Claws. Trample. Brawn 3.	138	+115	+2
Bull	0	-2	2	-2	1	3	3	3	5	[Beast!]. Detect 2. Gore 2. Trample. Brawn 3.	42	+52	-2
Crocodile	1	-2	1	-2	1	3	3	1	5	[Beast!]. Surefooted. Stealthy. Bite 2. Armor 2. Amphibious. Trample. Reach. Brawn 2.	47	+59	-2
Dog, Hound	1	-1	2	-1	1	1	1	2	1	[Beast!]. Sprint. Surefooted. Stealthy. Detect 3. Bite. Pack-mentality.	18	+20	-1
Dog, Mutt	1	-1	2	-1	1	1	1	2	1	[Beast!]. Sprint. Surefooted. Detect 2. Bite. Chase.	-1	-1	-2
Dog, Racer	0	-1	3	-2	0	0	1	2	1	[Beast!]. Sprint 3. Surefooted. Leap. Stealthy. Detect 2. Bite. Chase. Pack-mentality.	24	+27	-1
Dog, Retriever	1	-1	4	-1	0	1	1	2	2	[Beast!]. Sprint 2. Surefooted. Stealthy. Detect 2. Bite. Pack-mentality.	30	+30	.
Dog, Toy	2	-1	3	-1	-1	2	1	2	0	[Beast!]. Sprint. Surefooted. Detect 2. Bite.	-4	-6	-3
Dog, War	2	-1	3	-1	3	2	1	2	2	[Beast!]. Sprint. Surefooted. Stealthy. Detect 2. Bite. Chase. Pack-mentality.	51	+46	+1
Dog, Wolf	2	-1	2	0	2	2	1	2	1	[Beast!]. Sprint 2. Surefooted. Stealthy 2. Detect 2. Bite. Chase. Pack-mentality.	53	+53	.
Dog, Worker	1	-1	2	-1	0	1	2	2	2	[Beast!]. Sprint. Surefooted. Stealthy. Detect 2. Bite. Pack-mentality. Brawn 2.	24	+30	-2
Eagle, Haast	2	-2	3	-2	1	1	1	0	1	[Beast!]. Leap. Detect. Claws. Flight 2. Brawn.	23	+29	-2
Eagle, Modern	1	-2	3	-2	1	0	1	1	0	[Beast!]. Leap. Detect 2. Claws. Flight 3.	26	+32	-2
Elephant	2	1	3	0	0	5	4	2	8	[Beast]. Sprint. Surefooted. Detect. Gore. Trample 2. Brawn 3.	105	+117	-1
Elephant, War	2	1	3	0	1	6	4	2	8	[Beast]. Sprint. Surefooted. Detect. Gore. Trample 2. Brawn 3. Grit.	136	+136	.
Felid, Cheetah	2	-1	3	-2	1	2	1	4	2	[Beast!][Solitary]. Sprint 4. Surefooted. Leap. Stealthy 2. Detect 3. Bite. Pounce. Brawn.	84	+84	.
Felid, Leopard	2	-1	3	-2	1	2	1	3	2	[Beast!][Solitary]. Sprint. Surefooted. Leap 2. Stealthy 2. Detect 2. Bite. Claws. Pounce. Brawn.	54	+60	-1
Felid, Lion	2	-1	4	-2	2	4	3	3	3	[Beast!]. Sprint 2. Surefooted. Leap. Stealthy. Detect 2. Bite. Claws. Pounce. Brawn.	130	+93	+4
Felid, Puma	2	-1	3	-2	1	2	1	2	2	[Beast!][Solitary]. Sprint. Surefooted 2. Leap 2. Stealthy. Detect 2. Bite. Pounce. Brawn.	40	+50	-2
Felid, Smilodon	3	-1	3	-1	3	4	3	3	5	[Beast!][Solitary]. Sprint. Surefooted. Leap. Stealthy. Detect 2. Bite 2. Claws. Pounce. Frenzy. Brawn 2.	136	+124	+1
Felid, Tiger	2	-1	3	-1	3	4	2	4	4	[Beast!][Solitary]. Sprint. Surefooted. Leap. Stealthy 2. Detect 2. Bite. Claws. Pounce. Frenzy. Brawn.	121	+110	+1
Horse, Charger	1	-2	2	-2	1	4	4	3	5	[Beast!]. Sprint 2. Leap 2. Detect 2. Trample. Brawn. Grit.	75	+83	-1
Horse, Great	2	-2	2	-2	2	4	4	3	6	[Beast!]. Sprint 2. Leap. Detect. Trample. Brawn. Grit.	88	+88	.
Horse, Palfrey	0	-2	2	-2	0	2	2	4	4	[Beast!]. Sprint 2. Leap. Detect. Trample. Brawn.	22	+32	-3
Horse, Work	1	-2	2	-2	0	3	3	3	5	[Beast!]. Sprint. Leap. Detect. Brawn 2.	20	+29	-3
Hyena, Cave	1	-1	3	-2	0	2	1	4	3	[Beast!]. Sprint. Surefooted. Stealthy 2. Detect. Bite 2. Chase. Pack-mentality. Brawn.	47	+30	+1
Hyena, Spotted	2	-1	3	-2	0	2	1	3	2	[Beast!]. Sprint. Surefooted. Stealthy. Detect 2. Bite 2. Chase. Pack-mentality. Brawn.	34	+34	.
Kangaroo	1	0	3	-2	1	2	1	2	2	[Beast!]. Sprint 2. Leap 3. Detect 2. Claws.	19	+24	-2
Komodo Dragon	1	-2	3	-2	1	1	2	2	3	[Beast!]. Detect. Bite. Claws. Brawn 2.	0	+0	-2
Mastodon	2	0	3	0	0	6	5	2	9	[Beast!]. Surefooted. Detect. Gore. Trample 2. Brawn 3.	104	+130	-2
Ostrich	1	-2	3	-2	1	2	2	4	3	[Beast!]. Sprint 2. Surefooted. Leap. Detect. Bite. Claws. Brawn.	37	+37	.
Ram	.	.	.	.	.	.	.	.	.	[Beast!]. Sprint. Surefooted. Detect 2. Slam.	.	.	.
Rhino	0	-2	2	-2	2	4	4	2	7	[Beast!]. Sprint 2. Detect. Armor. Gore. Trample. [Solitary]. Brawn.	62	+77	-2
Terror Bird, Greater	1	-2	3	-1	2	3	2	3	5	[Beast!]. Sprint 3. Surefooted. Leap. Detect 2. Bite 2. Claws. Brawn.	74	+74	.
Terror Bird, Lesser	2	-2	2	-2	2	1	2	2	3	[Beast!]. Sprint. Detect. Bite 2. Claws 2.	10	+12	-2
Tyrannosaurus Rex	2	-2	2	-2	2	7	4	2	8	[Beast!]. Sprint 2. Detect. Bite 2. Claws. Trample. Brawn 2.	108	+108	.
Velociraptor	2	-2	3	-2	2	2	2	3	2	[Beast!]. Sprint 2. Surefooted. Leap. Stealthy. Detect. Bite. Claws 2. Frenzy. Brawn.	73	+66	+1
Velociraptor, Cinematic	2	-2	3	0	3	2	2	4	3	[Beast!]. Sprint 2. Surefooted. Leadp. Stealthy. Detect. Bite. Claws 2. Frenzy.	114	+95	+2

## Fantastic Animal Templates (▲)

Animal	CCA	RCA	REF	INT	POW	STR	FORM	MOV	SIZ	Traits	BP	dBp	CR
Cerberus, Lesser	.	.	.	.	.	.	.	.	4	[Beast][Solitary]. Multi-headed 2. Bite 2.	.	.	.
Cerberus, Plutonic	.	.	.	.	.	.	.	.	5	[Beast!][Solitary]. Multi-headed 2. Poison > Bite.	.	.	.
Chimera, Draconic	.	.	.	.	.	.	.	.	.	[Beast][Solitary][Winged]. Flight. Bite. Claws. Lash.	.	.	.
Chimera, Greco	.	.	.	.	.	.	.	.	.	[Beast!][Solitary]. Surefooted. Bite. Slam. Claws. Lash.	.	.	.
Chimera, Reptillus	.	.	.	.	.	.	.	.	.	[Beast][Solitary][Winged]. Flight. Bite 2. Claws. Multi-strike.	.	.	.
Chimera, Skorpii	.	.	.	.	.	.	.	.	.	[Beast][Solitary][Winged]. Flight. Bite. Claws. Lash. Stinger.	.	.	.
Critter, Huge	3	-1	2	-1	2	4	4	2	5	[Beast!][Solitary]. Sprint. Surefooted. Stealthy. Bite. Gore. Trample.	99	+99	.
Critter, Large	3	-1	3	-1	1	3	3	3	4	[Beast!][Solitary]. Sprint. Surefooted. Leap. Stealthy. Bite. Trample.	81	+81	.
Critter, Medium	2	-1	4	-1	1	3	2	2	3	[Beast!][Solitary]. Sprint 2. Surefooted. Leap 2. Stealthy. Bite.	54	+60	-1
Critter, Small	2	-1	5	-1	1	2	1	1	2	[Beast!][Solitary]. Sprint. Surefooted 2. Leap 3. Stealthy. Bite.	43	+43	.
Dog, Greater Warg	2	-1	3	0	3	3	2	1	4	[Beast]. Sprint 2. Surefooted. Leap. Detect. Bite 2. Pack-mentality.	71	+59	+2
Dog, Lesser Warg	3	-1	3	-1	2	3	3	2	3	[Beast]. Sprint. Surefooted. Leap 2. Detect. Bite 2. Pack-mentality.	77	+59	+3
Fiend	3	-1	3	-1	2	3	3	3	3	[Beast!]. Surefooted. Stealthy. Detect 2. Bite. Claws. Fear.	95	+86	+1
Gryffon, Lesser	3	0	3	0	4	3	2	4	4	[Beast!]. Leap 2. Fear 2. Detect 3. Bite 2. Claws. Pounce. Flight. [Winged]. Brawn.	175	+159	+1
Gryffon, Noble	3	0	2	0	4	4	3	2	5	[Beast!][Winged]. Leap 2. Fear 2. Detect 3. Bite 2. Claws. Pounce. Flight 2. Brawn.	163	+181	-1
Hydra, Ancient	3	-2	0	-1	4	6	4	2	8	[Beast!]. Sprint. Deflect 4. Armor 6. Tentacles 3. Fear 5. Tall 3. Bite. Multi-headed 4.	.	.	.
Hydra, Elder	3	-2	1	-1	3	4	3	2	6	[Beast!]. Sprint. Deflect 3. Armor 4. Tentacles 2. Fear 3. Tall 2. Bite. Multi-headed 3.	.	.	.
Hydra, Lesser	4	-2	2	-2	2	2	2	1	4	[Beast!]. Sprint. Deflect 2. Armor 2. Tentacles. Fear. Tall. Bite. Multi-headed 2.	.	.	.
Manticore, Common	3	2	2	1	3	3	2	2	5	[Beast!][Winged]. Surefooted. Flight. Detect. Brawn. Poison 2 > Bite. Poison > Quills 2.	89	+127	-3
Manticore, Giant	3	3	2	2	4	3	3	3	7	[Beast!][Winged]. Surefooted. Flight. Detect. Brawn 2. Poison 2 > Bite. Poison > Quills 3.	136	+169	-2
Monster	3	0	4	1	2	5	5	2	5	[Beast!][Solitary]. Stealthy. Detect. Bite 2. Claws 2.	128	+107	+2
Monster, Fearsome	3	0	4	1	2	5	5	2	5	[Beast!][Solitary]. Stealthy. Detect. Bite 2. Claws 2. Fear 5.	.	.	.
Predator	3	-1	3	0	2	4	3	3	4	[Beast!]. Surefooted. Stealthy. Detect. Bite. Chase. Sprint.	98	+82	+2
Snake, Giant Constrictor	.	.	.	.	.	.	.	.	4	[Beast!]. Reach. Brawn 4. Entangle 3. Bite.	.	.	.
Snake, Giant Venomous	.	.	.	.	.	.	.	.	4	[Beast!]. Reach 2. Brawn 3. Entangle 2. Poison 2 > Bite.	.	.	.
Snake, Giant Spitting	.	.	.	.	.	.	.	.	4	[Beast!]. Reach. Brawn 2. Entangle. Bite. Poison > Spit 3. Fear.	.	.	.
Spyder, Common	.	.	.	.	.	.	.	.	1	[Beast]	.	.	.
Spyder, Great	.	.	.	.	.	.	.	.	2	[Beast+]	.	.	.
Spyder, Corrupted	.	.	.	.	.	.	.	.	3	[Beast!]	.	.	.

### EXAMPLE

Combine “Fiend” Fantastic Animal Template with “Leaper” Traits Package to become “Leaping Fiend” archetype as follows;

Frame / Package	CCA	RCA	REF	INT	POW	STR	FORM	MOV	SIZ	Traits	dBp	CR
Fiend	3	-1	3	-1	2	3	3	3	3	[Beast!]. Surefooted. Stealthy. Detect 2. Bite. Claws. Fear.	+86	+1
Leaper	.	.	.	.	.	.	.	.	.	Leap. Pounce.	+13	.
<b>TOTAL</b>	3	-1	3	-1	2	3	3	3	3	[Beast!]. Surefooted. Stealthy. Detect 2. Bite. Claws. Fear. Leap. Pounce.	99	+1

Cost is 99 BP at +1 per 10 = 99 + 9 = 108.

