

CREW CONSTRUCTION REFERENCE SHEET

CREW ORGANIZATION AND RATINGS

| MODEL TYPE | NUMBER IN CREW | STARTING MAXIMUM | CAMPAIGN MAXIMUM |
|------------|----------------|------------------|------------------|
| Commander | 1 | 6 | 7 |
| Veteran | 0-2 | 5 | 6 |
| Trooper | 2+ | 4 | 5 |

The **minimum** number of models in a crew is 3 (1 Commander, 2 Troopers), and the **maximum** number of models in a crew is 15. Each Crew may only start with 0-1 pieces of **Scarce Gear**.

Models cannot begin with a Rating higher than the Starting Maximum for their type. They may not increase a Rating higher than the Campaign Maximum for their type during Campaign Play.

FACTION LIFEFORMS

| FACTION | TRUE HUMAN | MUTANT | SYNTHETIC |
|------------------|------------|--------|-----------|
| Architechs | ✓ | 0-3 | 0-3 |
| Ecotopians | ✓ | ✓ | ✗ |
| Gamma Lords | ✗ | ✓ | ✗ |
| Palladium ATHENA | ✗ | ✗ | ✓ |
| Scrapers | ✓ | ✓ | ✓ |
| Sons of Entropy | ✓ | ✓ | ✗ |
| The Purge | ✓ | ✗ | ✗ |

RATINGS SP COSTS

| RATING | CBT | CMD | CON |
|--------|-----|-----|-----|
| 7 | 30 | 24 | 26 |
| 6 | 22 | 18 | 19 |
| 5 | 15 | 12 | 13 |
| 4 | 10 | 8 | 8 |
| 3 | 6 | 4 | 4 |
| 2 | 3 | 2 | 2 |
| 1 | 1 | 1 | 1 |

FACTION TRAITS

| | | ECOTOPIANS | GAMMA LORDS | PALLADIUM ATHENA |
|--|--|------------------------|---------------------------|-----------------------|
| | | Go to Ground 5 | Dead Zone (M) 35 | Calculated Risk 5 |
| | | High Pain Tolerance 30 | Intoxicating Scent (P) 15 | Firing Solution 10 |
| | | Hunter 15 | Super Genius (M) 10 | Redundant Circuits 20 |
| | | ARCHITECHS | SCRAPPERS | SONS OF ENTROPY |
| | | Belay Order 20 | Grifter 5 | Assassin 15 |
| | | Preemptive Strike 5 | Hot Tip 5 | Bully's Boot 5 |
| | | Stormtrooper 10 | Scrounger 5 | Infiltrator 20 |
| | | | | THE PURGE |
| | | | | All Out Attack 5 |
| | | | | Fanatic 20 |
| | | | | For TruManity! 5 |

GENERAL TRAITS

| CORE | | CHAMPION | | MUTATION | | STRUCTURAL | |
|---------------------|----------|---------------|-------|----------------------|----------|------------------|---------|
| Dauntless | 5/5/5 | Athlete | 5/5/5 | Brute (P) | 15 | Android | 10 |
| Drilled | 15 | Crushing Blow | 10 | EMP Burst (M) | 10 | Armored Hull | 35 |
| Gearhead | 5/5/5 | Gunsmith | 15 | Extra Arms (P) | 25 | Cyber-Thrall | 10 |
| Knife Fighter | 5/10/10 | Hack & Slash | 10 | Force Field (M) | 20 | Cyborg | 10# |
| Kung Fu | 10/10/10 | Hawkeye | 25 | Gammahide (P) | 10/10/10 | Death Machine | 35 |
| Man-at-Arms | 5/10/10 | Myrmidon | 10 | Horrible Stench (P) | 15 | EMP Shielding | 10 |
| Marksman | 5/10/10 | Paragon | 10 | Inhuman Strength (P) | 30 | Energy Shield | 30 |
| Ranger | 15 | Stubborn | 5 | Organic Weapons (P) | 5/10/10* | Integral Weapons | 5& |
| Sharpshooter | 25 | Targeteer | 20 | Shadowmind (M) | 25 | Mobility Upgrade | 5/15/25 |
| Two Weapon Fighting | 10 | Weapon Expert | 15 | Stun Field (M) | 25 | Self Destruct | 15 |

*: Plus SP of Organic Weapon

#: Plus SP of other Trait

&: Plus SP of each Weapon

ORGANIC WEAPONS (MELEE)

| NAME | RCH/ATK/DMG | GEAR TRAITS | SP |
|-------------|-------------|-------------|-----|
| Body Blades | 1/C/2 | Riposte | +5 |
| Bashers | 1/C/3 | Impact | +10 |
| Slashers | 1/C/2 | Vicious | +5 |
| Stranglers | 2/C/1 | Entangle | +5 |
| Toxic Spray | 3/C/1 | Gas, Poison | +15 |

