

# PLAYER CLASSES

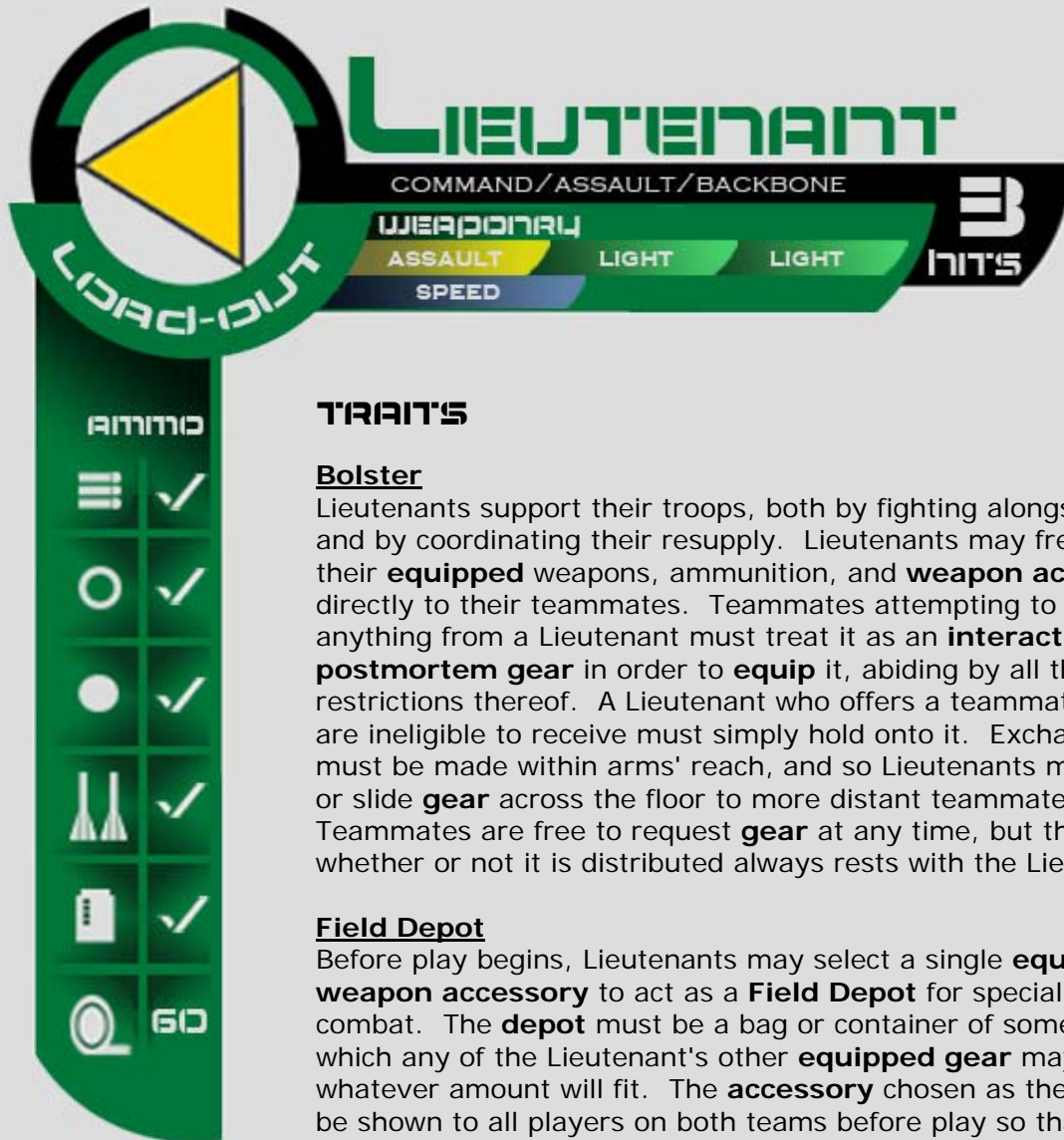
While this chapter is currently being presented in an entirely ramshackle way, a few things need to be covered to understand the format by which the classes are presented.

At the head of each class description is that class's title, badge, and a summary of their intended rolls. Off to the right their starting number of **hits** is noted, with the content of their **load-out** occupying the spaces beneath and to the left. The class's special rules follow below all of that. The final version will include a good page or so of extra information on each class's tactics as well.

