

Word Glossary pg 1

Keyword	Description
Natural	Can not be Disarmed. Is considered a part of the character.
Fly	Ignore Terrain while moving.
Burning X	A character gains X burn. At the start of it's turn it takes 1 fire damage for each burn and reduces it's amount of burn by 1
Poison X	A character gains x poison. At the start of it's turn it takes 1 poison damage for each poison. Clear all poison on healing.
Impact X	If the character has moved X cm it rolls double the damage dice.
True Damage	Damage that ignores armor
Slow x	Reduce a characters movement by 1 cm until a different character interacts with them or they take a full turn to recover.
Energy Steal X	Take X energy from the hit character and add it to it's attacker
Suppression	Suppressed units lose their movement phase. But become unsuppressed at the end of the turn.

Word Glossary pg 2

Keyword	Description
Strike Back	When this unit is hit by a attack, it can make an attack back with this weapon if possible.
Reach	This weapons is considered a Melee weapon
Immobile	This unit can not move itself.
knockback X	On a hit move the character back x cm.
Armor	A straight Reduction to damage
Stealth	Remove the unit from the board until it's next turn.
Pilot	Only Pilots can drive Vanguard Mech units
Leader	Each team has a leader unit as marked on their sheets.

Game Turn Order

Draw Card from Deck → Activate effect on card → Activate the unit on the card

Start of Turn Effects

Unit movement phase

Activate the squad on the card

If you have more than one squad of the same type you can choose to activate any units from all the squads up to the squad size.

Unit's declare an attack with a weapon. They roll a d20 to hit plus the weapons hit modifier. The opponent rolls a d20 plus their dex score. If the unit rolled higher, they can move to damage calculation. They roll the weapons damage roll and remove the enemies armor from the result.

Unit Attack phase

Interaction Phase

End of Turn Effects

CHILDREN OF CHANGE

Biomass

Starting Biomass Points = 1

Genetic Recycling:

When Children units kill other units you can place a biomass token within 5cm of where the unit died. If a children unit interacts with the biomass you gain +1 Biomass point and remove the biomass token.

Command Abilities:

Mutagen: Roll on the genetic mutation Table for a selected friendly unit. Unless otherwise specified a unit can only have up to it's size in mutations. If they roll and are over their limit they take 1d4 true damage

Cost: 1 BP

Aberrant: Spawn 2 Rejects from a board edge.

Cost: 3 BP

Rapid Regeneration: Heal a unit for 5 health.

Cost: 1 BP

"The thing that stumbled out of the alley still had the shape of a man, but no man ever moved like that. Its arms bent wrong at the joints, tipped with claws that clicked against the pavement as if searching for something to tear. Strips of mottled fur bristled along its spine, its jaw pulled too wide, too long, flashing teeth that didn't belong in a human mouth. It looked at me with eyes that gleamed yellow in the streetlight — not eyes of hunger, but of purpose.

I wanted to scream, but the sound caught in my throat. It sniffed the air, a wet, ragged snarl shuddering from its chest. Behind it, more shapes slithered from the dark, each bearing some fragment of beast — a tail, scaled flesh, too many teeth. These were no random monsters. They were men once, and still wore the tatters of human clothing. They had chosen this. Chosen to become these snarling hymns of claw and fang. And for the first time in my life, I understood the whispers: the Children of Change weren't just madmen. They were faithful."

- A Forgotten Man

CHILDREN OF CHANGE

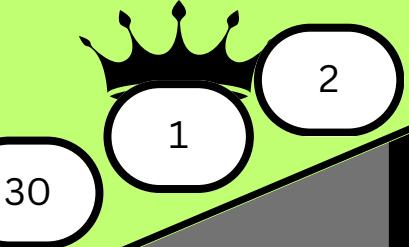
Genetic Mutation	Effect	Roll
Malformed Wings	Gain the [[Fly]] Keyword but your movespeed is now 5	1
Quadropedal Legs	Gain +10 MoveSpeed but lose the ability to do ranged attacks	2
Extra eyes	Gain +1 to hit on ranged attacks	3
Bone Spurs	Deal 1 true damage back when hit in melee	4
Fused Limbs	Double your health but gain the Immobile keyword	5
Spring Legs	You can fly 30cm for 1 energy	6
Carapace	Gain +3 armor and Lose 3 MoveSpeed	7
Tumors	Lose 1 Str and Dex. Heal 1 health at the end of every turn	8
Maw	When you do a max damage roll on a natural weapon it ignores armor	9
Catastrophe	Roll on the catastrophe table	10

