



SHIFTSTORM





INTRODUCTION

SHIFTSTORM pits *Specialist Strike Teams* against each other in ruthless combat across the Warfront: the countless worlds caught in the wake of the Sons of Ord onslaught.

Fight for survival, reap the rewards and live to fight another day.
superhumans, distant future.

CREDITS

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BACKGROUND

TRANSHUMANITY

Superhumans, called transhumans (h+) in the THON universe, are immortal half-digital hybrids that have evolved from natural human mutation and hyper-advanced Artificial Intelligence.

The result is a h+ capable of transferring their consciousness, memories and abilities from one body to another, or to a vehicle, capital ship, or simply a trusty sword. The consciousness is stored within a nigh-impervious finger-sized cylinder called a **Core Bolt** that is inserted into the spine through the back of the neck and interfaces directly with the h+ brain. These bolts store the personality matrix which can be and is regularly backed up to local storage locations and larger more secure **Knowledge Vaults** throughout the galaxy called *knownspace*.

That is, until the Sons razed the Acquiry - the interstellar communication and transportation network that allowed for the constant backup of these systems.

Now, without the Acquiry, small bands have allied together to recover the lost **Core Bolts** and restore the Acquiry to save *transhumanity*.

Once immortal, now threatened to extinction, the superhumans battle for their very survival.

WARFRONT WORLDS

Countless worlds were cast into darkness when the Acquiry was shut down. Most notable were the h+ strongholds known as STARLIGHT. Each of these massive, artificial fortress-worlds houses a unique SOUL CORE - the encrypted consciousness of three of the world's FIRST FOUNDERS. The CORE acts as guide, leader and council. The CORE's hybrid offspring, the LAR, is created from the genetic code of the founders, and acts as the world's Lord.





Heavily modified and up-armored Syndication ADU assaulting Installation 62 with support from R3BEL Guardians. The assault was unsuccessful and the attackers repelled.

SHIFTSTORM

SHIFTSTORM

In the wake of the Son's of Ord onslaught of the Warfront Worlds and the razing of the Acquiry, massive galaxy-spanning Shiftstorms erupted from the failing networks' death throes, casting civilian travelers, infrastructure support systems, warships and entire planets across space and time. Most were shredded between reality and the void. Many were trapped in a perpetual virtual prison. Others, merely shards of their personalities remaining, were thrown into realspace unable to communicate or even recognize their own functions properly. Others still, slammed into one another - datafiles and consciousnesses merged into entirely new, often twisted beings.

The lucky and skilled formed small strike teams and set out to recover as much resource, data and survivors as they could before the next Shiftstorm hits.

SETUP

PLAY AREA

SHIFTSTORM should be played on a 4x4 ft table with plenty of cover, buildings or natural landscapes and props, as the majority of locations will be city ruins in the wake of the onslaught or far flung worlds yet undiscovered...

You will need dice, character sheets, rulers or a tape measure, turn counter, and pens or pencils for marking consumables and experience.

STRIKE TEAM

The Strike Team is made up of Characters from the tables below. Agree with your opponent on a point value for the game (generally 6-10 models and approx. 200 points.) Then build your strike team, select upgrades and equipment, discuss the terrain features and roll for game type. As always, have fun!

STATS

Each character has seven Stats representing their overall battlefield efficiency;

Shooting	(S)	Accuracy with Ranged Weapons. Compare Shooting to Movement.
Combat	(C/Co)	Close Combat. Roll (CombatStat) D6, Compare to target Combat Sat.
Movement	(M)	Speed and Initiative, Move a number of inches = Move Stat.
Armor	(A)	Health, Toughness and Armor.
Flash/Fury	(F)	Ability to commune with the Core. Rare and Powerful.
Access	(Ac)	Ability to commune with the Acquiry and/or Awareness.
Valor/Vigor	(V)	Leadership, Will, Charisma.





Relic UBT Armor is pulled from storage units uncovered after an ANDIRAN Expedition near KWATHOS





FIREBRANDS 'Armored Combat' Unit and SURVEYORS on the outskirts of STARLIGHT KALA just after the SONS assault.

SHIFTSTORM

ACTIONS

Each character may take up to two (2) actions per turn during their activation. A character activates in **Movement Stat** order from highest to lowest. This is referred to as **Movement: Initiative**.

Some Equipment or Skills may modify or replace the character's Initiative. If opposing models are tied, both players roll 2D6 and add the character's Valor or Vigor (V) Stat to the roll. The highest total wins.

Available Actions are:

Shoot	Roll a number of D6 equal to the weapon's Rate of Fire. (RoF)
Move	Move a number of inches equal to the characters Move Stat.
Combat	Roll a number a dice equal to the Character's Combat Stat.
Charge	Charge twice the Move Distance, must end in Combat.
Skill	Roll 2D6, if passed (see table below), resolve the Skill's effects.
Flash/Fury	Special Skills for particularly unique or special abilities.

SKILL TESTS

When taking a Skill Test, roll 2D6 and compare the result to the relevant stat.

Example: A character with a stat of 5 will require a roll of 7+ to pass. A roll of 2 (snake eyes) always fails.

STAT	ROLL
0	12
1	11+
2	10+
3	9+
4	8+
5	7+
6	6+
7	5+
8	4+
9	3+
10	3+*

**may reroll misses*

GAMEPLAY

TURN SEQUENCE

First, roll for a mission or select one from the table below. Next, players alternate placing characters on the board. Characters must be placed within 12in from their controlling players table edge. Lastly, place Covert characters.

Characters activate in Move Stat order, highest going first. If Characters are tied, take an opposed Valor test on 2D6 adding each character's Valor stat to the result. The highest total wins.

