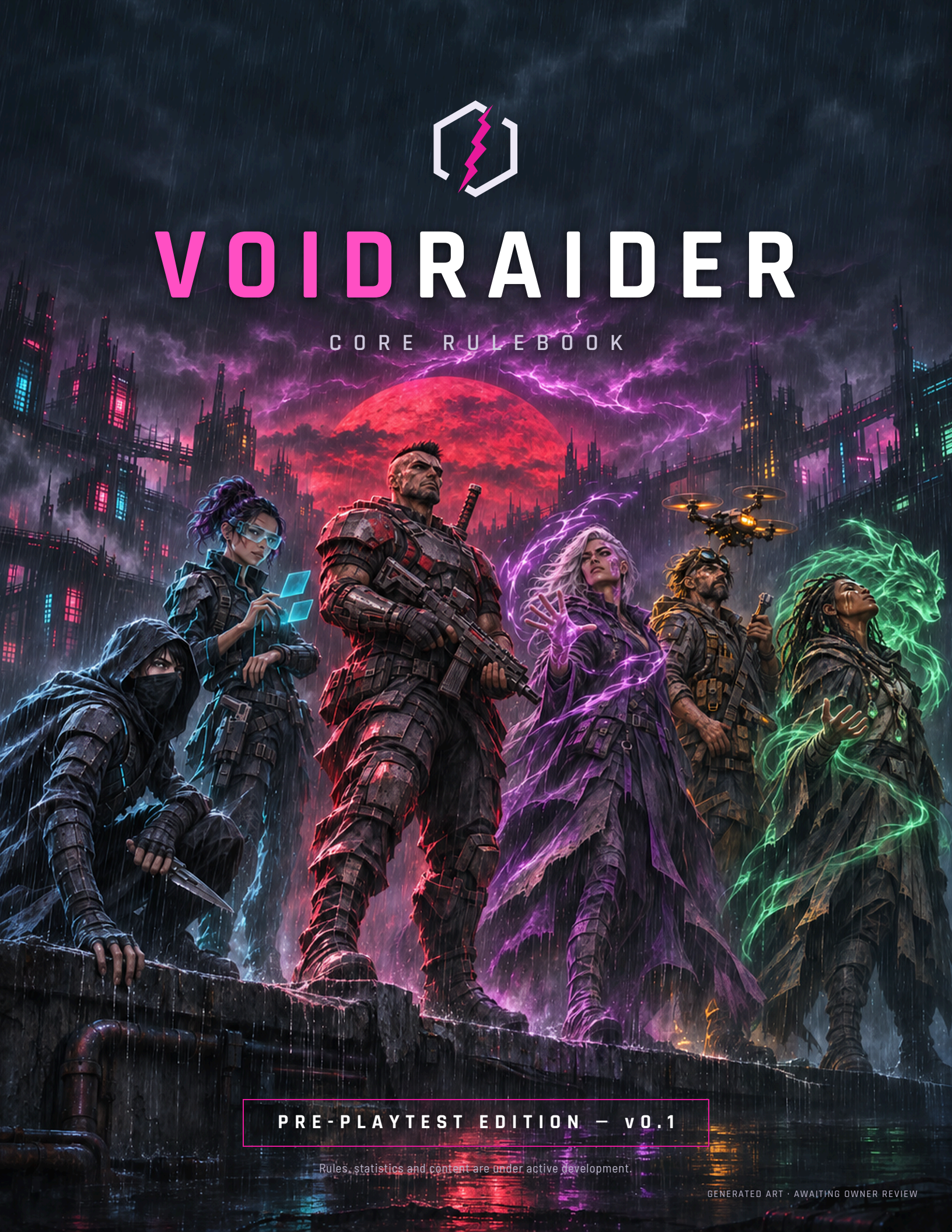


VOIDRAIDER

CORE RULEBOOK

PRE-PLAYTEST EDITION — v0.1

Rules, statistics and content are under active development.

GENERATED ART · AWAITING OWNER REVIEW

VOIDRAIDER

CORE RULEBOOK

PRE-PLAYTEST EDITION — v0.1

ABOUT THIS EDITION

This is a pre-playtest edition. Rules, statistics, balance and content are subject to revision as playtesting continues. Rules still under review carry a small tag: PROVISIONAL means a working assumption being tested; DRAFT means a proposal not yet approved for play. Untagged core rules are approved. Statistics shown for enemies, heroes and gear are playtest values.

ARTWORK

Paintings credited as generated art are working illustrations awaiting the owner's review and are not final. Interim art is drawn from the approved Voidraider archetype reference and is for development use only. Panels marked ART PENDING reserve space for commissioned illustrations. Diagrams, icons and schematics are original vector work.

GAME DESIGN
Voidraider design team

RULES SOURCE
Rules v0.8.2 and the decision log in the Voidraider repository

TYPEFACES
Rajdhani and Barlow Semi Condensed (SIL Open Font License)

STATUS
Built from source; see book/README.md

Voidraider is an independent design project, not affiliated with the publishers of any other game.

/// CONTENTS

PART I · GETTING STARTED

WELCOME TO VOIDRAIDER 6
- What is Voidraider? 6
- The world 6
- How the game plays 6
- How to use this book 6

COMPONENTS 7
- What you need 7
- Combat dice 7
- Power dice 7
- Ordinary dice 8
- Cards and sheets 8

CORE CONCEPTS 9
- Sides and miniatures 9
- Squares and distance 9
- Rounds, activations and actions 9
- Attacks and defense 9
- Hit points and Downed 9
- Checks and successes 9
- Other key terms 9

PART II · OPERATIVES

CHARACTER CREATION 11
- Attributes 11
- Building an operative 11
- Ancestries 11
- Advancement 11

THE ARCHETYPES 13
- Warden 14
- Cipher 15
- Mage 16
- Operator 17
- Conduit 18
- Specter 19

PART III · PLAYING THE GAME

ROUNDS AND ACTIVATION 21
- The round 21
- Actions 21
- Searching 21
- Companions 22

MOVEMENT AND POSITIONING 23
- Moving 23
- Adjacency and melee 23
- Range 23
- Line of sight 24
- Size 24

COMBAT 25
- Making an attack 25
- Defense dice 25
- Attack bonuses 25
- Power dice 25
- Cover 25
- Area attacks 26
- Reactions 26
- Downed, healing and defeat 26
- Ammunition 26

CONDITIONS 27
- Condition list 27
- General principles 27
- Where conditions come from 27

PART IV · GEAR AND ABILITIES

WEAPONS AND ARMOR 29
- Ranged weapons 29
- Melee weapons 29
- Armor 30
- Upgrades 30
- Switching weapons 30

EQUIPMENT AND INVENTORY 31
- Inventory 31
- Utility gear 31
- The Salvage deck 31
- Attachments 32

POWERS AND SPECIAL ABILITIES 33
- Signature abilities 33
- Magic 33
- Companions 34
- Talents 34

CYBERNETICS AND TECHNOLOGY 39
- Cyberware 39
- Hacking 39

PART V · OPPOSITION AND MISSIONS

ENEMIES AND THREAT TIERS 42
- How enemies work 42
- Families 42
- Threat tiers 42
- Bestiary 42
- Enemy summary 44

MISSIONS 45
- Anatomy of a mission 45
- Building the opposition 45
- Objectives and checks 45
- Victory, defeat and consequences 45
- After the mission 45

RUNNING THE GAME 46
- Your role 46
- Playing the enemies 46
- Making rulings 46
- Pacing 46
- Recording playtest feedback 46

PART VI · CHECKPOINT BREACH

CHECKPOINT BREACH 48
- Briefing 48
- Setup 48
- Opposition 49
- Objectives 49
- Victory and defeat 49
- GM notes 49

PART VII · REFERENCE

QUICK REFERENCE 50
- Round sequence 50
- Actions (two per activation, at most one attack) 50
- Attack sequence 50
- Caps and cover 50
- Range and line of sight 50
- Checks 50
- Drain 50
- Hacking thresholds (guide) 51
- Threat 51
- Never in Voidraider 51

GLOSSARY 52

BACK MATTER

INDEX 54



PART I

GETTING STARTED

What Voidraider is, what you need on the table and the handful of ideas every other rule is built on.

/// WELCOME TO VOIDRAIDER /// COMPONENTS /// CORE CONCEPTS

ORIGINAL VECTOR ART

CHAPTER 01

WELCOME TO VOIDRAIDER

A tactical adventure game of cybernetic operatives, hackers, spellcasters and supernatural specialists on a 1-inch grid.



TWO ACTIONS
Every miniature gets two actions when it activates.

ONE ATTACK
At most one of those actions can be an attack.

ONE AT A TIME
Heroes and enemies alternate, one miniature at a time.

SHIELDS DECIDE
Heroes block on white shields. Enemies block on black.

/// WHAT IS VOIDRAIDER?

Voidraider is a tactical miniatures adventure game for a game master (GM) and a team of players. Each player controls one **hero**: an operative built from one of six archetypes. The GM controls everything that stands in their way, from corporate security to things that crawled out of the rift.

Play takes place on modular terrain marked in 1-inch squares. Heroes and enemies take turns one miniature at a time, each spending two actions to move, fight, cast spells, hack systems or use gear. Combat is resolved with special combat dice: count the skulls you roll, and the target blocks some of them with shields. Everything else, from hacking a lock to channelling a spell, uses ordinary six-sided dice.

A session is built around a **mission**: a self-contained job with a briefing, objectives and a way out. Your first mission, *Checkpoint Breach*, is in Part VI.

/// THE WORLD

The near future is dangerous. Megacities sprawl under poisoned skies, corporations field private armies, and the networks that run everything can be broken into by anyone with the right deck. Worse, something has torn open: magic is real again, spirits answer those who call, and creatures from beyond the veil walk the industrial dark.

When conventional forces cannot handle a threat, someone hires **voidraiders**: small teams of cybernetically enhanced operatives, hackers, spellcasters, machine controllers and supernatural specialists who go where no one else will.

/// HOW THE GAME PLAYS

1. **The GM sets the mission.** The briefing explains the job; the GM lays out terrain and places the opposition.
2. **The team deploys.** Each player places their hero's miniature at the entry point.
3. **Play proceeds in rounds.** In each round every miniature activates once, alternating between heroes and enemies one at a time (Chapter 6).
4. **Each activation is two actions.** Move, attack, interact, cast, hack or use gear, but make at most one attack (Chapters 6–8).
5. **The mission ends** when the team completes its objective and extracts, or when every hero is Downed.

/// HOW TO USE THIS BOOK

Part I introduces the components and the vocabulary used throughout. Part II covers building an operative and presents the six archetypes. Part III is the heart of the rules: activation, movement, combat and conditions. Part IV describes weapons, armor, gear, powers, cybernetics and hacking. Part V is for the GM: enemies, missions and advice. Part VI is a complete introductory mission, and Part VII collects quick-reference tables and the glossary.

New players should read Parts I and III, choose a pregenerated hero from Part VI and start playing. The GM should also read Parts V and VI.

> **PRE-PLAYTEST EDITION**
>
> Voidraider is in active development. Rules marked PROVISIONAL are working assumptions being tested; rules marked DRAFT are proposals not yet approved for play. Untagged rules are approved core rules. All statistics are playtest values and will change.

CHAPTER 02

COMPONENTS

Everything you need on the table to play a mission.

///WHAT YOU NEED

- **Terrain marked in 1-inch squares.** Modular floor tiles, walls, doors and scatter terrain such as crates. Every distance in the game is counted in squares.
- **Miniatures.** One for each hero, each enemy and each companion (such as the Operator's combat drone).
- **Combat dice.** Six-sided dice with three skull faces, two white-shield faces and one black-shield face. Eight are enough for the largest possible roll (a 5-die weapon plus the maximum +3 bonus).
- **Power dice** PROVISIONAL. A few specialist combat dice with different faces, named on a card when a weapon, enemy or ability uses one. See *Power dice*, below.
- **Ordinary six-sided dice (D6).** Used for skill checks, hacking and other attribute checks. Five are enough, since no attribute exceeds 5.
- **Character sheets and reference cards.** The playtest kit includes a sheet for each pregenerated hero and cards for enemies, objectives, spells, gear and power dice.
- **Pencils, and tokens or scrap paper** to track hit points, Drain, uses of gear and damage on each enemy miniature.

///COMBAT DICE



The six faces of a combat die: three skulls, two white shields, one black shield.

Combat dice are rolled for every attack and every defense. The attacker counts **skulls**. The defender counts **shields**, but which shields count depends on who is defending: **heroes block on white shields; enemies block on black shields** (Chapter 8). Because two faces are white and only one is black, heroes are harder to hurt than the enemies they face, die for die.

COMPATIBLE DICE

Combat dice with the same face split (3 skull, 2 white shield, 1 black shield) are widely available from other tabletop games and work perfectly.

///POWER DICE PROVISIONAL

Some enemies, abilities and upgraded gear use a **power die**: a combat die with a different set of faces. A card names the die it uses. The Mutant Brute, for example, attacks with **3 + 1 Lime**: three standard combat dice and one Lime power die, four dice in all.

USING POWER DICE

- **A power die replaces a standard die.** It never adds an extra one. "3 + 1 Lime" is four dice.
- **Roll it with the rest of the pool** and read it the same way: the attacker counts skulls; heroes block on white shields, enemies on black.
- **Double faces count twice.** A double skull is two hits; a double shield blocks two skulls.
- **Caps count dice.** The 6-die defense cap and the +3 attack bonus cap count dice, not symbols.

DIE	FACES	SKULLS	WHITE	BLACK
Blue		0.50	0.17	0.33
Black		0.67	0.17	0.17
Green		0.33	0.50	0.17
Yellow		0.50	0.50	0.50
Navy		0.67	0.50	0.33
Orange		0.67	0.67	0.50
Grey		0.00	0.67	0.67
Lime		0.83	0.00	0.67
White		0.83	0.00	0.50
Red		0.00	0.83	0.83

The averages show what one die adds per roll. A standard die averages 0.50 skulls, 0.33 white shields and 0.17 black shields.