For the Ammo area, the symbols running top to bottom represent **darts**, **discs**, **balls**, **arrows**, **small clips**, and **large clips**. In each section, a checkmark denotes that the ammunition type is allowed and may be carried in any amount, while an "X" indicates that the class may not use that type of ammo or any of its associated weaponry at all. If an asterisk is present next to an ammunition type, that type may be used, but is governed in some way by that class's other rules. When **darts**, **discs**, **arrows**, or **balls** are marked with a number (as opposed to a checkmark or "X"), it denotes the total number of projectiles of that type that may be **equipped** at any one time. If a number is listed next to one of the clip types, however, it represents the maximum total *capacity* for all **equipped** clips of that type. Whether a clip is loaded with **darts** or **discs** does not factor in to this limitation.

In the Weaponry area, each colored, segmented section represents a single **slot** of the stated type. Ranged weapons are on top- purple for **heavy**, yellow for **assault**, green for **light**, and black for **stealth**. Below the ranged weapons sits each class's melee **slot**- red for **deflection** and blue for **speed**. As with ammunition, if an asterisk marks any of the class's slots, then one of their special rules governs it in a unique way.





## TRAIT'S

### Bolster

Lieutenants support their troops, both by fighting alongside them and by coordinating their resupply. Lieutenants may freely distribute their **equipped** weapons, ammunition, and **weapon accessories** directly to their teammates. Teammates attempting to receive anything from a Lieutenant must treat it as an **interaction** with **postmortem gear** in order to **equip** it, abiding by all the normal restrictions thereof. A Lieutenant who offers a teammate **gear** they are ineligible to receive must simply hold onto it. Exchanges of **gear** must be made within arms' reach, and so Lieutenants may not toss or slide **gear** across the floor to more distant teammates. Teammates are free to request **gear** at any time, but the decision of whether or not it is distributed always rests with the Lieutenant.

### Field Depot

Before play begins, Lieutenants may select a single **equipped non-weapon accessory** to act as a **Field Depot** for special use in combat. The **depot** must be a bag or container of some kind, into which any of the Lieutenant's other **equipped gear** may be added in whatever amount will fit. The **accessory** chosen as the **Depot** must be shown to all players on both teams before play so that it may be identified during combat. If the **depot** is **discarded** by the Lieutenant once play has begun, its contents may be treated as **gear** being offered with the **Bolster trait** by any player on either team, wherever it may lay in the play space. The contents of a **discarded Depot** cease to count towards its Lieutenant's **load-out** just as normally **discarded gear** would. Lieutenants may add any of their remaining or subsequently **equipped gear** to their team's **Depot** at any time as long as it will securely fit. Once **discarded** by its Lieutenant, a **Depot** may not be moved or picked up by any player on either team.