Once all characters have taken their (2) Actions, the turn ends and a new turn begins. Update the turn counter (we use a D6), calculate any per-turn effects, like objective scoring or Damage Over Time effects (ie: Pestilence or Caustic). Calculate the highest character initiative and begin the next turn.

SHOOTING, COMBAT/CHARGE, REFLEX

When a character takes a Shooting Action, first declare the target, check for a clear line of sight, then roll a number of D6 equal to the weapon's RoF. Compare the character's Shooting (S) Stat to the target character's Move (M) Stat and calculate hits. **Equal Stats hit on 4+**. If the Shooting Stat is +1, then hits on 3+, if it is -1, then 5+, and so on. Target's that haven't moved are hit on 2+. Once hits are rolled, next compare the Damage Value of the weapon to the Characters armor and roll for Damage. Unsaved Damage rolls result in loss of Armor. See **DAMAGE**, below.

Example: An Ardor Corps with Carbine, ROF 4, S4, is shooting a Strike Guard M3 / A3.

Roll 4 ROF dice, hitting on 3+. (4 > 3 is +1)

Next, DAM 4 > A3 = 3+ as well.

NOTE: If the Ardor damages on 2 rolls, the Guard will be Downed due to the DEVASTATE rule, as the second DAM4 hit will be twice the A2.

RANGE

Range is measured in inches from the shooting character's base to the target character's base. Range is calculated as follows:

Close	6in	
Short	12in	[Tier 1]
Medium	24in	[Tier 2]
Long	36in	[Tier 3]
XLong	48in	[Tier 4]

COMBAT/CHARGE

Characters may choose to CHARGE enemy characters during their activation. They move up to twice their Move Stat to come into base contact with the enemy. Next, models attack in Initiative order rolling a number of D6 equal to their Combat Stat. Damage is resolved similarly to shooting, as you use the weapon Damage value compared to the target's Armor. If any combats are unresolved the combat continues into the next turn. If a character is in base contact with a Downed enemy character, they may take a **CONFIRM KILL** Action, (provided they have actions remaining), then remove the enemy character from the game, and gain +1XP.

REFLEX

Characters that receive a charge may forfeit their combat attacks and fire one weapon at half RoF, before the enemy moves. Calculate Damage before moving the Charging characters. Downed Characters cannot Charge.

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DAMAGE, ARMOR and HEALTH

When a character suffers damage, reduce its Armor Stat by one for each damage suffered. When Armor is reduced to zero, the character is considered **DOWNED**, and may not take actions or activate in any way, unless otherwise stated. A Downed character that suffers additional damage is removed from the game and adds one point to the opponent's Experience Score (See Experience, below). If a character suffers damage from a weapon who's Damage value is double their Armor, they suffer **DEVASTATE**, and are Downed.

SPECIAL RULES

Throw	All Combat weapons (Weapons w/o RoF) may be thrown Short Range (12), using either the characters Combat Stat or Shooting Stat for hit rolls. Thrown weapons have a RoF of 1 and are recovered and may be used as normal after.
Shield (E1)	A character with equipment granting a E(X) Shield, gains an extra point of protection denoted in parenthesis. Ex: A3(1) The shield armor will suffer damage and be removed first. Shields do not increase the Armor Stat of a character, but merely provide additional hit points.
Kill Shot	Weapons with this Skill ignore bonuses from Plates and Shields.
Soulbound	Characters with SB weapons may permanently reduce their Armor Stat by 1 to increase the Damage value by 1. No Saves of any kind may be taken against weapons with this Skill. Characters that are damaged are Downed.
Caustic	Weapons with this Skill will set the target on fire if Damaged. The damaged character will suffer 1DAM each turn until Healed or Dispelled through a Skill or Item.
Corrupt [x]	Select an enemy character within [Tier] Range and take an Opposed Access Test. If successful, the target suffers a number of Corruption equal to X. No Firing Lane is Required. When a character accrues 10 or more Corruption; they are permanently removed from the game. A Character's Access and Valor Stats are reduced by an equal amount of Corruption.
Plate	Characters with Plate Armor may take a save before receiving Damage unless otherwise stated. (Such as Kill Shot.)
Covert	Covert characters may not be targeted unless they move, shoot or if Covert is broken by Scan or Detect. They may start the game deployed anywhere on the table and their Weapons have the Concealed Skill - hitting on 2+ the first turn they are used. Covert characters deploy last, and may not be placed within 12in of an enemy character.
Stealth	Characters with this Skill may not be targeted until their Stealth is negated by Scan or Detect, or if they take a Shooting, or Charge Action. They may move and take other Actions as normal. Weapons used by Characters with Stealth have the Concealed Skill - hitting on 2+ the first turn they are used.
AoE	Area of Effect - Weapons with this Skill use a 3-inch diameter circular marker to check for hits as follows: First place the marker on the target and roll 2D6, Then subtract the Shooting Stat from the total. Move the marker a number of inches equal to the result to find the end position. Any Characters under the marker are hit.
Parry	On an opposed Combat Test, may negate to-hit rolls.
Stabilized	May fire all Ranged Weapons during shooting.

SKILL TIERS

Some characters are particularly adept or have leveled up their abilities through Experience. This is represented by Tiers. A character with stat 1-4 is considered Tier 1. 5-8 Tier 2, and 9+ Tier 3. Skills will increase in effectiveness per-Tier, increasing Range, Damage or other effects.

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WINNING THE GAME

The primary objective of your Strike Team is to collect as many **Core Encrypted** items as possible. These rare artifacts represent invaluable troves of h+ knowledge, powerful weapons or information all vital to transhumanity's long-term survival. A standard game is played over 6 Turns, calculating total points and experience after the game. Alternatively, Missions taken from the table below may be used instead.