Basic weapons and armor always roll standard dice. Power dice come from four places: **special gear** and **cyberware**; **gear upgrades**, where each upgrade level converts one standard die into the item's power die (a Power Katana I rolls 3 + 1 Black, a Power Katana IV rolls 4 Black); **Veteran and tougher enemies**, with 1, 2 or 3 power dice in attack and defense by tier (Grunts always use standard dice); and **special effects**, such as Mana Shield's Grey die. Upgrades are bought with advancement points (Chapter 10).

> **PLAYTEST ADDITION**
>
> Power dice were added for the playtest. Their names are working names taken from the colors of a physical set, and the dice are defined by their faces, not by any product. Final names, colors and icons are still to be designed.

/// ORDINARY DICE

Skill checks use a pool of ordinary D6s equal to the relevant attribute. Each die showing **5 or 6** is a success (Chapter 3).

/// CARDS AND SHEETS

Cards and character sheets carry the statistics and special rules for heroes, enemies, spells and gear. When a card gives a specific value, such as a different Speed, use the card.



GENERATED ART · AWAITING OWNER REVIEW

CHAPTER 03

CORE CONCEPTS

The vocabulary every other chapter uses. Learn these and the rest of the rules fall into place.

/// SIDES AND MINIATURES

There are two sides. The **heroes** are controlled by the players; each player usually runs one hero. The **enemies** are controlled by the GM, who decides their tactics. Some heroes bring **companions**, such as the Operator's combat drone, which act in place of their controller (Chapter 12).

Every hero, enemy and companion is a **miniature**, and miniatures always act individually. There are no grouped activations, even for large numbers of identical enemies.

/// SQUARES AND DISTANCE

The battlefield is a grid of 1-inch squares. A miniature occupies one square. Two squares are **adjacent** if they touch along an edge or at a corner, so each square has eight adjacent squares. **Range** is the distance between two squares: count horizontally and vertically and use the larger number (Chapter 7).

/// ROUNDS, ACTIVATIONS AND ACTIONS

A **round** is the period in which every miniature activates once. When a miniature **activates**, it takes **two actions**: moving, attacking, interacting, casting, hacking or using gear. **At most one** of those actions may be an attack (Chapter 6).

/// ATTACKS AND DEFENSE

An **attack** rolls combat dice and counts **skulls**. The target automatically rolls its **defense** dice and counts the shields it can use: heroes count white shields, enemies count black shields. Each skull that is not blocked deals **1 damage** (Chapter 8).

/// HIT POINTS AND DOWNED

Hit points (HP) measure how much damage a miniature can take. An enemy reduced to 0 HP is removed. A hero reduced to 0 HP is **Downed**: they cannot act until healed, but they are not killed (Chapter 8).

/// CHECKS AND SUCCESSES

A **check** rolls a number of ordinary D6s equal to an attribute. Each 5 or 6 is a **success**. Meet or exceed the required number of successes to pass PROVISIONAL:

DIFFICULTY	SUCCESSES NEEDED
Easy	1
Standard	2
Hard	3
Extreme	4

A failed check still uses the action, and the hero may try again with a later action, unless the mission says otherwise PROVISIONAL. Skills and situational modifiers apply only where a card or mission specifies them.

/// OTHER KEY TERMS

- **Speed** is the number of squares a Move action covers; the default is 6.
- **Line of sight (LOS)** is needed for ranged attacks; walls and closed doors block it.
- **Cover** adds defense dice to a target behind it.
- **Drain** is the strain of casting spells (Chapter 12).
- **Threat points (TP)** measure how dangerous an enemy is, and budget the opposition in a mission (Chapter 14).

THE TWO CAPS

A hero's defense pool can never exceed **6 dice**, counting armor, cover and every bonus. Bonuses can never add more than **+3 dice** to an attack above the weapon or spell's base dice.



PART II

OPERATIVES

The people who take the jobs no one else will. Build an operative from one of six archetypes.

/// CHARACTER CREATION /// THE ARCHETYPES

CHAPTER 04

CHARACTER CREATION

Attributes, archetypes and the path from a fresh operative to a veteran.

USE THE PREGENERATED HEROES FOR NOW

Full character creation is still in design. Hit point formulas, starting skills and ancestry balance are unresolved, and the talent catalog is not finalized. For play, use the four pregenerated heroes in Part VI. This chapter sets out the approved framework so you know how operatives will be built.

/// ATTRIBUTES

Every operative has five attributes, each rated from 1 to 5. An attribute is the number of D6s you roll for a check that uses it.

ATTRIBUTE	USED FOR (CURRENT RULES)
Body	Physical checks such as resisting a flashbang or toxic blood; some heavy armor requires Body 4
Agility	Physical finesse; the Specter's defining attribute
Mind	Hacking, and technical objectives such as opening a security door
Will	Spellcasting checks and resisted spells
Presence	No current rule uses Presence; it is reserved for future social and spirit rules

ATTRIBUTES NEVER ADD COMBAT DICE

Attributes do **not** add attack or defense dice. A Warden with Body 4 rolls exactly as many attack dice as their weapon provides.

/// BUILDING AN OPERATIVE DRAFT

1. **Choose an archetype.** Each archetype sets your base attributes and signature ability (Chapter 5).
2. **Add two discretionary points** to your attributes. No attribute may exceed 5.
3. **Record your signature ability.**
4. **Set your defense.** Every hero starts with 2 defense dice, plus any armor (Chapter 10), to a maximum of 6.
5. **Choose equipment** within your inventory slots (Chapter 11).
6. **Hit points.** No formula exists yet; use the pregenerated values as a guide.

/// ANCESTRIES DRAFT

Ancestries are a design proposal and are not used in Playtest 001.

ANCESTRY	PROPOSED TRAIT
Human	One extra Tier I talent
Elf	+1 die on Perception checks
Dwarf	+1 HP
Ork	Once per activation, reroll one failed melee attack die
Troll	+2 HP, –1 Move

/// ADVANCEMENT DRAFT

Between missions, operatives earn **advancement points (AP)** and spend them on new talents, attributes, skills and spells. The figures below are a proposal.

MISSION RESULT	AP EARNED
Failure	2
Success	3
Major success	4

PURCHASE	COST
Tier I talent	3 AP
Tier II talent	6 AP
Tier III talent	10 AP
+1 attribute	8 AP
Skill	4 AP
Spell	4 AP
Cross-training (another archetype's Tier I path, after two missions)	5 AP
Gear upgrade level (Chapter 10) PROVISIONAL	I 4 · II 6 · III 8 · IV 10 · V 12 AP

SUPPLIES AND CREDITS PROVISIONAL

In a campaign, **limited gear doesn't refill** between missions. Operatives return to full HP, Drain resets and a destroyed drone is rebuilt, but spent Medkit and Repair Kit uses, thrown grenades and used found items stay spent. The team restocks from a shared

purse of **credits**, filled by Salvage cards (Chapter 11) and mission pay: failure 0, success 10, major success 15 credits. Credits and AP are separate.

RESTOCK (BETWEEN MISSIONS)	CREDITS
1 Medkit or Repair Kit use (up to the kit's maximum)	10
Med-patch (one use)	8
Smoke grenade	10
Flashbang	15
Frag grenade	20
New Medkit (2 uses), with a free utility slot	25

TALENT PATHS

Each archetype has **three talent paths**, each with **three tiers**, for 54 talents across the six archetypes. To buy a tier you must own the tier below it in the same path, so a full path costs 19 AP. Paths with prerequisites are the approved direction for progression; the talents themselves are a first draft, listed in Chapter 12.

CHAPTER 05

THE ARCHETYPES

Six kinds of operative, each with a distinct role, colour and signature ability.

Every operative is built from one of six archetypes. Your archetype sets your base attributes and gives you a **signature ability** that no one else has. The table shows each archetype's base attributes before the two discretionary points.

ARCHETYPE	BODY	AGILITY	MIND	WILL	PRESENCE	SIGNATURE ABILITY
Warden	4	3	2	2	1	Combat Reflexes
Cipher	2	2	4	3	1	Ghost Protocol
Mage	2	2	2	4	2	Arcane Channel
Operator	2	3	4	2	1	Drone Link
Conduit	2	1	2	4	3	Spirit Bond
Specter	2	4	3	2	1	Ambush

Four archetypes appear in Playtest 001 with pregenerated heroes: the Warden, Cipher, Mage and Operator. The Conduit and Specter are in development; their base attributes and signature abilities are set, but their full rules are not.



INTERIM ART · APPROVED REFERENCE · DEVELOPMENT USE ONLY



SIGNATURE ABILITY

COMBAT REFLEXES

Once per round, gain **+1 defense die** against one attack. Declare it **before the attack roll**.

ARCHETYPE

WARDEN

CYBERNETIC COMBAT & FRONTLINE DEFENSE

The Warden holds the line. Heavy armor, the highest Body of any archetype and a signature ability that hardens their defense make the Warden the operative who walks into the crossfire so the rest of the team does not have to.

ATTRIBUTES

BODY	■■■■	4
AGILITY	■■■▨	4
MIND	■■	2
WILL	■■	2
PRESENCE	■▨	2

Solid bars: archetype base. Striped: the pregen's two discretionary points.

PLAYTEST 001 PREGENERATED WARDEN PROVISIONAL

8 HP **6** MOVE **4** DEFENSE

- **Assault Rifle**: 4 attack dice, range 14
- **Katana**: 4 attack dice, melee
- **Equipment**: Assault Rifle, Katana, Medkit (2 uses), Armor (included in Defense 4)

FIELD NOTES

- Fight from heavy cover: 4 defense dice plus 2 for heavy cover reaches the 6-die cap.
- The assault rifle is not Compact and cannot fire at an adjacent enemy. Up close, the katana is your answer.
- Combat Reflexes works once per round and must be declared before the attack roll. Save it for the shot you most need to survive.



SIGNATURE ABILITY

GHOST PROTOCOL

Once per round, **reroll one failed hacking die**.

ARCHETYPE

CIPHER

HACKING AND ELECTRONIC WARFARE

The Cipher turns locked doors, alarms and secured data into opportunities. A cyberdeck lets them work wirelessly from cover while the team keeps them alive, and Ghost Protocol steadies their hacking when it matters.

ATTRIBUTES

BODY	■■□□□	2
AGILITY	■■□□□	2
MIND	■■■■▨	5
WILL	■■■□□	3
PRESENCE	■▨□□□	2

Solid bars: archetype base. Striped: the pregen's two discretionary points.

PLAYTEST 001 PREGENERATED CIPHER PROVISIONAL

5 HP **6** MOVE **3** DEFENSE

- **Light Pistol**: 2 attack dice, range 8
- **Equipment**: Light Pistol, Cyberdeck, Medkit (2 uses), Armor (included in Defense 3)

FIELD NOTES

- Your cyberdeck reaches the terminal and the alarm wirelessly, within 8 squares and line of sight. Work from cover.
- Utility hacks are not attacks, so you can hack and fire your light pistol in the same activation.
- In Checkpoint Breach, disabling the alarm before downloading the archive prevents reinforcements.



SIGNATURE ABILITY

ARCANE CHANNEL

Once per round, **reroll one failed attack die** on a spell attack (Arcane Bolt, Fireball).

ARCHETYPE

MAGE

ARCANE MAGIC AND BATTLEFIELD CONTROL

The Mage commands arcane force: bolts that strike at range, fire that engulfs a cluster of enemies and shields that turn aside attacks on allies. Every powerful spell costs Drain, so the Mage must judge when to push and when to rest.

ATTRIBUTES

BODY	■■□□□	2
AGILITY	■■□□□	2
MIND	■■□□□	2
WILL	■■■■▨	5
PRESENCE	■■▨□□	3

Solid bars: archetype base. Striped: the pregen's two discretionary points.

PLAYTEST 001 PREGENERATED MAGE PROVISIONAL

5 HP **6** MOVE **2** DEFENSE

- **Light Pistol**: 2 attack dice, range 8
- **Equipment**: Light Pistol, Spells: Arcane Bolt, Fireball, Mana Shield, No armor bonus (Defense 2)

FIELD NOTES

- Arcane Bolt costs no Drain: it is your dependable attack.
- Fireball rolls once against every figure in a 2×2 area. At 2 Drain a cast, save it for a cluster.
- Mana Shield is not an attack. Shield an ally and cast Arcane Bolt in the same activation.
- Resting takes both actions and removes 2 Drain.



SIGNATURE ABILITY

DRONE LINK

On your activation, choose: activate **the Operator OR the Combat Drone** — never both in the same round. The chosen miniature takes 2 actions, at most 1 attack.

ARCHETYPE

OPERATOR

DRONES, ROBOTICS, AND TECHNICAL SUPPORT

The Operator fights through machines. Each round they choose whether to act themselves or to send their combat drone forward, trading their own activation for a fast, armored remote that keeps the operator out of harm's way.

ATTRIBUTES

BODY	■■□□□	2
AGILITY	■■■□□	3
MIND	■■■■▨	5
WILL	■■□□□	2
PRESENCE	■▨□□□	2

Solid bars: archetype base. Striped: the pregen's two discretionary points.

PLAYTEST 001 PREGENERATED OPERATOR PROVISIONAL

6 HP **6** MOVE **3** DEFENSE

- **SMG**: 3 attack dice, range 10
- **Equipment**: SMG, Combat Drone, Repair Kit (2 uses), Armor (included in Defense 3)

FIELD NOTES

- Each round, choose: you or the drone. The other still defends.
- The drone moves 7 and its Targeting Link rerolls one failed attack die each round.
- The drone blocks on black shields, like an enemy. Keep it in cover and keep the Repair Kit close.
- If you are Downed, the drone cannot activate.



SIGNATURE ABILITY

SPIRIT BOND

Minor spirit once/mission without Drain.

