

Location table (d20, or d10 behind cover)

Location	%	d20	d10	Effect — unarmored	Effect — armored
Head (50/50)	10%	20 up · 19 low	10 + coin	Std: KO, death saves · HC: insta-death	CON save or KO (3 turns)
Upper Torso	10%	17-18	9	2× dmg, STR save or prone	same
Torso	30%	9-14	5-8	STR save or prone	same
Lower Torso	10%	15-16	—	no save, prone	CON save or prone
R Forearm	5%	1	1	25% dmg, −2 to hit (per hit)	25% dmg
L Forearm	5%	2	2	25% dmg, −2 to hit (per hit)	25% dmg
R Arm (upper)	5%	3	3	50% dmg, −1 to hit (per hit)	50% dmg
L Arm (upper)	5%	4	4	50% dmg, −1 to hit (per hit)	50% dmg
R Thigh	5%	5	—	50% dmg, −5 ft move (per hit)	50% dmg
L Thigh	5%	6	—	50% dmg, −5 ft move (per hit)	50% dmg
R Calf	5%	7	—	25% dmg, −10 ft move (per hit)	25% dmg
L Calf	5%	8	—	25% dmg, −10 ft move (per hit)	25% dmg

Resolution order (28.2)

- Location (focus-fired or rolled)
- AC contest — highest applicable, cover included
- Damage roll
- Location modifier (dice damage only)
- CR gate
- Apply to active layer → segments & cells

CR gate — dmg CR vs absorbing layer (28.3)

dmg CR vs target	result
target higher	nulled
tie	½ dice
+1 to +4	full
+5	full +1 cell
+10	full +2 cells + explosive
Base CR 3 · armor +3 (cap 6) · attacker +2 ammo/+2 wpn (cap +4)	
Mitigation: weakness ×2 · resistance ½ · double ¼ · immune 0	
Overshield up → attacks vs its AC, locational effects suppressed	
Vehicles/constructs — separate gate: +5 → ×2 · +10 → ×4 + cook-off	

Range intervals (33.4) & focus fire

RI	to-hit	total	dmg −
1	−1	−1	—
2	−2	−3	—
3	−3	−6	−2 / 20%
4	−4	−10	−3 / 50%
5	−5	−15	−4 / 60%
6	—	—	bullet-landing only
Six stacking intervals · sights add only inside their RI window			
Hardcore ×3 intervals · subsonic doubles both, lands at RI 4			
Focus Fire: −8, skips location roll (Sniper Adv −4 at RI 2+)			
Every bullet rolls its own attack AND its own location			

Half-cover uses the d10 table (missing lower-body entries intentional); ¾ cover uses the same table, its larger AC bonus doing the work of strays and ricochets.

Guided vs unguided munitions (41.2)

Unguided — RPG / launcher (fired directly, the attack action):

type	radius	dice	CR	~E
RPG standard	10 ft	5d10	13	1.7
Heavy AP	5 ft focus	8d10	20	2.75

Resolve as a normal ranged attack; blast centers on the hit; CR baked in (no +1/+2 math).

Guided lines — Wraivorn system & Knights Wand class only:

size	dice	CR	TPR	~E
small	4d10	10	300	2
medium	5d10	13	600	4
large	8d10	20	900	8

Flag: advanced (maneuvers) or direct (clear launcher→target line). Knights Wand TPR stretches to 1500.

Guided resolution — one roll runs it:

Mark (bonus action): d20 + INT + prof + platform + sight vs targeting DC —

0-200	201-400	401-600	601-800	801+
DC 10	DC 15	DC 20	DC 25	DC 30

Fired (attack action), by margin:

beat → dead center (max) · fail 1-4 → near miss (½ dmg) · fail 5+ → miss (d8 dir + d10 ×10 ft)

No RI penalties; damage never reduces traditionally; body targeting via the ring grammar.

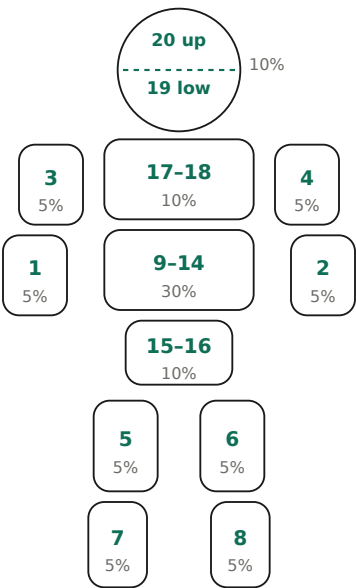
Mark & link: target carries a mark; a separate marker + firer need a pre-fire link (coms/relay/HUD); deafened + uplink-jammed = no link. The marker needs line of sight; the firer does not.

