

5 Parsecs - Whiteboard

	#	Enemy	Panic	Speed	CS	Tough	AI	Weapons	Special
1	10	Swarm Brood	0	6"	+2*	4	B	Claws. Damage +2	Pack hunters: All Brawls initiated by Swarm are resolved at the end of the Enemy Actions phase. Swarm will always attempt to gang up on prey, where possible. Invasion Threat.
2	2	Lt							
3		Sp							
4		Lt Sp							
5	1	Queen	0	4"	+2	5		Claws - Damage +3 Brutal Melee - M, -, 2 (Spit - no range) Hand Cannon - 6', 1, 2. Pistol	Luck: 1
6		VIP (courier)		4"	+0	3			<i>Always acts Slow</i>

Pitch black: 6" range

Objective: Access

Planets

???

Red Zone

Licensing Status: N/A

Traits:

- **Booming Economy** - When rolling for post-battle credit rewards, any 1 on the dice is rerolled until it shows a score other than 1.
- **Vendetta system** - Opponents become your Rivals on a roll of 1 or 2

	Patron	Type	Benefit	Notes
1	(Eldar Frankenmuir)	Wealthy Individual	Persistent	Any time job ("dragon" from turn 17)
2				Religious cult connection

	Rival	Type	Notes
1			

BRUME VIII

Red Zone

Licensing Status: N/A

Traits:

- **Fog** - All shots beyond 8" are -1 to Hit.
- **Booming Economy** - When rolling for post-battle credit rewards, any 1 on the dice is rerolled until it shows a

score other than 1.

	Patron	Type	Benefit	Notes
1	(Eldar Frankenmuir)	Wealthy Individual	Persistent	Any time job ("dragon" from turn 17)
2		Wealthy Individual	Health Insurance	

	Rival	Type	Notes
1			

THULE VI

Red Zone

Licensing Status: N/A

Traits:

- **Frozen** - Any character making a Dash ~~may opt to~~ *must* slide. They move 1D6" in a straight line *along a Brute line*, and must move the full distance. If they collide with anything, they – and any character they collide with – are knocked 1" in a random direction and become Stunned.
 - AI: Cautious and Tactical do not slide if potentially blocked by an obstacle. Edge of the map is not an obstacle.
- **Import restrictions** - You cannot sell any items on this world

	Patron	Type	Benefit	Notes
1	(Eldar Frankenmuir)	Wealthy Individual	Persistent	Any time job ("dragon" from turn 17)
2	?	Private Org	Fringe Benefit	+1 Loot

	Rival	Type	Notes
1	???		(From package delivery)

TRELLIUM XII

Red Zone

Licensing Status: N/A

Traits:

- **Null zone** - No teleportation device of any type works.
- **Overgrown** - When setting up the table, you must add 1D6+2 individual plant features or 1D3 areas of vegetation (roughly 3-5" across)

	Patron	Type	Benefit	Notes
1	(Eldar Frankenmuir)	Wealthy Individual	Persistent	Any time job ("dragon" from turn 17)
2	Civil Authority	Local Gov't	-	Any time job (+2 cr; Demanding - only on success)
3	(Pawn)	Private Org	-	(used as cover for us to case the Unity base)

	Rival	Type	Notes
1			

GOLDENG 8

Licensing Status: 1 credit (*forged*)

Traits:

- **Free trade zone** - One crew member per campaign turn can roll twice when using the Trade Table, and choose either result.
- **Fog** - All shots beyond 8" are -1 to Hit

	Patron	Type	Benefit	Notes
1	Eldar Frankenmuir	Wealthy Individual	Persistent	
2	???	Corporate Patron	-	
3	AGTAR	Private Org	-	

	Rival	Type	Notes
1			

CATURIX PRIME

Licensing Status - N/A

Traits:

- **Weapon Licensing** - +1 credit to weapon purchases and weapons from Trade table
- **Invasion Risk** - +1 to invasion rolls
- **Unity Patrol** - Cannot be invaded