## Sophont Templates (▲)

Sophont	CCA	RCA	REF	INT	POW	STR	FORM	MOV	SIZ	Traits	BP	dBp	CR
Beastfolk, Elder	3	0	2	1	2	4	2	2	4	Detect. Sprint. Gore.	70	+64	+1
Beastfolk, Minor	2	1	3	1	2	3	2	2	3	Detect. Sprint.	50	+42	+2
Brute, Feral	2	-1	3	-1	2	3	3	3	4	[Beast+]. Brawn 2.	31	+28	+1
Brute, Primitive	3	0	2	0	3	3	3	2	4	[Beast+]. Brawn.	35	+35	.
Centaur, Gracilis	3	2	2	1	2	3	3	3	4	Sprint 2. Trample. Leap. Brawn. Detect 2.	134	+103	+3
Centaur, Robustus	3	2	2	1	2	3	3	2	5	Sprint 2. Trample. Leap. Brawn 2. Detect.	124	+103	+2
Cyberkin	1	3	4	0	3	2	3	3	3	[Solitary]. Armor 3. Detect. Brawn. Grit.	83	+64	+3
Cyclops	3	1	3	1	3	4	3	2	4	[Wreckless][Solitary]. Brawn 2. Sturdy.	65	+59	+1
Zweikopf	.	.	.	.	.	.	.	.	.	[Primitive][Slow!]. Brawn 2. Multi-headed.	.	.	.
Dwarron	3	2	2	2	4	3	3	2	3	Grit 2.	81	+74	+1
Elfnik, Dark	3	2	4	2	4	2	2	3	3	[Solitary]. Stealthy. Surefooted. Slippery.	105	+81	+3
Elfnik, High	2	3	4	2	3	2	2	3	2	[Solitary]. Stealthy. Surefooted. Fight.	130	+81	+6
Elfnik, Sylvan	2	3	4	2	3	2	2	3	2	[Solitary]. Stealthy. Surefooted.	85	+65	+3
Ghoul, Low	2	0	2	1	3	2	3	4	3	[Beast+][Solitary]. Night-vision.	42	+38	+1
Gigantish	1	1	1	0	2	4	4	3	5	[Beast+][Solitary]. Brawn. Grit.	51	+51	.
Goblinid, Cave	2	2	2	-1	1	1	2	3	2	[Beast+][Solitary][Coward]. Stealth 2. Detect 2. Bite. Slippery.	32	+46	-3
Goblinid, Common	1	1	2	0	1	1	2	2	2	Night-vision. Detect. Bite. Slippery.	25	+25	.
Gorgon	4	1	4	1	3	3	3	1	4	Sprint. Surefooted 2. Brawn. Stealthy 2. Bite. Fear 4. Multi-strike.	320	+200	+6
Greyling	0	3	4	4	4	1	2	2	2	Grit. Surefooted. Stealthy.	81	+58	+4
Harpy, Anglic	.	.	.	.	.	.	.	.	.	[Primitive][Winged]. Pack-mentality. Claws. Extra-arms 2. Flight 3.	.	.	.
Harpy, Common	.	.	.	.	.	.	.	.	.	[Primitive][Winged][Slow]. Grit. Pack-mentality. Claws. Flight 2.	.	.	.
Humanoid	2	2	2	2	2	2	2	2	3	.	30	30	.
Humanoid, Primitive	2	1	2	1	2	3	2	2	3	[Primitive]. Bite.	30	27	-1
Humanoid, Skeletal	2	2	2	2	2	2	2	2	3	Deflect.	33	33	.
Lizardfolk, Swamp	1	1	1	1	3	2	1	2	2	Stealthy. Bite. Deflect.	36	+33	+1
Ogre, Rock	3	1	2	1	2	4	4	2	4	[Beast+]. Night-vision. Bite. Claws. Brawn 2.	98	+75	+3
Orcish, Greater	2	1	1	0	1	4	3	2	4	[Belligerent][Beserker]. Night-vision. Grit 2.	33	+55	-4
Orcish, Lesser	3	1	2	1	1	3	3	2	3	[Belligerent][Beserker]. Night-vision. Grit.	34	+49	-3
Pygmy, Halfling	1	2	3	2	1	1	2	2	2	Night-vision. Surefooted.	26	+26	.
Pygmy, Leng	3	2	3	3	3	2	3	2	2	[Solitary]. Stealthy 2. Grit.	108	+83	+3
Pygmy, Terran	1	1	3	1	1	1	2	3	2	Sneaky. Surefooted.	23	+19	+2
Verminati, Technologis	2	2	3	2	1	2	1	1	2	Night-vision. Pack-mentality. Bite.	48	+37	+3
Verminati, Kleinarii	2	1	2	2	2	1	1	2	1	Night-vision. Stealthy. Grit. Bite.	58	+48	+2
Wildling	3	2	3	1	3	2	2	3	3	Stealthy. Surefooted. Sprint.	122	+81	+5
Wyrm, Lesser	4	0	5	0	4	5	3	4	6	[Beast+][Solitary]. Pounce. Stealthy. Quick. Bite. Claws 2. Slippery. Deflect. Armor 3.	253	133	+9

### EXAMPLE

Combine “Orcish, Lesser” Sophont Template with “Veteran, Grizzled” Variant Frame to become “Orcish, Lesser, Veteran, Grizzled” archetype as follows:

Frame	CCA	RCA	REF	INT	POW	STR	FORM	MOV	SIZ	Traits	dBp	CR
Orcish, Lesser	3	1	2	1	1	3	3	2	3	[Belligerent][Beserker]. Night-vision. Grit.	+49	-3
Veteran, Grizzled	+1	+1	+1	.	+1	.	.	.	.	Grit 2.	+35	+1
<b>TOTAL</b>	4	2	3	1	2	3	3	2	3	[Belligerent][Beserker]. Night-vision. Grit 3.	84	+1, -3

Cost is 84 BP at +1 per 10 = 84 + 8 = 92. And then 92 BP at -3 per 10 = 92 - 27 = 65 BP total.

## Common Variant Frames (▲)

Frame	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Average	.	.	.	.	.	.	.	.	.	.	+0	.
Average, Brawny	.	.	.	.	.	.	.	.	.	Brawn.	+4	.
Average, Coward	.	.	.	.	.	.	.	.	.	[Coward].	+0	-3
Average, Cult Coward	.	.	.	.	.	.	.	.	.	[Coward]. Insane.	+11	-2
Average, Cultist	.	.	.	.	.	.	.	.	.	Insane.	+11	+2
Average, Expendable	.	.	.	.	.	.	.	.	.	Expendable.	-5	+1
Average, Expendable Fodder	.	.	.	.	.	.	.	.	.	[Fodder]. Expendable.	+0	-1
Average, Fighter	.	.	.	.	.	.	.	.	.	Fight.	+5	.
Average, Fodder	.	.	.	.	.	.	.	.	.	[Fodder]	+5	-2
Average, Grizzled	.	.	.	.	.	.	.	.	.	Grit.	+10	.
Average, Wise	.	.	.	.	.	.	.	.	.	Leadership.	+5	+1
Average, Medic	.	.	.	.	.	.	.	.	.	Medic.	+5	+1
Average, Outsider	.	.	.	.	.	.	.	.	.	[Solitary].	+0	-1
Average, Scholarly	.	.	.	.	.	.	.	.	.	Scholar.	+15	+1
Average, Shooter	.	.	.	.	.	.	.	.	.	Shoot.	+5	.
Average, Sneak	.	.	.	.	.	.	.	.	.	Sneaky.	+6	+1
Average, Tactician	.	.	.	.	.	.	.	.	.	Tactics.	+7	+2
Elite	+1	+1	+1	+1	+1	+1	+1	+1	.	Grit. Shoot. Fight.	+56	+5
Elite, Cultist	+1	+1	+1	+1	+1	+1	+1	+1	.	Grit. Shoot. Fight. Insane.	+67	+8
Elite, Grizzled	+1	+1	+1	+1	+1	+1	+1	+1	.	Grit 2. Shoot. Fight.	+66	+5
Elite, Leader	+1	+1	+1	+1	+1	+1	+1	+1	.	Grit. Shoot. Fight. Leadership.	+61	+6
Elite, Tactician	+1	+1	+1	+1	+1	+1	+1	+1	.	Grit. Shoot. Fight. Tactics.	+63	+8
Militia,	-1	.	.	.	.	-1	.	.	.		-10	.
Untrained	-2	-1	.	.	-1	-1	.	.	.		-22	-1
Veteran	+1	+1	+1	.	+1	.	.	.	.	Grit.	+25	+1
Veteran, Cultist	+1	+1	+1	.	+1	.	.	.	.	Grit. Insane.	+36	+3
Veteran, Grizzled	+1	+1	+1	.	+1	.	.	.	.	Grit 2.	+35	+1
Veteran, Wise	+1	+1	+1	.	+1	.	.	.	.	Grit. Leadership.	+30	+2
Veteran, Medic	+1	+1	+1	.	+1	.	.	.	.	Grit. Medic.	+30	+1
Veteran, Tactical Fighter	+1	+1	+1	.	+1	.	.	.	.	Grit. Fight. Tactics.	+37	+3
Veteran, Tactical Wise	+1	+1	+1	.	+1	.	.	.	.	Grit. Leadership. Tactics.	+37	+5
Veteran, Tactician	+1	+1	+1	.	+1	.	.	.	.	Grit. Tactics.	+32	+3
Veteran, Warrior	+1	+1	+1	.	+1	.	.	.	.	Grit. Fight. Shoot.	+35	+1

### EXAMPLE

Combine “Goblinid, Cave” Sophont Template with “Militia” Common Frame to become “Goblinid, Cave, Militia” archetype as follows;

Frame	CCA	RCA	REF	INT	POW	STR	FORMOV	SIZ	Traits	dBp	CR	
Goblinid, Cave	2	2	2	-1	1	1	2	3	2	[Beast+][Solitary][Coward]. Stealth 2. Detect 2. Bite. Slippery.	+46	-3
Militia,	-1	.	.	.	.	-1	.	.	.		-10	.
<b>TOTAL</b>	1	2	2	-1	1	0	2	3	2	[Beast+][Solitary][Coward]. Stealth 2. Detect 2. Bite. Slippery.	36	-3

Cost is 36 BP at -3 per 10 = 36 - 3 = 33. Final is 33BP total.

## Specialist Variant Frames (▲)

Frame	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Acrobat	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic. Slippery.	+6	+1
Acrobat, Evasive	.	-1	+1	.	.	-1	-1	.	-1	Evasive 2. Acrobatic. Slippery.	+14	+1
Acrobat, Fighter	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic. Slippery. Fight.	+11	+1
Acrobat, Nimble	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic. Slippery. Nimble.	+11	+1
Acrobat, Wise	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic. Slippery. Leadership.	+11	+2
Acrobat, Sneaky	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic. Slippery. Sneaky.	+12	+2
Acrobat, Tumbler	.	-1	+1	.	.	-1	-1	.	-1	Evasive. Acrobatic 2. Slippery.	+12	+1
Agent	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit.	+17	-1
Agent, Investigator	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Investigator.	+22	-1
Agent, Scholarly	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Scholar.	+27	.
Agent, Shooter	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Shoot.	+17	-1
Agent, Stealthy	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Stealthy.	+31	.
Agent, Tactician	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Tactics.	+19	+1
Agent, Wise	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Leadership.	+22	.
Agent, Wise Tactician	-1	+1	.	.	+1	.	.	.	.	[Solitary]. Grit. Tactics. Leadership.	+29	+2
Brawler	+1	.	.	.	+1	+1	+1	.	.	Brawl.	+25	+1
Brawler, Boxer	+1	.	.	.	+1	+1	+1	.	.	Brawl. Boxer.	+30	+1
Brawler, Brawny	+1	.	.	.	+1	+1	+1	.	.	Brawl. Brawn.	+29	+1
Brawler, Cultist Knife-fighter	+1	.	.	.	+1	+1	+1	.	.	Brawl. Insane. Knife-fighter.	+45	+3
Brawler, Cultist	+1	.	.	.	+1	+1	+1	.	.	Brawl. Insane.	+36	+3
Brawler, Knife-fighter	+1	.	.	.	+1	+1	+1	.	.	Brawl. Knife-fighter.	+34	+1
Brawler, Superior	+1	.	.	.	+1	+1	+1	.	.	Brawl 2.	+35	+1
Brawler, Tactician	+1	.	.	.	+1	+1	+1	.	.	Brawl. Tactics.	+32	+3
Healer	-2	-1	.	.	+1	.	.	.	.	Healer. Medic. Grit.	+22	+1
Hero	+2	+1	+1	.	+2	+2	+2	+1	.	Leadership 2. Grit. Fight 2.	+80	+7
Hero, Grizzled	+2	+1	+1	.	+2	+2	+2	+1	.	Leadership 2. Grit 2. Fight 2.	+90	+7
Hero, Wise	+2	+1	+1	.	+2	+2	+2	+1	.	Leadership 3. Grit. Fight 2.	+85	+9
Hero, Marksman	+2	+1	+1	.	+2	+2	+2	+1	.	Leadership 2. Grit. Fight 2. Shoot.	+85	+7
Hero, Tactician	+2	+1	+1	.	+2	+2	+2	+1	.	Leadership 2. Grit. Fight 2. Tactics.	+87	+11
Leader	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership.	+25	+7
Leader, Cultist Fighter	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Insane. Fight.	+41	+10
Leader, Cultist	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Insane.	+36	+10
Leader, Fighter	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Fight.	+30	+7
Leader, Grizzled	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Grit.	+35	+7
Leader, Scholarly	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Scholar.	+40	+9
Leader, Superior Grizzled	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership 2. Grit.	+30	+8
Leader, Superior	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership 2.	+40	+8
Leader, Tactician	.	.	.	.	+1	.	.	.	.	Tactics 2. Leadership. Tactics.	+32	+10

### EXAMPLE

Combine “Brute, Primitive” Sophont Template with “Brawler” Variant Frame to become “Brute, Primitive Brawler” archetype as follows;

Frame	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Brute, Primitive	3	0	2	0	3	3	3	2	4	[Beast+]. Brawn.	+35	.
Brawler	+1	.	.	.	+1	+1	+1	.	.	Brawl.	+25	+1
<b>TOTAL</b>	4	0	2	0	4	4	4	2	4	[Beast+]. Brawn. Brawl.	60	+1

Cost is 60 BP at +1 per 10 = 60 + 6 = 66. Final is 66 BP total.

## Specialist Variant Frames (▲) continued

Frame	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Marksman	.	+1	.	.	.	.	.	.	.	Shoot.	+8	.
Marksman, Archer	.	+1	.	.	.	.	.	.	.	Shoot. Archer.	+12	.
Marksman, Grizzled	.	+1	.	.	.	.	.	.	.	Shoot. Grit	+18	.
Marksman, Gunslinger	.	+1	.	.	.	.	.	.	.	Shoot. Gunslinger.	+13	.
Marksman, Wise	.	+1	.	.	.	.	.	.	.	Shoot. Leadership.	+13	+1
Marksman, Superior Archer	.	+1	.	.	.	.	.	.	.	Shoot 2. Archer.	+13	.
Marksman, Superior Gunslinger	.	+1	.	.	.	.	.	.	.	Shoot 2. Gunslinger.	+18	.
Marksman, Superior Thrower	.	+1	.	.	.	.	.	.	.	Shoot 2. Thrower.	+18	.
Marksman, Superior	.	+1	.	.	.	.	.	.	.	Shoot 2.	+20	.
Marksman, Thrower	.	+1	.	.	.	.	.	.	.	Shoot. Thrower.	+15	.
<b>Martialist</b>	+1	.	+1	+1	.	.	.	+1	.	Fight.	+23	+3
Martialist, Fencer	+1	.	+1	+1	.	.	.	+1	.	Fight. Fencer.	+26	+3
Martialist, Gymnastic	+1	.	+1	+1	.	.	.	+1	.	Fight. Nimble. Slippery.	+33	+3
Martialist, Wise	+1	.	+1	+1	.	.	.	+1	.	Fight. Leadership.	+28	+5
Martialist, Superior	+1	.	+1	+1	.	.	.	+1	.	Fight 2.	+28	+3
Martialist, Tactician	+1	.	+1	+1	.	.	.	+1	.	Fight. Tactics.	+30	+6
<b>Mystic</b>	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer.	+19	+2
Mystic, Adept	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer 2.	+44	+3
Mystic, Cultist Adept Wise	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer 2. Leadership. Insane.	+55	+6
Mystic, Cultist Adept	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer 2. Insane.	+60	+7
Mystic, Cultist Wise	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer. Leadership. Insane.	+35	+6
Mystic, Cultist	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer. Insane.	+30	+5
Mystic, Wise	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer. Leadership.	+24	+3
<b>Scout</b>	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect.	+47	+6
Scout, Grizzled	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect. Grit.	+57	+6
Scout, Grizzled Outsider	.	.	+1	+1	.	.	+1	+1	.	[Solitary]. Stealthy. Surefooted. Detect. Grit.	+57	+4
Scout, Grizzled Tactician	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect. Grit. Tactics.	+64	+9
Scout, Hunter Outsider	.	.	+1	+1	.	.	+1	+1	.	[Solitary]. Stealthy. Surefooted. Detect 2. Shoot.	+57	+4
Scout, Infiltrator	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect. Infiltrate.	+60	+8
Scout, Wise	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect. Leadership.	+52	+8
Scout, Tactician	.	.	+1	+1	.	.	+1	+1	.	Stealthy. Surefooted. Detect. Tactics.	+54	+9
<b>Sniper</b>	+1	.	+1	.	.	.	.	.	.	[Solitary]. Sneaky. Shoot. Sniper. Infiltration.	+38	+2
Sniper, Infiltrator	+1	.	+1	.	.	.	.	.	.	[Solitary]. Sneaky. Shoot. Sniper. Infiltration 2.	+43	+2
Sniper, Superior Infiltrator	+1	.	+1	.	.	.	.	.	.	[Solitary]. Sneaky. Shoot. Sniper 2. Infiltration 2.	+45	+2
Sniper, Superior Shooter	+1	.	+1	.	.	.	.	.	.	[Solitary]. Sneaky. Shoot 2. Sniper. Infiltration.	+45	+2

### EXAMPLE

Combine “Lizardfolk, Swamp” *Sophont Template* with “Mystic, Cult Leader” *Variant Frame* to become “Lizardfolk Mystic, Cult Leader” archetype as follows;

Frame	CCA	RCA	REF	INT	POW	STR	FORMOV	SIZ	Traits	dBp	CR	
Lizardfolk, Swamp	1	1	1	1	3	2	1	2	2	Stealthy. Bite. Deflect.	+33	+1
Mystic, Cult Leader	-1	.	.	+1	+1	-1	-1	.	.	Sorcerer. Leadership. Insane.	+35	+6
<b>TOTAL</b>	0	1	1	2	4	1	0	2	3	Stealthy. Bite. Deflect. Sorcerer. Leadership. Insane.	68+6, +1	

Cost is 68 BP at +6 per 10 = 68 + 36 = 104. And then 104 BP at +1 per 10 = 104 + 10 = 114 BP total.