CHILDREN OF CHANGE

Catastrophe	Effect	Roll
Melt	The unit dies and does 1d6 acid damage to all units in 10cm	1
Split Spawn	Remove the unit and place 2 reject tokens within 5cm	2
HyperGrowth	Gain +10 Str and Dex but take 10 cumulative damage at the end of each turn.	3
Pshycic Detonation	The unit dies and pushes all units in 10 cm back 5cm	4
Volatile Overload	All rolls have +2. At the end of your turns roll a 1d6. On a 4 up this unit dies.	5
Ascended	Roll twice on the genetic anomaly table	6

GENE LORD

"Behold perfection"



Health

Energy

30

Starting Energy = 0

Move

15

Armor

2

Dex

+3

Str

+2

Size

2

Resistances: None
Immunities: Acid

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Fist	+0		1d4	Blunt		Melee
Claw*	+0	[[Strike Back]]	1d8+gen	Slash		Melee
Spike*	+0	[[Reach]]	1d6+gen	Pierce		10cm
Rifle*	+1		1d12	Pierce		50cm

Wings

Quadropedal Legs

Natural Weapons

Unnatural Weapon

Lizard Limbs

Energized

Carapace

Volatile

Gas Vents

Sharpened Claws

"Every warband whispers of a Gene Lord — a chosen vessel that embodies the ceaseless flow of mutation. With each passing moment, its flesh warps anew, a living sermon that promises both glory and ruin to all who follow."

GENE LORD

Abilities:

Abomination: Choose 3 anomalies from the genetic anomaly Table to start with.

Mutate: Roll on the Genetic Anomaly Table at the start of your turn. You may spend 2 energy at any time to roll on this table.

Genetic Prune Self: You may remove all but 2 genetic anomalies at the start of your turn. Gain 1 energy per anomaly removed.

Unstable: If you have more than 5 Genetic Anomalies, you take 3 damage at the start of your turn per genetic anomaly past 5.

Quill*: When hit with a Melee weapon. Deal 1d4 damage back

Acid Spit*: Fire a glob of spit up to 30cm that deals 1d8 acid damage. You can do this once per turn for every genetic anomaly you have. Roll an extra 1d8 for every instance of Acid Spit.

Cost: 1 Energy

Volatile*: You Explode into mutagens on death. When this unit dies choose a unit and roll for it on the general genetic anomaly table twice.

Keywords: [[Collector]]

Enhancements:

Extra Mutagens: You start with 4 rolls on the genetic anomaly table instead of choosing with Abomination

Point Cost: 10

Armed: You start with a Rifle

Point Cost: 15

Stable: Remove Unstable from your sheet. Cannot take Coven with this.

Point Cost: 20

Coven: Gain two more units. They share genetic anomalies but the unstable limit is 4. Cannot take stable with this.

Point Cost: 20

GENE LORD

Genetic Anomaly	Effect	Roll
Wings	Gain the [[Fly]] Keyword and +5 MoveSpeed but you must now move your full movement if able	1
Quadropedal Legs	Gain +10 MoveSpeed	2
Natural Weapons	Gain either the Claw or Spike Weapon	3
Unnatural Weapon	Gain either the Acid Spit or Quill abilities	4
Lizard Limbs	Heal 10 health	5
Energized	Gain +1 energy per turn	6
Carapace	Gain +3 armor and Lose 3 MoveSpeed	7
Volatile	Gain the Volatile Ability.	8
Gas Vents	Enemies have -2 to hitting this unit with a ranged attack	9
Sharpened Claws	Enemies have -1 armor when you attack them.	10

PREACHER OF CHANGE

"One voice, Many Mouths"



Health

Energy

30

Starting Energy = 3

Move

15

Armor

1

Dex

+1

Str

+2

Size

3

Resistances: Psychic
Immunities: Fear,
Suppression

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Claws of Change	+1		1d6+Str	Slashing	On hit Suppress	Melee
Psychic Voice	0		1d4	Psychic	for every 5cm closer than 20 deal energy sap 1	20cm

Abilities:

Sermon of Flesh: Friendly units within 10cm have +1 strength.