ARCHETYPE

CONDUIT

SPIRITS AND OTHERWORLDLY POWERS

The Conduit bargains with spirits and entities from beyond the veil. Their signature bond calls a minor spirit to their side. Conduit rules are still in development and the archetype does not appear in Playtest 001.

ATTRIBUTES

BODY	2
AGILITY	1
MIND	2
WILL	4
PRESENCE	3

Archetype base attributes, before the two discretionary points.

IN DEVELOPMENT DRAFT

HP, defense, starting gear and talents for the Conduit are not yet defined. The Conduit does not appear in Playtest 001.

FIELD NOTES

- Spirit Bond calls a minor spirit once per mission without paying Drain.
- Summoned spirits appear within 3 squares of their caster, cannot act until the following round, and then use the controller's activation like any companion.
- Spirit statistics are not yet defined.



SIGNATURE ABILITY

AMBUSH

+1 attack die against unaware target.

ARCHETYPE

SPECTER

STEALTH, INFILTRATION, AND PRECISION ATTACKS

The Specter strikes from the shadows. The highest Agility of any archetype and a signature ability that rewards catching a target unaware make the Specter the operative who chooses the moment a fight begins. Specter rules are still in development and the archetype does not appear in Playtest 001.

ATTRIBUTES

BODY	2
AGILITY	4
MIND	3
WILL	2
PRESENCE	1

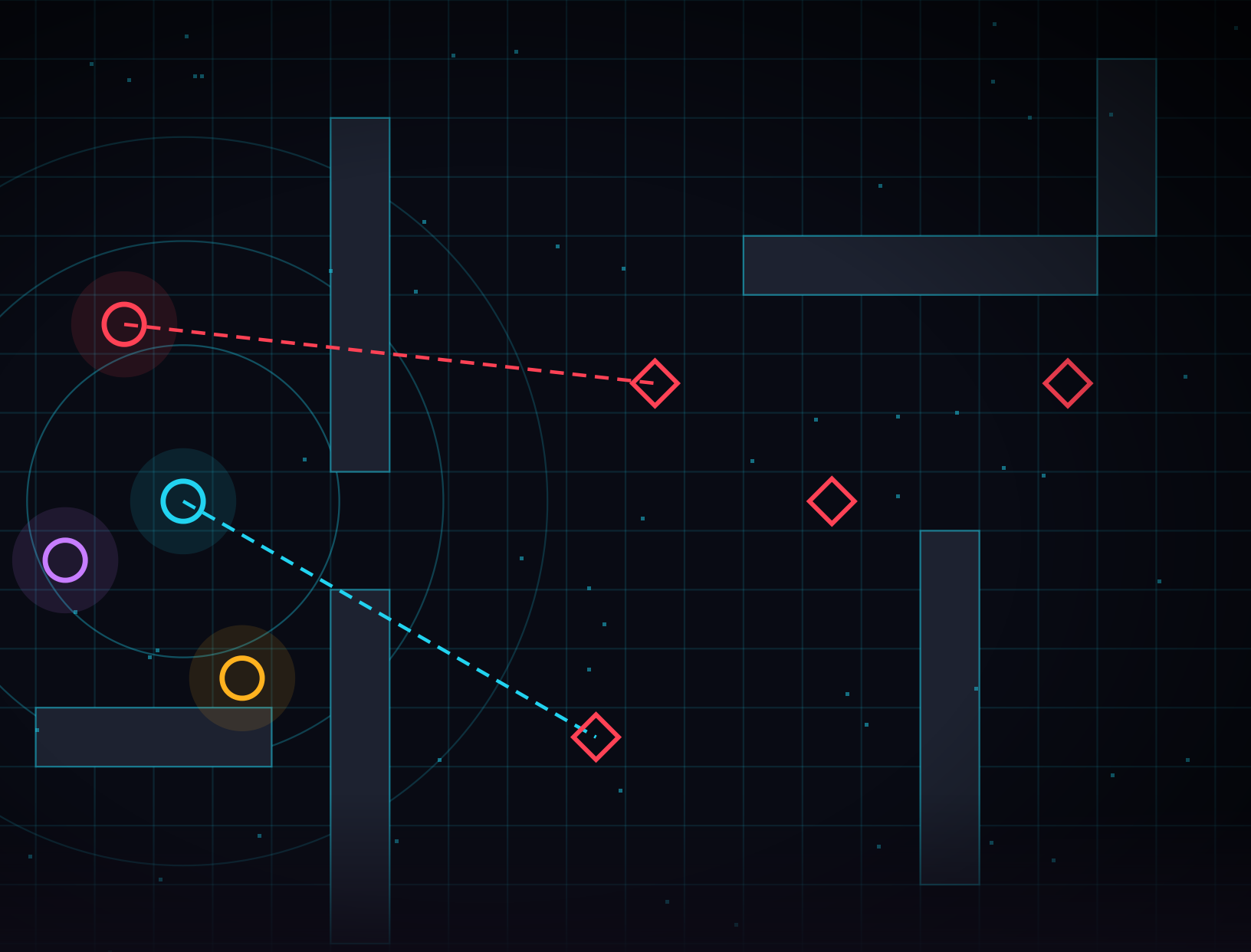
Archetype base attributes, before the two discretionary points.

IN DEVELOPMENT DRAFT

HP, defense, starting gear and talents for the Specter are not yet defined. The Specter does not appear in Playtest 001.

FIELD NOTES

- Ambush adds one attack die against an unaware target.
- How a target becomes or stays unaware is not yet defined; for now the GM decides enemy awareness before the first round.
- With Agility 4, the Specter has the highest Agility of any archetype.



PART III

PLAYING THE GAME

Rounds, activations, movement, line of sight and combat: everything that happens on the grid.

/// ROUNDS AND ACTIVATION /// MOVEMENT AND POSITIONING /// COMBAT /// CONDITIONS

ORIGINAL VECTOR ART

CHAPTER 06

ROUNDS AND ACTIVATION

Who acts when, and what a miniature can do when its moment comes.

/// THE ROUND

A round is divided into **activations**. Each miniature activates once per round, and miniatures always activate individually.

1. **Awareness.** Before the first round, the GM decides whether the enemies are aware of the heroes.
2. **First activation.** Heroes act first, unless the GM establishes an **ambush**, in which case an enemy takes the first activation of round one.
3. **Alternate.** Players choose one hero to activate, then the GM activates one enemy, then another hero, and so on.
4. **Run-out.** When one side has no miniatures left to activate, the other side completes its remaining activations one at a time.
5. **New round.** When every miniature has activated, begin the next round.

4 HEROES VS 4 ENEMIES

H1 E1 H2 E2 H3 E3 H4 E4

4 HEROES VS 2 ENEMIES

H1 E1 H2 E2 H3 H4

AMBUSH, ROUND 1

E1 H1 E2 H2 E3 H3 E4 H4

Activation order. H = one hero miniature, E = one enemy miniature. When a side runs out, the other side completes its remaining activations.

The players decide among themselves which hero activates next; the GM chooses which enemy activates and decides what it does. There is no enemy AI or morale script: the GM plays the opposition.

/// ACTIONS

When a miniature activates, it takes **two actions**. It may take the same action twice, with one exception: **at most one action per activation can be an attack**.

ACTION	WHAT IT DOES
Move	Move up to your Speed in squares (Chapter 7)
Attack	Attack with a weapon (Chapter 8)
Interact	Open a door, or use a panel or terminal
Search	Search the room or corridor you're in (below) PROVISIONAL
Cast	Cast a spell (Chapter 12)
Hack	Attempt a hack (Chapter 13)
Use gear	Use an item such as a Medkit or Repair Kit (Chapter 11)
Card actions	Any other action granted by a card

WHAT COUNTS AS AN ATTACK

Weapon attacks, **offensive spells** (such as Arcane Bolt and Fireball) and **offensive hacks** (such as disabling a turret) are all attacks. Grenades and flashbangs also use the attack action. Utility spells, utility hacks such as opening a door, and using gear are not attacks.

A miniature may take its actions in any order, such as attacking and then moving away, or moving twice.

/// SEARCHING PROVISIONAL

A hero may spend an action to **search** the area they are in: the room, or in a corridor the squares of that corridor they can see. On open ground the mission marks the areas. No check is rolled.

- **Only in quiet:** a hero can't search while any enemy is in their line of sight.
- **Once per hero per area:** each hero may search each area once per mission; teammates may search it too.
- **What it finds:** the GM reveals every **hidden feature** in the area, then the searcher draws one **Salvage card** (Chapter 11) and resolves it at once. Companions don't search.

Hidden features are marked on the GM's map and stay off the table until a search reveals them or a hero sets one off. Enemies know the ground and never set them off.

FEATURE	UNFOUND	ONCE FOUND
Hidden passage	A wall	A closed door (opening is free)
Trap	Springs on the first hero to enter it: a **trap attack** of 3 attack dice, defended normally but with no cover. Then it is spent	Still springs if entered. Disarm from an adjacent square: 1 action, Agility 2; a failure springs it on the disarmer
Hazard	A hero who enters takes 1 damage (no defense roll) and stops moving	Still deals 1 damage to any hero who enters, every time. Can't be removed
Alarm	A hero who enters trips it: the mission's alarm effect, or one patrol enemy	Still trips if entered. Disable from an adjacent square: 1 action, Mind 2 (or wirelessly where the mission allows); a failure trips it

SEARCHING IS A TRADE

Each search costs an action and may turn up a patrol, but it finds credits, Med-patches and grenades, and it shows the traps before someone walks into them. Missions with a round limit don't leave time to search everything.

/// COMPANIONS

A hero with a companion, such as the Operator's combat drone, chooses each round whether to activate **the hero or the companion**, never both. The chosen miniature takes the usual two actions with at most one attack. The other does not activate, but still defends normally (Chapter 12).

EXAMPLE /// A ROUND IN CHECKPOINT BREACH

No ambush, so the heroes go first. The Warden activates: one Move to a crate, then an assault rifle attack. The GM activates a Corporate Guard, which moves and fires at the Warden. The Cipher activates, moves behind the Warden and tries to disable the alarm wirelessly; the GM activates the Sergeant. The Mage casts Arcane Bolt, a Guard activates, the Operator sends the drone forward, and the last Guard activates. Every miniature has acted, so round two begins.

CHAPTER 07

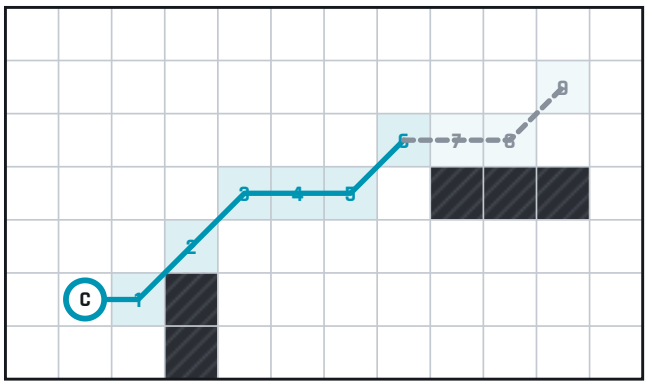
MOVEMENT AND POSITIONING

Squares, distance, adjacency and line of sight.

/// MOVING

A **Move** action lets a miniature move up to its **Speed** in squares. The default Speed is **6**; some cards, armor and abilities change it. A miniature that spends both actions on movement makes two Moves, covering up to twice its Speed.

- **Diagonals** cost 1 square, the same as any other step PROVISIONAL.
- **Walls and closed doors** block movement.
- **Other figures:** you may move through your teammates' squares, but not through enemies'. You cannot end a move in an occupied square PROVISIONAL.
- **Doors** stay open once opened, unless the mission says otherwise PROVISIONAL.
- **Carrying:** you may pick up an adjacent Downed hero of your size or smaller (free) and carry them. While carrying, your Speed is halved, rounding down, and you can't attack. Putting them down is free PROVISIONAL.
- You do not have to use the full Speed of a Move.

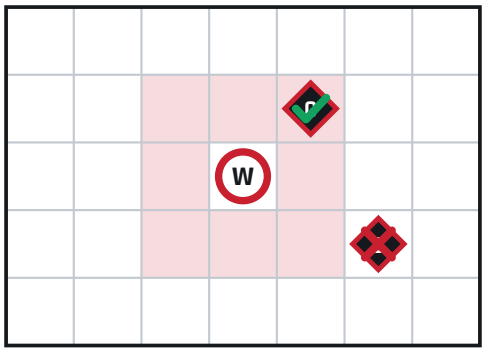


Movement. The Cipher (Speed 6) makes one Move of 6 squares; diagonal steps cost 1 like any other square PROVISIONAL. Spending the second action on another Move continues the path (grey, squares 7–9 shown). Walls block movement.

EFFECT	SPEED CHANGE
Tactical armor	−1
Heavy combat armor	−2
Troll ancestry DRAFT	−1
Wraith's Soul Drain (enemy ability)	−2 to the target
Wired Reflexes cyberware, once per mission	+3

/// ADJACENCY AND MELEE

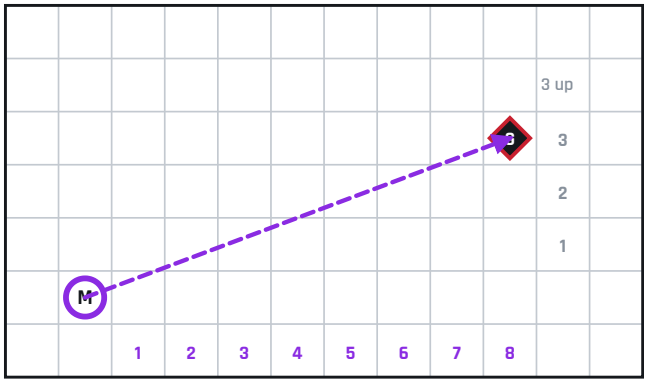
A square's eight neighbours, including the diagonals, are **adjacent** to it. Melee attacks target an adjacent miniature.



