

FACTION: Orbital Enforcers

Elite law enforcement deployed from orbital citadels. Tactical and high-tech.

Attackers

Breaker (*Inspired by Sledge*)

Gadget: *Gravhammer*

- **Mechanic:** Smashes through soft barriers and debris. Can be used quickly and repeatedly, making it ideal for dynamic breaching and mobility.
- **Lore:** A kinetic hammer that emits micro-gravitational shockwaves, designed for breaching without alerting the entire zone.
- **Appearance:** Bulky metal rod with pulsating energy coils along the shaft and a glowing strike plate.
- **Counters:** Kinetic Barriers

Null (*Inspired by Thatcher*)

Gadget: *EMP Lance*

- **Mechanic:** Fires a short-range burst of electromagnetic energy that disables electronics.
- **Lore:** Military-grade tech repurposed for orbital field use, harnessing localized EMP discharges.
- **Appearance:** Sleek, rifle-like device with glowing emitter coils and a targeting reticle.
- **Counters:** Interceptor Orb

Defenders

Scramble (*Inspired by Mute*)

Gadget: *Disruption Beacons*

- **Mechanic:** Suppresses gadget usage and disables drones in a short range.
- **Lore:** Emits layered interference fields tuned to disrupt common signal bands.
- **Appearance:** Matte-black hexagonal node with a pulsating red light at its core.
- **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler

Tox (*Inspired by Smoke*)

Gadget: *Neuroweave Fog Emitters*

- **Mechanic:** Deployable canisters that can be thrown and pre-placed. While within range, Tox can manually trigger them to release a damage-over-time fog.
- **Lore:** Uses airborne neuro-scramblers to disorient and damage enemies by interfering with their nervous systems.

- **Appearance:** Cylindrical grenades with blinking cyan lights and vents along the sides that shimmer when active.
 - **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler
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FACTION: Ghost Drifters

Mercenaries and scavengers from orbital ruins and asteroid belts. Improvised but deadly.

Attackers

Spike *(Inspired by Ash)*

Gadget: *Shockburst Drill*

- **Mechanic:** Fires explosive spikes into soft surfaces that detonate on contact.
- **Lore:** A modified mining drill turned breaching tool; compact and perfect for high-speed assaults.
- **Appearance:** Arm-mounted launcher with rotating cylinders and retractable spike cartridges.
- **Counters:** Interceptor Orb

Forge *(Inspired by Thermite)*

Gadget: *Phase Cutter*

- **Mechanic:** Opens paths through Kinetic Barriers, Alloy Shutters, regular walls, and barricades, leaving a breach. Defenders can manually close the breach by interacting with the device for a few seconds.
- **Lore:** Creates a momentary rift in physical matter using phased thermal induction coils.
- **Appearance:** Hex-chassis charge with blue-glowing lines and auto-expanding clamps.
- **Counters:** Disruption Beacons, Corruption Field

Defenders

Trip *(Inspired by Kapkan)*

Gadget: *Seismic Traps*

- **Mechanic:** Explosive traps triggered by movement.
- **Lore:** Pressure-sensitive proximity mines adapted from asteroid mining safety gear.
- **Appearance:** Flat sensor with dual prongs and a blinking indicator—attached to doorframes or hallways.
- **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler

Monarch (*Inspired by Tachanka*)

Gadget: *Remote Turret Core*

- **Mechanic:** Manually operated turret accessed remotely. Monarch must actively control the turret via holo-tablet; it does not operate autonomously.
 - **Lore:** A stationary, precision-built weapon controlled via a holo-tablet worn by the operator.
 - **Appearance:** Mechanical turret on a tripod with a central camera eye and rotating barrel modules.
 - **Counters:** EMP Lance, Pulse Resonator
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FACTION: Echo Singularity

Transhuman data cultists who bend signals, perception, and neural tech.

Attackers

Volt (*Inspired by IQ*)

Gadget: *Pulse Resonator*

- **Mechanic:** Wall-mounted directional sensor that reveals enemy gadgets through walls for 15 seconds.
- **Lore:** Utilizes low-frequency pulse mapping to bounce back signatures of tech.
- **Appearance:** Rectangular puck with light-blue LEDs and scanning beam projection fins.
- **Counters:** Disruption Beacons, Corruption Field

Virus (*Inspired by Twitch*)

Gadget: *Signal Leech Crawler*

- **Mechanic:** Spider-like drone that disables gadgets using targeted overload bursts. Cannot damage enemies and is used strictly for disrupting electronics.
- **Lore:** Fires micro-frequency energy bursts to overheat circuits in enemy tech.
- **Appearance:** Four-legged, matte-black drone with red sensor eyes and small arc emitters.
- **Counters:** Disruption Beacons, Corruption Field

Defenders

Surge (*Inspired by Bandit*)

Gadget: *Corruption Field*

- **Mechanic:** Enhances Kinetic Barriers to damage enemies and destroy gadgets.
- **Lore:** Introduces signal instability into the defender barrier grid, creating a lethal field.
- **Appearance:** Small, glowing clamp with flickering energy runes and arc sparks.