Caring Preacher: If a unit within 10cm would take damage you can redirect it to this unit.

Psychic Howl: All units within 10cm are suppressed.

Cost: 1 Energy

Voice of Many: Once per turn all friendly units within 10cm can reroll a failed attack roll.

"Every congregation of the Children has its Preacher: a many-eyed, many-mouthed mutant who claims to speak the will of the Change. They are not warriors by design, but their psychic sermons drive the faithful into maddened frenzies, pushing rejects and uplifted alike to acts of grotesque devotion."

REJECTS

"Our failure is His feast."

1

5

3

Health

Energy

7

Starting Energy = 0

Move

12

Armor

0

Dex

+0

Str

+1

Size

1/2

Resistances: None
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Claws and Teeth	+0	Natural	1d4+Str	Slashing		Melee

Abilities:

Mindless: This unit can not interact with objectives

Unstable Flesh: On death roll a 1d6, on a 5+ it explodes dealing 1d6 acid damage to all units in a 5cm radius

Biomass Fuel: If this unit dies within 5cm of a friendly unit with the [[collector]] keyword place 1 biomass.

Unending Horde: You may choose to use a leader card to activate Rejects.

"Not all flesh survives the Change. The Rejects are limping wrecks of devotion, abandoned by perfection yet exalted in their suffering. Their bodies may be failures — but their deaths are holy offerings."

THE UPLIFTED

"Claws are prayers. Teeth are scripture."

Health

Energy

10

Starting Energy = 0

Move

10

Armor

1

Dex

+1

Str

+1

Size

1

Resistances: None
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Fist	+0	Natural	1d4+Str	Blunt		Melee
Crab Claw*	+1	Natural	1d8+Str	Crush		Melee
Pistol*	+2	Weapon	1d10	piercing		40cm
Spinneret*	+0	Natural	2	Entangling	slow 1	20cm

Abilities:

Mutants: The squad gets one unique ability from the following table they can not share it with another squad

Spider	Wall climb at full speed. Gain the spinneret Weapon. Melee attacks apply 1 poison
Crab	Uses the crab claw Weapon and gains 3 armor
Bird	Has the fly keyword. Has -1 armor. You must move your full move Speed if able.
Lizard	At start of turn heal 5 damage
Dog	Has +10 move speed. The fist attack does slashing damage and has +2 to hit

2

4

10

THE UPLIFTED

Enhancements:

Pack Tactics: All the units in the Squad have different abilities

Point Cost: 10

Armed: Give one unit in the squad a pistol (Can be taken more than once)

Point Cost: 3

Enhanced: Reduce the unit count to 2. Give them 2 abilities each.

Point Cost: 0

Flash Mob: This unit Starts the fight Stealthed

Point Cost: 10

"The preacher's voice crawled through me like fire under the skin. Every word split and re-stitched my thoughts, peeling back what I was and whispering what I could become.

My claws tapped against the stone, impatient, hungry. The others knelt, some still weeping from the pain of their rebirth, but I... I felt the strength in it. The Change was not a curse. It was a gift.

When the preacher raised his many eyes to us, I saw myself reflected in each of them — not man, not beast, but something greater, something chosen. The scars on my arms burned, the fur along my spine bristled, and my teeth ached for flesh. Claws are prayers. Teeth are scripture. We were not accidents. We were hymns, living verses of the Change. And soon, the city would learn the sermon carved in blood."

-A devoted Uplifted's Rebirth

FLESH WEAVER

"Pain is communion."

Health

Energy

20

Starting Energy = 2

Move

10

Armor

1

Dex

+1

Str

+2

Size

2

Resistances: None
Immunities: None

Abilities:

Flesh Harvest: As an Attack you can target a friendly unit and deal 1d6 damage to it. It spawns a biomass token

Grafted Strength: Target a friendly unit within 10cm it gains +2 STR till end of turn.