Each Mission below has specific win conditions or game rules. Once the conditions are met, or the enemy is completely vanquished, the game is over and your Strike Team is victorious.

OBJECTIVES, SCENARIOS AND MISSIONS

Roll D6:

- | | |
|---|----------------|
| 1 | RAID |
| 2 | TAKE and HOLD |
| 3 | CAPTURE/ESCORT |
| 4 | SABOTAGE |
| 5 | BLOCKADE |
| 6 | RECON |

RAID

A fight to the Death. The player with the most kill-points at the end of 6 turns is the winner. If at any time a player has no active characters, they lose the game.

TAKE and HOLD

Place D3 objectives distributed evenly across the play area. If a character is within close range (6) of an objective, and no enemy characters are in close range, at the end of the game they earn one point towards victory conditions.

CAPTURE/ESCORT

One player is tasked with escorting a VIP to a specified location. They are the Escorting Team. If the VIP is not Downed at the end of 6 turns, they are the winner. If at any time the VIP is removed from the game, the Capturing team is the winner.

SABOTAGE

Place D3+2 objectives distributed evenly across the play area. If a character comes into base contact with an objective, take a free action to Sabotage the target and claim it. The player with the most Sabotage objectives at the end of turn 6 is the winner.

BLOCKADE

A fight to the Death. The player with the most kill-points at the end of 6 turns is the winner. If at any time a player has no active characters, they lose the game.

RECON

Place D3 Intel objectives distributed evenly across the play area. When a character comes into base contact with the objective, they may claim the objective and move and fight as normal, carrying the Intel. If they are downed or removed, the Intel drops and may be picked up/claimed by another character. The player with the most Intel Objectives in possession at the end of turn 6 wins.



ALLIANCE Expedition Force with commandeered Syndication Ore Hauler explore the ruins of KORSE IV.

SHIFT STORM







CORE KEEPER'S TRANSFERENCE KIT

EXPERIENCE

EXPERIENCE and SKILLS

After the game has ended, add up your surviving character's XP as follows:

- +1XP for each enemy they defeated
- +1XP for victory
- +1XP for surviving

For each 1 point of XP earned, roll 2D6 and consult the following upgrades chart:

2-5 - Character learns a new Skill selected from the Skill List.

6-9 - Characters may add +1 Stat to one characteristic up to that stats max.

10-12 - Character learns a new Skill selected from the Skill List.

CORE ENCRYPTED ITEMS

Roll 1d6 per character who survived.

+1D6 if your team won.

Each dice roll is then added up for a total and converted into #CE Items found/recovered as well as converted into currency to pay the survivors and re-equip and upgrade.

EX:	CE	CURRENCY in RAYS
1-5	1	1000r
6-11	2	2000r
12-17	3	3000r
18-24	4	4000r
25-30	5	5000r
31-35	6	6000r

Core Encrypted Items are extremely valuable and one of the main goals of character's braving the deadly Shiftstorm. Consult the table below for CE Item Creation.

CE Item Example:

Virchitecture Longsword DAM: 5, Killshot

+3 Combat Initiative

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CE ITEM CREATION

- Roll 1D6 for Item Type (1-2 Ranged, 3-4 Combat, 5-6 Armor)
- Roll 1D6 for the Specific Item Type
 1. Lance, Hammer, Helmet
 2. shard, Gauntlet, Chest Armor
 3. Scattergun or Carbine, Ax or Sword, Shoulder Armor
 4. Grenade Launcher, Halberd or Staff, Vambrace Armor
 5. Virchitecture Weapon, Flail or Morning Star or Mace, Leg/Boot Armor
 6. Undefined Alien Weapons and Armor
- Roll D3 for the number of bonus Skills provided by the CE Item, then roll 2D6 for each Skill, below;
 - 2 Soulbound (Roll 3D3 for Damage Value)
 - 3 Agile
 - 4 Cable
 - 5 Detect
 - 6 Parry
 - 7 Heal
 - 8 Inspire
 - 9 Kill Shot
 - 10 Mark Target
 - 11 Savage
 - 12 Soulbound (Roll 3D3 for Damage Value)

Example:

Roll 1D6 > 6 (Armor)
Roll 1D6 > 4 (Vambrace)
Roll D3 > 3
Skill 1: 2D6 > 7 (Heal)
Skill 2: 2D6 > 6 (Parry)
Skill 3: 2D6 > Soulbound
3D3 for Damage: > 5

- For Items with a Range, Roll D3 for Tier: Tier 1: Short (12), Tier 2 Medium (24) and 3 Long (36)
- Next for Rate of Fire (RoF), Roll D6+1.
- Lastly, for Items with a Damage Value roll 3D3 and add the sum together for the total item Damage Value.

CHARACTERS



CHARACTERS

SONS

Class	Unit Name	Type	Cost	S	Co	M	A	Ac	V
S	Ardor Corps	Soldier	20	4	2	4	4	2	2
C	Apostle-Apprentice	Leader	24	4	4	4	4	2	4
M	Handler	Tracker	22	2	4	4	4	4	2
Ac	Forgemaster	Gearsmith	24	4	4	4	4	4	2
V	Augur	Seer	16	2	2	2	2	4	4

ALLIANCE

Class	Unit Name	Type	Cost	S	Co	M	A	Ac	V
S	Advocate	Leader	25	5	3	5	3	3	5
C	Strike Guard	Combat	19	3	3	3	3	3	3
M	Core Runner	Hacker	25	3	5	5	3	5	3
Ac	Core Keeper	Medic	21	3	3	3	3	5	3
V	Syndic	Meiser	21	3	3	3	3	3	5