AMMO

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## TRAITS

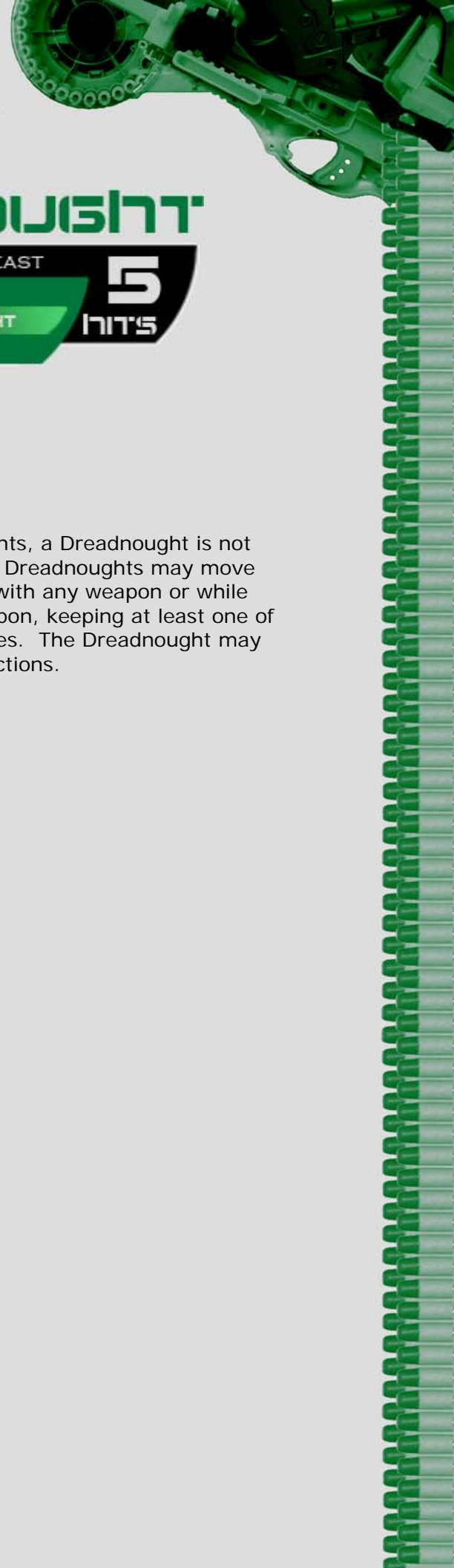
### False Wound


This ability reflects the Assassin's penchant for escaping danger, even when it seems that they are certain to be consumed by it. In response to suffering their first non-headshot **hit**, Assassins may begin a 10 count. If they are **hit** again before the count is completed they are rendered **incapacitated** as normal and the count ceases. If the Assassin completes the count, however, their **hits** are considered to be reset as though the initial wound had never occurred. This **trait** may be used any number of times per round. If an **incapacitated** Assassin is **Revived** by a Medic, they lose this access to this **trait** for the remainder of the round.

### Human Firearm

Assassins can eliminate the enemy silently and efficiently, even without the aid of a blaster or blade. At any time, Assassins may throw any of their **equipped darts** at enemy players. **Darts** thrown in this way are to be considered equivalent to any standard projectile fired by ranged weapons- they are subject to all normal **hit** rules, **first flight**, etc. Assassins are free to dual **wield** thrown **darts** in concert with any of their ranged weapons, but not with their melee weapon. **Darts** may be thrown with either or both hands, but only one at a time, one hand at a time. While in-hand, an Assassin's **darts** are not considered invalid **hit** targets as normal ranged weapons are.







## דְרֵאדְנוּגְט

TERRORIZER/FIRE SUPPORT/BEAST

וְהַרְסָה  
HEAVY DEFLECTION

LIGHT LIGHT

5  
הִיט'ס

LOAD-OUT

אִמּוּנָה

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## TRAITS

### Steamroller

Though they are tough, fearsome opponents, a Dreadnought is not as nimble or mobile as the other classes. Dreadnoughts may move no faster than walking speed while firing with any weapon or while attempting a **strike** with their melee weapon, keeping at least one of their feet on the floor or ground at all times. The Dreadnought may move freely when not performing these actions.



## TRAITS

### Geared to Save

Though by no means pacifists, Medics are more concerned with protecting their teammates than hoisting around stores of ammunition. A Medic may have no more than 25 projectiles **equipped** in total at any one time, and always carries a single shield into combat. The shield that comes as part of the Nerf Stonewall set is ideal, but players are free to utilize improvised designs possessing similar dimensions. However it is implemented, the shield is an invalid **hit** target whenever it is attached to the Medic's wrist or grasped in their hand, and usable regardless of whether the Medic is **wielding** their ranged or melee weaponry.

### Heal

A Medic's first priority is to prolong the combat viability of their comrades on the battlefield. At any time during a round, a Medic may place a hand upon an **injured** teammate and initiate a 5-count. Upon completion of the count, a single **hit** is restored to the contacted player's total. So long as physical contact with the **injured** player is maintained, the Medic may shift the position of their body and attempt to defend themselves or their charge during the count with their shield or weaponry, though the player being **healed** may not move or take any other action whatsoever. If the Medic's hand loses contact with their teammate during the count, or if either the Medic or their teammate suffer a **hit**, then the count is terminated and must be begun anew to have any effect. Medics may