## Custom Template Archetypes (▲)

Culture	Upgrade	Culture			Upgrade			Culture	Upgrade				
Default	5 ♦	Machine			10 11 ♦ □ ✎ ✎ ✎	Reclusive			7 8 ✎ ✎				
Animal	6 7 9 12	Populous			4 □	Technological			10 ♦ ✎				
Feral	7 12 □	Precivilized			11 ◆ □	Tribal			6 □				
Sizing	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Enormous ♠	.	.	.	-2	.	.	+2	+1	+1	+2	[Slow]	+24	-2
Huge ♠	.	+1	.	-1	.	.	+1	+1	.	+1	.	+11	.
Default	.	.	.	.	.	.	.	.	.	.	.	.	.
Small ✘	.	.	.	.	.	.	-1	.	-1	-1	.	-14	.
Tiny ✘	.	-1	.	+1	.	.	-2	-1	-1	-2	Quick.	-32	+1
Intellect	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Remove [Beast!]	♦ ✎ ✎	.	.	.	+2	.	-1	.	.	.	.	+13	+3
Remove [Beast]	♦ ✎ ✎	.	.	.	+1	.	.	.	.	.	.	+12	+2
Remove [Primitive]	♦ ✎ ✎	.	.	.	.	+1	.	.	.	.	.	+8	+1
Auxiliary Frame	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Cultist	5 ✎ ✎ ◆ □	.	.	.	.	.	.	.	.	.	Insane.	+11	+2
Hapless ✘	♦ □	-2	-1	.	.	-1	-1	.	-1	.	[Coward].	-26	-4
Laborer ✘	6 □	-1	.	.	-1	-1	.	+1	.	.	.	-9	.
Sedentary ✘	♦ ✎ □	-1	-1	.	.	-1	-1	-1	.	.	.	-23	-1

### Instructions

- STEP 1. Pick Template + Frame × 2
- STEP 2. Pick Culture + Sizing + Intellect + Auxiliary Frame
- STEP 3. Pick Upgrades × 3
- STEP 4. Get the total dBp as BP and note the CRs.
- STEP 5. Arrange the CRs received from highest to lowest.
- STEP 6. Take the first CR and reduce or increase the dBp total by that amount per 10 BP.
- STEP 7. Repeat until no CRs remain. Result is final BP.

- ✖ Limit 1 per 2 characters in an Assembly if final BP is zero, negative, or if this appears twice.
- ④ Add any two; Sneaky for +6 BP and +1 CR, Detect +5 BP, Acrobatic +8 BP, or Evasive +11 BP. If Acrobat or Wild allow increasing twice total.
- ⑤ Add Brawn for +4 BP, Brawl for +5 BP. If Brawler, Construct, or Heroic allow increasing either twice.
- ⑥ Add Nimble +5 BP, Pounce +5 BP, or Leap +8 BP. If Leaper allow increasing Leap again for +4 BP.
- ⑦ Add or increase Fear up to Fear SIZ for +25 BP each. If SIZ 4 or higher, may add Trample at +21 BP.
- ⑧ Add Sprint +8 BP and +1 CR. If Chaser may increase once.
- ⑨ Add either Pin-point +18 BP, or Precise +9 BP. Add Outwit for +5 BP, or Quick for +5 BP and +1 CR
- ⑩ Add or increase Armor +3 BP. If Armored or Construct allow up to Armor +SIZ.
- ⑪ Add Gore +13 BP, Trample +17 BP, Bite +5 BP and +1 CR if first, Claws +3 BP. If [Beast!], [Beast], or [Beast+] allow increasing any one; Gore +2 BP, Trample +11 BP, Bite +3 BP, Claws +6 BP.
- ⑫ Add Sensors for +10 BP, and Optics for +11 BP unless already have then increase for +3 BP. Add Analytics for +5 BP and +2 CR, or Predict for +15 BP and +1 CR.
- ⑬ Add Expendable for -5 BP and +1 CR

### EXAMPLE

Combine “Eagle, Haast” Animal Template, make it a Precivilized Culture, and also remove its [Beast!] trait. This will become “Eagle, Haast, Precivilized” archetype.

Frame	CCA	RCA	REF	INT	POW	STR	FORMOV	SIZ	Traits	dBp	CR	
Eagle, Haast	2	-2	3	-2	1	1	1	0	1	[Beast!]. Leap. Detect. Claws. Flight 2. Brawn.	+29	-2
Remove [Beast!]	.	.	.	+2	.	-1	.	.	.	.	+13	+3
<b>TOTAL</b>	2	-2	3	0	2	0	1	0	1	Leap. Detect. Claws. Flight 2. Brawn.	+42	+3, -2

Cost is 42 BP at +3 per 10 = 42 + 12 = 54.. And then 54 BP at -2 per 10 = 54 - 10 = 44 BP total.

## Custom Frame Archetypes [▲]

Frame	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Colossal	①②①	4	0	-2	0	1	7	4	3	9	Armor.	+80	-3
Humongous	①②①	4	0	-2	0	1	6	4	3	8	Armor.	+70	-3
Enormous	①②①	3	0	-1	0	1	5	3	2	7	Armor.	+48	-3
Immense	①②①	3	0	0	0	1	4	3	2	6	Armor.	+38	-3
Huge	①②	2	0	0	0	1	3	2	2	5	.	+17	-3
Large	②⑨	2	0	1	0	1	2	2	1	4	.	+6	-2
Medium*	④⑦③	1	0	2	0	1	1	1	1	3	.	-12	-1
Small*	④⑨	1	0	2	0	1	0	1	0	2	.	-26	-1
Tiny*	④◆	0	0	2	0	1	-1	0	0	1	.	-44	.
Mind	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Animal	②☒	.	.	.	-2	.	+1	.	.	.	[Beast!]	-13	-3
Beast	☒	.	.	.	-1	.	.	.	.	.	[Beast]	-12	-2
Clever	❖	.	.	.	.	+1	.	.	.	.	[Beast+]	-2	-1
Primitive	★❖	.	.	.	.	-1	.	.	.	.	[Primitive]	-8	-1
Intelligent	★★❖	.	+1	.	+1	.	.	.	.	.	.	+9	+1
Niche	Upgrade	CCA	RCA	REF	INT	POW	STR	FOR	MOV	SIZ	Traits	dBp	CR
Armored	⑤⑪	.	.	.	.	-1	.	+1	-1	+1	Armor. Deflect.	+6	-1
Chaser	⑦⑨⑧	.	.	+1	.	+1	.	.	+2	.	Chase. Sprint.	+28	+5
Construct	①⑤⑩⑪☒	.	.	+1	.	+3	+1	+1	-1	.	[Slow!][Noisy]. Armor 3. Deflect. Bulletproof.	+40	.
Crawler	⑧◆	-1	.	.	.	.	+1	.	-1	.	●Stealthy. ◆Climb. Brawl.	+24	+2
Flyer	⑦⑨⑧	-1	-1	+1	.	.	.	-1	-1	.	[Winged]. Flight. Sprint.	+7	+3
Hunter	⑥⑧⑨	.	.	.	.	+1	+2	.	.	.	◆Night-vision. Detect.	+27	.
Killer	⑧⑫◆	.	.	+1	.	+1	.	+2	.	.	◆[Solitary]. Bite. Fear.	+49	+3
Leaper	⑦	.	.	.	.	.	.	+1	+1	.	Leap 2.	+22	+2
Nimble	④	+1	.	.	.	.	.	.	+1	-1	●Nimble. Slippery.	+17	+1
Pack	⑥☒	.	.	-1	.	.	.	.	+1	.	◆Pack-mentality. Detect.	+8	+1
Scavenger	☒	.	.	.	.	+1	+1	+1	.	.	◆[Coward].	+15	-2
Scrapper	⑤③☒	.	.	.	.	.	+1	.	-2	.	Bite. Claws.	+5	+1
Tentacled	⑧	.	.	+1	.	+1	+1	+1	-1	.	Tall. Fear. Quick.	+57	+3
Wild	⑨⑫☒	+1	.	+1	.	.	+1	.	.	.	Detect. Surefooted. ●Stealthy.	+41	+2

## Instructions

- STEP 1. Pick Frame + Mind + Niche × 3 + Upgrades × 2.  
 STEP 2. Get the total dBp as BP and note the CRs.  
 STEP 3. Arrange the CRs received from highest to lowest.  
 STEP 4. Take the first CR and reduce or increase the BP total by that amount per 10 BP.  
 STEP 5. Repeat until no CRs remain. Result is final BP.

- \* Limit 1 per 2 characters in an Assembly if final BP is zero, negative, or if this appears twice.
- Stealthy overlaps both Night-vision and Sneaky. Reclaim 8 BP for Night-vision, and 6 BP for Sneaky.
- ◆ Receive just once so whenever repeated reclaim; Nimble -5 BP, Night-vision -8 BP, Pack-mentality -5 BP, Coward -3 CR, or Climb -4 BP and -1 CR.
- ❖ Increase INT for +6 BP and +1 CR. Add Infiltrate for +8 BP and +1 CR, or increase it for +5 BP.
- ◆ Add Surefooted for +4 BP. Add or increase Grit for +10 BP. Add Pathfinder for +8 BP and +1 CR, or increase it for +4 BP.
- ❖ Add Scholar for +15 BP and +1 CR, or increase for +10 BP and +1 CR. If Intellectual, allow increasing twice total.
- Add ◆Perimeter for +7 BP and +1 CR.
- ❖ Add or increase Tall for +13 BP.
- ❖ Add or increase Sorcerer +25 BP and +1 CR. If Mystic allow increasing twice.
- ★ Trade one or two Niches for Frames worth at least 0 BP.
- ☒ Reduce all POW to zero at -4 BP each, and then add Machine for +5 BP and +3 CR. If have already have Expendable, instead add Machine for +0 BP and +2 CR.
- ☒ Add Sensors for +10 BP, and Optics for +11 BP unless already have then increase for +3 BP. Add Analytics for +5 BP and +2 CR, or Predict for +15 BP and +1 CR.
- ☒ Add Expendable for -5 BP and +1 CR
- ① Add Shoot +5 BP. If Marksman allow increasing twice.
- ② Add either Gunslinger +5 BP, Thrower +5 BP, or Archer +5 BP. If Marksman allow increasing twice total.
- ③ Add either Boxer +5 BP, Knife-fighter +9 BP, Fencer +7 BP, or Fight +5 BP. If Martialist allow increasing twice.
- ④ Add any two; ◆Sneaky for +6 BP and +1 CR, Detect +5 BP, Acrobatic +8 BP, or Evasive +11 BP. If Acrobat or Wild allow increasing twice total.
- ⑤ Add Brawn for +4 BP, Brawl for +5 BP. If Brawler, Construct, or Heroic allow increasing either twice.
- ⑥ Add either Medic +10 BP and +1 CR, or Tactics +7 BP and +2 CR, or Leadership +5 BP and +1 CR. If Leader allow increasing any of those twice total.
- ⑦ Add ◆Nimble +5 BP, Pounce +5 BP, or Leap +8 BP. If Leaper allow increasing Leap again for +4 BP.
- ⑧ Add or increase Fear up to Fear SIZ for +25 BP each. If SIZ 4 or higher, may add Trample at +21 BP.
- ⑨ Add Sprint +8 BP and +1 CR. If Chaser may increase once.
- ⑩ Add either ◆Pin-point +18 BP, or ◆Precise +9 BP. Add Outwit for +5 BP, or Quick for +5 BP and +1 CR
- ⑪ Add or increase Armor +3 BP. If Armored or Construct allow up to Armor +SIZ.
- ⑫ Add one or two; Gore +13 BP, Trample +17 BP, Bite +5 BP and +1 CR if first, Claws +3 BP. If [Beast!], [Beast], or [Beast+] allow increasing any one; Gore +2 BP, Trample +11 BP, Bite +3 BP, Claws +6 BP.
- ⑬ Increase Flight for +17 BP. Increase Sprint for +8 BP. Or increase both for +25 BP.

# Customization References

These follow the guidelines set by the *Custom Archetypes* rules.

## Common Effects Packages

These are the most common trait package combinations which players are encouraged to use to customize any character to make them a bit more interesting or unique. Their usefulness will depend on the Genre chosen, but these should fit most any Setting.

The *Common Effects Packages* are grouped into Dysfunctions and Advantages. Allow no more than one or two per character. No more one of every two characters in an Assembly should have a Dysfunction or Advantage in common.

### Overview

Packages which contain traits that can be stacked will show a +1 before the trait, such as *Burly* which provides +1 Sturdy and +1 Tough.

Some of the packages include traits which cannot be stacked for more than a single level and will not show as +1, such as [Solitary] or *Sneak*.

For these, disallow purchasing packages which stack them; it will be better to create a Custom Package (see below) without those conflicting traits instead.

For example, disallow assigning *Incompetent* and *Minion* to the same character because both packages contain [*Inept*] which cannot be stacked.

Ensure that all players are aware of any Dysfunction traits which have been assigned, as they will need to encourage adherence to applying its effects consistently.

### Custom Packages

Players are encouraged to create their own packages by combining two or three traits and given that combination an evocative name.

Add all dBp for a single level, but for CR multiply them together as follows; presume each CR is actually a decimal difference from 1.0 with +1 become 1.1 or -1 become 0.9.

Therefore for each CR use a value of  $(1 + CR/10)$  before multiplying all values. Afterwards, multiply by 10 and round to the nearest whole number.

