

R8.4 GUNNER [12]

14 HEALTH, 4" MOVE

- **Combat** 2d8, **Defense** 2d6, **Wits** 2d4
- **Laser** (9): d6 **Energy**, +1 **DT** if not moved this activation
- **Pistol** (2): d4 **Projectile**, -1 **DT** beyond 6"
- **Stapler** (1): 2 **Projectile**, 6" max range
- *No move penalty when shooting*

R8.5 SCOUT [12]

12 HEALTH, 6" MOVE

- **Combat** 2d6, **Defense** 2d4, **Wits** 2d8
- **Arc Pistol** (5): d4 **Static**, no fumbles
- **Light Vest** (7): 1 reduction, +1" **Move**
- *Free **Disengage**, 3" **Move** after deploy (see Campaign)*

R8.6 ZEALOT [12]

12 HEALTH, 5" MOVE

- **Combat** 2d8, **Defense** 2d4, **Wits** 2d6
- **Injector** (9): d6 **Toxic**, re-roll 1s
- **Knife** (3): d4 **Bladed**
- +2" **Move** if ending **Engaged**, +1 **DT Combat** vs. 2+ enemies, **Melee** only

R3.3 RANGED WEAPONS

D20	WEAPON	TYPE	DAMAGE	SPECIAL	COST
1	Stapler	Projectile	2	6" max range	1
2	Pistol	Projectile	d4	36". -1 DT beyond 6"	2
3	Needle Gun	Toxic	d4	36". +1 damage vs. wounded	4
4	Arc Pistol	Static	d4	36". No fumbles	5
5	Dart Gun	Toxic	d6	36". Target -1 DT next activation	9
6	Frag Pistol	Explosive	d6	36". AP 1	9
7	Laser	Energy	d6	36". +1 DT if not moved this activation	9
8	Screamer	Broadcast	d6	36". Ignores cover	11
9	Carbine	Projectile	d8	36". Re-roll 1s	13
10	Flamer	Energy	d8	36". Ignores cover	15
11	Sonic Gun	Broadcast	d8	36". +1 DT vs. wounded	15
12	Tesla Gun	Static	d8	36". Hits nearest model within 2" of target	15
13	Cryo Gun	Toxic	d10	36". Ignores cover	19
14	Launcher	Explosive	d10	36". Re-roll 1s, AP 1	19
15	Shotgun	Projectile	d10	36". Re-roll 1s, Knockback 1"	19
16	Arc Cannon	Static	d10	36". Re-roll 1s, also hits 2 nearest models within 2" of target	21
17	Plasma Caster	Energy	d12	36". Ignores cover, AP 1	25
18	Rifle	Energy	d12	36". Re-roll 1s and 2s, Overcharge: -1 DT for max damage	25
19	Wail Cannon	Broadcast	d12	36". Re-roll 1s, Knockback 2"	25
20	Missile Pod	Explosive	d12	36". Re-roll 1s and 2s, AP 2	27

R3.4 GRENADES

Grenades are consumables. Any contract type may carry and throw them.

D6	WEAPON	EFFECT	COST
1	Smoke	1 damage, leaves smoke column blocking LoS until next round	8
2	Flash	1 damage, target -1 DT next activation	10
3	Gas	d6 Toxic damage	10
4	EMP	d6 Static damage, -1 DT next activation	12
5	Frag	d8 Explosive damage	14
6	Incendiary	d6 Energy damage, ignores cover	14

R3.5 **ARMOR**

One armor piece per model; makes the model **armored**.

R3.6 **LIGHT ARMOR**

Base: 1 damage reduction

D8	ARMOR	SPECIAL	COST
1	Mesh Wrap	-1" Move	2
2	Flak Wrap	-	4
3	Protective Lining	-1 to Critical table rolls against you	6
4	Light Vest	+1" Move	7
5	Padded Vest	Reduce Knockback by 1"	7
6	Defensive Mesh	Re-roll 1s on Defense	8
7	Runner's Harness	+2" Move	10
8	Scout Suit	Re-roll 1s on Defense , +1" Move	11

R3.7 **MEDIUM ARMOR**

Base: 2 damage reduction

D6	ARMOR	SPECIAL	COST
1	Standard Cuirass	-	8
2	Tactical Breastplate	+1" Move	11
3	Patrol Harness	Re-roll 1s on Defense	12
4	Assault Rig	+2" Move	14
5	Reinforced Plating	Re-roll 1s and 2s on Defense	14
6	Operations Suit	Re-roll 1s on Defense , +1" Move	15

R3.8 **HEAVY ARMOR**

Base: 3 damage reduction, -1" Move

D6	ARMOR	SPECIAL	COST
1	Heavy Cuirass	-	12
2	Bunker Suit	Additional -1" Move, Re-roll 1s and 2s on Defense	16
3	Industrial Frame	Reduce Knockback by 1"	15
4	Combat Plating	Re-roll 1s on Defense	16
5	Assault Exoskeleton	Re-roll 1s and 2s on Defense	18
6	Fortress Plating	Re-roll 1s, 2s, and 3s on Defense	20