- **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler

Splice (*Inspired by Jäger*)

Gadget: *Interceptor Orb*

- **Mechanic:** Intercepts and destroys up to 3 projectiles with no delay between shots.
 - **Lore:** A defensive AI-powered orb that tracks threats and auto-neutralizes airborne munitions.
 - **Appearance:** Floating silver orb with iris-like lens and a pulsing magnetic halo.
 - **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler
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FACTION: Junket Clade

Ex-industrial engineers repurposing mining tools into battlefield tech.

Attackers

Foreman (*Inspired by Glaz*)

Gadget: *Static Filter Scope*

- **Mechanic:** Allows visibility through static cloud fields.
- **Lore:** Filters out EM interference via neural-augmented optics.
- **Appearance:** Long-range scope with flickering HUD overlay and signal graph embedded inside.
- **Counters:** Neuroweave Fog Emitters

Tremor (*Inspired by Fuze*)

Gadget: *Cascade Breacher*

- **Mechanic:** Launches micro-explosives through surfaces with manual, timed, or immediate detonation settings. Explosives land on the other side and remain in place until triggered.
- **Lore:** Mini explosive pods programmed to breach and clear rooms in multiple detonation patterns.
- **Appearance:** Orb-shaped launcher with glowing red segments and spinning delivery ring.
- **Counters:** Disruption Beacons, Corruption Field, Interceptor Orb

Defenders

Brawn (*Inspired by Rook*)

Gadget: *Armor Core*

- **Mechanic:** Deploys armor packs that grant temporary overshields.

- **Lore:** Reinforced gel-layer plates that bond with suit interfaces, reducing damage intake.
- **Appearance:** Briefcase-shaped pod with four detachable armor modules glowing faint blue.
- **Counters:** None

Patch (*Inspired by Doc*)

Gadget: *Nano Injector*

- **Mechanic:** Launches restorative energy bursts from a distance to heal allies. Patch can target teammates from medium range with precise, manual activation, providing reactive support without breaking cover.
 - **Lore:** Utilizes concentrated bioelectric charges encoded with regenerative protocols, stimulating tissue repair via energy transfer rather than chemical agents.
 - **Appearance:** Compact gauntlet with a crystalline emitter core that glows gold when primed, discharging visible light pulses along a short arc toward the target.
 - **Counters:** None
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FACTION: Serpent of Io

Alien-enhanced agents and psionics. Reality-bending gear with a mysterious edge.

Attackers

Firefly (*Replacing Blitz*)

Gadget: *Stun Pulse Array*

- **Mechanic:** Fires a disorienting sonic cone, or can be mounted on walls to trigger through surfaces. Defenders can counter by avoiding its arc or disabling it.
- **Lore:** Uses concentrated sound waves tuned to disrupt equilibrium and cognitive focus.
- **Appearance:** Compact cylinder with audio dish and pulse sensor lights.
- **Counters:** Disruption Beacons, Corruption Field

Aegis (ee-jus) (*Replacing Montagne*)

Gadget: *Phase Aegis*

- **Mechanic:** Temporary invulnerability mode that prevents action but allows slow movement. Used to scout or push without taking damage.
- **Lore:** A phased energy cocoon that refracts incoming force without harming the user.
- **Appearance:** Holographic shield layer that envelopes the body in hexagonal energy.
- **Counters:** Disruption Beacons, Seismic Traps, Remote Turret Core

Defenders

Vision (*Inspired by Pulse*)

Gadget: *Lifesign Resonator*

- **Mechanic:** Emits pulses to reveal nearby enemy locations through walls.
- **Lore:** Scans for subtle biosignals and heartbeat irregularities.
- **Appearance:** Handheld circular scanner with vibrating rings and a soft red waveform display.
- **Counters:** EMP Lance, Pulse Resonator

Lockdown (*Inspired by Castle*)