Do at any time.

Cost: 1 Biomass

Patchwork Medic: Heal a friendly unit within 10cm for 1d8 health.

Cost: 1 Biomass

Recycling: When a friendly unit dies within 5cm it drops a Biomass token. This unit picks up biomass for 2 points instead of 1.

Keywords: [[collector]]

It hurt. Gods, it hurt more than dying ever could. I felt my skin peeled back, my bones wrenched into shapes they were never meant to hold. Every nerve burned, every vein sang with fire. I begged it to stop, begged for death, but the Weaver only whispered that pain was the hymn of rebirth. And then — something broke inside me, and I understood.

The agony didn't end; it became me. My lungs rasp in strange rhythms now, my fingers split into claws, and I can hear my heartbeat singing like a drum in my skull. But I am whole. More than whole. The Weaver saw what I was — frail, imperfect, broken — and cut it away. I should hate it for what it's done. Instead, I can only kneel. My flesh is no longer mine. It is His.

- a Victim

CARRION CATAPULT

"Faith and flesh in equal measure."

Health

Energy

35

Starting Energy = 2

Move

10

Armor

3

Dex

-2

Str

+4

Size

5

Resistances: Blunt
Immunities: Knockback

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Bone Maw	+0	Natural	1d8+Str	Piercing		Melee

Abilities:

Deploy: At the end of a turn this unit may deploy, gaining the [[Immobile]] keyword and activate all it's other abilities.

Carrion Catapult*: If a friendly unit ends it's movement phase within 5cm of this unit, you may launch it 40cm.

Living Ammo*: When firing a Reject in instead dies on landing. It deals 1d4+2 acid damage in a 5cm radius

Mutagen Payload*: Launch a blob of acidic spit at a target. Creating a puddle of acid that deals 1d4 acid damage every time it is moved through.

Cost: 1 Energy

"It didn't walk like a man, or even like an animal. It dragged itself into the street on limbs too swollen, too long, each step making the ground slick with blood. At first I thought it was some kind of machine — a siege engine cobbled together out of meat and bone — but then it heaved, and I realized it was alive. The stench hit me before the sound: rotting meat, chemical burn, and something like copper and bile.

People around me gagged, some ran. I couldn't move. I watched.

Then it crouched, spine arching, and screamed. From its gaping maw — or was it its ribcage split open? — it hurled a shape into the air. For a heartbeat, I thought it was debris, a bundle of refuse. Until it landed. It was a man — or what had once been one — shrieking as it smashed into a patrol, bones breaking, teeth gnashing. The Catapult reared back for another offering, and only then did I run, praying I'd never hear that wet, tearing sound again."

MEAT CRASHER

"Sacred Mass"

Health

Energy

35

Starting Energy = 2

Move

15

Armor

3

Dex

-1

Str

+5

Size

4

Resistances: Blunt
Immunities: Fear, Suppression

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Running Slam	+1		2d8+Str	Blunt	Impact 10, Knock Back 5	Melee

Abilities:

Momentum Charge: If the Meat Crasher moves at least 10 cm in a straight line before attacking, its next melee hit gains +2 to hit.

Unstoppable Bulk: This unit can ignore terrain smaller than it and push them away. If it moves over a smaller unit, that unit takes 1d4 Blunt Damage

Crash: Deal Double damage on this current attack. Take the same amount of damage back as true damage:

Cost: 2 Energy

Autopsy Report - Subject 07 ("MeatCrasher")

The specimen's external morphology is a grotesque amalgam of hypertrophied muscle mass and ossified plating. Limbs show extreme overdevelopment of fast-twitch fibers, layered in unnatural density; femoral circumference exceeds 120 cm, suggesting strength well beyond normal biomechanical tolerances. Cranial structure heavily altered: tusk-like growths extrude from maxilla and mandible, while ocular cavities are either fused or reduced, suggesting minimal visual acuity. Notably, dermal armor plates appear grown from overlapping ribs, fused with scar tissue, providing substantial protection against ballistics.