Adjacency. The eight shaded squares, including diagonals, are adjacent to the Warden. The Guard at top right can be hit in melee; the lower Guard is two squares away and cannot.

/// RANGE

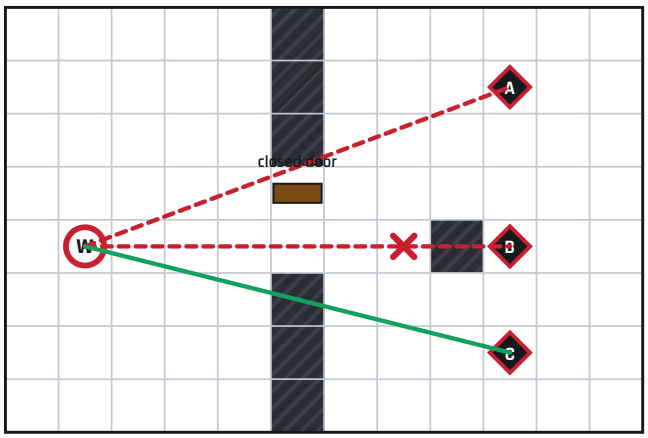
Range is the distance between the attacker's square and the target's square. Count the squares horizontally and vertically, and use the **larger** of the two numbers. A target is in range if this distance is no more than the weapon or spell's range. There is **no penalty** for attacking at long range.



Range. Count the horizontal and vertical distance between the two squares and use the larger number. The Guard is 8 across and 3 up, so it is at range 8: inside the Mage's Arcane Bolt range of 8. There is no range penalty.

/// LINE OF SIGHT

A ranged attack needs **line of sight** to its target. **Walls and closed doors block line of sight.** Full cover also blocks direct ranged line of sight (Chapter 8). The GM judges line of sight from the board.



Line of sight. Walls and closed doors block line of sight. From the Warden, Guard **A** is behind the wall and **B** is behind the pillar: neither can be targeted with a ranged attack. The line to **C** passes through the open doorway, so **C** can be targeted. Trace lines centre to centre; a line that only clips a corner is not blocked.

RANGED ATTACKS AT POINT-BLANK RANGE

A ranged weapon can only attack an **adjacent** target if it has the **Compact** trait, such as the light pistol. A hero with a rifle who is next to an enemy must move away, switch to a melee weapon or attack someone else.

/// SIZE PROVISIONAL

Every figure has a **size**, which sets how many squares it occupies. Heroes and humans are Medium.

SIZE	SQUARES	EXAMPLES
Small	1	Combat Drone, Security Drone, Imp
Medium	1	Every hero, Corporate Guard
Large	2×2	Mutant Brute, Infernal Knight
Huge	3×3	War Machine
Gargantuan	4×4	None yet

FIGURES BIGGER THAN ONE SQUARE

- **Measure from any square.** Range, adjacency and line of sight count from or to any square the figure occupies. A hero next to any of a Large figure's four squares is adjacent to it.
- **Pick a square to attack.** To attack a big figure, choose one of its squares and use normal line of sight and cover to that square.
- **Squeeze, then fit.** A big figure may squeeze through gaps narrower than itself and move diagonally between blocked squares, but it must end its move where its whole footprint fits.
- **Hit once.** An area attack hits a figure once, however many of its squares the area covers.

Small figures occupy one square, just like Medium ones; there are no other Small rules yet.

CHAPTER 08

COMBAT

Roll skulls, block with shields, and never roll for damage.

/// MAKING AN ATTACK

An attack is one action, and a miniature can make at most one attack per activation.

1. **Choose a target.** Melee attacks target an adjacent miniature. Ranged attacks need the target within range and in line of sight (Chapter 7).
2. **Roll attack dice.** Roll the number of combat dice shown for the weapon or spell, plus any bonuses. Count the **skulls**.
3. **The target rolls defense.** Defense is automatic; it is never an action or a reaction. The target rolls its defense dice, including any cover.
4. **Count blocks.** Heroes block one skull for each **white shield**. Enemies block one skull for each **black shield**.
5. **Apply damage.** Each unblocked skull deals **1 damage**. There is no separate damage roll.

1 · ATTACK

The Warden fires the assault rifle at a Guard: 4 attack dice.

 **= 3 skulls**

2 · DEFENSE

The Guard has 2 defense dice, +1 for partial cover: 3 dice. Enemies block only on black shields.

 **= 1 block**

3 · DAMAGE

3 skulls − 1 block = **2 damage**. The Guard has 2 HP: it is removed.

> A complete attack, start to finish. No separate damage roll is ever made.

/// DEFENSE DICE

Every hero has **2 base defense dice**, plus their armor. An enemy's defense is printed on its card. Cover adds dice (below), and some abilities and spells add more.

DEFENSE CAP

A hero's defense pool never exceeds **6 dice**, including armor, cover and all bonuses. In Playtest 001, enemy defense is also capped at 6 dice PROVISIONAL.

/// ATTACK BONUSES

Some abilities add attack dice, such as the Security Sergeant's Command. No combination of bonuses can add more than **+3 dice** above the weapon or spell's base dice. Penalties, such as the sniper rifle's −2 dice after moving, reduce the pool.

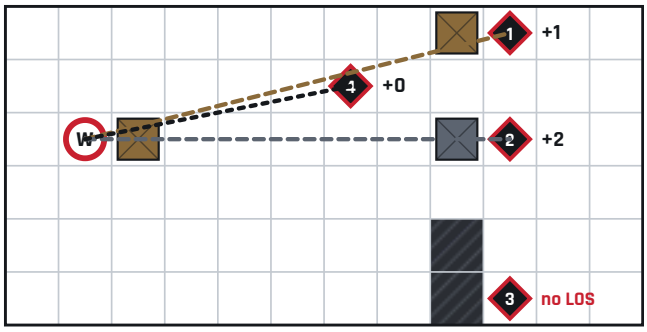
/// POWER DICE PROVISIONAL

When a card names a **power die** (Chapter 2), roll it in place of one standard die and read it the same way. A **double skull** is two hits and a **double shield** blocks two skulls. A power die counts as **one die** toward the defense cap and the attack bonus cap.

/// COVER

A target behind cover adds defense dice. Cover counts only when the line of sight from the attacker passes through a cover square **adjacent to the target** PROVISIONAL; a crate next to the attacker gives the target nothing. Only the **strongest** cover applies; cover does not stack.

COVER	EFFECT
Partial	+1 defense die
Heavy	+2 defense dice
Full	Blocks direct ranged line of sight; the target cannot be targeted by a direct ranged attack

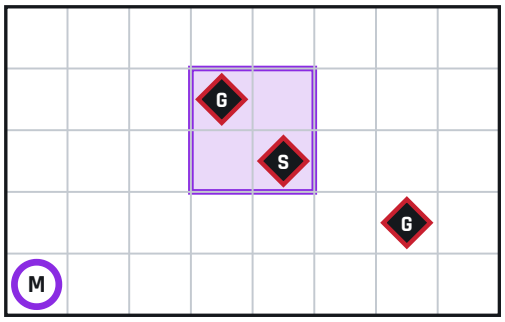


Cover. Guard 1 is behind partial cover (+1 defense die, 3 in total); Guard 2 is behind heavy cover (+2, 4 in total). Guard 3 is behind full cover, which blocks direct line of sight. Guard 4 gets nothing: the crate the line crosses is next to the Warden, not the target. Cover counts only where the line passes through a cover square **adjacent to the target**. Only the strongest cover counts.

The mission and the terrain determine which pieces give partial or heavy cover; in Checkpoint Breach, crates are partial or heavy cover as the GM sets them up.

/// AREA ATTACKS

Some attacks, such as the Fireball spell and the frag grenade, affect a **2×2 area**. The attacker needs line of sight to at least one square of the area and rolls the attack dice **once**. **Each figure** in the area, **allies included**, then rolls its own defense against that same number of skulls PROVISIONAL.



Area (2×2). Fireball targets a 2×2 area within range 8. Roll 4 attack dice once; each figure in the area defends separately against that roll. The Guard outside the area is unaffected.

/// REACTIONS

NO UNIVERSAL REACTIONS

Defending is automatic and never uses a reaction. There is **no universal Brace** and there are **no opportunity attacks**. A miniature can respond out of its activation only when a printed ability says so, such as the Warden's **Combat Reflexes**, which adds a defense die against one attack per round, declared before the attack roll.

/// DOWNED, HEALING AND DEFEAT

- **Heroes at 0 HP are Downed.** A Downed hero cannot act. Healing, such as a Medkit, can restore them, and a teammate can carry them at half Speed, without attacking (Chapter 7). Picking a Downed hero up and putting them down are free.
- **Downed heroes are out of the fight** PROVISIONAL. Enemies can't target them and area attacks don't harm them. They don't block movement or line of sight, but no figure can end its move on one. A hero healed from Downed **loses their next activation**; they still defend normally. There is no automatic death: what happens to a Downed hero after the mission is a narrative matter set by the GM and the mission, such as capture or injury.
- **Enemies at 0 HP are removed** from the board.
- **Defeat.** If every hero is Downed, the mission and the GM decide the consequences, such as capture, injury or a failed mission. In Checkpoint Breach, the team is captured.

/// AMMUNITION

UNLIMITED STANDARD AMMUNITION

Standard ammunition is unlimited. There are no reload actions, magazine sizes or spare-ammo tracking. Limited special ammunition may appear later as a gear token.

CHAPTER 09

CONDITIONS

Burning, bleeding, poison and worse. Draft rules, used only where a card calls for them.



DRAFT RULES

Conditions are a draft and should be avoided in early playtests unless a card requires one. Their exact timing is unresolved.

/// CONDITION LIST DRAFT

CONDITION	EFFECT	ENDS
Burning	Take 1 damage at the start of each activation; spend an action to extinguish	Persists until extinguished
Bleeding	Take 1 damage at the end of each activation until treated	Persists until treated
Poisoned	−1 die on Body and Agility skill checks	After the next activation
Stunned	Lose one action in the next activation	After that activation
Frightened	Cannot voluntarily move closer to the source	After the next activation
Immobilized	Cannot voluntarily move	After the next activation

/// GENERAL PRINCIPLES

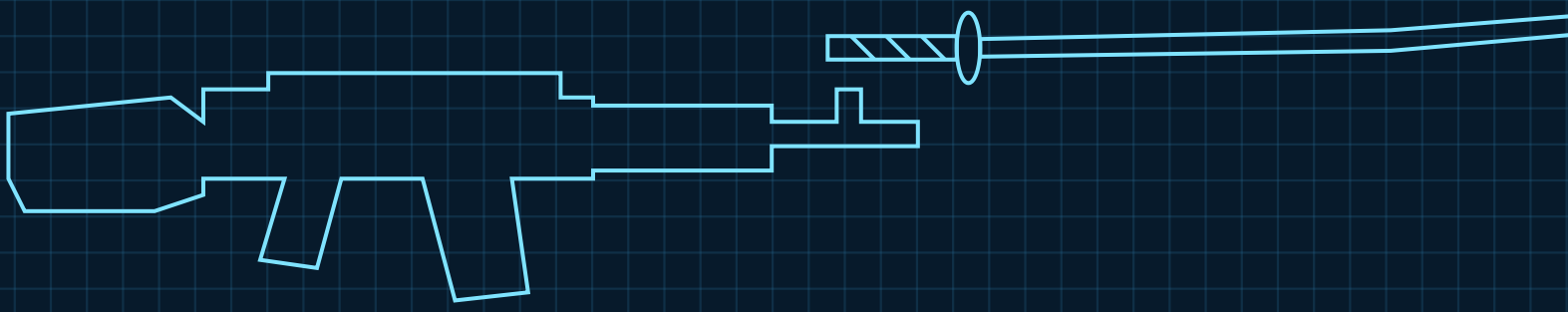
- The same condition **does not stack**: a miniature is either Burning or not.
- Poisoned, Frightened and Immobilized end after the affected miniature's next activation, unless a card says otherwise. Burning and Bleeding persist.
- Machines, including drones, are **immune to poison and bleeding**.
- In Playtest 001, Burning and Bleeding stop dealing damage while a hero is Downed PROVISIONAL.

/// WHERE CONDITIONS COME FROM

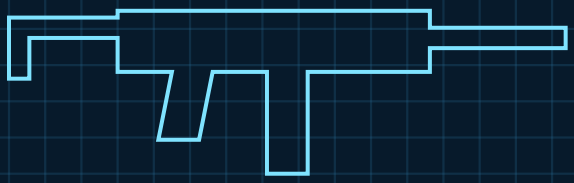
Conditions appear only where a card or ability names them: for example, the Hellhound's Hellfire Bite inflicts Burning, the Toxic Abomination's Toxic Blood can poison, the flashbang can stun and the Entangle spell can immobilize.

ASSAULT RIFLE

KATANA



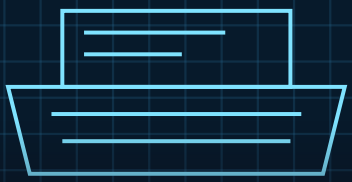
SMG



LIGHT PISTOL



CYBERDECK



FRAG GRENADE



PART IV

GEAR AND ABILITIES

Weapons, armor and kit, the signature abilities of each archetype, magic, companions, cybernetics and hacking.

/// WEAPONS AND ARMOR /// EQUIPMENT AND INVENTORY /// POWERS AND SPECIAL ABILITIES
/// CYBERNETICS AND TECHNOLOGY

ORIGINAL VECTOR ART

CHAPTER 10

WEAPONS AND ARMOR

Attack dice, range, hands and traits for every approved weapon, and the armor that keeps an operative standing.