Gadget: *Alloy Shutters*

- **Mechanic:** Deploys bullet-resistant barriers over doors and windows.
 - **Lore:** Advanced alloy plates infused with reactive nanofiber to deflect high-velocity rounds.
 - **Appearance:** Heavy metallic slabs with glowing perimeter lights and locking claws.
 - **Counters:** EMP Lance, Pulse Resonator
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Secondary Gadget Redesigns

Static Cloud Emitters (*Smoke Grenade Replacement*)

- **Mechanic:** Creates a field of visible static distortion, disrupting line of sight.
- **Lore:** Emits electromagnetic interference particles that scramble visual feeds and natural sight.
- **Appearance:** Spherical pod with venting ports that release crackling, hazy blue-white mist.
- **Counters:** Interceptor Orb

Photonic Bursts (*Flashbang Replacement*)

- **Mechanic:** Emits a blinding spectrum of light and optical noise to disorient.
- **Lore:** Rapidly discharges high-intensity photonic energy tuned to overload visual sensors.
- **Appearance:** Chrome disc grenade with a central aperture that radiates light.
- **Counters:** Interceptor Orb

Graviton Shards (*Frag Grenade Replacement*)

- **Mechanic:** Creates a localized gravitational shockwave, dealing damage and knockback.
- **Lore:** Temporarily alters local gravity through volatile gravitic implosion cores.

- **Appearance:** Irregular crystal casing suspended inside a dark alloy grenade frame.
- **Counters:** Interceptor Orb

Flux Weavers (*Barbed Wire Replacement*)

- **Mechanic:** Projects slow-moving, glowing threads across an area to slow and harm enemies.
- **Lore:** Spools plasma-laced filaments that destabilize kinetic movement.
- **Appearance:** Low-profile emitter coil that unspools crackling blue threads.
- **Counters:** Explosives, melee

Recon Crawlers (*Drone Replacement*)

- **Mechanic:** Intel-focused spider drones capable of scouting. Cannot attack or disable.
- **Lore:** Engineered for recon missions, equipped with stealth optics and signal beacons.
- **Appearance:** Eight-legged black bot with a central lens and climbing tarsal pads.
- **Counters:** Disruption Beacon, Corruption Field

Arc Mines (*Claymore Replacement*)

- **Mechanic:** Triggers a directional plasma arc when detecting motion in its field.
- **Lore:** Discharges plasma surge when trip field is broken by enemy motion.
- **Appearance:** Triangular mount with a forward-facing lens and crackling arc filaments.
- **Counters:** Disruption Beacon

Geomagnetic Breacher (*Breach Charge Replacement*)

- **Mechanic:** A device placed on soft walls and barricades. Upon activation, it generates a localized implosion that rapidly compresses the material it's attached to. When the imploded mass collapses to a critical point, it triggers a concussive outward explosion directed through the opposite side, breaching the surface.
- **Lore:** Harnesses polarized gravitational fields to forcibly collapse material into a micro-singularity, then violently expels the imploded matter outward in a controlled detonation.
- **Appearance:** A compact three-legged device with a central gravitic core. The core pulses inward before launching a brilliant outward burst of energy.
- **Counters:** Disruption Beacon, Corruption Field

Holographic Barricades (*Deployable Shield Replacement*)

- **Mechanic:** Short light barriers that block incoming bullets but remain transparent, preserving line of sight.
- **Lore:** Projects a focused energy plane designed to absorb and disperse ballistic impact while allowing full visual clarity.

- **Appearance:** Compact base projector that emits a curved, transparent light barrier with a faint blue shimmer and hexagonal grid pattern.
- **Counters:** EMP Lance, Pulse Resonator, Explosives

Surveillance Emplacement (*Deployable Camera Replacement*)

- **Mechanic:** Stickable visual sensors placed on walls, providing wide-angle surveillance.
- **Lore:** Smart surveillance tools transmitting encrypted multi-band data to allies.
- **Appearance:** Hexagonal node with rotating lens and pulsing telemetry ring.
- **Counters:** EMP Lance, Pulse Resonator, Signal Leech Crawler, Explosives

Magnetic Repulsor (*Nitro Cell Replacement*)

- **Mechanic:** A remotely detonated magnetic shrapnel device that adheres to walls, ceilings, or objects. Upon detonation, the device rapidly reverses its magnetic polarity, launching shrapnel outward in all directions, lethal within a set radius.
- **Lore:** A magnetic core surrounded by sharpened scrap shards and ferromagnetic plates. Developed from industrial scrap.
- **Appearance:** Compact, rugged device with a circular magnetic face, layered with jagged metal plating and LED indicators that glow red when primed.
- **Counters:** Pulse Resonator, Signal Leech Crawler, EMP Lance