Internal examination reveals near-total replacement of internal organs with dense fibrous tissue. Cardiac structure is massively enlarged, surrounded by a lattice of secondary vascular nodes pulsing with mutagenic residue. Respiratory tract shows collapsed human anatomy, replaced by dual reinforced sacs, possibly acting as shock dampeners during charges. Brain tissue is reduced to rudimentary survival centers; higher cortical regions are liquefied, leaving only motor and aggression centers intact. Conclusion: the subject is less an organism and more a bioweapon — engineered to live briefly, move forward, and obliterate.

IRON VANGUARDS

Command Points

Starting Command Point = 1

Contracts:

Secure Civilians: Rescuing civilians gains you 2 Command Points.

Point Secured: Every 2 turns of holding a point of Interest gains you 1 Command Points.

Target Destroyed: Killing the Enemy Leader gains you 5 Command Points

Command Abilities:

Orbital Strike Resupply: Refill a consumable.

Cost: 1 CP

Reinforce: Bring a friendly dead unit in from the board edge.

Cost: 2 CP per 5 points.

Orbital Barrage: Put the orbital strike marker down at your target.

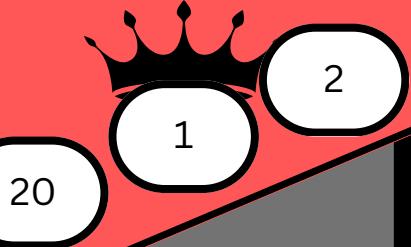
Then roll a 1d20 to see how many centimeters off the strike is. Flip the scatter puck to see where it goes. The strike does $1d10+5$ damage to all units in the radius.

Cost 5 CP

"Good evening. Tonight's top story: the Iron Vanguards, a private military company once contracted for overseas conflicts, have been seen patrolling downtown sectors after a recent surge in cult activity. Residents describe the sight as 'comforting' and 'terrifying' in equal measure. Rows of crimson-and-black exosuits, rifles at the ready, moving with the precision of machines. To some, it looks like order. To others, it looks like an occupation." - Brighton Bay News

VETERAN PILOT

"Stay alive. Get paid."



Health

30

Energy

Starting Energy = 1

Move

10

Armor

1

Dex

+2

Str

+1

Size

1

Resistances: Blunt
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Fist	+0		1d4+Str	Blunt	None	Melee
Large Pistol	+2		1d10+2	Pierce		20cm

Abilities:

Jump Pack: In your movement phase allow this unit to fly up to 50cm.

Cost: 1 Energy

Experienced Pilot: This unit and their vehicle gain 1 energy on kill

Cool Manuvere: Give the Pilots Vehicle all their energy

Cost: All Energy

Careful Manuvere: Reroll one of your dice. Do at any time

Cost: 1 Energy

Aura of Authority: Newbie Pilots within 15cm gain +2 to hit with ranged weapons.

Keywords: Pilot

VETERAN PILOT

Enhancements	Effect	Point Costs
Entombed	Can not leave his mech suit. If it dies he dies. The mech has +3 to dex and +5 to strength. If there is no mech in the listing. Automatically gain a free small mech.	10
Recon Captain	Can only equip the [[small Mech suit]]. Can stealth at end of turn for 1 energy. Works even when piloting	15
Sabotuer	Can enter abandoned enemy vehicles for free.	15
Hijacker	Can remove enemy pilots from their vehicles for 2 energy	30

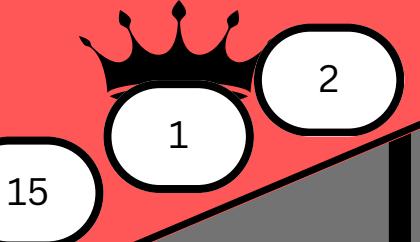
"I've flown steel coffins for twenty years, and the first lesson I ever learned still holds true: the machine won't save you. Doesn't matter if it's a cheap exosuit or a seven-story mech — it's just metal. You survive by not making stupid choices, by keeping your head down, and by never, ever trusting a client's promises. Rookies think the armor makes them invincible. That's why Rookies don't last.