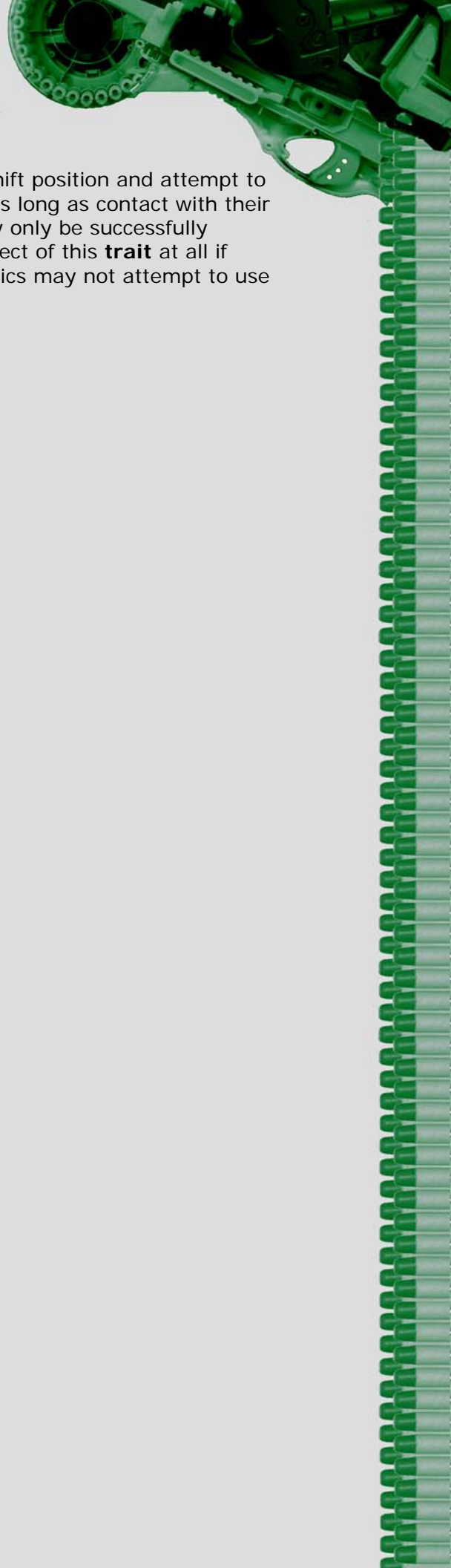
also attempt to **heal** themselves, but are forbidden from moving or taking other actions during the count as a teammate would be. Each player may only be successfully **healed** a single time per round, and may not be the subject of this **trait** at all if they have been **revived** as described below.

### Revive

Medics also possess the skills required to bring critically wounded teammates back into the fight. During a round, a Medic may place a hand upon an **incapacitated** teammate and initiate a 10-count. Upon completion of the count the **incapacitated** player is restored to the **injured** state and granted a single **hit** with which to continue the battle. As with the **heal trait**, the count must be abandoned and restarted if the Medic breaks contact with the targeted player or suffers any **hits** during the process, though projectiles or melee **strikes** contacting the player being

# THE DOCUMENT

**revived** have no effect. Also as with **heal**, Medics may shift position and attempt to defend themselves with their free hand during the count as long as contact with their **incapacitated** teammate is maintained. Each player may only be successfully **revived** a single time per round, and may not be the subject of this **trait** at all if they have been successfully **healed**. **Incapacitated** Medics may not attempt to use this **trait** on themselves.