ORGANIC WEAPONS (RANGED)

| NAME | RNG/RoF/DMG | GEAR TRAITS | SP |
|-----------------|-------------|-----------------------------|-----|
| Electroshock | 10/2/3 | Impact | +25 |
| Quill Storm | 4/3/2 | Directed Burst (2), Vicious | +15 |
| Screamer | 6/2/3 | Rapid Fire, Sonic | +25 |
| Tangle Web | 5/1/1 | Area Burst (2), Entangle | +15 |
| X-Radiated Eyes | 8/2/3 | X-Ray | +35 |

FACTION FEATURES

| | |
|------------------|---|
| Architechs | Go and Do Likewise - If the Commander of this Crew is unable to make a Rout or Strategy Check, any Ready Veteran model may do that as if it had the Commander Trait. |
| Ecotopians | GAIA's Bounty - Blessed with an abundance of healthy provisions, Ecotopian Crews start the Game with a free Break Token to use Once per Game. |
| Gamma Lords | Mutocracy - A Mutant Commander is Immune (Panic from Losses) from any member of its Crew. Veterans are Immune (Panic from Losses) from any Troopers on its Crew. |
| Palladium ATHENA | Advanced Comms - Commander Type models from this Faction have a Command Radius that extends to the entire game board. |
| Scrappers | Gawdamn Professionals - Scrapper Crews may have 0-3 Veteran model types. A starting Scrappers Crew may have 0-2 pieces of Scarce Gear. |
| Sons of Entropy | Road Warriors - Once all models have been deployed, including all Infiltrators, then 0-5 models from this Crew may be re-deployed within 6" of any table edge but not from any part of the opposing Player's Deployment Zone quadrant. |
| The Purge | Righteous Zeal - As long as there is a single Mutant enemy model in play, all Broken models of this Crew automatically Steady at the start of the next SitRep Phase. |

WEAPONS

| | NAME | RCH/ATK/DMG | GEAR TRAITS | SP |
|-----------------|------------------------|--|--|----|
| CLOSE | Bludgeon | 1/C/2 | Impact | 5 |
| | Cleaver | 1/C/2 | Vicious | 5 |
| | Great Bludgeon | 2/C/3 | Fatigue, Impact, 2-hands | 10 |
| | Great Cleaver | 2/C/3 | Fatigue, 2-hands, Vicious | 10 |
| | Great Sword | 2/C/3 | 2-hands | 10 |
| | Grinder | 1/C/4 | Vicious | 20 |
| | Knife | 0/C/0 | Light, Small, Thrown | 1 |
| | Spear | 2/C/1 | Thrown | 5 |
| | Sword | 1/C/2 | Riposte | 5 |
| | Unarmed | 0/C/0 | Unarmed | - |
| RANGED | NAME | RNG/RoF/DMG | GEAR TRAITS | SP |
| | Assault Rifle | 20/3/4 | Longarm, Rapid Fire | 40 |
| | Auto-Pistol | 8/2/2 | Rapid Fire, Sidearm, Small | 20 |
| | Auto-Shotgun | 12/3/4 | Longarm, Rapid Fire, Scatter | 30 |
| | Boom Sticks | 5/1/2 | Area Burst (1), Impact, Thrown | 15 |
| | Bow | 18/2/3 | Fixed Range, Silent, 2-hands | 15 |
| | Crossbow | 18/1/3 | Fixed Range, Piercing, Silent, 2-hands | 15 |
| | Hand Crossbow | 8/2/1 | Sidearm, Silent, Small | 10 |
| | Revolver | 8/2/2 | Reliable, Sidearm, Small | 15 |
| | Rifle | 25/2/4 | Longarm | 30 |
| Submachinegun | 14/3/3 | Rapid Fire, Sidearm | 30 | |
| SCARCE | NAME | RNG/RoF/DMG | GEAR TRAITS | SP |
| | Flamethrower | 8/1/5 | Flamethrower (4), Scarce | 85 |
| | Grenade Launcher | 18/2/4 | Grenade (2), Longarm, Scarce, Selective Ammo | 40 |
| | Grenade, Concussion | 0/1/0 | Concussion, Grenade (2), Scarce, Thrown | 5 |
| | Grenade, EMP | 0/1/0 | EMP, Grenade (2), Scarce, Thrown | 15 |
| | Grenade, Fragmentation | 0/1/4 | Grenade (2), Scarce, Thrown | 10 |
| | Grenade, Prismatic | 0/1/0 | Grenade (2), Prismatic, Scarce, Thrown | 5 |
| | Grenade, Smoke | 0/1/0 | Scarce, Smoke, Thrown | 5 |
| Machinegun | 25/4/4 | Directed Burst (3), Heavy, Longarm, Rapid Fire, Scarce | 55 | |
| Rocket Launcher | 20/1/6 | Rocket (4), Scarce | 100 | |
| Sniper Rifle | 35/2/5 | Hi-Pen, Longarm, Recoil, Scarce | 60 | |