### For example;

*Celerity* (CR +3) and *Mindless* (CR -5) becomes

$$\begin{aligned} & (1 + 3/10) \times (1 - 5/10) \\ & = 1.3 \times 0.5 \\ & = 0.65 \times 10 \\ & = 6.5 \\ & = CR +7. \end{aligned}$$

Dysfunction	Traits	dBp	CR
Automechanical	[Automaton]. Expendable. Pin-point.	+13	-2
Careful	[Cautious][Prissy]	.	-2
Civilian	[Coward][Cautious][Inept]	.	-5
Dedicated ①	[Comrade > Target][Selfless > Character].	.	-3
Dimorphic, Child	FOR -1, SIZ -1, STR -2	-21	.
Dimorphic, Petite	SIZ -1, STR -1	-10	.
Dimorphic, Small	SIZ -1	-5	.
Enslaved ①②	[Fettered > Assembly][Bond > Character]	-6	-2
Fool	[Braggart][Belligerent]	.	-3
Expendable Fodder	[Fodder]. Expendable.	-5	-1
Gangbanger	[Bad Technique][Coward]	-3	-3
Impulsive	[Belligerent][Braggart]. +1 POW.	+4	-3
Incompetent	[Inept][Stupid].	.	-3
Impetuous ②	[Berserker][Comrade > Assembly]	-2	-3
Minion ①	[Inept][Selfless > Target][Expendable]	-5	-1
Nerdist	[Coward][Prissy]. +1 Scholar.	-15	-3
Outsider	[Solitary]. Grit.	+10	-1
Uncontrollable	[Berserker][Belligerent].	-2	-3
Useless	[Inept][Prissy].	.	-2
Weakling	-1 POW. -1 STR. -1 FOR. -1 MOV.	-19	-1

Advantage	Traits	dBp	CR
Arena Fighter	+1 Fight. +1 CCA.	+10	.
Assassin	+1 Whirling Death. +1 Slippery.	+11	+2
Avoidance	+1 Slippery. +1 Sneaky.	+11	+1
Burly	+1 Sturdy. +1 Tough.	+8	.
Combat Training	+1 Fight. +1 CCA.	+10	+1
Detective	+1 Scholarly. +1 Investigator.	+25	+1
Fast	+1 Evasive. +1 REF.	+14	+1
Frightening	+1 Fear. +1 FOR.	+31	+1
Giant Form	+1 STR. +1 SIZ.	+7	.
Grizzled Outsider	[Solitary]. +1 Grit.	+10	-1
Hireling	[Solitary]. Expendable.	-5	.
Leaper	+1 Leap. Pounce	+13	.
Massive	+1 STR. +1 FOR.	+11	+1
Sharp Senses	+1 Detect. +1 REF.	+8	+1
Sharpshooter	+1 Shoot. +1 RCA.	+8	.
Spy	+1 Quick. +1 Infiltrate. Sneak.	+19	+3
Tentacled	+1 Tall. Parry.	+16	.
Tribal	+1 Surefooted. +1 Sneaky.	+10	+1
Wings ③	[Winged]. +1 Flight.	+20	+1
Wise Tactician	+1 Tactics. +1 Leadership.	+12	+4

① Must specify a Friendly model as the target character.

② Must specify a Friendly Assembly or Faction as the target.

③ Make +2 Flight for +50 dBp, and +3 Flight for +75 dBp

## Comrades in Arms

Use these in conjunction with the Units & Officers rules in order to tailor models which are intended to behave as military or paramilitary units. The member characters of these units are given the Unit trait and are led by one or more characters with the Officer trait.

### Overview

Have each character be assigned either the Unit trait, or the Officer trait. Afterwards, allow any number of additional traits to set the theme of that unit correctly.

Disability	dBp	dBp/per	CR	Trait	dBp	dBp/per	CR
[Believer > Belief]	.	.	-3	Charismatic X > Belief	+9	+2	.
[Bond > Character]	+6	.	.	Expendable	-5	.	+1
[Comrade > Target]	.	.	-2	Officer X > Unit	+5	+5	+2
[Fettered > Assembly]	.	.	-2	Unit > Name	.	.	-2
[Fodder]	.	.	-2	Leadership X	.	+5	+1
[Selfless > Target]	.	.	-1	Tactics X	.	+7	+2
[Undisciplined]	-3	.	-1	Pack-mentality	+2	.	+1

### Comrades in Arms Variants

Most Units are either Militia or Veteran, though some may be Elite or one of the many Specialist Archetypes. Use the BP column for quick picks, but the other two columns when combining with one or more traits or traits packages.

Comrade Variant	BP	dBp	CR	Traits
<b>Militia</b>	20	-10	.	-
Militia Unit	18	-12	.	Unit > Name.
Militia Officer	36	.	+2	Officer > Unit.
Militia Officer 2	42	+5	+2	Officer 2 > Unit.
Militia Officer 3	48	+10	+2	Officer 3 > Unit.
Militia Officer4	54	+15	+2	Officer 4 > Unit.
<b>Average</b>	30	.	.	-
Average Unit	24	.	-2	Unit > Name.
Average Officer	48	+10	+2	Officer > Unit.
Average Officer 2	54	+15	+2	Officer 2 > Unit.
Average Officer 3	60	+20	+2	Officer 3 > Unit.
Average Officer 4	66	+25	+2	Officer 4 > Unit.
<b>Agent</b>	38	+17	-1	[Solitary]. Grit.
Agent Unit	33	+17	-3U	[Solitary]. Grit. Unit > Name.
Agent Officer	57	+27	.	[Solitary]. Grit. Officer > Unit.
Agent Officer 2	62	+32	.	[Solitary]. Grit. Officer 2 > Unit.
Agent Officer 3	67	+37	.	[Solitary]. Grit. Officer 3 > Unit.
Agent Officer 4	72	+42	.	[Solitary]. Grit. Officer 4 > Unit.
<b>Veteran</b>	61	+25	+1	Grit.
Veteran Unit	49	+25	-1	Grit. Unit > Name.
Veteran Officer	84	+35	+3	Grit. Officer > Unit.
Veteran Officer 2	91	+40	+3	Grit. Officer 2 > Unit.
Veteran Officer 3	97	+45	+3	Grit. Officer 3 > Unit.
Veteran Officer 4	104	+50	+3	Grit. Officer 4 > Unit.
<b>Elite</b>	129	+56	+5	Grit. Fight. Shoot.
Elite Unit	103	+56	+2	Grit. Fight. Shoot. Unit > Name.
Elite Officer	172	+66	+8	Grit. Fight. Shoot. Officer > Unit.
Elite Officer 2	181	+71	+8	Grit. Fight. Shoot. Officer 2 > Unit.
Elite Officer 3	190	+76	+8	Grit. Fight. Shoot. Officer 3 > Unit.
Elite Officer 4	200	+81	+8	Grit. Fight. Shoot. Officer 4 > Unit.
<b>Leader</b>	94	+25	+7	Tactics 2. Leadership.
Leader Officer	130	+35	+10	Tactics 2. Leadership. Officer > Unit.
Leader Officer 2	140	+40	+10	Tactics 2. Leadership. Officer 2 > Unit.
Leader Officer 3	150	+45	+10	Tactics 2. Leadership. Officer 3 > Unit.
Leader Officer 4	160	+50	+10	Tactics 2. Leadership. Officer 4 > Unit.
Leader Officer 5	170	+55	+10	Tactics 2. Leadership. Officer 5 > Unit.
Leader Officer 6	180	+60	+10	Tactics 2. Leadership. Officer 6 > Unit.
Leader Officer 7	190	+65	+10	Tactics 2. Leadership. Officer 7 > Unit.

## Character Traits List

These are allowed Character traits (Abilities and Disabilities) with their total costs. Use this to completely customize an Animal, Sophont, or Frame as desired. Traits with an X allow multiple levels to be acquired.

[ 172 entries as of 2020-02-28 ]

Trait	dBp	dBp/per	CR
[Automaton!]	+6	.	-4
[Automaton]	+6	.	-2
[Automaton+]	+6	.	.
[Bad Technique] <b>↑</b>	-3	.	.
[Beast!] <b>⌘</b>	-6	.	-3
[Beast] <b>⌘</b>	-6	.	-2
[Beast+] <b>⌘</b>	-6	.	-1
[Believer > Belief] <b>↔</b>	.	.	-3
[Belligerent] <b>↔</b>	.	.	-2
[Berserker] <b>↔</b>	-2	.	-1
[Bond > Character] <b>↔</b>	+6	.	.
[Braggart] <b>↔</b>	.	.	-1
[Cautious] <b>↔</b>	.	.	-1
[Comrade > Target] <b>↔</b>	.	.	-2
[Coward] <b>↑↔</b>	.	.	-3
[Disabled] <b>⌘</b>	.	.	.
[Fettered > Assembly]	.	.	-2
[Fodder]	.	.	-2
[Inept] <b>↔</b>	.	.	-1
[Mindless]	-9	.	-5
[Noisy X]	.	-4	.
[Poor Shot X] <b>↑↔</b>	.	-3	.
[Primitive] <b>↑↔</b>	.	.	.
[Prissy] <b>↑↔</b>	.	.	-1
[Ravenous]	.	.	-1
[Selfless > Target] <b>↔</b>	.	.	-1
[Slow!]	-5	.	-2
[Slow]	.	.	-2
[Solitary] <b>↔</b>	.	.	-1
[Stubborn] <b>↔</b>	.	.	-1
[Stupid] <b>↑↔</b>	.	.	-2
[Treacherous] <b>↔</b>	.	.	-3
[Undisciplined] <b>↑↔</b>	-3	.	-1
[Vitriol] <b>↔</b>	.	.	-1
[Vow] <b>↔</b>	.	.	.
[Weak-minded X] <b>↑↔</b>	.	-5	.
[Weakness:Trait > List] <b>⌘</b>	.	.	-1
[Winged]	-10	.	.
[Wreckless] <b>↑↔</b>	-8	.	.
Acrobatic X <b>↑⌘</b>	.	+6	.
Amorphous X <b>★</b>	+5	+9	+1
Amphibious	+5	.	.
Analytics <b>★</b>	+5	.	+2
Archer X <b>↑</b>	+3	+2	.
Armor X	.	+3	.
Aura X	.	.	.
Aware X <b>↑★</b>	.	+2	.
Battery X	.	+10	-3
Bite X <b>♥</b>	+2	+3	+1
Boxer <b>↑</b>	+5	.	.
Brawl X <b>↑</b>	.	+5	.
Brawn X <b>↑↔⌘</b>	.	+4	.
CCA X <b>▲</b>	.	+5	.
Celerity X <b>★</b>	.	.	+3
Charismatic X > Belief <b>↑↔</b>	+9	+2	.
Chase <b>⌘</b>	+5	.	.

Trait	dBp	dBp/per	CR
Claws X <b>♥</b>	-3	+6	.
Climb <b>⌘</b>	+4	.	+1
Cloaking X	.	.	.
Controller X > Target	.	+10	.
Detect X <b>↑⌘</b>	.	+5	.
Dominate X <b>↑★</b>	.	+8	+1
Drain X	.	.	.
Evasive X <b>↑⌘</b>	+3	+8	.
Expendable	-5	.	+1
Extra-arms X	.	+1	+1
Fear X <b>↑↔★</b>	.	+25	.
Fencer <b>↑</b>	+2	.	.
Fight X <b>↑</b>	.	+5	.
Flight X <b>⌘</b>	+13	+17	+1
Focused X <b>↑★</b>	.	+5	+1
FOR X <b>▲★</b>	.	+6	+1
Formless	.	.	.
Frenzy <b>↔</b>	+10	.	.
Genius X <b>↑★⌘</b>	.	+2	.
Glide X	+7	+9	+1
Gore X <b>♥</b>	+11	+2	.
Grit X <b>↑↔</b>	.	+10	.
Gunslinger X <b>↑</b>	+2	+3	.
Hardened X	+8	+8	+1
Hatred X > List <b>↑↔</b>	-5	+7	.
Healer X <b>↑★</b>	+5	+6	+1
Hivemind X > Target <b>⌘</b>	+10	.	4
Immune X > List <b>⌘</b>	.	.	.
Indomitable X <b>↑↔★</b>	+3	+5	+1
Infiltrate X <b>↑</b>	+3	+5	+1
Insane <b>↔</b>	+11	.	+2
INT X <b>▲★</b>	.	+6	+1
Intense X <b>↑↔★</b>	.	+3	.
Investigator X <b>↑</b>	.	+10	.
Invisibility X	+10	+12	+2
Knife-fighter X <b>↑</b>	.	+9	.
Lash X <b>♥</b>	-1	+7	.
Leadership X <b>↑↔</b>	.	+5	+1
Leap X <b>⌘</b>	+4	+4	.
Leech X <b>↑↔★</b>	.	+10	+1
Lucky X <b>↑↔★⌘</b>	+10	+10	+1
Machine	5	.	+3
Manapool X <b>↑★</b>	.	.	.
Medic X <b>↑↔</b>	.	+5	.
Mobility X	.	.	+3
MOV X <b>▲★</b>	.	+4	+1
Multi-form X > List <b>↑↔★</b>	.	.	+1
Multi-headed X <b>⌘</b>	.	+12	.
Multi-strike X	.	+12	.
Night-vision <b>⌘</b>	+8	.	.
Nimble <b>⌘</b>	+5	.	.
Obviate X <b>↑↔★</b>	.	+10	+1
Officer X > Unit	+5	+5	+2
Outwit X <b>↑↔★</b>	+5	+9	.
Pack-m mentality <b>↔⌘</b>	+2	.	+1
Pathfinder X <b>↑</b>	+4	+4	+1

Trait	dBp	dBp/per	CR
Pin-point X <b>↑★</b>	.	+18	.
Poison X	+5	+4	+1
Poisoner X <b>↑</b>	+10	+6	+1
Pounce <b>♥</b>	+5	.	.
POW X <b>▲</b>	.	+4	.
Precise <b>↔★</b>	.	.	.
Predict X <b>↑★</b>	.	+15	+1
Psionicist <b>↑↔○⌘</b>	.	.	.
Quick X <b>⌘</b>	.	+5	+1
Quills X <b>⌘</b>	-3	+9	+1
RCA X <b>▲</b>	.	+3	+1
REF X <b>▲★</b>	.	+3	+1
Regenerate X <b>✖</b>	.	+5	+3
Reputation X	.	+5	+1
Rider X <b>↑</b>	+3	+2	.
Scholar X <b>↑★</b>	+5	+10	+1
Sensors X	.	+10	.
Sequester X <b>↑★</b>	.	+5	.
Shieldmaster X <b>↑★</b>	-3	+6	.
Shoot X <b>↑</b>	.	+5	.
Slam X <b>♥</b>	-4	+9	.
Slippery X <b>↑★</b>	.	+5	.
Smash X <b>↑♥↔</b>	.	+5	.
Sneaky <b>↑↔</b>	+3	+3	+1
Sorcerer X <b>↑↔○⌘</b>	.	+25	+1
Spit X <b>⌘</b> <b>♥</b>	-3	+8	.
Sprint X <b>⌘</b>	.	+8	+1
Stealthy X <b>↑↔</b>	+11	+8	+1
Stinger X <b>♥</b>	+7	+3	.
STR X <b>▲</b>	.	+5	.
Sturdy X <b>⌘</b>	+2	+3	.
Sub-form X <b>★⌘</b>	-10	+10	-5
Summoner <b>↑↔○⌘</b>	.	.	.
Supernatural X <b>★</b>	.	+13	+1
Surefooted X <b>⌘</b>	.	+4	.
Swarm X <b>⌘</b>	+13	+15	-3
Tactics X <b>↑↔</b>	.	+7	+2
Tall X <b>⌘</b>	.	+13	.
Teleport X <b>↑○★⌘</b>	+8	+6	+1
Tentacles X <b>♥</b>	+5	+17	.
Terrifying X <b>↔○</b>	+11	+13	.
Thrower X <b>↑</b>	.	+7	.
Tough X <b>⌘</b>	.	+5	.
Trample X <b>♥</b>	+5	+11	.
Transient	.	.	.
Transfix X	.	+35	+1
Unit > Name <b>↔</b>	.	.	-2
Warcry X <b>↑↔○</b>	.	+30	.
Whirling Death X <b>↑★</b>	+8	+3	+2
Windup X <b>★</b>	.	.	.
Wizard <b>↑↔○⌘</b>	.	.	.