	Patron	Type	Benefit	Notes
1				

	Rival	Type	Notes
1			

CARPATHIUM 9

Licensing Status - N/A

Traits:

- **Gloom** - Max visibility 9"
- **Invasion Risk** - +1 to invasion rolls

- 29hr length of day

	Patron	Type	Benefit	Notes
1	Solari (Reade)	Private Organization	-	
2	Mr. Golinko	Wealthy Individual	-	
3	???	Corporate Patron	???	
4	Quenton Hyland	Wealthy Individual	-	
5	DIRM (Bosch)	Sector Government	Loot	
6	Judge Sandok	Local Government	Trade	
7	???	???	???	Business Contact

	Rival	Type	Notes
1	Black Stone	Bounty Hunter	

Past Adversaries & Weapons

	Enemy	Panic	Speed	CS	Tough	AI	Weapons	Special
1	Tech Gangers	1 - 2	4"	+0	5*	T		* Saving throw: 6+ +Extra loot roll if hold the field
2	Bounty Hunter	1 - 2	5"	+1	4	T		Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.
3	Unity Grunts	1	5"	+1	4*	T	Infantry Laser - 30", 1, 0. Snapshot	Saving Throw 6+
4	Blood Storm Mercs	4	4"	+1	4	A	Military Rifle - 24", 1, 0 Blade - M, -, 1	+1 to Brawling when initiating combat
5	Spaceport Scum	1-3	4"	+1	3	D	Colony Rifle - 18", 1, 0.	Friday Night Warriors: When a scum is slain, all allies within 6" will retreat a standard move at their base speed directly back towards their own battlefield edge.
6	Swarm Brood	0	6"	+2	4	B	Claws. +1 dmg	Pack hunters: All Brawls initiated by Swarm are resolved at the end of the Enemy Actions phase. Swarm will always attempt to gang up on prey, where possible. Invasion Threat.
7	Krorg	0	5"	+3	6*	R	Claws. +2 dmg	Ferocious: +1 to Brawling rolls when initiating combat. Easy targets: +1 when firing at this enemy. 5+ Saving Throw. Tough fight: A random survivor gains +1 XP.
8	Sand Runners	1-2	7"	+1	3	B	Fangs. (Dmg +1)	Leap: If they end a move within 3" of a Human, they may leap into contact as a Free Action.
9	Soulless Task Force	1	4"	+3	5* > 6*	T		6+ Armor

10	Feral Mercenaries	1-2	5"	+2*	4	A		Quick feet: They add +1" to the distance for any Dash move. (No panic while Warrior is up)
11	K'Erin Warrior	0	5"	+4*	5	A	Machine pistol - 6", 2, 0 Pistol, Focused Ripper Sword - M, -, 2	1 Luck
12	Void Rippers	1-2	5"	+2	6*	R	Fangs (Damage +0)	Gruesome: -5 to post-battle injury rolls
13	Black Ops Team	1	6"	+3	6*	T	Infantry Laser - 30", 1, 0 Snapshot	Tough Fight: Random survivor gains +1 XP
14	War Bots	0	3"	+2	4*+	A	Hand laser - 9", 1, 0. Pistol, Snapshot	Fearless: Never affected by Morale Saving Throw: 5+
15	Freelancer	0	4"	+2	5*	T	Hand Cannon - 6", 1, 2. Pistol +Blade - M, -, 1	Luck: 1
16	Secret (Sleeper) Agent	0	6"	+2	4	A	Hand Laser - 9", 1, 0. Pistol, Snapshot Glare Sword - M, -, Elegant, Piercing	Luck: 1 Target: Randomly select a crew member. The agent will attempt to move towards and attack them, only firing at other targets if they are in the way or the priority target is not visible. May fire at the priority target, even if it is not the closest
17	Secret Agents	1-2	5"	+2	4	C	Military Rifle - 24", 1, 0	Loot: Gain an extra Loot roll if Holding the Field Intrigue: Roll 2D6, and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.
18	Corporate Security	1-2	4"	+2*	4+	D	Hand laser - 9", 1, 0. Pistol, Snapshot	6+ Saving Throw
19	Hakshan Investigator	0	5"	+3*	5*	D	Plasma Rifle - 20", 2, 1 Focused, Piercing, Overheat	Luck: 1
20	Mutant Bruiser	0	4"	+2	5	G	Shotgun, Brutal Melee	Luck: 1
21	Roid Gangsters	1	4"	+1*	5	A	Colony Rifle - 18", 1, 0.	Careless: +1 to Seize the Init
22	Mk II Security Bot	0	4"	+3*	5	G	Fury Rifle - 24", 1, 2 Heavy, Piercing, Shockwave	Targeting AI: May fire twice per round at the two closest visible targets. If only one target is visible, only one shot is taken. 6+ Saving Throw Luck: 1
23	Cyborg Merc	0	7"	+3*	6+	T	Auto rifle - 24", 2, 0 Power Claw - M, -, 3 Clumsy, Piercing.	6+ Saving Throw Luck: 1
24	Unity Grunts	1	5"	+2*	4+	T	Military Rifle - 24", 1, 0	6+ Saving Throw
25	Enforcers	1-2	4"	+3*	4	T	Colony Rifle - 18", 1, 0.	Cop killer: If you ever fight Enforcers as Rivals, add +2 to their numbers.