ASSAULT RIFLE
4 dice · range 14 · 2 hands



SMG
3 dice · range 10 · 2 hands



LIGHT PISTOL
2 dice · range 8 · Compact



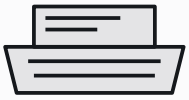
KATANA
4 dice · melee · 2 hands



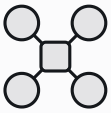
MEDKIT
2 uses · restore 2 HP



FRAG GRENADE
3 dice · 2×2 · range 6



CYBERDECK
wireless hacking · 8 squares



COMBAT DRONE
Operator companion

ORIGINAL VECTOR ART

///RANGED WEAPONS

WEAPON	DICE	RANGE	HANDS	TRAIT
Light pistol	2	8	1	Compact: usable adjacent
Heavy pistol	3	8	1	Cannot use Steady Aim
Smg	3	10	2	Mobile
Assault rifle	4	14	2	Versatile
Shotgun	4	6	2	+1 die within 3 squares
Sniper rifle	5	20	2	-2 dice if moved this activation

WEAPON TRAITS

- **Compact** (light pistol): can attack an adjacent target. Other ranged weapons cannot.
- **Shotgun:** +1 attack die against a target within 3 squares.
- **Sniper rifle:** –2 attack dice if the wielder moved during this activation. A stabilizer attachment ignores this penalty.
- **Mobile, Versatile** and **Steady Aim** are named traits whose effects are not yet defined PROVISIONAL. They have no effect in play: do not apply any unstated bonus.

///MELEE WEAPONS

WEAPON	DICE	HANDS	NOTES
Unarmed	1	—	
Knife	2	1	
Baton	2	1	Stun effect planned; trigger not yet defined PROVISIONAL
Sword	3	1	
Katana	4	2	**Sweeping Cut** PROVISIONAL: when a katana attack damages an enemy, another enemy adjacent to you takes 1 damage, no defense roll. Can be upgraded to a Power Katana: each level converts 1 die to a Black power die (Chapter 2) PROVISIONAL
Cyberclaws	3	—	Integrated cyberware (Chapter 13)
Heavy axe	5	2	–1 defense until your next activation

Melee weapons attack an adjacent target, including diagonally. Hands for the knife, baton and sword are not specified in the rules; one hand is assumed PROVISIONAL.

/// ARMOR

Every hero has **2 base defense dice**. Armor adds to this, but the total defense pool, including cover and every other bonus, never exceeds **6 dice**.

ARMOR	DEFENSE	SPEED	REQUIREMENT
Clothing	+0	—	
Armored clothing	+1	—	
Jacket	+2	—	
Tactical armor	+3	−1	
Heavy combat armor	+4	−2	Body 4

EXAMPLE /// THE WARDEN'S DEFENSE

The pregenerated Warden has 2 base defense dice plus 2 for armor: 4 dice. Behind heavy cover they roll 6, the maximum. Combat Reflexes would add one more, but the cap holds the pool at 6.

/// UPGRADES PROVISIONAL

Basic weapons and armor roll standard dice. Between missions, an operative can spend **advancement points** (Chapter 4) to **upgrade** an item. Each upgrade level converts **one standard die** of that item into its **power die** (Chapter 2). A katana upgraded to Power Katana I rolls 3 standard dice and 1 Black; at level IV it rolls 4 Black.

UPGRADE LEVELS

- **Cost per level:** I 4 AP, II 6 AP, III 8 AP, IV 10 AP, V 12 AP. Buy levels in order.
- **Cap:** one level per die the item has. Armor converts only its own dice, never the 2 base defense dice.
- A mission may also award an upgrade level as a reward.

Each item converts to its own power die. Gain is the average extra skulls (weapons) or blocks (armor) per level:

ITEM	LEVELS	DIE	GAIN PER LEVEL
Light pistol	2	Black	+0.17 skulls
Heavy pistol	3	Black	+0.17 skulls
SMG	3	Navy	+0.17 skulls
Assault rifle	4	Black	+0.17 skulls
Shotgun	4	White	+0.33 skulls
Sniper rifle	5	Lime	+0.33 skulls
Unarmed	1	Black	+0.17 skulls
Knife, baton	2	Black	+0.17 skulls
Sword	3	Black	+0.17 skulls
Katana	4	Black	+0.17 skulls
Cyberclaws	3	Orange	+0.17 skulls
Heavy axe	5	White	+0.33 skulls
Armored clothing	1	Green	+0.17 blocks
Jacket	2	Green	+0.17 blocks
Tactical armor	3	Grey	+0.33 blocks
Heavy combat armor	4	Red	+0.50 blocks

Attack spells can be upgraded the same way PROVISIONAL: Arcane Bolt (3 levels, Black), Fireball (4, White), Lightning (4, Lime). See Chapter 12. Grenades and other one-use gear cannot be upgraded.

/// SWITCHING WEAPONS

Switching to a stored weapon is free during your activation; it doesn't take an action PROVISIONAL. Once per activation you may drop an item for free (Chapter 11).

NO AMMUNITION TRACKING

Standard ammunition is unlimited: no reloads, magazines or spare ammo. Extended magazines do not exist.

CHAPTER 11

EQUIPMENT AND INVENTORY

What an operative carries, and the kit that turns a firefight.

///INVENTORY

Every hero has a fixed set of inventory slots.

SLOT	HOLDS
Primary	One primary weapon
Secondary	One secondary weapon
Melee	One melee weapon
Armor	One suit of armor
Utility	Four utility items
Cyberware	Capacity 4 (Chapter 13)

- **Switching** to a stored weapon is free during your activation; it doesn't take an action PROVISIONAL.
- **Dropping** an item is free, once per activation.

///UTILITY GEAR

Baseline effects are approved; details are subject to playtesting.

ITEM	EFFECT
Medkit	2 uses. One action: restore 2 HP to yourself or an adjacent hero; can revive a Downed hero, who then loses their next activation PROVISIONAL. Cannot heal Machines such as drones
Frag grenade	Attack action. 3 attack dice, rolled once, against every figure in a 2×2 area within range 6; each defends separately
Smoke grenade	Creates a 3×3 area that blocks line of sight for a round
Flashbang	Attack action. 2×2 area within range 6; each figure makes a Body check or is Stunned
Hacking kit	+1 die when hacking at a connected terminal
Lockpicks	Physical lock bypass (effect to be defined) PROVISIONAL
Motion scanner	3 uses. Detects movement within 6 squares
Deployable barrier	Creates one square of cover
Repair Kit (Playtest 001)	2 uses. One action while adjacent to your drone: restore 2 drone HP. Cannot restore a destroyed drone during a mission

///THE SALVAGE DECK PROVISIONAL

A Search (Chapter 6) draws one card from the 24-card Salvage deck. Shuffle the whole deck at the start of each mission. Discard each card once it's resolved or used; if the deck runs out, shuffle the discards back in, apart from items heroes still hold.

Found items go to the searcher, up to 4 per hero. Once per activation a hero may hand one to an adjacent hero as a free action. **Credits** go to the team's purse; they buy supplies between missions in a campaign (Chapter 4) and count for nothing in a single mission.

CARD	COUNT	EFFECT
Cred chip	4	+5 credits
Cred stick	3	+10 credits
Cred cache	1	+25 credits
Med-patch	3	Found item, one use. One action: restore 2 HP to yourself or an adjacent hero (not Machines)
Spare parts	1	Found item, one use. One action: restore 2 HP to an adjacent drone (not a destroyed one)
Frag grenade	1	Found item, one use, as the utility gear
Smoke grenade	1	Found item, one use, as the utility gear
Flashbang	1	Found item, one use, as the utility gear
Data shard	1	The searcher gains +1 AP at the end of the mission
Picked clean	2	Nothing
Patrol	3	The GM places one of the mission's patrol enemies (a Corporate Guard if it names none) at a reinforcement entry, or on a square no hero can see at least 6 squares from every hero. It first activates next round
Booby trap	2	A trap attack against the searcher: 3 attack dice, no cover
Tripped sensor	1	The mission's alarm effect; if it has none, as Patrol

/// ATTACHMENTS

A weapon can carry up to **two** attachments.

ATTACHMENT	EFFECT
Reflex sight	Once per mission, reroll a failed attack die
Suppressor	Reduces detection
Smartlink	+1 attack die when paired with smartlink cyberware
Stabilizer	Ignores the movement penalty (such as the sniper rifle's)
Underbarrel launcher	Effect to be defined PROVISIONAL

NO EXTENDED MAGAZINES

Because ammunition is unlimited, there are no magazine or ammunition attachments.

EXAMPLE /// USING A MEDKIT

The Mage is Downed. On the Warden's activation, the Warden moves next to the Mage (a Medkit works on yourself or an adjacent hero) and uses a Medkit: one action, one use. The Mage recovers 2 HP and is no longer Downed, but loses their next activation. The Warden still has one action left, and could attack with it.

CHAPTER 12

POWERS AND SPECIAL ABILITIES

Signature abilities, magic and Drain, and the companions that fight beside their controllers.

/// SIGNATURE ABILITIES

Each archetype has one signature ability. Signature abilities are the only source of special reactions in the current rules: Combat Reflexes, for example, is a Warden ability, not a rule every hero can use.

ARCHETYPE	ABILITY	EFFECT
Warden	Combat Reflexes	Once per round, +1 defense die against one attack, declared before the attack roll
Cipher	Ghost Protocol	Once per round, reroll one failed hacking die
Mage	Arcane Channel	Once per round, reroll one failed attack die on a spell attack
Operator	Drone Link	Control one drone; activate the Operator **or** the drone each round
Conduit	Spirit Bond DRAFT	Once per mission, call a minor spirit without paying Drain
Specter	Ambush DRAFT	+1 attack die against an unaware target

/// MAGIC

Spells are cast with the **Cast** action. An **offensive spell** counts as the activation's one attack and rolls combat dice against the target's normal defense. Utility and resisted spells do not make an attack roll; where a spell calls for it, the caster makes a **Will** check instead.

DRAIN

Casting strains the caster. Every spell has a **Drain** cost: minor spells 0, standard spells 1, powerful spells 2.

THE DRAIN TRACK

- Maximum Drain is **6**, reduced by cyberware (Chapter 13).
- You cannot cast a spell whose cost would take you over your maximum.
- At **maximum – 1** or higher, the caster rolls **–1 die on every roll**: attacks, defense and checks. A pool never drops below 1 die PROVISIONAL.
- At **maximum**, you cannot cast spells that cost Drain. A 0-Drain spell can still be cast PROVISIONAL.
- **Rest:** spend both actions of an activation to remove 2 Drain.
- Drain resets between missions.

DISCIPLINES

Spells belong to three disciplines: **Elemental**, **Arcane** and **Spirit**.

PLAYTEST 001 SPELLS

The pregenerated Mage knows three spells. These are the operational versions used in play:

ARCANE BOLT · DRAIN 0 · RANGE 8 · ATTACK

Target: One figure within 8 squares and in line of sight. **Effect:** Roll **3 attack dice**. The target defends normally.

FIREBALL · DRAIN 2 · RANGE 8 · ATTACK

Target: A 2×2 area within 8 squares, with line of sight to at least one of its squares. **Effect:** Roll **4 attack dice once**. **Each figure** in the area defends separately against that roll.

MANA SHIELD · DRAIN 1 · RANGE 4 · UTILITY

Target: One visible ally within 4 squares. **Effect: +1 Grey power die** to defense against the next attack on that ally before the Mage's next activation.

THE DRAFT SPELL LIST DRAFT

The wider spell list is in development. Only the three spells above are approved for play.

SPELL	EFFECT	DRAIN
Arcane Bolt	3 attack dice, range 8	0
Fireball	4 attack dice, rolled once, against every figure in 2×2, allies included; each defends separately; line of sight to one square of the area; range 8	2
Mana Shield	+1 Grey power die to one visible ally within 4, against the next attack on them before the Mage's next activation (playtest text, owner 2026-11-08)	1
Lightning	4 attack dice, range 10	1
Healing Touch	Restore 2 HP adjacent	1
Detect Magic	Reveal magic within 6	0
Entangle	Immobilize on resisted Will check	1
Banish	Dismiss demon/spirit with specified check	2

SPELL UPGRADES PROVISIONAL

Attack spells take **upgrade levels** like weapons (Chapter 10), bought with AP at the same costs, one level per attack die. Each level converts one standard attack die into the spell's power die. Utility spells can't be upgraded.

SPELL	LEVELS	DIE
Arcane Bolt	3	Black
Fireball	4	White
Lightning	4	Lime



GENERATED ART · AWAITING OWNER REVIEW

///COMPANIONS

Some heroes control a companion: a drone or a summoned spirit.

ONE ACTIVATION, CONTROLLER OR COMPANION

When a controller's turn comes, choose **the controller or one companion** to activate, never both. The chosen miniature takes two actions, at most one of them an attack. The other does not activate, but defends normally and may use a printed special reaction. A controller has one active companion at a time, and must be conscious for the companion to activate unless the companion has the Autonomous trait.

- **Summoned spirits** appear within 3 squares of the caster, using a utility action and any Drain the spell requires. A spirit cannot activate until the following round. Spirit statistics are not yet defined.
- **Destroyed drones** cannot be restored during a mission, even with a Repair Kit; between missions they need a repair ability before they can be redeployed.

THE COMBAT DRONE

MECHANICAL · COMPANION · SMALL

COMBAT DRONE — — TP

HP	MOVE	ATTACK	DEFENSE	RANGE
3	7	3	2	8

TARGETING LINK: Once per round, reroll one failed attack die, before defense. **MACHINE:** No Medkit healing. Can't hack. Not Compact.

The Operator restores the drone with a Repair Kit: one action while adjacent, one use, 2 HP. A Medkit cannot heal it: as a Machine it is immune to biological healing.

SCOUT DRONE DRAFT

HP 2, Move 9, Attack 0, Defense 2, with Sensor Sweep (effect not yet defined).

///TALENTS DRAFT

Talents extend each archetype through three paths of three tiers each, bought with AP between missions (Chapter 4): Tier I 3 AP, Tier II 6 AP, Tier III 10 AP, each needing the tier below it in the same path. The catalog below is a **first draft** for review; none of it is approved or playtested.