♥ Natural Weapon trait.

↔ Psychology trait [ Q or Y ]

★ Virtuosity trait +1

▲ Attribute [ Y or D ]

↑ Skill trait [ M or Q ]

★ Magic trait.

⌘ Genetic trait [ Q or Y ]

## Champion Traits List

These are traits which Champions may acquire, remove, or improve. Columns show Level-of-Absurdity [ LoA ] and the Experience Points [ XP ] to acquire level 1, level 2, and level 3 of the listed trait (shown as L1, L2, and L3).

Champions may also acquire Skill traits which is in the next section.

[ 63 entries as of 2020-03-05 ]

Trait	LoA	L1	L2	L3
[Beast!] ♫	0	3	.	.
[Beast] ♫	0	2	.	.
[Beast+] ♫	0	1	.	.
[Believer > Belief] ♪	0	2	.	.
[Belligerent] ♪	0	1	.	.
[Berserker] ♪	0	1	.	.
[Bond > Character] ♪	0	1	.	.
[Braggart] ♪	0	1	.	.
[Cautious] ♪	0	1	.	.
[Comrade > Target] ♪	0	1	.	.
[Disabled] ♫	0	1	.	.
[Inept] ♪	0	1	.	.
[Selfless > Target] ♪	0	1	.	.
[Solitary] ♪	0	1	.	.
[Stubborn] ♪	0	1	.	.
[Stupid] ♪♫	0	1	.	.
[Treacherous] ♪	0	2	.	.
[Vitriol] ♪	0	1	.	.
[Vow] ♪	0	1	.	.
Amorphous X ♫	2	4	7	10
Analytics ★	2	2	.	.

Trait	LoA	L1	L2	L3
Celerity X ♫★	2	2	4	5
Chase ♫	1	1	.	.
Claws X ♥	1	1	2	3
Climb ♫	1	1	.	.
Flight X ♫	1	7	12	18
FOR X ♫★	0	2	4	6
Frenzy ♪	1	2	.	.
Gore X ♥	1	3	3	3
Hivemind X > Target ♫	1	4	7	9
Insane ♪	0	4	.	.
INT X ♫★	0	2	4	6
Lash X ♥	1	1	2	4
Leap X ♫	1	2	2	3
MOV X ♫★	0	1	3	5
Multi-headed X ♫	1	1	2	3
Night-vision ♫	0	2	.	.
Nimble ♫	0	1	.	.
Pack-mentality ♪♫	1	1	.	.
Pounce ♥	1	1	.	.
POW X ♫	0	1	3	5
Precise ♪★	2	2	.	.

Trait	LoA	L1	L2	L3
Quick X ♫	1	2	4	6
Quills X ♫	1	2	5	8
RCA X ♫	0	1	1	2
REF X ♫★	0	1	3	4
Regenerate X ♫	2	3	7	11
Slam X ♥	1	1	3	5
Spit X ♫♥	1	1	3	4
Sprint X ♫	1	2	5	8
Stinger X ♥	1	2	2	3
STR X ♫	0	1	2	3
Sturdy X ♫	0	1	2	2
Sub-form X ♫♫	3	3	6	11
Supernatural X ♫	3	5	10	15
Surefooted X ♫	0	1	2	2
Swarm X ♫	1	2	3	4
Tall X ♫	1	3	5	8
Tentacles X ♥	1	4	8	11
Terrifying X ♪♫	2	5	7	10
Tough X ♫	0	1	2	3
Trample X ♥	1	3	4	4
Transfix X ♪♫	3	8	18	29
Windup X ♫	2	4	9	14

♥ Natural Weapon trait.

♣ Psychology trait [ Q or Y ]

★ Virtuosity trait +1

▲ Attribute [ Y or D ]

↑ Skill trait [ M or Q ]

♫ Magic trait.

⌘ Genetic trait [ Q or Y ]

## Skill Traits List

These is a subset of the entire Character Traits List showing just those traits with the Skill keyword. These are the only traits which may be improved by non-Champion characters using the Progression sub-system described within the Interconnect section of the rules.

Columns show # Time Unit, and then the XP to acquire level 1, level 2, and level 3 (shown as L1, L2, and L3). Costs in Time Units is  $\times 1$ ,  $\times 2$ , and then  $\times 5$  for level 1, 2, and 3. For example, to acquire Knife-fighter will take 1, 2, and 5 Months for level 1, 2, and 3 at a cost of 2, 4, and then 6 XP.

Acquiring Skills at higher than level 3 is cost prohibitive but possible. It will take the same as the L3 value shown for XP for each level above 3, but the time required will be  $\times 10$ ,  $\times 20$ , and then  $\times 50$  for Level 4, 5, and then 6.

[ 60 entries as of 2020-03-04 ]

Trait	#	L1	L2	L3
[Bad Technique]	M	1	.	.
[Coward]	Q	2		
[Poor Shot X]	Q	1	1	2
[Primitive]	Q	1	.	.
[Prissy]	Q	1	.	.
[Undisciplined]	Q	1	.	.
[Weak-minded X]	Q	1	2	3
[Wreckless]	Q	2	.	.
Acrobatic X	Q	1	2	4
Archer X	M	1	1	1
Aware X	Y	1	1	1
Boxer	M	1	.	.
Brawl X	M	1	2	3
Brawn X	Q	1	2	2
Charismatic X > Belief	Q	2	2	3
Detect X	Q	1	2	3
Dominate X	M	2	5	8
Evasive X	Q	2	4	6
Fear X	Q	5	10	25
Fencer	M	1	.	.

Trait	#	L1	L2	L3
Fight X	M	1	2	3
Focused X	Y	2	4	6
Genius X	D	2	4	5
Grit X	Q	2	4	6
Gunslinger X	M	1	2	2
Hatred X > List	Q	1	.	.
Healer X	M	3	6	8
Indomitable X	Y	2	3	5
Infiltrate X	M	2	4	6
Intense X	Y	3	6	9
Investigator X	Q	2	4	6
Knife-fighter X	M	2	4	6
Leadership X	Y	2	4	6
Leech X	Q	3	6	10
Lucky X	Q	5	8	12
Manapool X	M	4	6	8
Medic X	Y	1	2	3
Multi-form X > List	Q	1	.	.
Obviate X	Y	3	6	10
Outwit X	Y	3	5	6

Trait	#	L1	L2	L3
Pathfinder X	M	2	4	6
Pin-point X	Q	2	7	11
Poisoner X	Q	4	6	9
Precise	Y	2	.	.
Predict X	Q	4	8	14
Rider X	M	1	2	2
Scholar X	Q	4	7	11
Sequester X	Q	1	2	3
Shieldmaster X	Q	1	2	3
Shoot X	M	1	2	3
Slippery X	Q	1	2	3
Smash X	Q	1	2	3
Sneaky	Q	2	.	.
Sorcerer X	Y	6	13	21
Stealthy X	Q	5	8	11
Tactics X	Y	3	6	10
Teleport X	Q	4	6	9
Thrower X	M	2	3	4
Warcry X	Q	6	12	18
Whirling Death X	Q	4	6	9

Natural Weapon trait.

Psychology trait [ Q or Y ]

Virtuosity trait +1

Skill trait [ M or Q ]

Magic trait.

Genetic trait [ Q or Y ]

## Trait Categories

There are about 250 Traits.

### **Keywords [ 14 ]**

Attribute, Effect, Electronic, Energy, Explosion, Genetic, Intrinsic, Magic, Natural Weapon, Psionic, Psychology, Skill, Unchanging, Virtuosity

### **Character Disabilities [ 39 ]**

[Automaton!], [Automaton+], [Automaton], [Bad Technique], [Beast!], [Beast+], [Beast], [Believer], [Belligerent], [Berserker], [Bond], [Braggart], [Cautious] , [Comrade] , [Coward] , [Disabled], [Fettered] , [Fodder], [Inept], [Mindless], [Noisy], [Poor Shot], [Primitive], [Prissy], [Ravenous], [Selfless], [Slow!], [Slow], [Solitary], [Stubborn], [Stupid], [Summon-bound], [Treacherous], [Undisciplined], [Vitriol], [Vow], [Weak-minded], [Winged], [Wreckless]

### **Character Abilities [ 128 ]**

Acrobatic, Amorphous, Amphibious, Analytics, Archer, Armor, Aura, Aware, Battery, Bite, Boxer, Brawl, Brawn, CCA, Celerity, Charismatic, Chase, Claws , Climb, Cloaking, Controller, Detect, Dominate, Drain, Evasive, Expendable, Extra-arms, Fear, Fencer, Fight, Flight, Focused, FOR, Formless , Frenzy, Genius, Glide, Gore, Grit, Gunslinger, Hardened, Hatred, Healer, Hivemind, Immune, Indomitable, Infiltrate, Insane , INT, Intense, Investigator, Invisibility, Knife-fighter, Lash, Leadership, Leap, Leech, Lucky, Machine, Manapool, Medic, Mobility, MOV, Multi-form, Multi-headed, Multi-strike, Night-vision, Nimble , Obviate, Officer, Outwit, Pack-mentality, Pathfinder, Pin-point, Poison, Poisoner, Pounce, POW, Precise, Predict, Psionicist , Quick, Quills, RCA, REF, Regenerate, Reputation, Rider, Scholar, Sensors, Sequester, Shieldmaster, Shoot, Slam, Slippery, Smash, Sneaky, Sorcerer, Spit, Sprint, Stealthy, Stinger, STR, Sturdy, Sub-form, Summoner, Supernatural, Surefooted, Swarm, Tactics, Tall, Teleport, Tentacles, Terrifying, Thrower, Tough, Trait, Trample, Transfix, Transient , Unit, Warcry, Weakness, Whirling Death, Windup, Wizard

### **Skill Traits [ 60 as a sub-set of all Character traits ]**

[Bad Technique], [Coward], [Poor Shot], [Primitive], [Prissy], [Undisciplined], [Weak-minded], [Wreckless]

Acrobatic, Archer, Aware, Boxer, Brawl, Brawn, Charismatic, Detect, Dominate, Evasive, Fear, Fencer, Fight, Focused, Genius, Grit, Gunslinger, Hatred, Healer, Indomitable, Infiltrate, Intense, Investigator, Knife-fighter, Leadership, Leech, Lucky, Manapool, Medic, Multi-form, Obviate, Outwit, Pathfinder, Pin-point, Poisoner, Precise, Predict, Rider, Scholar, Sequester, Shieldmaster, Shoot, Slippery, Smash, Sneaky, Sorcerer, Stealthy, Tactics, Teleport, Thrower, Warcry, Whirling Death.

### **Vehicles, Weapons, Armor, and Equipment Traits [ 85 ]**

1H, 2H, Acid, Advanced, Ammo, Anti-magic, Arc, Armor, Attachment, Aura, Awkward, Backblast, Bash, Battery, Bio-shock, Blackpowder, Blast, Binders, Bombproof, Bulletproof, Burn, Burst, Charge, Cleave, Clumsy, Conceal, Controller, Deflect, Discard, Discrete, Disrupt, Egovoid, Electronic, Emplace, Energy, Entropy, Explosion, Feed, Fire, Fireproof, Fire-lane, Fizzle, Fume, Gas, Hafted, Hardened, Heat, Imbue, Immune, Impale, Jam, Jitter, Junk, Laden, Light, Mail, Manapool, Melee, Misfire, Mobility, Modern, Noisy, Parry, Perimeter, Pierce, Poison, Protective, Radio, Radio Jammer, Reach, Recoil, Reload, ROF, Scatter, Short-circuit, Signature, Silent, Spray, Stream, Stub, Stun, Switch, Thresh, Throwable, Traverse, Upgrade, Vehicle, Weakness.

# WEAPONS, ARMOR & EQUIPMENT

## Generic Lists

### Basic Weapons List

This is a list of generic weapons for quick pick-up games and covers nearly all genres and settings.

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	⑤	OR	Acc	I	Damage	Traits	BP
Axe	Melee		STR"	-	1	STR + 1w	[1H][Hafted]. Cleave. Throwable.	18
Club	Melee		-	-	-	STR	[1H]. Stun.	4
Club, Mace	Melee		-	-	1	STR + 1b	[1H][Hafted]. Stun.	9
Daggers ②	Melee		STR"	-	1	STR	[1H][Stub]. Discrete. Throwable.	6
Hammer, War	Melee		-	-	2	STR + 1b	[1H][Hafted]. Stun 2. Impale.	25
Knife, Medium ②	Melee		STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete.	6
Spear, Medium	Melee		STR"	-	2	STR + 2m	[2H]. Reach. Perimeter. Charge. Throwable.	27
Staff	Melee		-	-	-	STR	[2H][Hafted]. Reach. Perimeter. Stun.	13
Pole-arm, Halberd	Melee		-	-1m	1	STR + 1w	[2H][Hafted]. Reach. Perimeter. Charge. Cleave.	27
Sword, Saber ⑥	Melee		-	+1m	2	STR + 1b	[1H]. Parry.	13
Sword, (Broad) ⑥★	Melee		-	-	1	STR + 2m	[1H]. Parry. Cleave.	17
Bow, Medium ②	Bow		STR + 4"	-	2	STR + 1m	[2H][Reload].	7
Crossbow, Medium ②	Bow		10"	-	3	3 + 1b	[2H][Reload 2][Laden]. Impale.	13
Throwing Axes	Thrown		STR + 2"	-	1	STR	[1H][Awkward][Stub][Hafted]. Conceal. Cleave.	14
Throwing Knives	Thrown		STR + 3"	+1m	1	STR - 1w	[1H][Awkward][Stub]. Discrete	9
Coach Pistol ③	Firearm		2"	-1m	-	1 + 2b	[1H][Blackpowder][Discard!][Entropy!!]. Spray. Melee. Conceal.	4
Musket, Blunderbuss ③	Firearm		4"	-1m	-	3 + 2b	[2H][Blackpowder][Discard!][Entropy!!]. Spray.	7
Musket, Medium Smoothbore	Firearm		10"	-1m	1	4 + 2b	[2H][Blackpowder][Reload 3][Entropy+].	9
Pistol, Medium, Semi-auto ①	Firearm		4"	-	1	3	[1H] Melee. Conceal. ROF 2 > [Feed, Jam].	33
Revolver, Medium ①	Firearm		6"	-	2	3	[1H] Melee. Conceal. ROF > [Feed, Jam].	27
Rifle, Medium, Single-action	Firearm		12"	-	3	5	[2H].	34
Rifle, Medium, Semi-auto ①	Firearm		12"	-	3	4	[2H]. ROF > [Jam]	39
Rifle, Medium, Auto ①	Firearm		10"	-	3	4	[2H]. ROF 3 > {[Jitter, Feed, Jam]. Burst}.	62
Shotgun, Pump-action	Firearm		10"	-	-	5	[2H][Entropy]. Spray.	30
Unarmed ②	Natural		-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee		STR - 1"	-	-	STR	[1H][Stub].	0
Improvised Melee, Large	Melee		STR - 2"	-1b	-	STR	[2H][Stub][Laden]. Reach.	0
Improvised Thrown ②	Thrown		STR"	-1w	-	STR - 1b	[1H][Discard!].	0
Improvised Thrown, Large ②	Thrown		STR - 1"	-1w	-	STR - 1m	[2H][Discard!][Stub][Laden].	0

★ Commonly referred to as just "Sword".