## TRAITS

### Double Threat

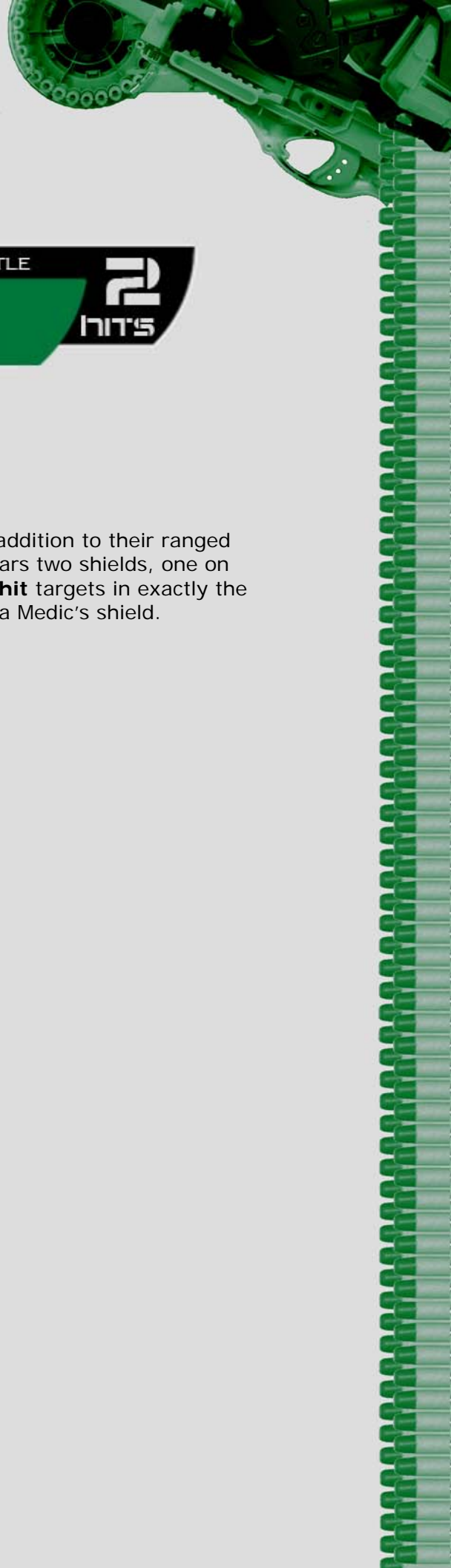
Bladeslingers know slicing and smashing as well as they know shooting, and can effortlessly combine these deadly talents. A Bladeslinger is free to **wield** both their ranged and melee weapon at the same time, and may layer the firing of projectiles together with the delivery of **strikes** any way they choose. Bladeslingers need not always dual **wield** in this way, and so may use one or another of their weapons at a time if they choose. Though they are free to **discard** their **light weapon** at any time as normal, Bladeslingers are rather attached to their melee weapon and are forbidden from **discarding** it.

### Vengeance

Seeing their brothers fall in combat fills the Bladeslinger with rage and determination. When their first teammate is **incapacitated** in a given round, the Bladeslinger delivers a verbal cue denoting the activation of this ability and immediately gains an additional **hit** that lasts until the round's conclusion. If **uninjured** at the time of their friend's demise, the Bladeslinger's **hit** total jumps to 4. If **injured**, one of their **hits** is restored as though they had been treated by a Medic. This ability does not activate if the **Bladeslinger** is **incapacitated**. Players on a Bladeslinger's team should announce their **incapacitation** loudly when it occurs in case they are out of view. Once **Vengeance** has been activated, the Bladeslinger may be neither **healed** nor **revived** by Medics. Before activation, however, they may be affected by Medics normally. This means that, under the right circumstances, Bladeslingers can take up to five separate **hits** in a single round.



# THE DOCUMENT



**AEGIS**  
BULWARK / HARD TARGET / TURTLE  
וְהַרְחֵקוּ  
STEALTH STEALTH  
SPEED  
הִיט'ס

אָמִינָה

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## TRAIT'S

### Impenetrable

The Aegis is a defensive powerhouse. In addition to their ranged and melee weaponry, the Aegis always bears two shields, one on each arm. The Aegis's shields are invalid **hit** targets in exactly the same capacity as **wielded** weaponry and a Medic's shield.





The image shows a character profile card for a Vulture. At the top left is a circular logo with a blue silhouette of a vulture's head and the text 'LOAD-OUT' in a green arc below it. To the right of the logo is the word 'VULTURE' in large green letters. Below this, the text 'SCAVENGER / OPPORTUNIST / TROPHY HUNTER' is written in white on a black background. Further right is a green bar with the text 'WEAPONARY' in white, 'ASSAULT\*' in yellow, and 'DEFLECTION' in red. To the right of this bar is a black shield-like shape with a white '3' and the text 'HITS' in white. Below the main title is a vertical green bar labeled 'AMMUNO' at the top. It contains seven rows, each with a white icon and a white asterisk. The icons from top to bottom are: a three-line menu symbol, a circle with a dot, a solid circle, a pair of flasks, a book, a document with a checkmark, and a magnifying glass. At the bottom of the page, there is a partial view of a green assault rifle.