LIMITS TALENTS NEVER BREAK

- At most **one attack** per activation.
- Attack bonuses stop at **+3 dice** over the weapon or spell's base; hero defense stops at **6 dice**.
- A controller activates themselves **or** one companion, never both.
- A talent that acts outside your activation is marked **Reaction**. Talents are the only source of reactions besides signature abilities.

"Once per round" resets at the start of each round; "once per mission" resets between missions. **Stunned** means the figure loses one action on its next activation. A **hack** is any Mind roll the Cipher makes with the cyberdeck, including mission tasks and alarms; a mission's **goal check** is any check that by itself completes one of its primary objectives.

WARDEN

PATH	TIER	TALENT	EFFECT
Bulwark	I	**Interpose**	**Reaction**, once per round: when an enemy declares an attack on a hero adjacent to you, you become the target instead, if you're a legal target. Declare before the attack roll.
	II	**Shield Wall**	Heroes adjacent to you have partial cover (+1 defense die) against ranged attacks, unless they already have better cover.
	III	**Unbreakable**	**Reaction**, once per mission: when you would be Downed, you stay at 1 HP instead.
Blademaster	I	**Charging Strike**	+1 attack die on a melee attack if you moved at least 3 squares earlier in this activation.
	II	**Wide Arc**	Every melee weapon you wield has Sweeping Cut. With a katana, the sweep hits up to two other enemies adjacent to you, 1 damage each.
	III	**Perfect Edge**	Once per round, reroll one failed attack die on a melee attack.
Gunline	I	**Focus Fire**	+1 attack die on a ranged attack against an enemy that a hero has already damaged this round.
	II	**Covering Fire**	1 action (not an attack), once per round: choose an enemy in line of sight and in your weapon's range. It rolls 1 fewer attack die (minimum 1) until your next activation.
	III	**Armor-Piercing**	Once per round, the target of your ranged attack rolls 1 fewer defense die (a standard die if it has one; minimum 1).

CIPHER

PATH	TIER	TALENT	EFFECT
Intrusion	I	**Long Reach**	Your wireless hacking range is 12 squares instead of 8.
	II	**Root Access**	+1 die on every hack.
	III	**Zero Day**	Once per mission, one hack succeeds without a roll. Not an offensive hack against an Elite or Boss, and not a mission's goal check.
Disruption	I	**Jam**	Offensive hack (your attack), Mind 2, against a Mechanical enemy in hacking range, not a Boss: it is Stunned.
	II	**Overload**	Offensive hack (your attack) against a Mechanical enemy in hacking range: roll Mind; each success deals 1 damage, no defense roll (at most 3). It may target a Boss.
	III	**Hijack**	Once per mission, offensive hack (your attack), Mind 3, against a Mechanical Grunt or Veteran in hacking range: you choose its actions in its next activation, and it may attack its allies. Then it returns to the GM.
Ghostwork	I	**Sensor Ghost**	+1 die to disable alarms, and you may disable a found alarm wirelessly within hacking range.
	II	**Target Paint**	Utility hack (1 action), once per round: choose an enemy in hacking range. The next hero attack against it this round gains +1 attack die.
	III	**Blackout**	Once per mission, utility hack (1 action), Mind 3: every Mechanical Grunt in hacking range is Stunned, and no alarm can be tripped until the end of the next round.

MAGE

PATH	TIER	TALENT	EFFECT
Elementalist	I	**Shaped Blast**	When you cast Fireball, choose one figure in its area; that figure isn't hit.
	II	**Arc Lightning**	When Lightning damages its target, another enemy within 2 squares of the target takes 1 damage, no defense roll.
	III	**Firestorm**	Once per mission, your Fireball covers a 3×3 area instead of 2×2.
Arcanist	I	**Deep Well**	Your maximum Drain is 1 higher.
	II	**Quick Recovery**	Resting removes 3 Drain instead of 2, or you may spend one action to remove 1 Drain.
	III	**Overchannel**	Once per mission, cast a spell without paying Drain. If it's an attack spell, it gains +2 attack dice.
Warder	I	**Far Shield**	Mana Shield's range is 8, and you may target yourself.
	II	**Lasting Ward**	Mana Shield's die applies to the next two attacks on the target before your next activation, not just the first.
	III	**Sanctuary**	Once per mission, 1 action, Drain 1: until your next activation, heroes within 2 squares of you can't drop below 1 HP.

OPERATOR

PATH	TIER	TALENT	EFFECT
Drone Combat	I	**Coordinated Targeting**	Once per mission, your drone gains +2 attack dice on one attack (v0.7.1 talent; replaces a rejected proposal for a second drone attack).
	II	**Hardpoints**	Your drone has +1 defense die.
	III	**Combat Chassis**	Your drone has +1 attack die and +1 HP.
Field Engineer	I	**Quick Fix**	Each Repair Kit use restores 3 HP instead of 2.
	II	**Turret Mode**	Drone utility action: it locks down. While locked it has +1 attack die and +1 defense die and can't move; it spends an action to unlock.
	III	**Last-Ditch Protocol**	**Reaction**, once per mission: when your drone would be destroyed, it stays at 1 HP and may move up to its Move at once.
Recon	I	**Sensor Sweep**	Drone utility action: the GM reveals every hidden feature within 4 squares of the drone. No Salvage card is drawn, and it doesn't use up anyone's search of the area.
	II	**Spotter**	Enemies your drone can see get no defense die from partial cover against heroes' ranged attacks.
	III	**Recon Pass**	Once per mission, drone utility action: reveal one area anywhere on the map. Its enemies are placed and don't activate this round or the next.

CONDUIT

PATH	TIER	TALENT	EFFECT
Mender	I	**Spirit Mend**	1 action, Drain 1: an adjacent hero (not a Machine) regains 2 HP. A hero healed from Downed still loses their next activation.
	II	**Ward**	1 action, Drain 1: a hero within 4 squares gains +1 defense die until your next activation.
	III	**Call Back**	Once per mission, 1 action: a Downed hero within 6 squares regains 3 HP and doesn't lose their next activation.
Binder	I	**Veil Sight**	+1 defense die against Supernatural and Demonic enemies.
	II	**Rebuke**	Your attack, Drain 1, Will 2: a Supernatural or Demonic Grunt or Veteran within 6 squares and in line of sight is pushed 2 squares directly away from you and Stunned.
	III	**Banishment**	Once per mission, your attack, Drain 2: Will 2 removes a Supernatural or Demonic Grunt or Veteran within 6 squares and in line of sight; Will 3 removes an Elite. Not a Boss.
Spirit Caller	I	**Second Call**	Spirit Bond works twice per mission.
	II	**Spirit Messenger**	1 action: reveal one area within 8 squares, even through walls. Its enemies act normally.
	III	**Spirit Host**	Once per mission, your attack, Drain 2: roll 4 attack dice once; every enemy within 2 squares of you defends separately. Heroes aren't hit.

SPECTER

PATH	TIER	TALENT	EFFECT
Shadow	I	**Soft Tread**	You don't set off unfound traps or alarms by entering them. Hazards still hurt.
	II	**Fade**	1 action, once per round, with no enemy adjacent: until your next activation, enemies more than 2 squares away can't target you.
	III	**Ghost Walk**	+1 Speed, and you may move through enemies' squares (you can't end in one).
Assassin	I	**Backstab**	+1 attack die on a melee attack against an enemy adjacent to another hero.
	II	**Find the Gap**	Once per round, the target of your melee attack rolls 1 fewer defense die (a standard die if it has one; minimum 1).
	III	**Death Mark**	Once per mission, after your melee attack damages a Grunt, you may remove it; or after it damages a Veteran, you may deal it 2 more damage.
Saboteur	I	**Light Fingers**	Twice per mission, when you search, you may draw two Salvage cards, resolve one and shuffle the other back.
	II	**Rigged Charge**	Twice per mission, 1 action: place a trap on an empty adjacent square. An enemy that enters it sets it off (trap attack, 3 dice); this is an exception to enemies never setting off traps.
	III	**Breaching Charge**	Once per mission, your attack: either 4 attack dice rolled once against every figure in a 2×2 area within 6 squares (allies included, each defends separately), or destroy a closed or locked door adjacent to you, unless the mission's objectives name that door.

CHAPTER 13

CYBERNETICS AND TECHNOLOGY

Implants that trade humanity for an edge, and the decks that open any door.

/// CYBERWARE

Cyberware is installed in the body. Every hero has a **cyberware capacity of 4**; each implant uses some of it. You cannot install duplicate implants unless a rule explicitly allows it.

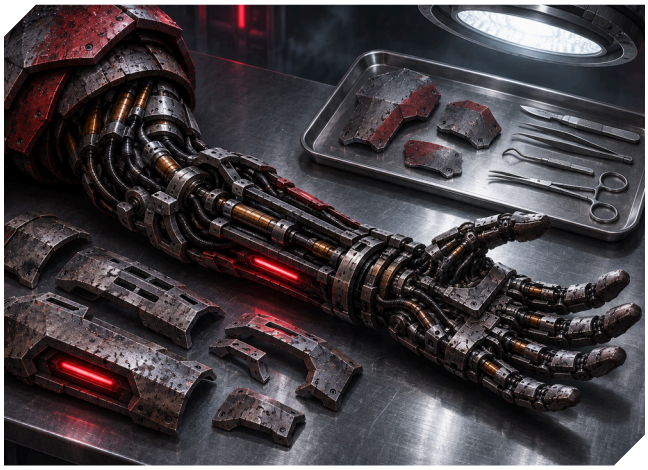
IMPLANT	CAPACITY	EFFECT
Cybereyes	1	+1 die on visual Perception checks
Smartlink	1	+1 attack die with a compatible gun
Neural Interface	1	+1 die on direct hacks
Reflex Booster	2	Once per round, +1 defense die
Dermal Armor	2	+1 defense die
Cyberclaws	2	Integrated melee weapon, 3 attack dice
Muscle Augmentation	2	+1 die on strength-related Body checks
Wired Reflexes	3	Once per mission, +3 Move

All defense bonuses from cyberware count toward the 6-die defense cap, and attack bonuses toward the +3 limit.

CYBERWARE AND MAGIC

Cyberware interferes with spellcasting. The more capacity you use, the lower your maximum Drain:

CAPACITY USED	MAXIMUM DRAIN	−1 DIE THRESHOLD
0–1	6	5
2–3	5	4
4	4	3



GENERATED ART · AWAITING OWNER REVIEW

/// HACKING

Hacking uses the **Hack** action and a **Mind** check: roll D6s equal to your Mind, and each 5 or 6 is a success.

- **Connection.** A cyberdeck connects **wirelessly within 8 squares and line of sight**. Without a deck, or beyond that, you need **direct access**: be adjacent to the system, or work through a network that has explicitly been compromised.
- **Hacking kit.** A connected hacking kit adds +1 die at a terminal.
- **Thresholds.** The mission sets the number of successes needed. As a guide:

SYSTEM	SUCCESSES
Basic lock	1
Camera or alarm	2
Turret, drone or encrypted data	3
Military network	4

OFFENSIVE AND UTILITY HACKS

Offensive hacks, such as disabling a turret or jamming a drone, use the activation's one attack. **Utility hacks**, such as opening a door or downloading data, do not.

- **Failure** triggers an alarm **only if the mission says so**.
- A successful hack never grants **permanent control** of an enemy unless an ability explicitly allows it.

EXAMPLE /// GHOST PROTOCOL

The Cipher (Mind 5) attempts to download the archive, which needs 3 successes. They roll five dice: 6, 5, 3, 2, 1, two successes. Ghost Protocol lets them reroll one failed die once per round: the 3 becomes a 5. Three successes; the data is secured.



GENERATED ART · AWAITING OWNER REVIEW



PART V

OPPOSITION AND MISSIONS

Five families of enemies in four threat tiers, how missions are built and how to run them.

/// ENEMIES AND THREAT TIERS /// MISSIONS /// RUNNING THE GAME

GENERATED ART · AWAITING OWNER REVIEW

CHAPTER 14

ENEMIES AND THREAT TIERS

Five families, four tiers, and every one of them acts on its own.

/// HOW ENEMIES WORK

Every enemy miniature activates **individually** and is controlled by the GM, who chooses its tactics. Enemies follow the same core rules as heroes: two actions, at most one attack, line of sight for ranged attacks. Enemies defend with **black shields**, using the defense printed on their card.

TRAITS ONLY WHERE PRINTED

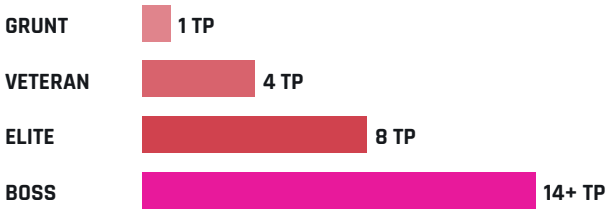
Family traits are not universal. An enemy has an ability such as Machine, Ethereal, Regeneration or Fearsome only if its card says so.

/// FAMILIES

FAMILY	TYPICAL THREATS
Metahuman	Corporate security, cybernetic killers
Mechanical	Drones, androids, war machines
Demonic	Creatures from beyond the rift
Supernatural	Spirits, wraiths, elementals
Monster	Ghouls, mutants and worse

/// THREAT TIERS

Every family can field four tiers. **Threat points (TP)** measure an enemy's danger and set the budget for a mission's opposition PROVISIONAL.



Threat points by tier. Bosses cost 14 or more; the War Machine costs 16.

TIER	TP	ROLE
Grunt	1	Numerous and fragile, but every Grunt activates on its own. Standard dice only
Veteran	4	Tougher, often with a support ability. 1 power die in attack and 1 in defense PROVISIONAL
Elite	8	A serious threat to the whole team. 2 power dice in attack and 2 in defense PROVISIONAL
Boss	14+	A mission centrepiece. 3 power dice in attack and 3 in defense PROVISIONAL. Boss phases may change abilities, but never grant extra attacks

NEVER UNDERESTIMATE GRUNTS

Because each miniature gets its own activation, a handful of 1-TP Grunts can be more dangerous than their cost suggests.

