




# PLAYER CLASSES

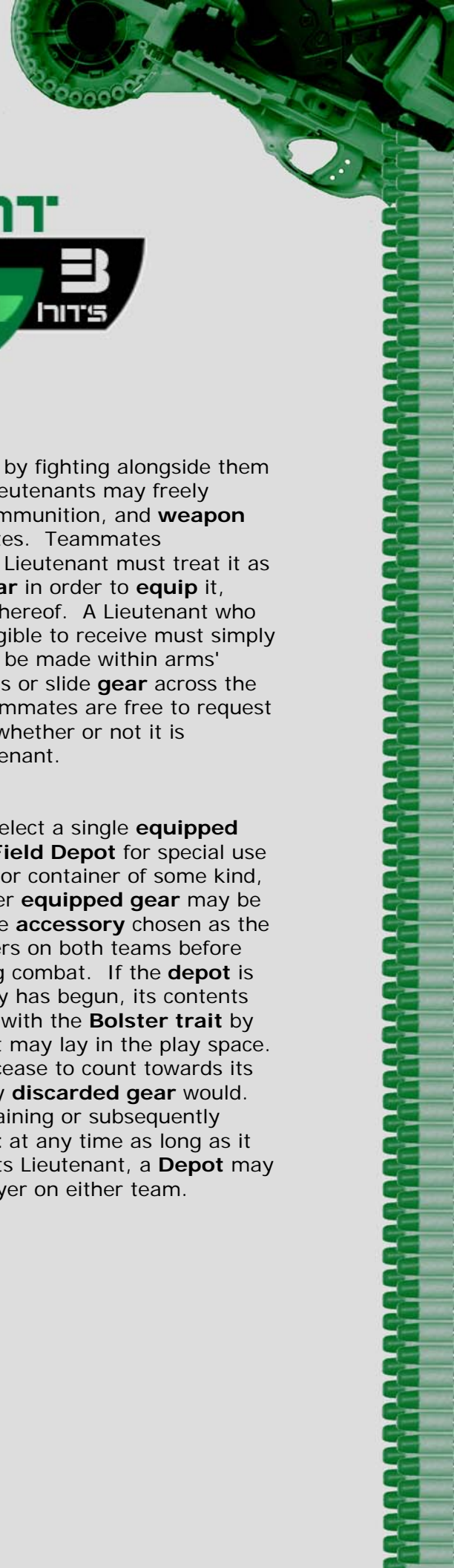
While this chapter is currently being presented in an entirely ramshackle way, a few things need to be covered to understand the format by which the classes are presented.

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.





The graphic is a vertical card for the 'Lieutenant' character. At the top left is a circular icon with a yellow triangle pointing right, labeled 'LOAD-OUT'. To the right of this is the character name 'LIEUTENANT' in large green letters, with 'COMMAND / ASSAULT / BACKBONE' below it. Further right is a green bar with 'WEAPONRY' and 'ASSAULT' (highlighted in yellow), 'LIGHT', and 'LIGHT' (highlighted in green). Below this bar is a blue bar with 'SPEED'. To the right of the bar is a black box with a white '3' and the Hebrew word 'חיים' (Haim). Below the main card is a vertical green bar with the Hebrew word 'אמנות' (Amnot) at the top. It contains six icons in a grid, each with a checkmark to its right: a menu icon, a circle, a dot, a triangle, a document, and a magnifying glass. At the bottom of this bar is the Hebrew word 'סוד' (Sod).

## 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.