## TRAITS

### Starving

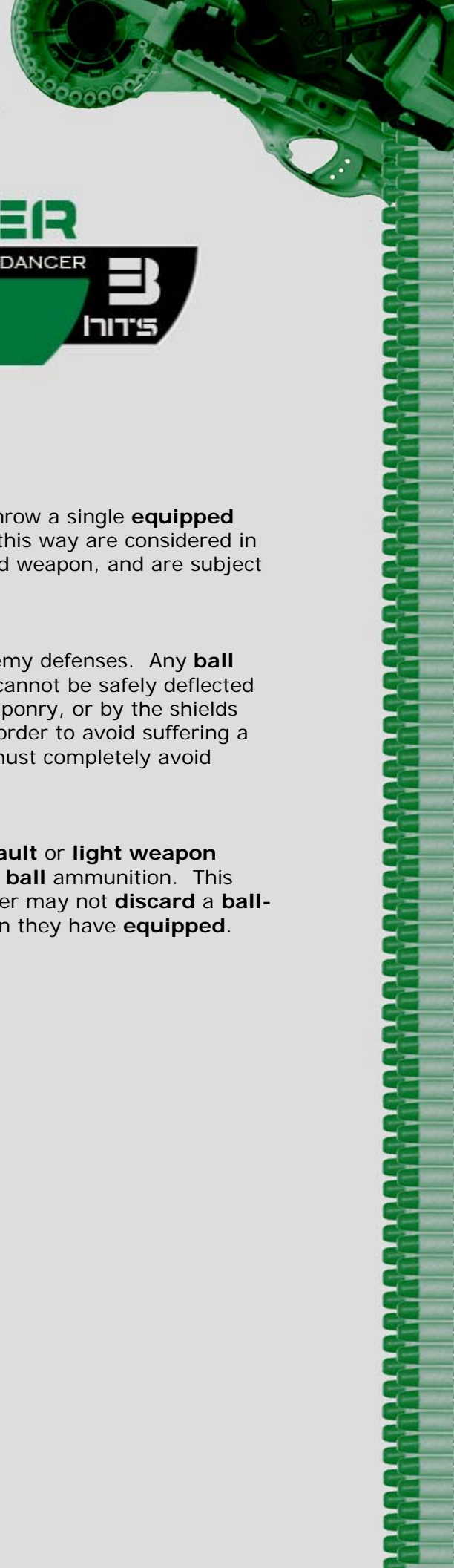
Vultures begin the round with no more clips or ammunition than an amount sufficient to fully load their chosen assault weapon. If using a clip-based assault weapon, they may not begin with any clip size above 20. Vultures may never receive ammunition from Lieutenants, nor may they ever **interact** with any **discarded gear** of any kind.

### Pick the Bones

After the round begins, a Vulture is free to **interact** with and **equip** any amount of ammunition of any type found on **incapacitated** players. A Vulture may also consider their **assault weapon slot** to be a **slot** of any **designation** they please after a round begins. This ability allows them to **equip** literally any weapon found on **incapacitated** players, or to modify an **equipped** weapon with variable **designations** however they choose on the fly. Note that Vultures still have only a single **slot** to work with, and that **slot** must be empty to **equip** an entirely new weapon to it as normal.

### Trinketeer

A Vulture may attach up to four **weapon accessories** to their **equipped** weapon, doubling the normal limit.





## GRENADIER

DEMOLISHER / BOMBERMAN / BREAK-DANCER

WEAPONRY  
ASSAULT \* LIGHT \*  
DEFLECTION

HITS

אמנות

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## TRAITS

### Pin Puller

Three times per round, Grenadiers may throw a single **equipped ball** at their opponents. **Balls** thrown in this way are considered in all ways as a projectile fired from a ranged weapon, and are subject to all normal **hit** rules thereof.

### Explosive Rounds

Grenadiers are experts at penetrating enemy defenses. Any **ball** projectiles fired or thrown by Grenadiers cannot be safely deflected by **wielded** ranged weaponry, melee weaponry, or by the shields specifically provided to other classes. In order to avoid suffering a **hit**, players under fire from a Grenadier must completely avoid contact with their **ball** projectiles.

### Bombastic Personality

At least one of either the Grenadier's **assault** or **light weapon slots** must be filled by a blaster that fires **ball** ammunition. This rule applies at all times, and so a Grenadier may not **discard** a **ball**-based weapon if it is the only such weapon they have **equipped**.