/// BESTIARY PROVISIONAL

All statistics are playtest values. Range "Melee" means the enemy attacks adjacent targets.



GENERATED ART · AWAITING OWNER REVIEW

METAHUMAN

METAHUMAN · GRUNT

CORPORATE GUARD — 1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
2	6	3	2	8

Rifle Butt: melee, 1 attack die against an adjacent target (owner 2026-11-09, PROVISIONAL)

METAHUMAN · VETERAN
SECURITY SERGEANT
4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
4	6	4 (1 BLACK)	3 (1 BLUE)	14

Command: +1 attack die to ally Grunt once/round

METAHUMAN · ELITE
CYBERNETIC ASSASSIN
8 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
7	8	5 (2 BLACK)	3 (2 BLUE)	Melee

Blade Rush: move 2 after attack

MECHANICAL

MECHANICAL · GRUNT · SMALL
SECURITY DRONE
1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
2	7	2	2	8

Hover

MECHANICAL · VETERAN
COMBAT ANDROID
4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
5	6	4 (1 NAVY)	3 (1 YELLOW)	10

Machine

MECHANICAL · BOSS · HUGE 3×3
WAR MACHINE
16 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
14	5	6 (3 NAVY)	5 (3 YELLOW)	14

Ignore first damage once/round; vulnerable to disruption

Machine: immune to poison, bleeding and biological healing.

DEMONIC

DEMONIC · GRUNT · SMALL
IMP
1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
1	7	2	1	Melee

Skitter through enemy squares

DEMONIC · VETERAN
HELLHOUND
4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
4	8	3 (1 ORANGE)	2 (1 BLUE)	Melee

Hellfire Bite: Burning

DEMONIC · ELITE · LARGE 2×2
INFERNAL KNIGHT
8 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
8	6	5 (2 ORANGE)	4 (2 GREY)	Melee

Infernal resistance, Fear

SUPERNATURAL

SUPERNATURAL · GRUNT
RESTLESS SPIRIT
1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
2	7	2	1	Melee

Ethereal through walls

SUPERNATURAL · VETERAN
WRAITH
4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
4	7	3 (1 WHITE)	2 (1 YELLOW)	Melee

Soul Drain: target Move -2

SUPERNATURAL · ELITE · LARGE 2×2

STORM ELEMENTAL

8 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
7	7	4 (2 WHITE)	3 (2 YELLOW)	8

Lightning Form: harm adjacent attacker once/round

Ethereal: passes through obstacles but cannot end its movement inside one.

MONSTER

MONSTER · GRUNT

GHOUL

1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
2	7	2	1	Melee

Feral Rush: +1 die if moved 3 this activation

MONSTER · VETERAN · LARGE 2×2

MUTANT BRUTE

4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
5	5	4 (1 LIME)	2 (1 BLUE)	Melee

Smash: push 1

MONSTER · ELITE · LARGE 2×2

TOXIC ABOMINATION

8 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
8	5	5 (2 LIME)	3 (2 BLUE)	Melee

Toxic Blood: Body check or poisoned

/// ENEMY SUMMARY

ENEMY	FAMILY	TIER	SIZE	HP	MOVE	ATK	DEF	RANGE	TP
Corporate Guard	Metahuman	Grunt	Medium	2	6	3	2	8	1
Security Sergeant	Metahuman	Veteran	Medium	4	6	4 1 BLACK	3 1 BLUE	14	4
Cybernetic Assassin	Metahuman	Elite	Medium	7	8	5 2 BLACK	3 2 BLUE	Melee	8
Security Drone	Mechanical	Grunt	Small	2	7	2	2	8	1
Combat Android	Mechanical	Veteran	Medium	5	6	4 1 NAVY	3 1 YELLOW	10	4
War Machine	Mechanical	Boss	Huge	14	5	6 3 NAVY	5 3 YELLOW	14	16
Imp	Demonic	Grunt	Small	1	7	2	1	Melee	1
Hellhound	Demonic	Veteran	Medium	4	8	3 1 ORANGE	2 1 BLUE	Melee	4
Infernal Knight	Demonic	Elite	Large	8	6	5 2 ORANGE	4 2 GREY	Melee	8
Restless Spirit	Supernatural	Grunt	Medium	2	7	2	1	Melee	1
Wraith	Supernatural	Veteran	Medium	4	7	3 1 WHITE	2 1 YELLOW	Melee	4
Storm Elemental	Supernatural	Elite	Large	7	7	4 2 WHITE	3 2 YELLOW	8	8
Ghoul	Monster	Grunt	Medium	2	7	2	1	Melee	1
Mutant Brute	Monster	Veteran	Large	5	5	4 1 LIME	2 1 BLUE	Melee	4
Toxic Abomination	Monster	Elite	Large	8	5	5 2 LIME	3 2 BLUE	Melee	8

ABILITIES STILL BEING DEFINED

Feral Rush: +1 attack die if the Ghoul moved at least 3 squares this activation before attacking. **Smash:** when it deals damage, push the target 1 square directly away; if that square is blocked, the target takes 1 extra damage instead; only figures of the Brute's size or smaller can be pushed PROVISIONAL.

Several enemy abilities still name an effect without full rules: Hover, "vulnerable to disruption", Infernal resistance and Fear. Until they are defined, the GM rules on them at the table.

CHAPTER 15

MISSIONS

How a job is put together: briefing, opposition, objectives, triggers and the way out.



GENERATED ART · AWAITING OWNER REVIEW

ANATOMY OF A MISSION

Every mission follows the structure used by Checkpoint Breach:

1. **Briefing.** What the team has been hired to do, and why.
2. **Setup.** The terrain, where the heroes deploy, where the enemies start, and the enemies' awareness.
3. **Opposition.** The enemies present at the start, and any reinforcements, budgeted in threat points.
4. **Objectives.** The tasks the team must complete, each with its action cost and the check it needs.
5. **Triggers.** Mission-specific events, such as an alarm that brings reinforcements. Reinforcements first activate in the round after they arrive PROVISIONAL.
6. **Hidden features and search notes.** The traps, alarms, hazards and hidden passages marked on the GM's map (Chapter 6), the mission's **patrol** enemy and where patrols arrive, and anything extra a room holds for the first hero to search it PROVISIONAL.
7. **Victory and defeat.** What the team must achieve, and what happens if every hero is Downed.

BUILDING THE OPPOSITION

PROVISIONAL

Budget enemies for a team of four heroes by threat points. **Include reinforcements in the budget.**

DIFFICULTY	TP BUDGET
Easy	3–4
Standard	5–7
Hard	8–10
Deadly	11+

Checkpoint Breach starts at 7 TP (Standard) and can rise to 9 TP (Hard) if reinforcements arrive.

A **long mission** spreads its enemies through several rooms, so the team rarely fights them all at once, and searching adds patrols. Such a mission can carry about one and a half times the budget for its difficulty. *The Threshold* campaign's multi-room missions are budgeted this way PROVISIONAL.

OBJECTIVES AND CHECKS

Objectives are resolved with skill checks (Chapter 3) and hacks (Chapter 13). **The mission sets the threshold**; the general hacking table is only a guide. Give each objective an action cost and say whether it can be retried.

TRIGGERS BELONG TO THE MISSION

Consequences such as alarms and reinforcements happen only when the mission says so. A failed hack does not set off an alarm unless the mission includes that trigger.

VICTORY, DEFEAT AND CONSEQUENCES

Missions define success, such as securing an objective and extracting. When every hero is Downed, the outcome is narrative and set by the mission: capture, injury or failure. No rule requires a hero's death.

AFTER THE MISSION DRAFT

Operatives earn advancement points: 2 for a failure, 3 for a success, 4 for a major success (Chapter 4).

CHAPTER 16

RUNNING THE GAME

Advice for the GM: playing the opposition, making rulings and keeping the game moving.



/// YOUR ROLE

The GM runs the world: describes the scene, sets up the terrain, plays every enemy and adjudicates the rules. You are not the heroes' opponent so much as the mission's. Your aim is a tense, fair job that the team can win through good tactics.

/// PLAYING THE ENEMIES

- **You choose every enemy action.** There is no enemy AI and no morale script. Play enemies the way they would act: guards take cover and focus on the closest threat; creatures may charge.
- **Activate one miniature at a time.** Never move a group together, even identical Grunts.
- **Decide awareness before round one.** Unaware enemies let the heroes act first. Establish an ambush only when the story supports it.
- **Track damage per miniature.** One card describes every miniature of a type; use tokens or scrap paper for each figure's damage.

/// MAKING RULINGS

Voidraider is pre-playtest, and some situations are not yet covered. When one comes up:

1. Make a quick, reasonable ruling and apply it consistently for the rest of the session.
2. Do not invent new mechanics or modifiers; stay inside the two-action, one-attack framework.
3. Note the situation for the design team.

Many early open questions are now settled (line of sight at corners, moving through figures, Medkit range, area attacks and allies, carrying objectives). New ones will come up; note them.

/// PACING

- Keep activations brisk. If a player is unsure, suggest the obvious move.
- Describe hits and blocks in a sentence: the dice are fast, so the fiction can be too.
- Remember that the Operator trades their own activation to use the drone; do not count the drone as an extra activation.

/// RECORDING PLAYTEST FEEDBACK

After each session, answer the five core questions:

1. Did combat move quickly?
2. Did each archetype contribute something useful?
3. Did cover and armor feel balanced?
4. Was hacking frustrating or satisfying?
5. Did controlling a drone instead of the Operator feel worthwhile?

Also record the rounds played, time per round, total attacks, heroes Downed, objective attempts, whether reinforcements arrived, any confusing or forgotten rules, the best tactical moment, one rule to remove, one missing rule, and one suggested change.



PART VI

CHECKPOINT BREACH

Your first mission. Four pregenerated operatives, one guarded checkpoint and a data archive that must not stay where it is.

/// CHECKPOINT BREACH

ORIGINAL VECTOR ART

CHAPTER 17

CHECKPOINT BREACH

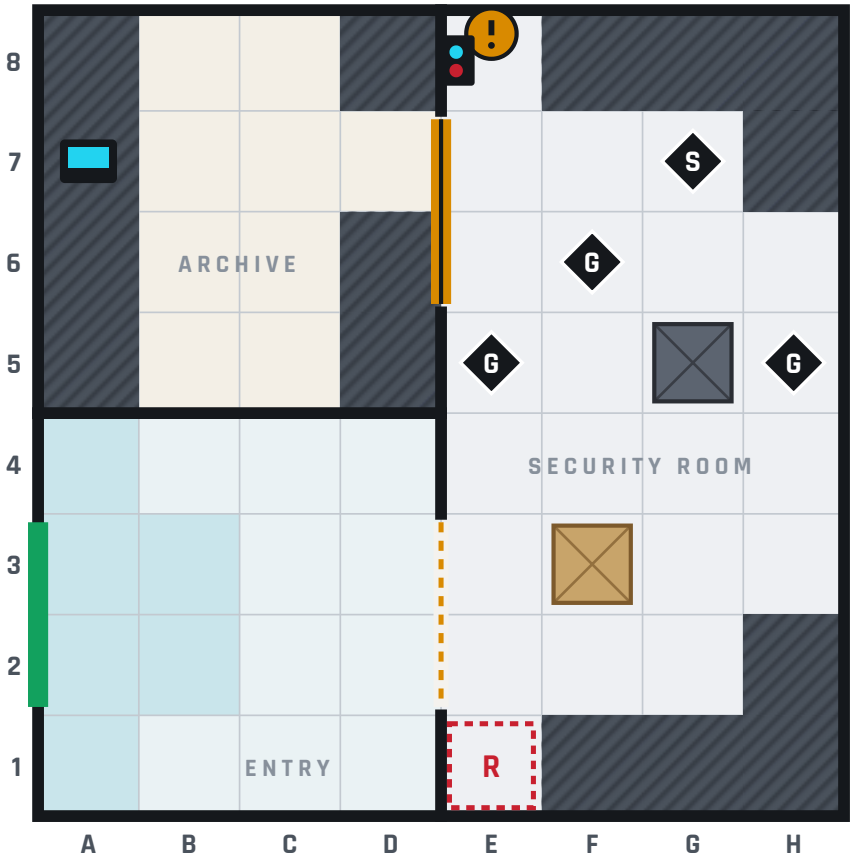
Operation Silent Entry. Four operatives, 45–60 minutes, one stolen archive.

/// BRIEFING

A corporate research facility is holding a stolen, encrypted data archive. Infiltrate the checkpoint, retrieve the archive and get it back to the extraction point.

Heroes: the four pregenerated operatives: Warden, Cipher, Mage and Operator, with the combat drone (Chapter 5). **Duration:** 45–60 minutes. **Terrain:** the 8 × 8 playtest map below (four 4 × 4 modules): an entry, a security room and an archive room, with cover crates, a security door and a terminal.

/// SETUP



Checkpoint Breach map (owner, 2026-11-09 PROVISIONAL): the playtest kit's 8 × 8 GM map, four 4 × 4 modules. Heroes deploy in the shaded entry squares (A1–A4, B2–B3). Guards (G) and the Sergeant (S) start in the security room; the security door opens from the panel at E8, which also controls the alarm; the archive terminal is at A7; reinforcements enter at R (E1). Crates: partial (brown) and heavy (grey) cover.

1. Deploy the four heroes and the drone in the entry squares.
2. Place **3 Corporate Guards** and **1 Security Sergeant** in the security room. Starting opposition: **7 TP**.
3. Place the terminal behind a closed security door. Arrange crates as partial or heavy cover.
4. The extraction point is the entry; reinforcements enter at E1.