HIGHBORN

Class	Unit Name	Type	Cost	S	Co	M	A	Ac	V
S	Ranger	Sniper	32	6	4	4	4	6	6
C	Disciple	Combat	26	6	6	6	2	-	6
M	Avatar	Synthetic	20	4	4	4	4	-	4
Ac	Shaman	Seer	20	2	6	6	2	-	2
V	Shaper	Fabricator	18	2	2	2	2	-	2

ANDIRAN

Class	Unit Name	Type	Cost	S	Co	M	A	Ac	V
S	BAT	Drone	18	2	2	6	2	2	-
C	RAT	Drone	16	2	2	6	2	2	-
M	B1 Spider	Drone	22	2	6	6	2	2	-
Ac	War Keeper	Knight	34	6	6	6	2	6	6
V	Adherent	Wizt	30	2	6	6	2	6	6

SYNDICATION HOUSES

Class	Unit Name	Type	Cost	S	Co	M	A	Ac	V
Syn	Annex Gun Runner	Annex	30	5	3	5	3	3	5
Syn	Cartel Core Collector	Cartel	26	4	4	4	4	4	4
Syn	Firebrand	Firebrand	24	2	6	4	4	2	6
Syn	Sprite	Sprite	16	2	2	6	2	-	6
Syn	Combine Forge Guard	Combine	20	2	2	4	4	4	2
Syn	High Palatine	Megadon	34	6	6	4	4	6	6
Syn	Ruathi Ruiner	Ruathi	26	5	5	5	3	3	5
Syn	Okolnir Sentry	Sentry	30	2	6	6	2	6	6





SONS OF ORD

SHIFTSTORM



ARDOR CORPS

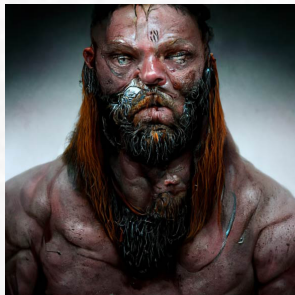
Unit Name	Type	Cost	S	Co	M	A	Ac	V
Ardor Corps	Soldier	20	4	2	4	4	2	2

Equipment

Plate	May carry 4 additional items, 4+ Save
Carbine	RoF 4, DAM 4, Killshot Range: (M) 24
Grenade x2	Thrown, DAM 4, Area of Effect

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Overwatch	The character takes their Movement: Initiative at twice their Shooting Stat.



Apostle Apprentice

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Apostle	Combat	24	4	4	4	4	2	4

Equipment

Flak	May carry 2 additional items.
Fury Ax	DAM 4, Starfire* (See Soulbound/Starfire Special Rules)
Grenade x2	Thrown, DAM 4, Area of Effect

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Overwatch	A character with this Skill does not suffer modifiers to Vigor and may use their Vigor Stat as their Movement: Initiative. They are also immune to Stun and Shock.



HANDLER

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Handler	Tracker	22	2	4	4	4	4	2

Equipment

Flak	May carry 2 additional items.
Magnum	RoF 2, DAM 4, Range: (M) 24
snare x2	Thrown. A character hit by a snare must take an action to remove it.

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Trak	A character with this Skill may use their Access Stat as their Activation Initiative.
Hunter	When deployed, place a SCOMA: 2 Warhound in base contact.

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FORGEMASTER-APPRENTICE

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Forgemaster	Smith	24	4	4	4	4	4	2

Equipment

Plate	May carry 4 additional items, 4+ Save
Carbine	RoF 4, DAM 4, Killshot Range: (M) 24
Grenade x2	Thrown, DAM 4, Area of Effect

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Overwatch	The character takes their Movement: Initiative at twice their Shooting Stat.



AUGUR

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Augur	Seer	16	2	2	2	2	4	4

Equipment

Flak	May carry 2 additional items.
Trans-Kit	+1 XP when calculating the number of CE Items at the end of the game.

Skills

Detect	Reveals Covert, Stealth and Concealed units within Short Range. (12)
Duress	Select one enemy character within Short Range (12). On a successful Opposed Vigor Test, the character may gain +1 Intel Marker. Intel may be exchanged for XP at the end of the game, provided the character survived. This Skill increases to Medium Range (24) at Tier 2. (Vigor 5+).
Requiem	On a successful Opposed Vigor Test, causes Shock and reduces the targets Valor and Access Stats by -2.



SONS DIHORN REGENT with a unit of ANDIRAN RAT and an unidentified heavy drone exploring wreckage of an ANDIRAN GUN PLATFORM.





SESTRA STAR BLAZERS







ALLIANCE

SHIFTSTORM



Core Keeper

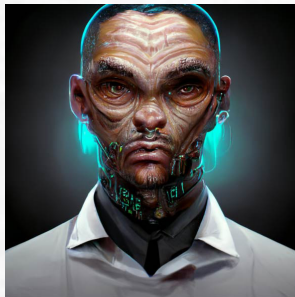
Unit Name	Type	Cost	S	Co	M	A	Ac	V
Core Keeper	Medic	21	3	3	3	3(1)	5	3

Equipment

Weave	May Carry 3 additional Items
Trans-Kit	+1 XP when calculating the number of CE Items at the end of the game.
EI Shield	Counts as EI Shield, see Shields/Armor in the Damage Section.

Skills

Agile	May take a free shooting action during their activation.
Virch Barrier	On a successful Access Test, create a [Tier 2] Virch-Barrier that grants Shield: 2 within Medium Range [24]
Virch Shard	Has the Shard Skill - RoF 2, DAM 2, Range: (S) 12, Killshot (Virch)
Virch Drone	Once per game, may create a SCOMA: 3 Virch Drone in base contact. It is equipped with a scattergun.