## TRAITS

### To Each Knight His Own

Crusaders are focused entirely on melee combat, possessing not only two melee weapon **slots**, but also some additional options regarding how they are used. When selecting their **gear** before a round begins, a Crusader may elect to **equip** a second **speed** melee weapon in place of their **deflection** weapon. Additionally, they may forgo the use of their **deflection slot** entirely and instead **equip** a shield, which follows the same rules for those provided to the Medic and Aegis classes. Crusaders may never **discard** any of their **equipped gear**.

### Soul of Iron

Crusaders have developed a deep personal resolve in preparation for the brutality of close quarters combat. When receiving a successful melee **strike** to their torso, Crusaders suffer only a single **hit** instead of the usual two. In addition, Crusaders are not immediately **incapacitated** the first time they suffer a headshot in a given round, instead suffering only a single **hit**. Any further headshots during the round act normally. Headshots inflicted by weapons or abilities that deal two **hits** worth of damage via a single projectile ignore this rule and will **incapacitate** a Crusader immediately.

### Rend

Crusaders know how to apply the destructive potential of **deflection** melee weapons better than anyone. Successful **strikes** from a Crusader's **deflection** weapon always inflict two **hits**, regardless of where they land on their opponent's body.



# THE DOCUMENT



The image shows a character card for the Zealot. At the top left is a circular logo with a blue cross and a white lightning bolt, with the text 'LOAD-OUT' written around the bottom edge. To the right of the logo is the name 'ZEALOT' in a stylized font. Below the name are the words 'LAMB / MARTYR / FLESH BOMB'. Further right is a 'HITS' icon. Below these are the Hebrew words 'וְהַרְסָה' (Lamb), 'לְמַתְּ' (Martyr), and 'לְפָנֵינוּ' (Flesh Bomb). Below that are the words 'LIGHT' and 'SPEED'. On the left side of the card is a vertical column of icons: a menu icon, a star, a circle with a star, a circle with an 'X', a flask with an 'X', a book with a star, and a magnifying glass with an 'X'. The word 'AMMUNITION' is written at the top of this column.

## TRAITS

### Asceticism

Zealots may have chosen the path of violence, but they are neither soldiers nor warriors. As a result, they do not enter engagements equipped for battle as their comrades do, and once combat has begun they become completely focused on their ideological mission. Zealots begin the round with no more than 20 projectiles for their chosen **light** weapon. In addition to their significant limitation on starting ammunition, Zealots may never be **Bolstered** by Lieutenants or **interact** with any **gear** of any type other than their **equipped gear**. Should a Zealot elect to **discard** their **light** weapon or melee weapon, it is gone for good as far as they are concerned.

### Divine Wind

Zealots are proud and pleased to sacrifice themselves for their cause, whatever it may be. At any time while not moving, a Zealot may initiate a 5 count. Once this count is initiated, it may not be cancelled or started over. During the count, Zealots are completely invulnerable to all forms of **hits**. Zealots may move freely during the count, but may not fire their ranged weapon or attempt **strikes** with their melee weapon. At the completion of the count, the Zealot detonates, immediately entering the **incapacitated** state. Any enemy player being touched by the palm of the Zealot's hand at the time of detonation is also **incapacitated**. Though very difficult to pull off, a Zealot may indeed attempt to use both their hands to claim the lives of two enemies at once. Should the Zealot reach for and contact an enemy before they finish the count, they may activate detonation early by way of a vocal cue. Once detonated, the Zealot and any enemies **incapacitated** by this ability may no longer be the subject of a Medic's Revive ability. If use of this ability **incapacitates** the only remaining active players in a round, the detonating Zealot's team is considered to have won the round.

**החותר**  
 SURVIVALIST / SHARPSHOOTER / RANGER

אמצעי לחימה  
 LIGHT \* LIGHT  
 SPEED

3  
 הITS

LOAD-OUT

אמצעים

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## TRAITS

### Bowman

One of the Hunter's **light slots** must always be filled with a single shot, single capacity **arrow**-based weapon, such as the Big Bad Bow, the vintage Crossbow or the original Bow N' Arrow. A Hunter's selected **arrow** weapon may never be **discarded**.

### Arterial Instinct

Hunters go for the throat, culling the weak and devastating the injured. Each successful **hit** inflicted by their **arrow** weapon counts as two. In order to gain this benefit, Hunters must fire their **arrow** weapon with both hands whenever it is used. This does not restrict them from holding their arrow weapon while wielding another blaster in their off hand, only from firing it. The Hunter's **arrow** weapon still counts as an invalid target for **hits** whenever held in one hand.