I've seen the Children tear through men twice their size, ripping steel plates off frames with their bare hands. I've seen the Circle turn alleyways into nightmares, the air itself clawing at our lungs. You think a gun or a jetpack is going to stop that? No. You survive by knowing when to fight, when to burn everything around you, and when to pull back before you're another red stain on the pavement.

People like to call us mercenaries, killers for hire. Maybe they're right. But I'll tell you this — we keep the city standing. We put the monsters down when no one else can. And when the contract ends, we go home and try to forget the screams for a night or two before the next job. You don't need to call us heroes. Just call us professionals. That's all we've got left." **-An interview from a Veteran Pilot in the Vanguard**

VANGUARD COMMANDER

"Obey the uplink. Obey the contract."



Health

20

Energy

Starting Energy = 3

Move

10

Armor

2

Dex

+1

Str

+1

Size

2

Resistances: Suppresion
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Shock Batton	+0		1d4+Str	Blunt	Suppress on hit	Melee
Sidearm	+1		1d6	Piercing		20cm

Abilities:

Tactical Orders: Once per turn a friendly unit within 10cm, may reroll an attack or defense roll.

Coordinated Fire: If a friendly squad with more than 1 unit all attack the same enemy they have +2 to hit

Command Network: All friendly units within 10cm have +5 movespeed

Orbital Precision strike: A target within 30cm takes 2d8 fire damage
Cost: 3 Energy

Command Uplink: At the start of your turn you gain 1 energy if you have control of at least 1 objective.

"Commanders don't fight for glory. They fight to keep the line intact, feeding orders through encrypted uplinks while orbital cannons wait for their signal. A squad with a Commander fights like one mind, one trigger."

NEWBIE PILOT

"First day on the Job"

5 1 1

Health

Energy

10

Starting Energy = 1

Move

10

Armor

1

Dex

+0

Str

+0

Size

1

Resistances: None
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Fist	+0		1d4+Str	Blunt	None	Melee
Large Pistol	-1	Aimed Shot 3	1d8+3	Pierce		20cm

Abilities:

Jump Pack: In your movement phase allow this unit to fly up to 50cm.

Cost: 1 Energy

Trickshot: If you roll a crit gain 1 energy

Crash suit: The next time you take blunt damage take 2 instead

Cost: 1 Energy

Gas Tank: When this unit dies, roll a d10. On a 8 or higher it explodes applying burning 3 to all units in 5cm

Keywords: Pilot

VANGUARD ENFORCERS

"The Vanguard doesn't hire heroes. We hire survivors."

Health

Energy

15

Starting Energy = 0

Move

12

Armor

2

Dex

+2

Str

+2

Size

2

Resistances: Blunt
Immunities: Suppression

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Assault Rifle	+2		1d8	Piercing		20cm
Combat Knife	+1		1d4	Slashing	Suppress the enemy on hit	Melee

Abilities:

Cover Fire: Instead of attacking the squad can suppress an enemy in line of sight

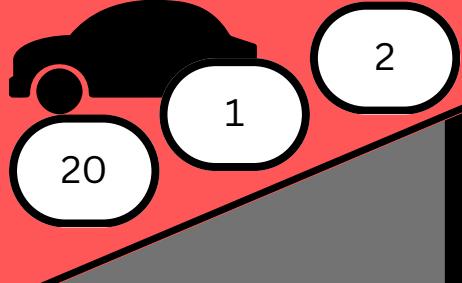
Professional Discipline: This squad can reroll on attack roll per turn.

"Contract #4417, Sector D. Contact with hostiles confirmed at 0200 hours. Not insurgents. Not animals. Something in between. First contact was with one of their "uplifted" freaks — part man, part wolf, jaw unhinged wider than a riot shield. Fast, erratic, didn't flinch at small-arms fire. Took three Enforcers putting full-auto into it before it stopped moving. And when it dropped? It smiled.

Rest of the swarm came fast behind it. Claws, scales, tails — each one stitched into some mockery of human form. Civilians panicked, some tried to pray. My squad held formation, burned half a magazine suppressing. They don't break, don't scatter. They charge like they're being driven. I don't know if it's faith or just whatever cocktail that rat-doctor cooked up in their veins. But I'll say this: they're not soldiers, and they're not beasts. They're something worse — they want to die for it." - **After action brief from an enforcer.**

HAZARD EXOSUIT

"If it moves, burn it. If it burns, bury it."