Syndic

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Syndic	Meiser	21	3	3	3	3	3	5

Equipment

Weave	May Carry 3 additional Items
Staff of Office	DAM 3, Killshot, Concealed
APASS	May ignore Access tests for Doors as they open automatically

Skills

Syndic Control	Gains a SCOMA: 3 Manakin Drone placed in base contact. It is equipped with a scattergun and the Protect Skill. If it is damaged, it is automatically Downed and removed but does not count as a Kill for XP purposes.
Influence	Gains +1XP for each CE Item recovered.

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ADVOCATE

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Advocate	Leader	25	5	3	5	3(1)	3	5

Equipment

Weave	May Carry 3 additional Items
Lance	RoF 1, DAM 5, Range (L) 36, Killshot
EI Shield	Counts as EI Shield, see Shields/Armor in the Damage Section.

Skills

Agile	May take a free shooting action during their activation.
Command	On a successful Valor test, may grant a Move Action to one character in the Strike Team.
Mark Target	On a successful Valor test, attacks against the target character are at +2 Shooting.
Scan	On a successful Valor Test, reveals all Covert, Stealth and Concealed characters.



STRIKE GUARD

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Strike Guard	Combat	19	3	3	3	3(1)	3	3

Equipment

Weave	May Carry 3 additional Items
scattergun	RoF 3, DAM 3, Range (S) 12
EI Shield	Counts as EI Shield, see Shields/Armor in the Damage Section.

Skills

Agile	May take a free shooting action during their activation.
Protect	If within Close (6) range of a character with higher Initiative, may take their Actions at the increased initiative.
Valorous	A character with this Skill does not suffer modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.



Core Runner

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Core Runner	Hacker	25	3	5	5	3	5	3

Equipment

Weave	May Carry 3 additional Items
Runner Blade	DAM 5, Killshot
Splicer	+1 to Access Rolls

Skills

Coretouched	On a successful (Free) Access Test the character may reroll all dice until end of turn.
Hack	A character with the Hack Skill may take Access Tests at Range: M (24)
Trak	A character with this Skill may use their Access Stat as their Activation Initiative.



A small ALLIANCE STRIKE FORCE arrives after the SONS assault of STARLIGHT DIRE. No known survivors. (Background) A SONS CALAMITOUS ASSUALT WALKER (CLAW).







HIGHBORN

SHIFTSTORM



Ranger

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Ranger	Sniper	32	6	4	4	4	6	6

Equipment

AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Boltthrower	RoF: 1, DAM: 6, Range: (XL) 48, Devastate.
HB Dagger	DAM: 2 See Soulbound special rules

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Trak	A character with this Skill may use their Access Stat as their Activation Initiative.
Covert/Stealth	See Covert* Special Rules / See Stealth* Special Rules



Disciple

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Disciple	Combat	26	6	6	6	2	-	6

Equipment

AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Glaive	Dam = Armor Stat, Parry
synth slug	RoF 6, DAM 2, Range: (S) 12

Skills

For the Almother!	Adds 4 Gaid to your resource pool when deployed.
Mend	On a successful Valor test, Heals a character within Medium (24) Range by up to 2 Armor.
Entangle	Counts as a snare. A character hit by a snare must take an action to remove it. Range: Medium (24) AoE
Embolden	As a free Action, Increase the Armor Value of a target character by X, where X is the number of Gaid spent. Range: Medium (24)



Avatar

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Avatar	Synthetic	20	4	4	4	4	-	4

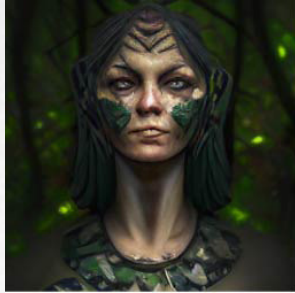
Equipment

AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Avatar Sword	Damage = Armor Stat, Devastate
Cable	Snare. A character damaged by a snare must take an action to remove it.

Skills

Cultivate	As an Action add 1 Highborn Gaid to your resource pool.
Haven	Characters within Close Range (6), may use this character's Armor stat as their own.

SHIFTSTORM



Shaman

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Shaman	Seer	20	2	6	6	2	-	2

Equipment

AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Synth Spear	Counts as a Halberd. Damage 6 Combat Weapon, +2 Combat Initiative.
Snare	A character damaged by a snare must take an action to remove it.

Skills

Dispel	On a successful Valor Test, removes any status effects from a target character within Short (12) Range.
Detect	Reveals Covert, Stealth and Concealed units within Short Range. (12)



Synthshaper

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Shaper	Smith	18	2	2	2	2	-	2

Equipment

AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Staff	Damage = Armor Sta

Skills

Cultivate [2]	As an Action add 2 Highborn Gaid to your resource pool.
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ANDIRAN

SHIFTSTORM



BAT

Unit Name	Type	Cost	S	Co	M	A	Ac	V
BAT	Drone	18	2	2	6	2	2	-

Equipment

AFF May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
 Shard RoF 2, DAM 2, Range: (S) 12, Killshot (Virch/Access)
 Holo Always counts as moving.

Skills

Airborne May not be charged or attacked in combat except by other characters with Airborne.
 Detect Reveals Covert, Stealth and Concealed units within Short Range. (12)



RAT

Unit Name	Type	Cost	S	Co	M	A	Ac	V
RAT	Drone	16	2	2	6	2	2	-

Equipment

AFF May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
 claws DAM: 2 Killshot (Virch/Access)
 Holo Always counts as moving.