### Recycler

Hunters may retrieve and **equip** any **discarded arrows** found in the play space during a round, regardless of their source, provided that they are compatible with the weapon they have selected according to the Bowman **trait** above.





## WEAPONRY

What follows is a breakdown of what blasters and melee weapons fall within the **designations** described in the Document's primary text, along with any special rules that may apply to them.

Reminder regarding weapons with variable **designations**: a weapon may *always* be considered to be of its listed **designation**. This means, for example, that a Dreadnought may continue to use a Stampede as a **heavy** weapon even after they have expended their **large clips**, so long as they have additional **small clips equipped** and ready to go.

### HEAVY WEAPONS

#### Stampede

Variable to **assault designation** when loaded with **small clips** or unloaded. The blast shield **weapon accessory** native to the Stampede requires a **light** weapon **slot** in order to be **equipped**.

#### Raider/Rampage

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### Alpha Trooper

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### Rapid Fire 20

#### Nitron

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### Rayven

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### **Stryfe**

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### **Revonix**

#### **Hail-Fire**

#### **Pyragon**

Variable to **assault designation** when loaded with **small clips** or unloaded.

#### **Vulcan**

The ammunition belts used by the Vulcan are not considered clips of any kind, and may be carried by a Dreadnought (or Vulture) in any amount. Their bulk, awkwardness, and ponderous reload procedure more than offsets the benefit of players being able to **equip** as many as they please.

#### **Swarmfire**

#### **Unity Power System**

Only considered a **heavy** weapon when fully assembled. When taken as a **heavy** weapon, it may not be disassembled during play. When disassembled, the Titan may be taken as a **light** weapon, the Hornet as an **assault** weapon, and the Scout as a **stealth** weapon. However it is used, projectiles fired from the Titan inflict 2 **hits**. Additionally, Titan **arrow** projectiles act as though they were fired using the Grenadier's Explosive Rounds trait, and so must be dodged completely for players to avoid harm.

## **ASSAULT WEAPONS**

#### **Recon/Retaliator**

Variable to **light designation** when loaded with **small clips** or unloaded.

#### **Magstrike**

#### **Hornet**

#### **Barricade/Stockade**

#### **Speedswarm**

#### **Quick 16**

#### **Longstrike**

#### **Longshot**

The forward barrel attachment native to the Longshot is not considered a **weapon accessory** as other barrels are. Instead, it may be **equipped** using a **light weapon slot**. While **equipped**, it may be **wielded** separately or attached to a parent weapon. In either case, it is considered to be an invalid **hit** target.

#### **Diatron**

#### **Lumitron**

#### **Praxis**

#### **Roughcut**

#### **Deploy**

#### **Ballzooka**

#### **Centurion**

Note: blasters that utilize Elite Mega darts have yet to be tested, but some additional restriction is likely to apply to them to compensate for what is the likely drastic improvements to range and accuracy. Currently, the expectation is that Mega Dart clips will be considered to be **large clips**



regardless of their capacity.

## LIGHT WEAPONS

Maverick  
Strongarm  
Hammerstrike  
Vigilon  
Spectre  
Buzzsaw/Ripsaw  
Barrel-Break  
Triad  
Firefly  
Furyfire  
Speedload 6  
Big Bad Bow  
Hyperfire  
Reactor  
Crossbow  
Titan

See description for Unity Power System above.

### Snapfire

Players may only ever have one Snapfire **equipped** at a given time.

## STEALTH WEAPONS

Nitefinder  
Firestrike  
Jolt  
Secret Shot  
Element  
Scout

See description of Unity Power System above.

Stinger  
Strikefire  
Stormfire  
Sharp Shot  
Atom Blaster  
Eliminator  
Reflex  
Proton

## SPEED MELEE WEAPONS

Stonewall Dagger  
Shadow Fury  
Thunder Fury  
Klaw





Vantage  
Vendetta (single)

## DEFLECTION MELEE WEAPONS

Marauder  
Warlock  
Battlemaster  
Vendetta (double)

The Vendetta may be **dual-wielded** while separated, but both halves must be fully drawn and **wielded** before either blade may be considered an invalid **hit** target or before any **strikes** may be attempted. The Crusader's Rend ability only applies to the Vendetta when the blades are unified.