COMMON ARMOR

| NAME | RATING | GEAR TRAITS | SP |
|-------------|--------|---------------|----|
| Helmet | - | Helmet, Light | 5 |
| Leathers | 1 | Light, Small | 5 |
| Shield | 1 | Shield | 5 |
| Piece Metal | 2 | | 10 |
| Tac-Suit | 3 | | 20 |
| Scrap Metal | 4 | Heavy | 30 |

SCARCE ARMOR

| NAME | RATING | GEAR TRAITS | SP |
|--------------|--------|--------------------|----|
| Blast Shield | 2 | Scarce, Shield | 15 |
| Combat Armor | 4 | Alpha User, Scarce | 5 |

GEAR

| NAME | GEAR TRAITS | SP |
|------------------|----------------------|--------|
| Climbing Rig | Light | 5 |
| Extra Rations | Light, Small | 5/per |
| Gas Mask | Light, Small | 10 |
| Ruck Sack | Light | 2 |
| Tactical Harness | Light | 5 |
| Tool Kit | Light, Small | 10 |
| Comm Unit | Light, Scarce, Small | 10/per |
| Extra Ammo | Scarce, Small | 15 |
| Hot-Suit | Scarce, Small | 20 |
| Laser Sight | Light, Scarce | 15 |
| Scope | Light, Scarce | 25 |

ARTIFACT WEAPONS

| CLOSE RANGED | NAME | RCH/ATK/DMG | GEAR TRAITS | SP |
|---------------------|------------------|--|--------------------------------------|----|
| | Bonded Blade | 1/C/4 | Artifact, Riposte, Savage | - |
| | Energy Baton | 1/C/4 | Artifact, Impact | - |
| | Gravity Gauntlet | 0/C/6 | Alpha User, Artifact, Brutal, Impact | - |
| NAME | RNG/RoF/DMG | GEAR TRAITS | SP | |
| Blaster Cannon | 24/1/7 | Area Burst (3), Artifact, Heavy, Longarm, Recoil, Sonic | - | |
| Blaster Pistol | 10/2/5 | Artifact, Siderarm, Sonic | - | |
| Blaster Rifle | 18/2/6 | Artifact, Longarm, Sonic | - | |
| Devastator Pistol | 16/2/8 | Artifact, Energy, Sidearm | - | |
| Fusion Rifle | 20/2/10 | Artifact, Heavy, Hi-Energy, Longarm, Recoil | - | |
| Gauss Pistol | 16/3/4 | Artifact, Gauss, Rapid Fire, Sidearm | - | |
| Gauss Rifle | 30/4/5 | Artifact, Directed Burst (3), Gauss, Longarm, Rapid Fire | - | |
| Gauss Submachinegun | 20/4/4 | Artifact, Directed Burst (3), Gauss, Rapid Fire, Sidearm | - | |
| Laser Cannon | 50/5/5 | Artifact, Directed Burst (4), Energy, Longarm, Rapid Fire | - | |
| Laser Pistol | 18/3/4 | Artifact, Energy, Sidearm | - | |
| Laser Rifle | 48/3/5 | Artifact, Energy, Longarm, Rapid Fire | - | |
| Plasma Flamer | 6/1/8 | Artifact, Flamethrower (3), Portable | - | |
| X-Ray Laser Cannon | 50/5/5 | Artifact, Directed Burst (4), Energy, Longarm, Rapid-Fire, X-Ray | - | |
| X-Ray Laser Pistol | 18/3/4 | Artifact, Energy, Sidearm, X-Ray | - | |
| X-Ray Laser Rifle | 48/3/5 | Artifact, Energy, Longarm, Rapid Fire, X-Ray | - | |

ARTIFACT ARMOR

| NAME | RATING | GEAR TRAITS | SP |
|---------------|--------|--|----|
| Skin Suit | 3 | Alpha User, Artifact, Light, Vac | - |
| Force Shield | 4 | Artifact, Light, Small | - |
| Intruder-Suit | 4 | Alpha User, Artifact, Chameleon, Vac | - |
| Bonded Hull | 4 | Braced, Structural | - |
| Battle Armor | 5 | Alpha User, Artifact, Heavy, Tac-Helm, Vac | - |
| Powered Armor | 6 | Alpha User, Artifact, Powered, Reinforced, Tac-Helm, Vac | - |
| War-Shell | 7 | Alpha User, Artifact, Braced, Powered, Reinforced, Tac-Helm, Vac | - |

ARTIFACT GEAR

| NAME | GEAR TRAITS | SP |
|----------------|------------------------------------|----|
| Auto-Doc | Artifact | - |
| Auto-Fac | Artifact | - |
| Bio-Scanner | Artifact, Light, Small | - |
| Crash-Pack | Alpha User, Artifact, Light, Small | - |
| Grav-Compactor | Artifact, Light, Small | - |
| No-Rad Dose | Artifact, Light, Small | - |
| Rad-Scanner | Artifact, Light, Small | - |
| Stim Dose | Artifact, Light, Small | - |