Skills

Detect Reveals Covert, Stealth and Concealed units within Short Range. (12)
 Stealth See Stealth* Special Rules
 Savage Gains +2 Combat and Vigorous when Charging.
 Pestilence Characters damaged suffer IDAM at the start of each turn until healed or dispelled.



BI Spydar

Unit Name	Type	Cost	S	Co	M	A	Ac	V
BI Spydar	Drone	22	2	6	6	2	2	-

Equipment

AFF May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
 shard RoF 2, DAM 2, Range: (S) 12, Killshot (Virch/Access)
 Holo Always counts as moving.
 Grenade x2 Thrown. Damage: 4, AoE, Caustic

Skills

Sprint A character with this Skill may Move and Charge up to three times their Movement Stat.
 Synth-Vehicle On a successful Access Test, may heal up to 2 Armor, even if Downed.

SHIFTSTORM



Andiran Knight - War Keeper

Unit Name	Type	Cost	S	Co	M	A	Ac	V
War Keeper	Knight	34	6	6	6	2	6	6

Equipment

AFF May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
 SB Sword DAM: 3 See Soulbound under Damage.
 Holo Always counts as moving.

Skills

Adept Has [Tier 2] Virch Shard ROF: 3, DAM: 3 Kill Shot Range: M (24) and [Tier2] Virch Barrier Shield: 2, Skills.
 Valorous A character with this Skill does not suffer negative modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.
 Dispel On a successful Valor Test, removes any status effects from a target character within Med (24) Range.
 Inspire At the beginning of the turn, may take a free Valor Test, grant +2 Valor and the Valorous Skill to a friendly character within Medium Range. (24) Lasts until end of turn.
 Corrupt [2] See Special Rules: Corrupt



Adherent

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Adherent	Wizt	30	2	6	6	2	6	6

Equipment

AFF May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
 Staff Damage = Armor Stat
 Void Field Enemy characters within Short Range (12) Access Stat are reduced to 0.
 Holo Always counts as moving.

Skills

Detect Reveals Covert, Stealth and Concealed units within Medium Range. (24)
 Trak A character with this Skill may use their Access Stat as their Activation Initiative.
 Dispel On a successful Valor Test, removes any status effects.
 Corrupt [2] See Special Rules: Corrupt





ANDIRAN WAR KEEPERS





SYNDICATE



Unknown Syndication Unit. This squad was an integral part of the capture of key ALLIANCE GATEWAYS during the assault on the WARFRONT WORLDS.



SHIFTSTORM



Gun Runner

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Gun Runner	Annex	30	5	3	5	3	3	5

Equipment

Weave	May Carry 3 additional Items
Multi-Lance	RoF 3, DAM 5, Range (M) 24
Jetpack	Grants the Airborne Skill.

Skills

Agile	May take a free shooting action during their activation.
Influence	Gains +1XP for each CE Item recovered.



Core Collector

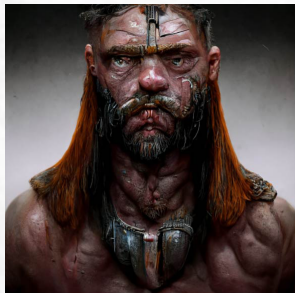
Unit Name	Type	Cost	S	Co	M	A	Ac	V
Collector	Cartel	26	4	4	4	4	4	4

Equipment

Plate	May carry 4 additional items, 4+ Save
Carbine	RoF 4, DAM 4, Killshot Range: (M) 24.

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Decrypt	Immediately Gains +1XP when downing and removing an enemy character.



Firebrand

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Firebrand	Zealot	24	2	6	4	4	2	6

Equipment

Flak	May carry 2 additional items
Fury Ax	DAM 4, Starfire* See Soulbound Rules

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Vigorous	A character with this Skill does not suffer modifiers to Vigor and may use their Vigor Stat as their Movement: Initiative. They are also immune to Stun and Shock.

SHIFTSTORM



Forge Guard

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Forge Guard	Combine	20	2	2	4	4	4	2

Equipment

Weave	May Carry 3 additional Items
Multi-Lance	RoF 3, DAM 5, Range (M) 24
Jetpack	Grants the Airborne Skill.

Skills

Biorganic	On a successful Vigor Test, restores 1 Armor.
Forge	On a successful Access Test, May create any item in the Armory.



High Palatine

Unit Name	Type	Cost	S	Co	M	A	Ac	V
High Palatine	Palatine	34	6	6	4	4	6	6

Equipment

Plate	May carry 4 additional items, 4+ Save
SB Sword	DAM: 4 See Soulbound under Damage.
Holo	Always counts as moving.

Skills

Adept	Has the [Tier 2] Virch Shard ROF: 3, DAM: 3 Kill Shot Range: M (24) and [Tier2] Virch Barrier Shield: 2, Skills.
Biorganic	On a successful Vigor Test, restores 1 Armor.
Valorous	A character with this Skill does not suffer modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.