① For genres in the Information Age (~2000 AD onwards) optionally add the Modern trait for +3 BP or the Modern+ trait for +5 BP.

② Also has the Silent trait. Thrown weapons are Silent when thrown.

⑥ Has the [Noisy] trait. This is an Optional Rule.

### Basic Armors List

Characters are allowed just one of each Type of armor listed. Be sure to adjust REF and Agility per the [Laden] trait.

Armor	Type	AR	Traits	BP
Helmet ①⑤	Helm	-	Protective.	3
Full Helm ①⑤	Helm	1	[Blinders]. Protective.	5
Shield, Small	Shield	-	[1H]. Coverage. Deflect.	8
Shield, Light	Shield	1	[1H]. Coverage.	8
Shield, Medium	Shield	1	[1H][Laden]. Coverage. Deflect.	11
Armored Gear	Gear	-	Conceal. Deflect.	5
Light Armor ①②③⑤	Suit	2	[Laden]. Deflect.	8
Medium Armor ①②③⑤	Suit	4	[Laden 2]. Deflect.	13
Heavy Armor ①②③⑤⑥	Suit	6	[Laden 3]. Deflect.	18

① For Atomic Age genres (~1950 AD onwards), optionally add the Bulletproof trait for +10 BP.

② For Information Age (~2000 AD onwards), make Advanced and reduce [Laden] by 1 for +2 BP, or Advanced+ to get +1 Deflect and reduce [Laden] for +5 BP.

③ Add [Mail] for -5 BP.

⑤ Add Discrete for +3 BP, but will require Atomic Age genres (~1950 AD onwards) if [Laden], Robotics Age genres (~2025 AD onwards) if [Laden 2], and Quantum Age genres (~2100 AD onwards) if [Laden 3].

⑥ This is an uncommon armor type because it is expensive to craft and fit to any character. Unless players agree; limit to 1 per 2 models each Side.

## Ancient Period

*Includes the Stone Age [ 5000 BCE ], Bronze Age [ 2250 BCE ], Iron Age [ 500 BCE ], and the Dark Age [ 500 AD ]. Features rudimentary Light or Medium armor, usually just Mail. Spear, Sword, Club, Sling, and Bow weapons.*

[\*\*Ancient Close Combat Weapons List\*\*](#)

[\*\*Ancient Ranged Weapons List\*\*](#)

[\*\*Ancient Support Weapons List\*\*](#)

[\*\*Ancient Equipment List\*\*](#)

# Archaic Period

Includes the Medieval Age [ 1000 AD ], Renaissance Age [ 1300 AD ], and Colonial Age [ 1500 AD ]. Features Heavy and Field armors. Single action Pistols, Muskets, and Rifles all using Blackpowder. Early bombs.

## Archaic Close Combat Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Axe	Melee	STR"	-	1	STR + 1w	[1H][Hafted]. Cleave. Throwable.	18
Axe, Battle	Melee	-	-	1	STR + 1w	[2H][Hafted]. Cleave. Impale.	16
Axe, Long	Melee	STR"	-	2	STR + 1w	[2H][Hafted]. Cleave 2. Throwable. Reach.	26
Bayonet ②	Melee	-	-	1	STR	[2H][Awkward]. Upgrade:Rifle { Reach, Impale. }	7
Club	Melee	-	-	-	STR	[1H]. Stun.	4
Club, Heavy	Melee	-	-1m	-	STR + 2b	[2H][Hafted]. Reach. Stun.	14
Club, Mace	Melee	-	-	1	STR + 1b	[1H][Hafted]. Stun.	9
Club, Macy, Spiked	Melee	-	-	2	STR + 1b	[1H][Hafted]. Stun.	11
Dagger, Obsidian ②	Melee	STR"	-	2	STR	[1H][Stub]. Discrete. Throwable. Impale.	15
Dagger, Stiletto ②	Melee	-	+1m	3	STR - 1b	[1H][Stub]. Impale. Conceal.	12
Daggers ②	Melee	STR"	-	1	STR	[1H][Stub]. Discrete. Throwable.	6
Flail	Melee	-	-1m	1	STR + 1b	[1H][Hafted][Stub]. Thresh. Stun.	10
Flail, Morningstar	Melee	-	-1m	-	STR + 1m	[1H][Hafted][Stub]. Thresh. Stun.	7
Flail, Three-section Staff	Melee	-	-1m	-	STR	[2H][Awkward]. Thresh. Stun.	8
Hammer, Forge	Melee	-	-1b	1	STR + 2b	[1H][Hafted]. Stun.	11
Hammer, War	Melee	-	-	2	STR + 1b	[1H][Hafted]. Stun 2. Impale.	18
Hammer, Sledge	Melee	-	-1b	1	STR + 3b	[2H][Hafted][Awkward]. Stun. Reach.	14
Hammer, Maul	Melee	-	-1b	1	STR + 2w	[2H][Hafted][Awkward]. Stun. Reach. Pierce.	23
Knife, Small ②	Melee	STR"	-	1	STR - 1m	[1H][Stub]. Discrete.	0
Knife, Medium ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete.	6
Knife, Large ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete. Cleave.	14
Knuckle-dusters ②	Melee	-	-1m	1	STR - 1m	[Stub]. Discrete. Stun.	5
Knuckle-dusters, Spiked ②	Melee	-	-1m	2	STR	[Stub]. Discrete. Stun.	10
Pole-arm, Glaive	Melee	-	-1m	1	STR + 3m	[2H][Awkward]. Reach. Perimeter. Charge.	18
Pole-arm, Halberd	Melee	-	-1m	1	STR + 1w	[2H][Hafted]. Reach. Perimeter. Charge. Cleave.	27
Pole-arm, Pike	Melee	-	-1m	3	STR + 2m	[2H][Laden][Hafted][Awkward]. Perimeter. Reach 2. Charge.	21
Spear, Short ②	Melee	STR"	-	2	STR + 2m	[1H][Hafted]. Perimeter. Impale. Throwable.	27
Spear, Medium	Melee	STR"	-	2	STR + 2m	[2H]. Reach. Perimeter. Charge. Throwable.	27
Spear, Long	Melee	-	-1m	3	STR + 2m	[2H][Hafted][Laden][Awkward]. Charge. Reach 2.	15
Staff	Melee	-	-	-	STR	[2H][Hafted]. Reach. Perimeter. Stun.	13
Staff, Club	Melee	-	-1m	-	STR + 2m	[2H][Awkward]. Stun. Reach. Perimeter.	14
Sword, Short ⑥	Melee	STR"	-	2	STR + 2M	[1H]. Parry. Throwable.	15
Sword, Saber ⑥	Melee	-	+1m	2	STR + 1b	[1H]. Parry.	13
Sword, Rapier ⑥	Melee	-	+2m	3	STR - 1m	[1H]. Parry. Impale.	14
Sword, (Broad) ⑥★	Melee	-	-	1	STR + 2m	[1H]. Parry. Cleave.	17
Sword, Scimitar ⑥	Melee	-	+1m	1	STR + 1b	[1H]. Cleave.	14
Sword, Cutlass ⑥	Melee	-	-	2	STR + 2m	[1H]. Parry. Impale. Cleave.	24
Sword, Long ⑥	Melee	-	-	1	STR + 3m	[1H]. Parry. Impale. Cleave.	25
Sword, Great ⑥	Melee	-	-	2	STR + 2b	[2H]. Parry. Impale. Stun.	30
Sword, Scimitar, Grand ⑥	Melee	-	-	1	STR + 1w	[2H]. Cleave 2.	18
Trident	Melee	STR"	-	1	STR + 2m	[2H][Laden]. Throwable. Charge. Impale.	20
Trident, Long	Melee	-	-	1	STR + 2m	[2H][Laden][Awkward]. Reach. Charge. Perimeter. Impale.	27
Unarmed ②	Natural	-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee	STR - 1"	-	-	STR	[1H][Stub].	0
Improvised Melee, Large	Melee	STR - 2"	-1b	-	STR	[2H][Stub][Laden]. Reach.	0
Improvised Thrown ②	Thrown	STR"	-1w	-	STR - 1b	[1H][Discard!].	0
Improvised Thrown, Large ②	Thrown	STR - 1"	-1w	-	STR - 1m	[2H][Discard!][Stub][Laden].	0

★ Commonly referred to as just "Sword".

② Also has the Silent trait. Thrown weapons are Silent when thrown.

⑥ Has the [Noisy] trait. This is an Optional Rule.

## Archaic Ranged Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Bow, Light ②	Bow	STR + 2"	+1m	1	STR + 1m	[2H][Reload].	2
Bow, Medium ②	Bow	STR + 4"	-	2	STR + 1m	[2H][Reload].	7
Bow, Long ②	Bow	STR + 8"	-	3	STR + 1w	[2H][Reload 2]. Impale.	15
Bow, War ②	Bow	STR + 6"	-	4	STR + 2b	[2H][Reload 2][Laden]. Impale.	18
Slingshot	Bow	STR + 2"	+1b	-	STR - 1b	[2H][Stub]. .	7
Crossbow, Single-handed ②	Bow	4"	+1m	2	1 + 1b	[1H][Reload]. Melee.	4
Crossbow, Light ②	Bow	8"	-	2	2 + 1b	[2H][Reload].	9
Crossbow, Medium ②	Bow	10"	-	3	3 + 1b	[2H][Reload 2][Laden]. Impale.	13
Crossbow, Heavy ②	Bow	10"	-	3	4 + 1b	[2H][Reload 3][Laden]. Impale.	15
Arquebus, Light	Firearm	8"	-1m	1	3 + 1b	[2H][Blackpowder 2][Reload 3][Entropy].	2
Arquebus, Heavy	Firearm	8"	-1m	2	3 + 2b	[2H][Blackpowder 2][Reload 3][Entropy].	4
Coach Pistol ③	Firearm	2"	-1m	-	1 + 2b	[1H][Blackpowder][Discard!][Entropy!!]. Spray. Melee. Conceal.	3
Musket, Blunderbuss ③	Firearm	4"	-1m	-	3 + 2b	[2H][Blackpowder][Discard!][Entropy!!]. Spray.	7
Musket, Light, Smoothbore	Firearm	10"	-1m	1	3 + 1b	[2H][Blackpowder][Reload 3][Entropy+].	4
Musket, Medium Smoothbore	Firearm	10"	-1m	1	4 + 2b	[2H][Blackpowder][Reload 3][Entropy+].	9
Musket, Heavy, Smoothbore	Firearm	10"	-1b	1	4 + 2w	[2H][Blackpowder][Reload 3][Entropy+][Recoil].	9
Revolver, Light, Archaic ①	Firearm	4"	-	2	2	[1H][Blackpowder][Entropy!!]. Melee. Discrete. ROF > [Feed].	15
Revolver, Medium, Archaic ①	Firearm	6"	-	2	3	[1H][Awkward][Blackpowder][Entropy!!]. Conceal. ROF > [Feed].	11
Revolver, Heavy, Archaic ①	Firearm	6"	-	2	4	[1H][Awkward][Blackpowder][Entropy!!]. ROF > [Feed].	13
Rifle, Light, Archaic	Firearm	12"	-	2	3 + 1m	[2H][Blackpowder][Reload 3].	5
Rifle, Medium, Archaic	Firearm	12"	-	2	4 + 1b	[2H][Blackpowder][Reload 3].	10
Rifle, Heavy, Archaic	Firearm	12"	-	2	4 + 2b	[2H][Blackpowder][Reload 3][Laden][Recoil].	8
Sling	Thrown	STR + 4"	+1m	-	STR	[2H][Awkward][Arc][Stub]. ROF. Stun.	22
Spear, Throwing	Thrown	STR + 4"	+1m	2	STR + 2m	[1H][Awkward]. Throwable. Perimeter	21
Staff, Sling	Thrown	STR + 6"	-	-	STR + 1m	[2H][Awkward][Arc 2]. Stun.	15
Throwing Axes	Thrown	STR + 2"	-	1	STR	[1H][Awkward][Stub][Hafted]. Conceal. Cleave.	14
Throwing Knives	Thrown	STR + 3"	+1m	1	STR - 1w	[1H][Awkward][Stub]. Discrete	9
Throwing Axes	Thrown	STR	-	-	STR	[1H][Stub][Hafted]. Cleave. Conceal.	7
Unarmed ②	Natural	-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee	STR - 1"	-	-	STR	[1H][Stub].	0
Improvised Melee, Large	Melee	STR - 2"	-1b	-	STR	[2H][Stub][Laden]. Reach.	0
Improvised Thrown ②	Thrown	STR"	-1w	-	STR - 1b	[1H][Discard!].	0
Improvised Thrown, Large ②	Thrown	STR - 1"	-1w	-	STR - 1m	[2H][Discard!][Stub][Laden].	0

② Also has the Silent trait. Thrown weapons are Silent when thrown.

③ Upgrade to "Bulleted"; change to [Entropy] but remove Spray for -3 BP.

## Archaic Armors List

Characters are allowed just one of each Type of armor listed. Be sure to adjust REF and Agility per the [Laden] trait.

Armor	Type	AR	Traits	BP
Helmet ①⑤	Helm	-	Protective.	3
Full Helm ①⑤	Helm	1	[Blinders]. Protective.	5
Shield, Small	Shield	-	[1H]. Coverage. Deflect.	8
Shield, Light	Shield	1	[1H]. Coverage.	8
Shield, Medium	Shield	1	[1H][Laden]. Coverage. Deflect.	11
Shield, Heavy Medium ①⑥	Shield	2	[1H][Laden]. Bash.	16
Armored Gear	Gear	-	Conceal. Deflect.	5
Armored Bracers ①	Gear	-	Deflect. Parry.	6
Armored Vaumbrace	Gear	1	Deflect. Parry.	9
Light Armor ①②③⑤	Suit	2	[Laden]. Deflect.	8
Medium Armor ①②③⑤	Suit	4	[Laden 2]. Deflect.	13
Heavy Armor ①②③⑤⑥	Suit	6	[Laden 3]. Deflect.	18
Field Armor ①②③⑤⑥	Suit	8	[Laden 4][Lumbering].	15

① For Atomic Age genres (~1950 AD onwards), optionally add the Bulletproof trait for +10 BP.

② For Information Age (~2000 AD onwards), make Advanced and reduce [Laden] by 1 for +2 BP, or Advanced+ to get +1 Deflect and reduce [Laden] for +5 BP.

③ Add [Mail] for -5 BP.

⑤ Add Discrete for +3 BP, but will require Atomic Age genres (~1950 AD onwards) if [Laden], Robotics Age genres (~2025 AD onwards) if [Laden 2], and Quantum Age genres (~2100 AD onwards) if [Laden 3].

⑥ This is an uncommon armor type because it is expensive to craft and fit to any character. Unless players agree; limit to 1 per 2 models each Side.