04 | **SAMPLES**

R8.1 **BOSS [12]**

16 HEALTH, 4" MOVE

- **Combat** 2d8, **Defense** 2d6, **Wits** 2d6
- Needle Gun (4): d4 **Toxic**, +1 vs. wounded
- Shiv (4): d4 **Toxic**, +1 vs. wounded
- Flak Wrap (4): 1 reduction

R8.2 **BRUTE [12]**

14 HEALTH, 3" MOVE

- **Combat** 2d8, **Defense** 2d6, **Wits** 2d4
- Sword (10): d6+1 **Bladed**, re-roll 1s, +1 DT when **Riposting**
- Mesh Wrap (2): 1 reduction
- *Can wear **Heavy** armor*

R8.3 **VETERAN [12]**

13 HEALTH, 4" MOVE

- **Combat** 2d6, **Defense** 2d6, **Wits** 2d6
- Pistol (2): d4 **Projectile**, -1 DT beyond 6"
- Shiv (4): d4 **Toxic**, +1 vs. wounded
- Protective Lining (6): 1 reduction, -1 to Critical rolls against you
- +1 DT **Defense** below half **Health**

03 FUMBLE TABLES

When the defender exceeds you by triple or more, roll on the appropriate fumble table. Melee for close combat, Ranged for shooting, Broadcast for transmissions. Quadruple adds +1, quintuple adds +2.

Everything in the Complex is patched, jury-rigged, held together by faith and flux. Equipment fails. Weapons jam. The body betrays. The Cog-Turners say failure is just maintenance you haven't done yet. The dead say nothing.

R7.1 MELEE FUMBLE

D6	RESULT	EFFECT
1	Stumbled	Lose next activation
2	Off Balance	-1 DT next defense roll
3	Self-Wound	Take weapon damage
4	Wild Swing	Hit ally within 1" (or take weapon damage)
5	Dropped	Drop weapon, take weapon damage
6+	Shattered	Weapon destroyed, take max weapon damage

"This patch we apply in faith. May it hold until proper repair."
Emergency Rite

R7.2 RANGED FUMBLE

D6	RESULT	EFFECT
1	Jammed	Lose next activation
2	Misaligned	-1 DT next attack
3	Backfire	Take weapon damage
4	Friendly Fire	Hit ally within 6" (or take weapon damage)
5	Dropped	Drop weapon, take weapon damage
6+	Exploded	Weapon destroyed, take max weapon damage

"The machine does not care about your feelings. Maintain it anyway."
Cog-Turner Fellowship

R7.3 BROADCAST FUMBLE

D6	RESULT	EFFECT
1	Static Overload	Caster loses next activation
2	Interference	-1 DT next cast
3	Feedback	Caster takes d4 damage
4	Wave Bounce	Ally within 6" takes d4 damage (or caster if none)
5	Frequency Lock	Cannot cast this power this scenario, take d4 damage
6+	Broadcast Storm	Forget power permanently

HERESY BEGINS WITH STATIC:
Report wrong-humming cables.

R3.9 CONSUMABLES

One use, one action, one per action. Gear: passive while equipped. Cybernetics: repair a matching Injury (see Campaign), Critical, or Fumble penalty (Targeting: -1 DT Combat).

D8	ITEM	EFFECT	COST
1	Adrenaline	+2" Move until end of round	4
2	Combat Stim	+1 DT Combat until end of scenario	6
3	Reflex Stim	+1 DT Defense until end of scenario	6
4	Coagulant	End Bleed or Punctured on adjacent model	6
5	Antidote	End Corroding on adjacent model	6
6	Medkit	Restore d6 Health to adjacent model	8
7	Rage Stim	+2 DT Combat until end of scenario, take d4 damage during Performance Review (step 10), after Health is restored	10
8	Trauma Kit	Reaction: the instant a Critical hits an adjacent model, negate all its effects (the only item used outside your own activation)	14

R3.10 GEAR

D8	ITEM	EFFECT	COST
1	Mask	+1 DT Defense vs. Toxic	6
2	Scanner	+1 DT Wits for Search	8
3	Scope	+1 DT ranged attacks beyond 12"	8
4	Camo	+1 DT Defense in cover	10
5	Peripheral Sensors	+1 DT Defense when Engaged with 2+ enemies	10
6	Mag Boots	Ignore Knockback	10
7	Grapple	Ignore climbing costs, move up to 3" vertical	12
8	Inhibitor	Ignore free attacks when leaving engagement	12