Okolnir Sentry

Unit Name	Type	Cost	S	Co	M	A	Ac	V
Okolnir Sentry	Sentry	30	2	6	6	2	6	6

Equipment

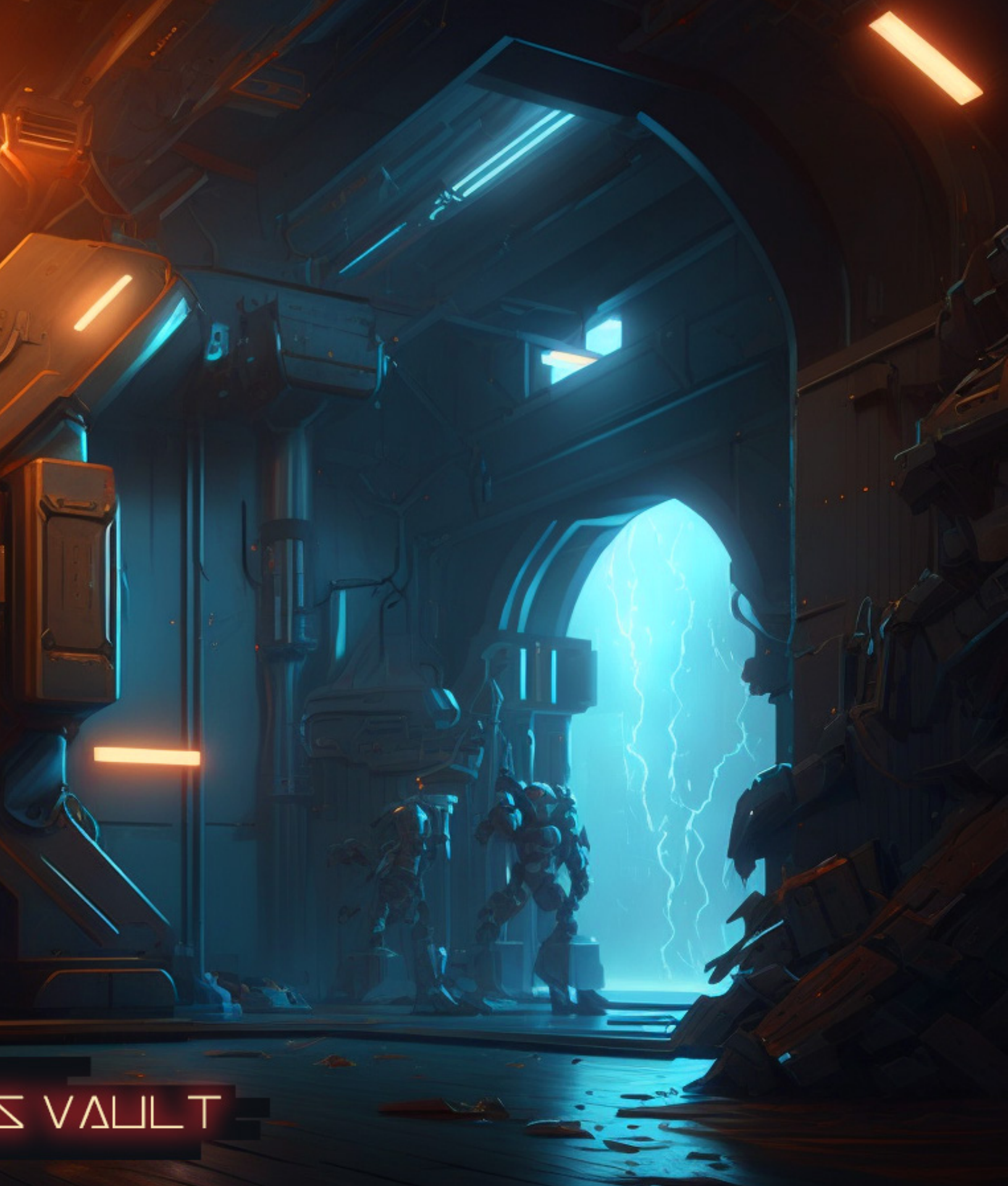
AFF	May carry 2 items, grants a save = Armor Stat. If damaged, AFF is destroyed.
Halberd	Damage 6 Combat Weapon, +2 Combat Initiative.
Holo	Always counts as moving

Skills

Detect	Reveals Covert, Stealth and Concealed units within Medium Range. (24)
Valorous	A character with this Skill does not suffer modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.
Covert	See Covert* Special Rules



TERMINUS



S VAULT

ARMORY

TERMINUS VAULT

Additional equipment may be carried by your characters from the table below. Items with a (1) indicate the total number of items allowed of this type per Strike Team. Items require 1 slot unless otherwise stated.

EQUIPMENT	SKILL/EFFECT
Cutting Laser	As an action, removes Hard Cover, Virch Barriers and Doors or may be used to cut through walls allowing characters to move through as normal.
Scope	Increases Range by +1 Tier. (T1 Short: 12, T2 Medium: 24, T3 Long: 36 and T4 XLong 48)
Spotter	+1 Shooting, Cumulative.
Trakker	Grants Overwatch. Characters with this Skill may activate at twice their Shooting Stat.
BIPAS	+2 Access and may take Access tests such as opening doors at Range.
Bipod	+2 Shooting. Cannot move and shoot. May fire Reflex at Full RoF.
Suppressor	Does not break Covert or Stealth when Shooting.
Sensor	Grants Detect [2].
RoF MOD	Increases RoF of Ranged weapons by +1
Bayonet	+2 Movement Combat-Initiative. Grants Parry with a second Combat Weapon.
CL406	Increases throw range to Long. [36]
Hard Charge (1)	Thrown. Causes D3+2 Damage, Kill Shot, Caustic, AoE. Consumable.
Grenade	Thrown. Damage: 4, AoE, Caustic
Plate Patch	As an action, restore 1 Armor. Plate Only. Cannot Increase above the starting/max value. Consumable.
Battery	As an action, restore 1 Shield. Shield Only. Cannot Increase above the starting/max value. Consumable.
Digel	As an action, restore 1 Armor. Cannot Increase above the starting/max value. Consumable.
Refit Patch (1)	As an action, restore 2 Armor. Plate Only. Cannot Increase above the starting/max value. Consumable.
Combat Vest	Counts as Flak Armor [2], and 2 additional slots.
Shield Generator	Grants Shield (1)
Cloak	Grants Stealth
Furnace Pack	Adds the Airborne Skill. Only usable on characters with Plate. Requires two Item Slots.
RAID Interface	Increases Movement to 6 and grants the Sprint and Agile Skills. Only usable on characters with Plate. Requires two Item Slots.
Siba Mount	Grants the Stabilized Skill. (May Fire all Ranged weapons during the Shooting Step.)
RAK	Ignores status effects and weather; +2 Access.
Kula	Large Shield that grants a 4+ Block Save on Damage Rolls.
Razer	Damage: 6 Medium Shield that grants a 6+ Block Save on Damage Rolls and the Parry Skill.
War Ax	Damage: 6 Combat Weapon, Kill Shot
Halberd	Damage: 6 Combat Weapon, +2 Combat Initiative.
Ord's Bolt	(1) Range: Short (12), RoF: 1, Damage 4, Caustic, Kill Shot, AoE.
Sage's Stone Tome (1)	During the game, as an action may add +1 Skill. Sage's Tome is discarded after use. Consumable
Silver Cog (1)	+2 to the player's choice of Shooting, Combat, Access or Valor/Vigor stat.
H3 (1)	Hardened Hacking Hood; character is immune to Access-Based weapons and attacks. (ie. Virch, Hacking)
Lance	RoF 1, DAM5, Kill Shot, Range: Long (36)
Scattergun	RoF 3, DAM3, Range: Short (12)
Falcon	RoF 1, DAM7, Range: Long (36) AoE

