




PLAYER CLASSES

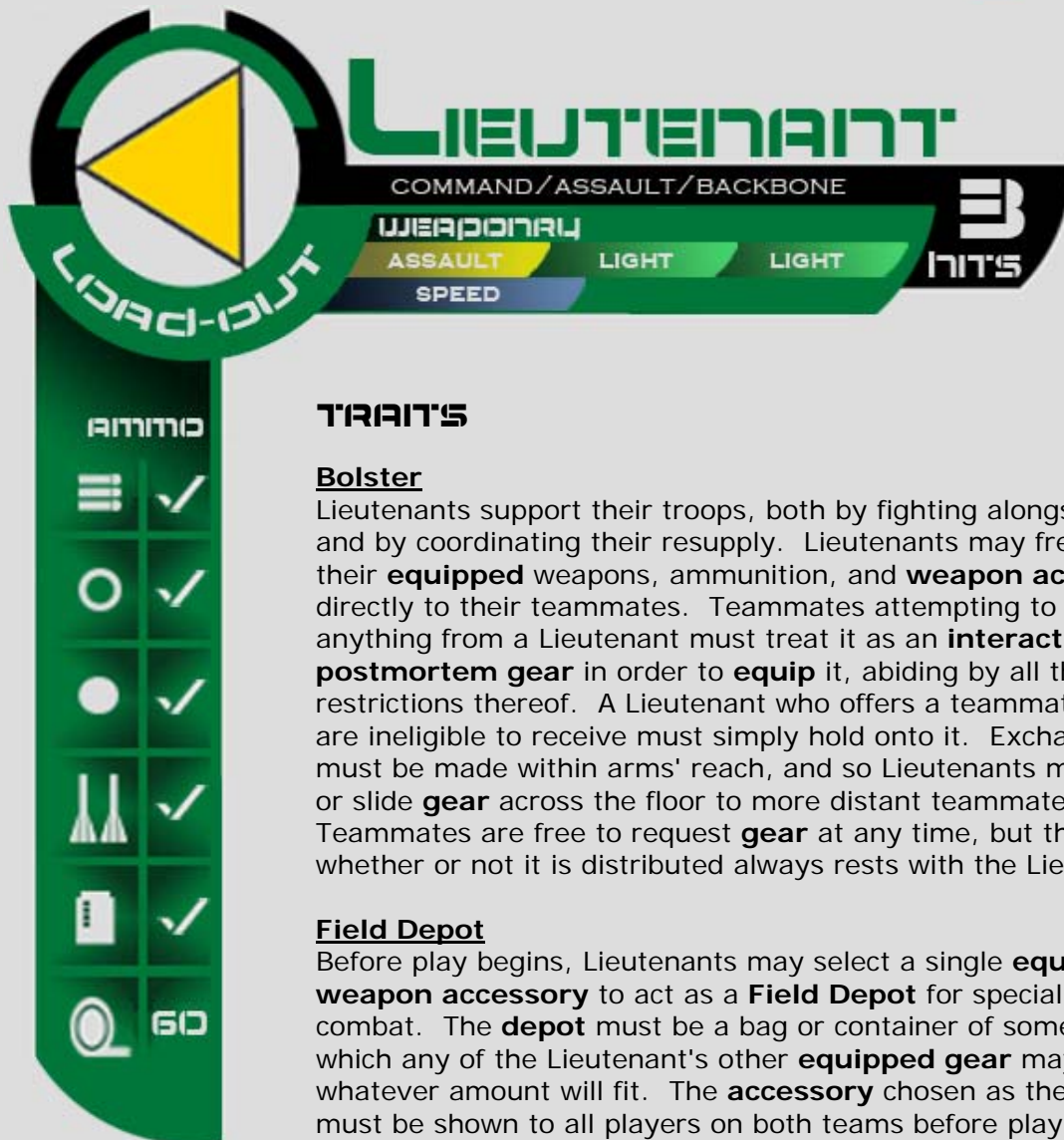
While this chapter is currently being presented in an entirely ramshackle way, a few things need to be covered to understand the format by which the classes are presented.

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, than 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** and 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.



ASSASSIN

SCOUT / SHADOW / TRICKSTER

WEAPONRY

STEALTH LIGHT LIGHT

SPEED

HITS

AMMO

☰	✓
○	✓
●	✗
🔫	✗
📄	✓
🎯	✗

TRAITS

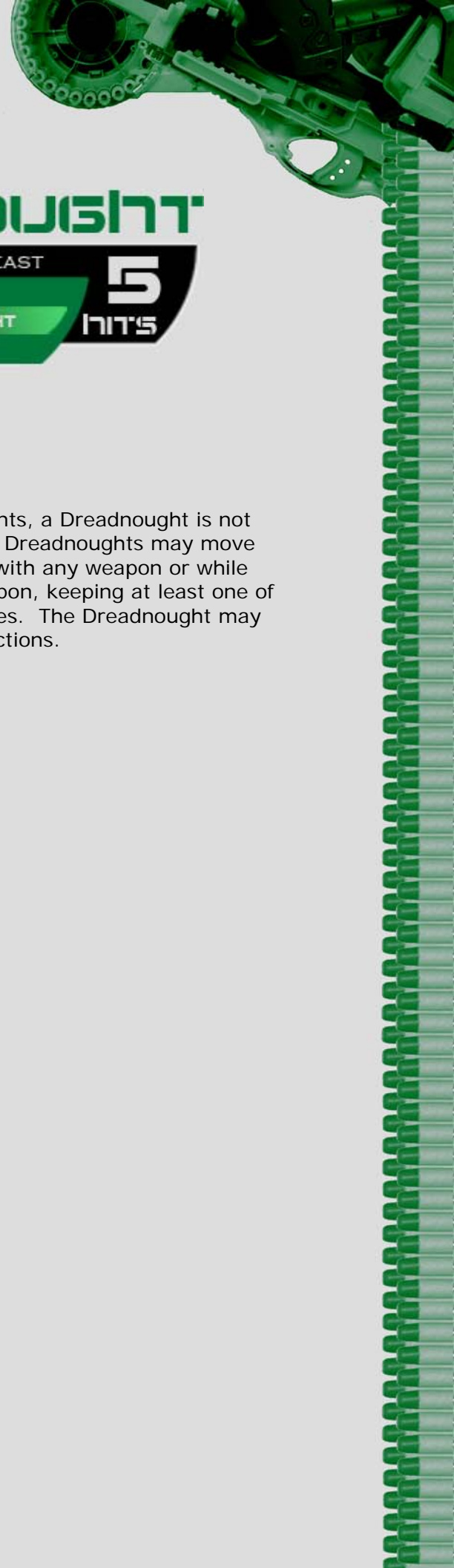
False Wound

This ability reflects the Assassin's danger by the skin of his teeth. 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 ability may be used any number of times per round. If an **incapacitated** Assassin is **Revived** by a Medic, they lose this ability 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.







DREADNOUGHT

TERRORIZER/FIRE SUPPORT/BEAST

WEAPONRY
HEAVY LIGHT LIGHT

DEFLECTION

5
HITS

LOAD-OUT

AMMO

☰	✓
○	✓
●	✓
🔫	✓
📄	✓
🔍	40

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.