Health

Energy

30

Starting Energy = 3

Move

20

Armor

2

Dex

+3

Str

+5

Size

3

Resistances: None
Immunities: Fire

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Ram	+2		1d6+Str	Blunt	Impact 10 Knockback 5	Melee
Assault Rifle	+1		1d8 + 4	Pierce		50cm
Flamethrower	+0		1d4	Fire	Burning 2	10cm Cone

Abilities:

Hunker down: At the start of your turn you can choose to hunker down. You gain +3 armor but become immobile until your next turn.
Cost: 1 Energy

Trophy System: Negate the next ranged attack of your choice made against this unit.

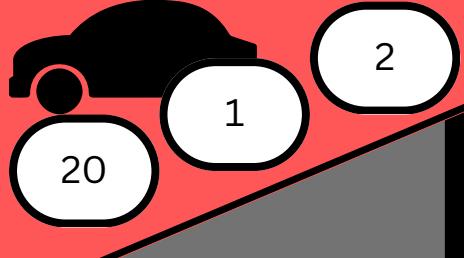
Cost: 2 Energy

Charged Laser Cannon: In your attack turn. Fire a Laser at an enemy in line of sight. It does 1d4+4 energy damage. Once per Turn
Cost: 2 Energy

"The Hazard Frame is a walking furnace of lead and fire. Built for urban pacification, its flamethrower clears alleys while its rifle mows down stragglers. Civilians call it a war crime on legs. The Vanguards call it standard kit."

CRYO HAZARD EXOSUIT

"Cold makes corpses easier to count."



Health

Energy

30

Starting Energy = 3

Move

20

Armor

2

Dex

+3

Str

+5

Size

3

Resistances: None
Immunities: Cold

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Ram	+2		1d6+Str	Blunt	Impact 10 Knockback 5	Melee
Assault Rifle	+1		1d8 + 4	Pierce		50cm
Cryo Projector	+0		1d4	Cold	[[Chilled]] 2	10cm Cone

Abilities:

Hunker down: At the start of your turn you can choose to hunker down. You gain +3 armor but become immobile until your next turn.
Cost: 1 Energy

Trophy System: Negate the next ranged attack of your choice made against this unit.

Cost: 2 Energy

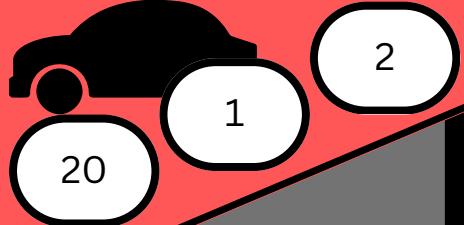
Cryo Blast: Fire a concentrated cryogenic beam at a single target. Deals 1d6 Cold damage and applies [[Frozen]] (target cannot move until end of its next turn). Once per Turn.

Cost: 1 Energy

"When brute force isn't enough, the Cryo Frame brings control. Liquid nitrogen sprayers and freezing charges turn rushing hordes into brittle statues. For the Vanguard, it's just another tool in the toolbox."

SUPPORT EXOSUIT

"We don't patch wounds. We patch contracts."



Health

Energy

20

Starting Energy = 4

Move

20

Armor

2

Dex

+2

Str

+3

Size

3

Resistances: None
Immunities: None

Weapons	Hit Bonus	Keywords	Damage	Damage Type	Effects	Range
Manipulator arm	+2		1d6+Str	Blunt		Melee
SMG Carbine	+1		1d6 + 2	Pierce		50cm

Abilities:

Field Repair: Heal a friendly mech, vehicle or drone 1d8 damage within 10cm. Do in the interaction phase
Cost: 1 Energy

Stabilizer Field: Until next turn other friendly units within 10cm can't be reduced below 1 health. Do at any Point.
Cost: 2 Energy

Imparted Knowhow: Vehicles in 10cm have +1 armor.

"Not all battles are won with bullets. The Support Frame carries field generators, medkits, and uplinks, keeping squads alive under fire. It's the closest thing the Vanguard have to compassion — and even that comes at a price."