			5	Hand Laser - 9", 1, 0. Pistol, Snapshot
			6	Hyper Blaster - 24", 3, 1 Overheat
			7	Marksman's rifle - 36", 1, 0 Critical
			8	Scrap Pistol - 7", 1, 0. Pistol
			9	Infantry Laser - 30", 1, 0. Snapshot
			10	Fury Rifle - 24", 1, 2 Heavy, Piercing, Shockwave
			11	Military Rifle - 24", 1, 0
			12	Rattle gun - 24", 3, 0 Heavy
			13	Power Claw - M, -, 3 Clumsy, Piercing.
			14	
			15	
		Weapons		
1		Auto rifle - 24", 2, 0		
2		+Blade - M, -, 1		
3		Colony Rifle - 18", 1, 0.		
4		Hand Cannon - 6', 1, 2. Pistol		

Misc House Rule Notes

- Playing on Hardcore mode + Red Zone
 - +1 CS
 - +1 Specialist, Always uniq indiv (except roving threat)
- Luck negates one *or more* hits from the same attack roll
- Stuns: -1 from brawling damage rolls per stun on the attacker. No effect on brawling CS or modifiers AI. You take a stun from a hit even if damage of the hit is reduced to 0. Getting stunned out counts as a casualty (so you do have to make an injury roll).
- Pack tactics: For N pack attackers, get descending bonuses of N-1, N-2, N-3, in order of attack. And pack leader goes first.
- Difficult terrain: Every second hex you move into costs you an extra move.
- Water: Obscured unless in the same hex (melee). Also counts as difficult terrain.
- Area++(reeds): Area, but can only be seen when adjacent.
- ~~Enemies need Stuns = Toughness to drop out~~
 - Figures need 5 stuns to drop out
- Drop this rule: Must target an enemy within 3" if there is one
- Tracker sight: +1 to last target you shot at.
- Red Zone Time Constraint: Roll d6 at end of round 3:
 - 1: (Nothing)
 - 2: (Grunt, Grunt, Specialist - Neutral edge closest to a crew member)
 - 3: Grunt, Lt., Specialist.
 - 4: (Next round and each afterward, roll d6: Mission ends on a 1, 2, 3...)
 - 5: You cannot Hold the Field, and you must accomplish your mission by the end of round 6.
 - 6: (Unique, Lt, Grunt)
- Weapons (most rifles and pistols) have range increments: -1 per increment. Exceptions: Area, Shrapnel, cling fire, shotgun.