## Archaic Equipment List

All Equipment have [Discard > Place] as a default trait. Gear is [Discard 2 > Place]

Equipment ①	Class	Traits	BP
Lamp or Candle	Tool	[1H]. Light (Flicker)	3
Lamp or Candle, Large	Tool	[1H]. Light 2 (Flicker)	6
Torch, Basic ②	Tool	[1H]. Light 4 (Flicker).	10
Torch, Basic, Large ②	Tool	[1H]. Light 6 (Flicker).	14
Torch, Flaming	Tool	[1H][Discard > Fire]. Light 4 (Flicker).	27
Torch, Flaming, Large	Tool	[1H][Discard > Fire]. Light 6 (Flicker).	31
Lantern, Basic ②	Tool	[1H]. Switch > Light 6	14
Lantern, Fueled	Tool	[1H][Discard! > Fire, Fire]. Switch > Light 8.	36
Ammo, Box	Munitions	Upgrade:Firearm { Ammo 1. }	7
Ammo, Bandolier	Munitions	Upgrade:Firearm. { Ammo 3. }	13
Rope	Tool	[Discard+ > Climb].	2
Balanced	Accessories	Upgrade:Weapon. { Accuracy +1m. }	3
Poisoned Weapon	Upgrade	Upgrade:Melee { Poison. }	11
Prayer Book	Tool	[Discard+ > Grit].	8
Prayer Book, Relic	Tool	[Laden][Discard+ > Grit. Insane].	24
Masterworks	Upgrade	Upgrade:Weapon. { +1 Impact. Damage +1. Accuracy +1m. }	10
Well-honed	Accessories	Upgrade:Melee. { Damage +1m. }	4

① All Equipment items have the Discrete trait; any character may be assigned these.

② Use "basic" lanterns and torches if there is no possibility of using Fire in the game session for burning terrain and characters.

## Expansionist Period

*Includes the Age of Sail [ 1650 AD ], Industrial Age [ 1750 AD ], and Machine Age [ 1850 AD ]. Features Telescopes and ocean-crossing Sailing ships. The start of biological sciences, and the investigation into higher Maths leads into the "Age of Steam" with its locomotive trains and carriages. Creation of factories and precision machined-parts. Telegraph, telephone, and modern smokeless Gun-powder weapons.*

**[Expansionist Close Combat Weapons List](#)**

**[Expansionist Ranged Weapons List](#)**

**[Expansionist Support Weapons List](#)**

**[Expansionist Equipment List](#)**

## Modern Period

Includes the Modern Age [ 1900 AD ], Atomic Age [ 1950 AD ], and Information Age [ 2000 AD ]. Features Machine and submachine-gun weapons with ROF. Hand grenades, Bulletproof or Bombproof armors. Radio Comm-links. Very few if any Melee weapons.

### Modern Close Combat Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Axe	Melee	STR"	-	1	STR + 1w	[1H][Hafted]. Cleave. Throwable.	18
Axe, Long	Melee	STR"	-	2	STR + 1w	[2H][Hafted]. Cleave 2. Throwable. Reach.	26
Bayonet ②	Melee	-	-	1	STR	[2H][Awkward]. Upgrade:Rifle { Reach, Impale. }	7
Club	Melee	-	-	-	STR	[1H]. Stun.	4
Club, Heavy	Melee	-	-1m	-	STR + 2b	[2H][Hafted]. Reach. Stun.	14
Hammer, Sledge	Melee	-	-1b	1	STR + 3b	[2H][Hafted][Awkward] . Stun. Reach.	14
Dagger, Stiletto ②	Melee	-	+1m	3	STR - 1b	[1H][Stub]. Impale. Conceal.	12
Daggers ②	Melee	STR"	-	1	STR	[1H][Stub]. Discrete. Throwable.	6
Knife, Small ②	Melee	STR"	-	1	STR - 1m	[1H][Stub]. Discrete.	0
Knife, Medium ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete.	6
Knife, Large ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete. Cleave.	14
Knuckle-dusters ②	Melee	-	-1m	1	STR - 1m	[Stub]. Discrete. Stun.	5
Knuckle-dusters, Spiked ②	Melee	-	-1m	2	STR	[Stub]. Discrete. Stun.	10
Staff	Melee	-	-	-	STR	[2H][Hafted]. Reach. Perimeter. Stun.	13
Staff, Club	Melee	-	-1m	-	STR + 2m	[2H][Awkward]. Stun. Reach. Perimeter.	14
Unarmed ②	Natural	-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee	STR - 1"	-	-	STR	[1H][Stub].	0
Improvised Melee, Large	Melee	STR - 2"	-1b	-	STR	[2H][Stub][Laden]. Reach.	0
Improvised Thrown ②	Thrown	STR"	-1w	-	STR - 1b	[1H][Discard!].	0
Improvised Thrown, Large ②	Thrown	STR - 1"	-1w	-	STR - 1m	[2H][Discard!][Stub][Laden].	0

② Also has the Silent trait. Thrown weapons are Silent when thrown.

⑥ Has the [Noisy] trait. This is an Optional Rule.

## Modern Ranged Weapons List

All Weapons have [Discard > Place] as a default trait. Nearly all Firearms will have some variation of [Jitter], [Jam], and [Feed].

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Carbine, Light, Auto ①	Firearm	6"	-	2	3	[1H][Awkward]. ROF 2 > [Jitter, Feed, Jam].	21
Carbine, Light, Semi-auto ①	Firearm	6"	-	2	3	[1H][Awkward]. ROF > [Feed, Jam].	14
Carbine, Medium, Auto ①	Firearm	8"	-	2	4	[2H][Awkward]. ROF 2 > [Jitter, Feed, Jam].	26
Carbine, Medium, Semi-auto ①	Firearm	8"	-	2	4	[1H][Awkward]. ROF > [Feed, Jam].	20
Carbine, Heavy, Auto ①	Firearm	8"	-	2	5	[2H][Awkward]. ROF 2 > [Jitter, Feed, Jam].	31
Carbine, Heavy, Semi-auto ①	Firearm	8"	-	2	5	[2H][Awkward]. ROF > [Feed, Jam].	24
PDW, Light ②★	Firearm	6"	-1m	2	2	[2H][Awkward]. Conceal. ROF 3 > {[Jitter!][Feed][Jam]. Burst. Modern.}	32
PDW, Medium ②★	Firearm	6"	-1m	2	3	[2H][Awkward]. ROF 3 > {[Jitter!][Feed][Jam]. Burst. Modern.}	35
PDW, Heavy ②★	Firearm	6"	-1m	3	4	[2H][Awkward]. ROF 3 > {[Jitter!][Feed][Jam]. Burst. Modern.}	43
Pistol, Light, Semi/A	Firearm	4"	-	1	2	[1H]. Melee. Discrete. ROF 2 > [Feed, Jam]	30
Pistol, Medium, Semi/A	Firearm	4"	-	1	3	[1H]. Melee. Conceal. ROF 2 > [Feed, Jam]	33
Pistol, Heavy, Semi/A	Firearm	6"	-	1	4	[1H]. Melee. ROF > [Feed, Jam]	27
Pistol, Light, Auto	Firearm	4"	-	1	2	[1H]. Melee. Discrete. ROF 2 > {[Jitter, Feed, Jam]. Burst.}	40
Pistol, Medium, Auto	Firearm	6"	-	1	3	[1H]. Melee. Conceal. ROF 2 > {[Jitter, Feed, Jam]. Burst.}	46
Pistol, Heavy, Auto	Firearm	6"	-	1	4	[1H]. Melee. ROF 2 > {[Jitter, Feed, Jam]. Burst.}	51
Revolver, Light ①	Firearm	4"	-	2	2	[1H]. Melee. Discrete. ROF > [Feed, Jam].	21
Revolver, Medium ①	Firearm	6"	-	2	3	[1H]. Melee. Conceal. ROF > [Feed, Jam].	27
Revolver, Heavy ①	Firearm	6"	-	2	4	[1H]. Melee. ROF > [Feed, Jam].	31
Rifle, Light, Bolt/A	Firearm	12"	-	3	4	[2H][Reload].	21
Rifle, Medium, Bolt/A	Firearm	12"	-	3	5	[2H][Reload].	27
Rifle, Heavy, Bolt/A	Firearm	12"	-	1	5	[2H][Laden][Reload][Recoil]. Pierce.	47
Rifle, Light, Single/A	Firearm	12"	-	3	4	[2H].	26
Rifle, Medium, Single/A	Firearm	12"	-	3	5	[2H].	34
Rifle, Heavy, Single/A	Firearm	12"	-	1	4	[2H][Laden][Recoil]. Pierce.	51
Rifle, Light, Semi/A	Firearm	12"	-	3	3	[2H]. ROF > [Jam].	31
Rifle, Medium, Semi/A	Firearm	12"	-	3	4	[2H]. ROF > [Jam].	39
Rifle, Heavy, Semi/A	Firearm	12"	-	3	5	[2H][Laden][Emplace]. ROF > [Jam].	28
Rifle, Light, Auto	Firearm	10"	-	3	3	[2H]. ROF 2 > {[Jitter, Feed, Jam]. Burst.}	44
Rifle, Medium, Auto	Firearm	10"	-	3	4	[2H]. ROF 3 > {[Jitter, Feed, Jam]. Burst.}	62
Rifle, Heavy, Auto	Firearm	10"	-	3	5	[2H][Laden][Emplace > Fire-lane]. ROF 2 > {[Jitter, Feed, Jam]. Burst.}	55
Shotgun, Auto	Firearm	8"	-1m	-	5	[2H][Entropy]. Spray. ROF 2 > [Jitter, Feed, Jam].	40
Shotgun, Auto, Heavy	Firearm	8"	-1b	1	5+3m	[2H][Entropy][Recoil]. Spray. ROF 2 > [Jitter!, Feed, Jam].	41
Shotgun, Fletch	Firearm	8"	-	4	3	[2H][Entropy+]. Spray.	32
Shotgun, Pump-action	Firearm	10"	-	-	5	[2H][Entropy]. Spray.	30
Shotgun, Pump-action, Heavy	Firearm	8"	-1m	1	5+3m	[2H][Entropy][Recoil]. Spray.	32
Shotgun, Sawed-off	Firearm	4"	+1m	-	5	[2H][Entropy!]. Conceal. Spray. Melee.	32
Shotgun, Semi/A	Firearm	8"	-	-	5	[2H][Entropy!]. Spray. ROF > [Jam].	35
Shotgun, Slug	Firearm	8"	-1m	-	6	[2H][Recoil].	16
Shotgun, Slug, Heavy	Firearm	6"	-1b	-	6+1b	[2H][Recoil 2].	16
Submachine-gun, Light	Firearm	8"	-	1	3	[2H]. ROF 4 > {[Jitter, Feed, Jam]. Burst.}	57
Submachine-gun, Medium	Firearm	8"	-	1	4	[2H]. ROF 4 > {[Jitter, Feed, Jam]. Burst.}	64
Submachine-gun, Heavy	Firearm	8"	-	2	4	[2H]. ROF 5 > {[Jitter, Feed, Jam]. Burst.}	78

① For genres in the Information Age (~2000 AD onwards) optionally add the Modern trait for +3 BP or the Modern+ trait for +5 BP.

② Only for genres in the Information Age (~2000 AD onwards). "Personal Defense Weapon", a machine-pistol which uses rifle bullets.

★ These are Personal Defense Weapons which are selective-fire pistols which shoot large rifle bullets. Different than Auto Pistols which use pistol rounds.

## Modern Support Ranged Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Anti-tank Weapon, LAW	Support	10"	-1m	2	5+1w	[2H][Laden][Traversal][Discard!]. Pierce 5. Disrupt 3	49
Flame-thrower, Light	Support	8"	-1m	1	3+1b	[2H][Laden 2][Clumsy][Recoil]. Stream 3 > Fire.	62
Machine Gun, Light	Support	12"	-	3	3	[2H][Laden][Emplace]. Pierce. ROF 4 > {[Jitter]. Burst. Fire-lane.}	137
Machine Gun, Medium	Support	16"	-	3	4	[2H][Laden 2][Emplace 2]. Pierce. ROF 5 > {[Jitter]. Burst 2. Fire-lane.}	175
Machine Gun, Heavy	Support	16"	-	4	5	[2H][Laden 3][Emplace 3]. Pierce 2. ROF 5 > {[Jitter!]. Burst 3. Fire-lane.}	205
Machine Gun, Light (Mount)	Support	12"	-	3	3	[2H][Traversal]. Mounted 2. Pierce. ROF 4 > {Burst. Fire-lane.}	152
Machine Gun, Medium (Mount)	Support	16"	-	3	4	[2H][Traversal]. Mounted 2. Pierce. ROF 5 > {Burst 2. Fire-lane.}	194
Mortar, Light	Support	16"	-1m	1	2+2w	[2H][Laden 2][Emplace][Arc 4]. Blast 4. Stun.	14
Mortar, Medium	Support	16"	-1m	2	4+4w	[2H][Laden 3][Emplace 2][Reload][Arc 8]. Blast 8. Stun 2	41
Mortar, Heavy	Support	16"	-1m	3	8+6w	[2H][Laden 4][Emplace 2][Reload 2][Arc 12]. Blast 16. Stun 2.	59
Mortar, Mini-mortar	Support	16"	-1m	1	1+1w	[2H][Laden][Emplace][Arc]. ROF. Blast. Stun.	13
Mortar, Mini-mortar (Mount)	Support	16"	-1m	1	1+1w	[2H][Traversal][Arc]. ROF. Blast. Stun.	19

① For genres in the Information Age (~2000 AD onwards) optionally add the Modern trait for +3 BP or the Modern+ trait for +5 BP.

## Modern Explosives List

All Weapons have [Discard > Place] as a default trait. All Explosive Weapons have the [Grenade] and Silent traits.

Weapon	Class	OR	Acc	I	Damage	Traits ①	BP
Grenade Launcher	Range	8"	-1w	-	-	[1H][Attachment > Grenade][Arc].★	10
Grenade, Fragmentation ①②	Thrown	STR"	-	2	1 + 4w	[1H]. Blast. Frag 2. Discrete.	28
Grenade, Shrapnel ①②	Thrown	STR"	-	3	5w	[1H]. Blast. Frag. Cleave. Ricochet. Discrete.	35
Grenade, Flash-bang ①②	Thrown	STR"	-	-	1m	[1H]. Blast. Blind 2. Discrete.	19
Grenade, HE ①②	Thrown	STR"	-	4	4 + 1w	[1H]. Blast 2. Stun. Discrete.	22
Grenade, Concussion ①②	Thrown	STR"	-	-	1m	[1H]. Blast 3. Discrete.	20
Grenade, Knockout ①②	Thrown	STR"	-	-	1m	[1H]. Fume > Knockout. Discrete.	24
Grenade, Mustard ①②	Thrown	STR"	-	-	1m	[1H]. Fume > Mustard. Discrete.	15
Grenade, Smoke ①②	Thrown	STR"	-	-	1m	[1H]. Fume > Smoke. Discrete.	10
Stick of Dynamite ①②	Thrown	STR - 1"	-	4	3	[1H][Scatter][Reload 2][Discard+]. Blast. Stun. Discrete.	7
Sachet Bomb ①②	Munitions	-	-	4	3	[1H][Laden][Configure][Discard!]. Blast 3. Disrupt 3. Stun.	15
Fire-bomb ①②	Thrown	STR"	-	2	1w	[1H][Scatter][Reload][Discard! > Fire 3, Fire 2, Fire]. Blast 2. Conceal.	29

① The [Grenade] trait is all of the following; [Scatter], [Discard+], [Reload] And also Conceal.