R3.11 CYBERNETICS

D6	CYBERNETIC	EFFECT	COST
1	Regenerator	Ignore "Miss next game"	5
2	Leg	+1" Move	8
3	Targeting	+1 DT Combat	10
4	Reflexes	+1 DT Defense	10
5	Processor	+1 DT Wits	10
6	Organs	+1 max Health	12

R6.7 STATIC CRITICAL

D6	RESULT	EFFECT
1	Signal Burn	+d6 damage
2	Frequency Terror	Flee toward board edge
3	System Drain	-1 DT Combat permanently
4	Logic Crash	-1 DT Wits permanently
5	Hijacked	Next activation: the player who dealt the critical controls it. If a hostile did, the model acts on that hostile faction's behavior table for one activation
6+	Total Corruption	OoA, -2 Injury roll

"Signal contamination begins at the wound site. There is no decontamination procedure."
Wave-Seeker Warning

R6.8 BROADCAST CRITICAL

D6	RESULT	EFFECT
1	Deafening	+d4 damage
2	Feedback Loop	-1 DT all rolls next activation
3	Ruptured Eardrums	-1 DT Combat permanently
4	Signal Overload	-1 DT Wits permanently
5	Mind-Scramble	Flee toward board edge
6+	Skull-Burst	OoA, -2 Injury roll

"The signal enters through the ear and does not leave. We bill for the intrusion regardless."
Acoustic Compliance Notice

R6.5 EXPLOSIVE CRITICAL

D6	RESULT	EFFECT
1	Shrapnel	+d6 damage
2	Shell Shocked	Lose next activation
3	Disoriented	-1 DT Wits permanently
4	Blown Back	Move d6" directly away from attacker
5	Shattered	-1" Move permanently
6+	Devastated	OoA, -2 Injury roll

R6.6 TOXIC CRITICAL

D6	RESULT	EFFECT
1	Burned	+d4 damage
2	Corroding	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	Weakened	-1 DT Combat permanently
4	Delirium	-1 DT Wits permanently. On its next activation it must move toward the nearest enemy
5	Systemic	-1 DT all attributes permanently
6+	Dissolved	Acts normally, then OoA at end of next round regardless of Health, -2 Injury roll

R5.1 POWERS

D8	POWER	TYPE	EFFECT
1	Signal Jam	Offensive	-1 DT all rolls until next activation
2	Weapon Lock	Offensive	Target drops one weapon
3	Neural Trap	Offensive	d6 damage (ignores armor) if target moves next activation
4	Resonance Push	Offensive	Push target d6" in any direction
5	Force Field	Support	+2 DT Defense vs. ranged until next activation
6	Focus	Support	Target gains a bonus action on its next activation
7	Swap	Support	Switch positions with target (caster sees both, within 12")
8	Ping	Support	Target ignores cover and sees through walls until next activation

"Every cable is a leash. Every toll is a collar. We will cut them all."
Open Channel Broadcast

03

CRITICAL TABLES

When your total is at least double the target's, deal max weapon damage. When it is triple or more, deal max damage and roll on the appropriate critical table. The weapon type determines which table. Quadruple adds +1, quintuple adds +2, and so on.

R6.1

BLADED CRITICAL

D6	RESULT	EFFECT
1	Gash	+d4 damage
2	Bleed	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	Hamstrung	-1" Move permanently
4	Disarmed	Drop weapon (at model's position)
5	Maimed	-1 DT Combat permanently
6+	Severed	OoA, -2 Injury roll

"Complications extend treatment contracts. Please wound cleanly."

Splicer-Surgeon's Manual

R6.2

BLUNT CRITICAL

D6	RESULT	EFFECT
1	Bruised	+d4 damage
2	Stunned	Lose next activation
3	Rattled	-1 DT Defense permanently
4	Concussed	-1 DT Wits permanently
5	Crippled	-1" Move permanently
6+	Crushed	OoA, -2 Injury roll

"The Complex was built to take punishment. You were not."

Industrial Safety Advisory

"Casings must be returned for deposit refund. Unreturned casings incur replacement fees."

Requisitions Notice

R6.4

ENERGY CRITICAL

D6	RESULT	EFFECT
1	Scorched	+d4 damage
2	Slag Armor	Armor reduced one tier permanently (Heavy to Medium to Light to Destroyed)
3	Flash Blind	-1 DT Combat permanently
4	Nerve Damage	-1" Move permanently
5	Burned Out	-1 DT ranged attacks permanently
6+	Overloaded	OoA, -2 Injury roll

R6.3

PROJECTILE CRITICAL

D6	RESULT	EFFECT
1	Grazed	+d4 damage
2	Punctured	Take 2 damage at the start of each of its activations this game (doesn't stack)
3	Staggered	-1 DT Defense permanently
4	Shot Through	Drop weapon (at model's position)
5	Riddled	-1 DT all attributes permanently
6+	Gutshot	OoA, -2 Injury roll