- When seizing the initiative, a 6 hits only if it would normally hit with penalties.
- Shockwave: If thrown into a wall, will take a stun. If lit on fire during movement, can finish turn.
- Fists: Can melee attack with +0 melee, +0 damage.
- **Nonlethal rules**
 - All shooting weapons deal 0 damage. Deals 1 stun.
 - Any damage roll that result in a Wound (or more damage): Deals an extra stun.
 - No area (damage) or burn weapons
 - Melee weapons (not augments, implants, mods, etc): Damage equal to (Toughness, T+1) = +1 Stun; (T+2, T+3) = +2 Stun; ...

Considering

- Fast phase: Cannot Move + Shoot.
 - Combat Training: Can do this.
- Training: Each character must have a unique training

House Rule Thoughts

PROBLEM: OPENING ROUND OF COMBAT

There are two parts to this:

#1) Slow-fast attacks when we first cross the range of the enemy.

1. Whenever we have reduced visibility, we can wait for the enemy to approach us (just out of their range), and then (slow) move in and shoot, followed by (fast) shoot again.
2. Alternatively, if the enemy is shorter range than we are, we can do the same thing: lure them up, then attack them twice (slow, fast) before they've managed to attack us at all.
3. This is most obvious during the opening rounds of combat, but it need not occur on the first round (we could wait to the second or third round on a large map with low visibility)

Combined with the fact that most of our party can make 2 shots per turn, a large part of our power imbalance comes from this.

#2) Seizing the Initiative doesn't really matter

- The rules suggest that this is important, with a few different things that affect this. However, in play, it feels fairly useless. Would rather skip it or have it matter.
- On the other hand, we can do this very consistently (with Twitch). So if it was more impactful, it would probably just buff our side (which is already too strong).

Various possible solutions. Each is an independent rule change unless otherwise noted. Those that are ~~struck out~~ are fairly poor and no longer in the running.

A) Increase weapon ranges

For example, allow weapons to shoot farther but at a penalty.

- Lessens the impact of range differences generally, which currently will buff enemies, but would also help a new party just starting out with limited guns in a bright planet.
- Makes #1.2 harder to pull off, but it doesn't help with #1.1.

B) Narrative initiative

If we win initiative, we can set up with cover. Otherwise, we're in the open.

- Aims to solve #2

~~C) Shorter first round~~

During the first round, all figures can make only a single move. The side that wins initiative (enemies gain it if the player's lose it) can replace that move with a shooting attack that only hits on a natural 6.

- Makes the first turn feel more frantic (like a surprise round) and gives everyone some time to close
- However, it doesn't help with #1.2, or #1.1 if both parties start out of range.

~~D) Reactions are required for the first round~~

On the first round of combat (after any Seize the Initiative), only PCs that receive a reaction die can act. They can act during the fast turn, but can choose to "snap fire" (delay to the slow turn). PCs that don't receive a reaction die can't act during the first round.

- This really just penalizes n00b PCs: Reactions is now simply more valuable, but it's only a matter of time before you can buy yourself out of this limitation.

~~E) Reactions required until after engagement~~

As per D, but this rule holds until the end of the first round during which an enemy figure makes an attack on a PC (whether that attack hits or misses).

- Helps mitigate of "only fixes the first round" problem of solutions C and D
- But still has the same limitation of D.

F) Limited movement during Slow phase

If you act during the Slow phase (either because you delayed to that point or didn't have a reactions die this turn), you cannot move and shoot.

- Aims to solve #1

G) Enemies will snap fire if they can't get in range to shoot

- This could potentially vary by enemy type - i.e. Aggressive will prefer dashing to snap firing if they can't make a normal attack
- This probably also requires (A) to avoid the problems that come up when the player range is longer than the enemy range - the enemies wouldn't get to take their snap shots at all in that case.

PROBLEM: ELEVATION

Like Seizing the Initiative, it'd be cool if elevation actually mattered sometimes: jumping up, falling, claiming valuable sniping positions, etc.

Possible tweaks:

A) Sniper Spire

This is a new terrain type: A stack of hexes 4 or higher capped with a particular color. When a figure is on top of this

terrain type:

- They have cover (lying low on a roof, in the branches of tree, etc)
- They ignore any cover that they shoot over if that cover is lower than their current elevation, except if their target is standing adjacent to such cover.