② Also has the Silent trait. Thrown weapons are Silent when thrown.

★ Identify the type of Grenade is attached from the list of available Grenades. The default if not selected is Fragmentation Grenade.

## Modern Armors List

Characters are allowed just one of each Type of armor listed. Be sure to adjust REF and Agility per the [Laden] trait.

Armor	Type	AR	Traits	BP
Helmet ①⑤	Helm	-	Protective.	3
Full Helm ①⑤	Helm	1	[Blinders]. Protective.	5
Riot Helm ⑦	Helm	1	Protective. Bulletproof.	16
Shield, Heavy Medium ①⑥	Shield	2	[1H][Laden]. Bash.	16
Armored Gear	Gear	-	Conceal. Deflect.	5
Armored Bracers ①	Gear	1	Deflect. Parry.	9
Light Armor ①②③⑤	Suit	2	[Laden]. Deflect.	8
Medium Armor ①②③⑤	Suit	4	[Laden 2]. Deflect.	13
Heavy Armor ①②③⑤⑥	Suit	6	[Laden 3]. Deflect.	18

① For Atomic Age genres (~1950 AD onwards), optionally add the Bulletproof trait for +10 BP.

② For Information Age (~2000 AD onwards), make Advanced and reduce [Laden] by 1 for +2 BP, or Advanced+ to get +1 Deflect and reduce [Laden] for +5 BP.

③ Add [Mail] for -5 BP.

④ Add Discrete for +3 BP, but will require Atomic Age genres (~1950 AD onwards) if [Laden], Robotics Age genres (~2025 AD onwards) if [Laden 2], and Quantum Age genres (~2100 AD onwards) if [Laden 3].

⑤ This is an uncommon armor type because it is expensive to craft and fit to any character. Unless players agree; limit to 1 per 2 models each Side.

⑥ For Atomic Age genres (~1950 AD onwards). May optional add Radio-commlink as an upgrade if Information Age (~2000 AD onwards).

## Modern Equipment List

All Equipment have [Discard > Place] as a default trait.

Equipment ①	Class	Traits	BP
Ammo, Box	Munitions	Upgrade:Firearm. { Ammo 1. Discrete. }	7
Ammo, Bandolier	Munitions	Upgrade:Firearm. { [Laden]. Ammo 3. Discrete. }	13
Ammo, Armor Piercing ③	Munitions	Upgrade:Munitions. { +1 Impact. }	7
Torch, Flashlight	Tool	[1H]. Electronic. Switch > Light 4 (Directional).	10
Lantern, Electric, Small	Tool	[1H]. Electronic. Switch > Light 6.	14
Lantern, Electric	Tool	[1H]. Electronic. Switch > Light 8.	19
Radio, Comm-link, Early	Tool	[Fizzle]. Radio. Electronic.	9
Radio, Comm-link ④	Tool	Radio. Electronic.	11
Radio, Comm-link, Boosted ④	Tool	Radio 3. Electronic.	13
Radio, Box ②③⑥	Tool	[2H][Laden] Switch > [Noisy]. Radio 2.	8
Radio, Controller ⑤⑥	Tool	[1H]. Switch > Controller:Target Automaton.	10
Radio, Jammer ⑥	Tool	[2H][Laden 2] Switch > Radio Jammer. Switch > [Noisy]. Radio 4.	11
Gas Mask	Tool	Immune 3: Poison Gas.	9
Goggles	Tool	[Poor Shot 2]. Optics. Immune X: {Blinding 2}	11
Kit, Medical	Tool	Healer 2.	19
Notebook, Leadership	Advantage	[1H][Discard > Leadership].	2
Notebook, Scholarship	Advantage	[1H][Discard > Scholar].	8
Notebook, Tactics Manual	Advantage	[1H][Discard > Tactics].	3
Balanced	Accessories	Upgrade:Weapon. { Accuracy +1m. }	3
Well-honed	Accessories	Upgrade:Melee. { Damage +1m. }	4
Sniper Scope ③	Accessories	Attachment:Firearm. { [Slow!] > Optics 2. }	18
Sniper Scope, Starlight ④	Accessories	Attachment:Firearm. { [Slow!] > Optics 2. Switch > Night-vision. }	26
Silencer	Accessories	Attachment:Firearm. { Silent. }	3
Advanced ③	Upgrade	Upgrade: Suit { Advanced }	2
Bulletproof Shield	Upgrade	Upgrade:Shield { Bulletproof }	10
Bulletproof Suit ③	Upgrade	Upgrade:Suit. { Bulletproof }	10
Late Advanced ④	Upgrade	Upgrade: Suit { Advanced+ }	5
Late Modern ④	Upgrade	Upgrade:Firearm. { Modern }	5
Mail	Upgrade	Upgrade: Suit { [Mail] }	-5
Modern ④	Upgrade	Upgrade:Firearm. { Modern+ }	3
Poisoned Weapon	Upgrade	Upgrade:Melee { Poison. }	11

① All Equipment items have the Discrete trait; any character may be assigned these.

② Has the [Noisy] trait. This is an Optional Rule

③ Not available unless in the Modern Age (~1900 AD onwards)

④ Not available unless in the Information Age (~2000 AD onwards).

⑤ Must specify a Friendly model with the [Automaton] trait.

⑥ Radios become available during the Early Modern period around 1900 AD.

## Near Future Period

Includes the Robotics Age [ 2025 AD ], and the Fusion Age [ 2050 AD ]. Features Robots, androids ("automatons"), Beam Weapons, Force fields and shields. Vibro swords and power-gloves are introduced.

### Near Future Close Combat Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Axe	Melee	STR"	-	1	STR + 1w	[1H][Hafted]. Cleave. Throwable.	18
Axe, Long	Melee	STR"	-	2	STR + 1w	[2H][Hafted]. Cleave 2. Throwable. Reach.	26
Bayonet ②	Melee	-	-	1	STR	[2H][Awkward]. Upgrade:Rifle { Reach, Impale. }	7
Club	Melee	-	-	-	STR	[1H]. Stun.	4
Club, Heavy	Melee	-	-1m	-	STR + 2b	[2H][Hafted]. Reach. Stun.	14
Hammer, Sledge	Melee	-	-1b	1	STR + 3b	[2H][Hafted][Awkward] . Stun. Reach.	14
Dagger, Stiletto ②	Melee	-	+1m	3	STR - 1b	[1H][Stub]. Impale. Conceal.	12
Daggers ②	Melee	STR"	-	1	STR	[1H][Stub]. Discrete. Throwable.	6
Knife, Small ②	Melee	STR"	-	1	STR - 1m	[1H][Stub]. Discrete.	0
Knife, Medium ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete.	6
Knife, Large ②	Melee	STR"	-1m	1	STR + 1m	[1H][Stub]. Discrete. Cleave.	14
Knuckle-dusters ②	Melee	-	-1m	1	STR - 1m	[Stub]. Discrete. Stun.	5
Knuckle-dusters, Spiked ②	Melee	-	-1m	2	STR	[Stub]. Discrete. Stun.	10
Staff	Melee	-	-	-	STR	[2H][Hafted]. Reach. Perimeter. Stun.	13
Staff, Club	Melee	-	-1m	-	STR + 2m	[2H][Awkward]. Stun. Reach. Perimeter.	14
Unarmed ②	Natural	-	-1m	-	STR - 1m	[Stub].	-3
Improvised Melee	Melee	STR - 1"	-	-	STR	[1H][Stub].	0
Improvised Melee, Large	Melee	STR - 2"	-1b	-	STR	[2H][Stub][Laden]. Reach.	0
Improvised Thrown ②	Thrown	STR"	-1w	-	STR - 1b	[1H][Discard!].	0
Improvised Thrown, Large ②	Thrown	STR - 1"	-1w	-	STR - 1m	[2H][Discard!][Stub][Laden].	0

② Also has the Silent trait. Thrown weapons are Silent when thrown.

### Near Future Ranged Weapons List

All Weapons have [Discard > Place] as a default trait.

Weapon	Class	OR	Acc	I	Damage	Traits	BP
Beam Carbine	Range	8"	+1b	2	3+2m	[1H]. Cleave. Silent. ROF 3 > [Feed].	97
Beam Pistol	Range	4"	+1b	1	2+2m	[1H]. Cleave. Silent. Conceal. Melee. ROF 3 > [Feed].	92
Beam Rifle	Range	12"	+1m	3	4+2m	[2H]. Cleave. Silent. ROF 3 > [Feed].	109
Beam Rifle, Heavy	Range	12"	+1m	4	5+2m	[2H][Laden]. Cleave. Silent. ROF 4 > {[Feed]. Burst. Modern.}	161
Rail-gun, Light ④	Range	12"	-	-	3	[2H][Laden]. Stream. ROF 2 > {[Jitter+, Feed, Jam]. Burst. Modern 2.}	107
Rail-gun, Medium ④	Range	12"	-	1	4	[2H][Laden]. Stream 2. ROF 3 > {[Jitter+, Feed, Jam]. Burst. Modern.}	137
Rail-gun, Heavy ④	Range	12"	-	2	4	[2H][Laden 2]. Stream 3. ROF 4 > {[Jitter+, Feed, Jam]. Burst. Modern.}	170

① For genres in the Information Age (~2000 AD onwards) optionally add the Modern trait for +3 BP or the Modern+ trait for +5 BP.

② Also has the Silent trait. Thrown weapons are Silent when thrown.

③ Upgrade to "Bulleted"; change to [Entropy] but remove Spray for -3 BP.

④ Also has the Pierce trait.

## Near Future Armors List

Characters are allowed just one of each Type of armor listed. Be sure to adjust REF and Agility per the [Laden] trait. All Hardsuits come with the Bulletproof and Protective traits.

Armor	Type	AR	Traits	BP
Helmet ①⑤	Helm	-	Protective.	3
Full Helm ①⑤	Helm	1	[Blinders]. Protective.	5
Riot Helm ⑦	Helm	1	Protective. Bulletproof.	16
Light Armor ①②③⑤	Suit	2	[Laden]. Deflect.	8
Medium Armor ①②③⑤	Suit	4	[Laden 2]. Deflect.	13
Heavy Armor ①②③⑤⑥	Suit	6	[Laden 3]. Deflect.	18
Hardsuit, Archaic ②④★	Suit, Gear, Helm	4	[Laden 2][Lumbering]. Hardened. Leap. Deflect 2. SIZ +2.	36
Hardsuit, Scout ②④★	Suit, Gear, Helm	2	[Laden]. Hardened. Leap 3. Detect 2. Optics 2. Deflect. SIZ +1	94
Hardsuit, Standard ②④★	Suit, Gear, Helm	4	[Laden]. Hardened. Leap 2. Detect. Optics. Deflect 2. SIZ +1.	83
Hardsuit, War ②④★	Suit, Gear, Helm	4	[Laden 3]. Hardened 2. Bombproof. Leap. Detect. Optics. Deflect 3. SIZ +2.	96

★ All Hardsuits come with these baseline traits; Bulletproof. Protective. Hardsuits are actually bulky and larger than the character they enhance, and so they will increase the effective SIZ of that character. Hardsuits usually come with a Radio of some form, which must be purchased independently from the equipment list. Radios become available during the Early Modern period around 1900 AD.

- ① For Atomic Age genres (~1950 AD onwards), optionally add the Bulletproof trait for +10 BP.
- ② For Information Age (~2000 AD onwards), make Advanced and reduce [Laden] by 1 for +2 BP, or Advanced+ to get +1 Deflect and reduce [Laden] for +5 BP.
- ③ Add [Mail] for -5 BP.
- ④ For genres earlier than the Information Age (~2000 AD onwards); add [Blinders] and Electronic trait for -4 BP.
- ⑤ Add Discrete for +3 BP, but will require Atomic Age genres (~1950 AD onwards) if [Laden], Robotics Age genres (~2025 AD onwards) if [Laden 2], and Quantum Age genres (~2100 AD onwards) if [Laden 3].
- ⑥ This is an uncommon armor type because it is expensive to craft and fit to any character. Unless players agree; limit to 1 per 2 models each Side.
- ⑦ For Atomic Age genres (~1950 AD onwards). May optional add Radio-commlink as an upgrade if Information Age (~2000 AD onwards).

## Near Future Equipment List

All Equipment have [Discard > Place] as a default trait. Gear is [Discard 2 > Place]

Equipment ①	Class	Traits	BP
Jetpack	Gear	[Backblast][Laden 2]. Flight .	28
Jetpack, Suit	Suit, Gear	[Backblast][Laden 2]. Armor 4. Bulletproof. Flight 2.	66
Jetpack, Advanced Suit	Suit, Gear	[Backblast][Laden 2]. Armor 4. Bulletproof. Flight 4.	100
Jump-pack	Gear	[Backblast][Laden 2]. Flight. Leap 2.	40
Balanced	Upgrade	Upgrade:Weapon. { Accuracy +1m. }	3
Well-honed	Upgrade	Upgrade:Melee. { Damage +1m. }	4
Masterwork Bow	Upgrade	Upgrade:Bow { +1 Impact. Damage +1. Accuracy +1m. }	10
Sniper Scope, Advanced	Attachment	Upgrade:Firearm. { Optics 4. Pin-point. }	55
Sniper Scope, Adv. Starlight	Attachment	Upgrade:Firearm. { Optics 4. Switch > { Pin-point. Night-vision. } }	64

- ① All Equipment items have the Discrete trait; any character may be assigned these.

## Far Future Period

*Includes the Quantum Age [ 2100 AD ], Energy Age [ 2250 AD ], and Gravity Age [ 3000 AD ]. Features Virtual bodies, Just-in-time weapons and armor, supercomputer brains, and gene-crafted beasts. Psionic artificers and rogue killer robots roam the battlefields. Human-kind experiences genetic drift.*

**[Far Future Close Combat Weapons List](#)**

**[Far Future Ranged Weapons List](#)**

**[Far Future Support Weapons List](#)**

**[Far Future Equipment List](#)**

# Magical Period

*This is the start of the Symbolic Age [ 5000 AD ]. It is the entry point into high-fantasy and hellish chaos clouds. The ever presence of demons, eldritch begins, dark wizards and literal reality-distortion fields.*

## Magical Close Combat Weapons List

## Magical Ranged Weapons List

## Magical Support Weapons List

## Magical Equipment List

All Equipment have [Discard > Place] as a default trait. Gear is [Discard 2 > Place]

Equipment ①	Class	Traits	BP
Trinket	Accessory	[Discard!]. Manapool	8
Stone	Accessory	[Discard+]. Manapool 2.	18
Ring	Accessory	[Discard]. Codex.	15
Amulet	Accessory	[Discard]. Manapool. Codex.	29
Monstrum	Tool	[1H][Discard+]. Manapool 2. Codex.	37
Attachment, Small	Attachment	Upgrade:Weapon. { Manapool. Codex. }	45
Attachment, Large	Attachment	Upgrade:Weapon { [Laden]. Manapool 2. Codex. }	51
Codex, Common	Tool	[2H][Laden]. Codex 2. Scholar.	54
Codex, Legendary	Tool	[2H][Laden 2]. Codex 6. Scholar 2.	138
Scroll, Minor	Tool	[2H][Discard!]. Codex.	9
Scroll, Major	Tool	[2H][Discard]. Codex 2.	25
Tome, Lesser	Tool	[2H]. Codex 3.	52
Tome, Greater	Tool	[2H][Laden]. Codex 5	85