5. Decide whether the guards are aware of the team. The heroes act first unless you establish an ambush.

///OPPOSITION

METAHUMAN · GRUNT
CORPORATE GUARD
1 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
2	6	3	2	8

Rifle Butt: melee, 1 attack die against an adjacent target (owner 2026-11-09, PROVISIONAL)

METAHUMAN · VETERAN
SECURITY SERGEANT
4 TP

HP	MOVE	ATTACK	DEFENSE	RANGE
4	6	4 1 BLACK	3 1 BLUE	14

Command: +1 attack die to ally Grunt once/round

///OBJECTIVES

TASK	COST	CHECK	RESULT
Security door	1 action	Mind · 2	Open door
Disable alarm	1 action	Mind · 2	Prevent reinforcements
Download archive	1 action	Mind · 3	Data secured
Medkit	1 action + use	None	Restore 2 HP (self or adjacent); may revive Downed
Repair drone	1 action + use	None	Restore 2 drone HP (adjacent)

All checks roll Mind D6s; each 5 or 6 is a success. A failed check uses the action, and the hero may try again. The Cipher's cyberdeck can hack the **terminal and the alarm wirelessly** within 8 squares and line of sight; other heroes must be adjacent. The security door can also be opened from its adjacent panel.

THE ALARM

If an archive download **fails while the alarm is active**, **2 more Corporate Guards** enter at the reinforcement point at the start of the next round. This happens once only and raises the opposition to a maximum of **9 TP**. Disabling the alarm first prevents it. This trigger belongs to this mission; it is not a general hacking rule.

///VICTORY AND DEFEAT

- **Victory:** the archive is downloaded **and** at least one conscious hero carrying it reaches the extraction point.
- **Defeat:** if every hero is Downed, the team is captured. This is a narrative consequence; no hero dies.
- **Out of time** PROVISIONAL: if the archive hasn't left by the end of **round 10**, the mission fails.

///GM NOTES

- Alternate individual activations, hero then enemy. Every miniature has two actions and at most one attack.
- Heroes block on white shields; the Guards, the Sergeant and the drone block on black.
- Use the Sergeant's Command each round to make one Guard's attack count.
- Track for feedback: archive attempts, time per round, damage to heroes and how useful the drone was.

RULINGS YOU MAY NEED

The archive: the hero who downloads it carries it. It can't be handed between conscious heroes; if the carrier is Downed, an adjacent ally may take it with one action PROVISIONAL. **The alarm starts active** (as in session 2), and the map above is the scenario's map (owner, 2026-11-09).

REFERENCE

QUICK REFERENCE

The rules you will look up most, on two pages.

/// ROUND SEQUENCE

1. GM decides enemy awareness. Heroes act first unless there is an ambush.
2. Alternate individual activations: one hero, one enemy.
3. When a side runs out, the other side finishes its activations.
4. Start the next round.

/// ACTIONS (TWO PER ACTIVATION, AT MOST ONE ATTACK)

ACTION	NOTES
Move	Up to Speed (default 6) squares; diagonals cost 1 PROVISIONAL
Attack	Weapon dice; melee adjacent; ranged needs LOS
Cast	Offensive spells are attacks; pay Drain
Hack	Mind check; offensive hacks are attacks
Interact / Use gear	Doors, panels, terminals, Medkit, Repair Kit
Search PROVISIONAL	No enemy in sight; once per hero per area. Reveals hidden features, draws a Salvage card

/// ATTACK SEQUENCE

1. Roll attack dice and count skulls.
2. Target rolls defense dice (plus cover).
3. Heroes block on white shields; enemies block on black.
4. Each unblocked skull = 1 damage.
5. Power dice PROVISIONAL: a named power die replaces a standard die; double faces count twice.

/// CAPS AND COVER

RULE	VALUE
Hero base defense	2 dice + armor
Hero defense cap	6 dice
Enemy defense cap	6 dice PROVISIONAL
Attack bonus cap	+3 dice above base
Partial cover	+1 defense die (cover square adjacent to the target, on the line of sight) PROVISIONAL
Heavy cover	+2 defense dice
Full cover	Blocks direct ranged LOS

/// RANGE AND LINE OF SIGHT

- Range = the larger of the horizontal and vertical distance.
- No range penalty.
- Walls and closed doors block LOS.
- Ranged attacks against adjacent targets need **Compact**.
- Size PROVISIONAL: Large 2×2, Huge 3×3, Gargantuan 4×4. Measure to or from any occupied square.

/// CHECKS PROVISIONAL

Roll D6 equal to the attribute; each 5–6 is a success. Easy 1, Standard 2, Hard 3, Extreme 4.

/// DRAIN

TRACK	EFFECT
Maximum	6 (5 with cyberware 2–3; 4 with cyberware 4)
Maximum – 1 or higher	–1 die on every roll (min 1) PROVISIONAL
At maximum	Only 0-Drain spells
Rest (both actions)	Remove 2 Drain

/// HACKING THRESHOLDS (GUIDE)

Basic lock 1 · camera or alarm 2 · turret, drone or encrypted data 3 · military network 4. Mission thresholds override.

/// THREAT

TIER	TP	DIFFICULTY	BUDGET
Grunt	1	Easy	3–4
Veteran	4	Standard	5–7
Elite	8	Hard	8–10
Boss	14+	Deadly	11+

/// NEVER IN VOIDRAIDER

No universal Brace · no opportunity attacks · no reactions except printed abilities · no ammunition tracking, reloads or extended magazines · no grouped enemy activations.

REFERENCE

GLOSSARY

Every game term, defined once.

ACTION
One of the two things a miniature does when it activates: Move, Attack, Interact, Search, Cast, Hack, Use gear or a card action.

ACTIVATION
A single miniature's turn within a round, consisting of two actions.

ADJACENT
Touching along an edge or at a corner; every square has eight adjacent squares.

ADVANCEMENT POINTS (AP)
Points earned after a mission and spent on talents, attributes, skills and spells DRAFT.

AMBUSH
A GM-established situation in which an enemy takes the first activation of round one.

ARCHETYPE
One of the six operative types: Warden, Cipher, Mage, Operator, Conduit or Specter.

AREA ATTACK
An attack that affects every figure in an area, such as a 2×2 square. The attacker rolls once; each figure defends separately PROVISIONAL.

ATTACK
An action that rolls combat dice against a target. Limited to one per activation; includes offensive spells and offensive hacks.

ATTACK BONUS CAP
Bonuses can add at most +3 dice above a weapon or spell's base dice.

ATTRIBUTE
Body, Agility, Mind, Will or Presence, rated 1–5; the number of D6s rolled for a check.

BLACK SHIELD
The combat die face that enemies, and drones, use to block skulls. One face per die.

BOSS
The highest threat tier, 14 or more TP PROVISIONAL.

CHECK
A roll of D6s equal to an attribute; each 5 or 6 is a success.

COMBAT DICE
Six-sided dice with three skull, two white-shield and one black-shield faces. See also power die.

COMPACT
A weapon trait that allows ranged attacks against adjacent targets.

COMPANION
A drone or summoned spirit that activates in place of its controller.

CONDITION
An ongoing effect such as Burning or Stunned DRAFT.

COVER
Terrain that adds defense dice (partial +1, heavy +2) or blocks line of sight (full). Counts only where the line of sight passes through a cover square adjacent to the target PROVISIONAL.

CREDITS
The team's shared money, found on Salvage cards and paid for missions; spent on supplies between missions in a campaign PROVISIONAL.

CYBERDECK
A hacking device that connects wirelessly within 8 squares and line of sight.

CYBERWARE
Implants installed within a capacity of 4; reduces maximum Drain.

DEFENSE
The dice a target rolls automatically against an attack.

DEFENSE CAP
A hero's defense pool never exceeds 6 dice.

DOUBLE FACE
A power-die face showing two symbols; it counts twice PROVISIONAL.

DOWNED
The state of a hero at 0 HP: cannot act until healed; not dead. Enemies can't target a Downed hero, and a hero healed from Downed loses their next activation PROVISIONAL.

DRAIN
The cost of casting spells, tracked from 0 to a maximum of 6 or less.

ELITE
The third threat tier, 8 TP PROVISIONAL.

FAMILY
One of the five enemy groups: Metahuman, Mechanical, Demonic, Supernatural and Monster.

GM
The game master, who runs the mission and controls every enemy.

GRUNT
The lowest threat tier, 1 TP.

HACK
An action that makes a Mind check against a system.

HIDDEN FEATURE
A hidden passage, trap, hazard or alarm marked on the GM's map, revealed by a search or by setting it off PROVISIONAL.

HIT POINTS (HP)
The damage a miniature can take before it is Downed (hero) or removed (enemy).

LINE OF SIGHT (LOS)
An unblocked line from attacker to target, needed for ranged attacks.

MELEE
An attack against an adjacent target.

MINIATURE
Any hero, enemy or companion figure on the board.

MISSION
A self-contained job with a briefing, setup, opposition, objectives and victory conditions.

MOVE
An action that moves a miniature up to its Speed in squares.

OFFENSIVE HACK
A hack that harms or disables an enemy system; counts as the attack.

PATROL
An enemy brought by the Patrol Salvage card or an alarm; each mission names its patrol enemy PROVISIONAL.

POWER DIE
A combat die with a different set of faces, such as the Black die, which a card names in place of one standard die; double faces count twice PROVISIONAL.

RANGE
The larger of the horizontal and vertical distance between two squares.

ROUND
The period in which every miniature activates once.

SALVAGE DECK
The 24 cards drawn when searching: credits, one-use items and a few bad surprises PROVISIONAL.

SEARCH
An action that reveals an area's hidden features and draws a Salvage card; only with no enemy in sight, once per hero per area PROVISIONAL.

SIGNATURE ABILITY
The unique ability that defines an archetype.

SIZE
How many squares a figure occupies: Small and Medium 1, Large 2×2, Huge 3×3, Gargantuan 4×4 PROVISIONAL.

SKULL
The combat die face that scores a hit. Three faces per die.

SPEED
The number of squares a Move covers; default 6.

SUCCESS
A D6 showing 5 or 6 in a check.

TALENT
An ability bought with advancement points along an archetype's talent paths DRAFT.

THREAT POINTS (TP)
The measure of an enemy's danger and of a mission's opposition budget.

TIER
An enemy's threat level: Grunt, Veteran, Elite or Boss.

TRAP ATTACK
3 attack dice against a hero who sets off a trap; cover doesn't count PROVISIONAL.

UPGRADE LEVEL
A purchased improvement that converts one of an item's or attack spell's standard dice into its power die; bought with AP PROVISIONAL.

UTILITY HACK
A hack such as opening a door or downloading data; not an attack.

VETERAN
The second threat tier, 4 TP PROVISIONAL.

WHITE SHIELD
The combat die face that heroes use to block skulls. Two faces per die.

/// INDEX

A

Action 52
Actions 21
Actions (two per activation, at most one attack) 50
Activation 52
Adjacency and melee 23
Adjacent 52
Advancement 11
Advancement points (AP) 52
After the mission 45
Ambush 52
Ammunition 26
Anatomy of a mission 45
Ancestries 11
Archetype 52
Area attack 52
Area attacks 26
Armor 30
Attachments 32
Attack 52
Attack bonus cap 52
Attack bonuses 25
Attack sequence 50
Attacks and defense 9
Attribute 52
Attributes 11

B

Bestiary 42
Black shield 52
Boss 52
Briefing 48
Building an operative 11
Building the opposition 45

C

Caps and cover 50
Cards and sheets 8
Check 52
Checks 50
Checks and successes 9
Cipher 15
Combat dice 7
Combat drone 34
Compact 52
Companion 52
Companions 22
Condition 52
Condition list 27
Conduit 18
Cover 25
Credits 52
Cyberdeck 52
Cyberware 39
Cyberware and magic 39

D

Defense 52
Defense cap 52
Defense dice 25
Demonic 43
Disciplines 33
Double face 52
Downed 52
Downed, healing and defeat 26
Draft spell list 33
Drain 33

E

Elite 52
Enemy summary 44

F

Families 42
Family 52

G

General principles 27
GM notes 49
Grunt 52

H

Hack 52
Hacking 39
Hacking thresholds (guide) 51
Hidden feature 53
Hit points (HP) 53
Hit points and Downed 9
How enemies work 42
How the game plays 6
How to use this book 6

I

Inventory 31

L

Line of sight 24
Line of sight (LOS) 53

M

Mage 16
Magic 33
Making an attack 25
Making rulings 46
Mechanical 43
Melee 53
Melee weapons 29
Metahuman 42
Miniature 53
Mission 53
Monster 44
Move 53
Moving 23

N

Never in Voidraider 51

O

Objectives 49
Objectives and checks 45
Offensive hack 53
Operator 17
Opposition 49
Ordinary dice 8
Other key terms 9

P

Pacing 46
Patrol 53
Playing the enemies 46
Playtest 001 spells 33
Power dice 7
Power die 53

R

Range 23
Range and line of sight 50
Ranged weapons 29
Reactions 26
Recording playtest feedback 46
Round 21
Round sequence 50
Rounds, activations and actions 9

S

Salvage deck 31
Scout drone 34
Search 53

Searching 21
Setup 48
Sides and miniatures 9
Signature abilities 33
Signature ability 53
Size 24
Skull 53
Specter 19
Speed 53
Spell upgrades 34
Squares and distance 9
Success 53
Supernatural 43
Supplies and credits 11
Switching weapons 30

T

Talent 53
Talent paths 12
Talents 34
Threat 51
Threat points (TP) 53
Threat tiers 42
Tier 53
Trap attack 53

U

Upgrade level 53
Upgrades 30
Utility gear 31
Utility hack 53

V

Veteran 53
Victory and defeat 49
Victory, defeat and consequences 45

W

Warden 14
Weapon traits 29
What is Voidraider? 6
What you need 7
Where conditions come from 27
White shield 53
World 6

Y

Your role 46



VOIDRAIDER

Cybernetically enhanced operatives, hackers, spellcasters, machine controllers and supernatural specialists take the jobs conventional forces cannot. Two actions. One attack. Every miniature counts.

PRE-PLAYTEST EDITION — v0.1 · Not for sale · Rules subject to change