SKILLS

ABSOLUTION

When a model with this Skill is reduced to Armor 0, place the AoE marker centered on the model - models under the marker are hit with a Damage 4 Caustic DoT hit.

ANNIHILATE

Annihilate is a Fury-based attack and requires a Firing Lane to the target. Requires at least 1-point of Fury to Use.

Tier [1] Deals 1 Damage to target. Killshot. Range: S

Tier [2] Deals 2 Damage to target. Killshot. Range: M

Tier [3] Deals 3 Damage to target. Killshot. Range: L

AURIC ENHANCE

On a successful Access Test, the model may increase a single SCOMA--AV Stat of a target model or character by Tier Level and may target itself. Effects of Auric Enhance last until end of turn.

[1] +1 to a single Stat. Range: S

[2] +2 to a single Stat. Range: M

[3] +3 to a single Stat. Range: L

COMMAND

On a successful Valor Test, the character may grant an allied unit a single free Move Action. The Action is taken immediately following the test. This Move cannot be used to disengage from Combat.

CONCEALED

Concealed or Hidden weapons will hit on a 2+ regardless of the character's stat when used. This only applies to the first use in the turn.

COUNTER-CHARGE

A model with this Skill may Charge instead of Firing Reflex when being Charged. The Charged unit does not fire Reflex.

DODGE

Characters with this Skill may avoid a Ranged attack on a successful Move Test on 2D6. Dodge may be attempted out of sequence and does not require an Action.

ADVANCE

On a Successful Valor Test, may increase a target character's Combat by Tier Level. Firing Lane Required.

[1] +1 Combat. Range: Short

[2] +2 Combat. Range: Medium

[3] +3 Combat. Range: Long

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INSPIRE

On a Successful Valor Test, increases Valor equal to Tier Level to a target character. Firing Lane Required.

- [1] +1 Valor. Range: Short
- [2] +2 Valor. Range: Medium
- [3] +3 Valor. Range: Long

HASTE

Increases the Activation: Initiative of a character by Tier Level. May be selected more than once to increase Tier.

- [1] +1 M: Initiative
- [2] +2 M: Initiative
- [3] +3 M: Initiative

HACK

Characters with the Hack Skill may take Access Tests at Range equal to their Tier Level.

- [1] Range: Short
- [2] Range: Medium
- [3] Range: Long

HEAL

On a successful Access Test, the character may restore +1 Armor. Heal cannot be used to restore Plated Armor, Flak Vests, or Shields and it cannot be used to Heal drones or Vehicles.

- [1] +1 Armor. Range: Short
- [2] +2 Armor. Range: Medium
- [3] +3 Armor. Range: Long

HUNTER

A Hunter is a trained specialist often using familiars, pets, minions or other PC's to Trak and capture their prey. Hunter Pets may take their Actions at the same Initiative as their Handler.

INTERROGATE

On a successful Opposed Vigor Test, the character may gain a number of Intel equal to their Tier Level. Must be in base contact and may be used on Downed units. Intel may be exchanged for XP after the game.

- [1] +1 Intel
- [2] +2 Intel
- [3] +3 Intel

MARK TARGET

On a successful Valor/Vigor Test characters with this Skill will grant +1 Shooting per Tier Level to a single Target.

- [1] +1 Shooting. Range: Short
- [2] +2 Shooting. Range: Medium
- [3] +3 Shooting. Range: Long

SHIFTSTORM

SAVAGE

A character with this Skill increases their Combat Stat on the turn they charge into Combat.

[1] +1 Combat when charging, Vigorous.

[2] +2 Combat when charging, Vigorous.

[3] +3 Combat when charging, Vigorous.

SCOUT [X]

Units with this Skill may deploy in advance anywhere on the table the same as Covert Units and adds 1 Resource or Intel when deployed. Intel may be exchanged for XP after the game

TRAK

A unit with this Skill may use their Access Stat as their Activation Initiative.

VALOROUS/VIGOROUS

A unit or model with this Skill does not suffer modifiers to Valor and may use their Valor Stat as their Movement: Initiative. They are also immune to Stun and Shock.

For Additional Skills, see the THON: WARFRONT Core Rulebook,
available online as a free PDF, or order a hard copy;
www.thonthegame.com



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