TPR gates delivery (small 300 / med 600 / large 900 · 50-ft arming min). Moving-target lockout is baseline.

Conditions — quick reference

Grappled	movement 0; escape = contested STR/DEX (action); grappler at half
Bound	save to escape (Acro/STR/CHA); 1d6 necrotic/turn; dispel-class only
Suppressed	3:1 received:fi:red · -2 to hit · WIS save to leave cover (Spec 2:1/-3)
Hidden	unseen (stealth, tier zero) — advantage; broken on attack/detection
Invisibility	T1 standard · T2 soundless · T3 refraction; unseen = advantage
Daze	lose the bonus action; -2 to hit & perception; ×3 stacks → KO
Mindless	immune mind & energy-field; morale-exempt; no possess/berserk/fear
Feared	distinct from panic; may carry morale-damage attributes
Prone	knocked down; stand from prone = 1 action (Athlete: cheaper)
Panic (morale)	overrides move: 30 ft straight flight (d8 dir); can trip overwatch
Petrified (3rd stack)	action-less, motionless; rolled stance AC; until stacks < 3

Body targeting — d20 roll · % to hit (behind cover: use d10, panel 1)



Numbers are the d20 location roll (head coin-flips upper/lower). Arms upper 3/4 · forearms 1/2 · thighs 5/6 · calves 7/8.

Cover — materials (41.5)

Material	CR	HP	DG (past → HP ×2)
Weak concrete	4-6	100	5
Concrete	6-10	200	10 (explosive)
Reinforced	10-15	400	20 (explosive)
Tree	1-8	varies	3
Vehicle	own CR	own	—

Cover states & mold

- States: full · ¾-obstructed · ½ — highest applicable AC governs
- Mold to cover (bonus action): grants ½ cover from ANY cover regardless of native rating; kneeling or standing; nulls stance AC
- Molded ¾ + an obstruction → attacker disadvantage
- Reinforce / repair reverses degradation and refills cover HP (alchemy craft)

Suppression

- Standard: 3 shots : 1 target · -2 to the target's actions · WIS save to act freely
- Suppression Specialist: 2 : 1 ratio · -3
- A burst stays on one target; suppression is why fire discipline exists

Flanking

- Outside the target's LOS and not their next declared target (or in LOS of the target's adjacent ally within 10 ft)
- advantage on the attack AND the location roll — roll location twice and pick
- A flanked defender cannot parry (parry requires aware, unflanked, LOS)

Action economy (baseline 1 action / turn; 1-3 typical)

- 1 action: clear jam · stand from prone · set/remove tripod · remove or fit armor · deploy an item · targeted heal · dash · reload (baseline) · fire a guided munition · reload a non-humanoid construct · take a downed vehicle's operator seat
- Bonus action (natural): feat/magazine reload · mold to cover · trap placement · blade activation · guided mark/check · humanoid construct self-reload
- 3 actions: magazine prep (1 mag; spannable) · belt prep (3 mags = 100 belted = 9 actions)
- Free, non-event: a morale purchase (1 per your slot)

Fire-rate & burst

- Standard fire-rate 3-round burst (WIS 13) · Advanced 5-round (WIS 17)
- Shot stack: 2 base · 3 Standard · 5 Advanced · MG cap 8 · mounted MG +3 shots
- Machine multiplier gate: +5 over → ×2 · +10 over → ×4 + cook-off

Initiative & difficulty

- Initiative = d20 + WIS, rolled once at combat start (the fight goes to the aware)
- Ties: a player beats the GM's unit; tied players roll off; GM orders its own
- QRF entry: 1 full turn before initiative (interrupt surprise) unless a perception check nulls it
- Difficulty: DC 5 trivial · 10 easy · 15 moderate · 20 hard · 25 very hard · 30 nearly impossible

Rest recovery

- Short rest: recover ½ your cells, rounded up (field 1 hr · camp 6 hr)
- Long rest: full · clothing cells, once depleted, only repair the garment restores

Morale — the line (–100 to +100)

- Positive caps at 100 (never stacks past). Negative stacks as cycles.
- Reach –91...–100 → PANIC: reset to 0, +1 cycle stack (30 ft flight, d8)
- 3rd stack → PETRIFIED (until stacks < 3). Reach 91–100 → free cycle completion, or a buy.
- Earn gate: the first damage you take closes the earning tap for that fight (losses unaffected)
- Rests climb toward 0, never bank positive: long +50 · short +25 · camp +10 (all)

Buy table (own slot, free, non-event)

Band	Cost	Buy
1–10	5	reload once, no action cost
11–20	5	+10 ft move, 1 turn
21–30	5	ignore one wound effect, 1 turn
41–50	5	+2 to all saves
61–70	10	+2 to hit, one attack
71–80	10	gain a bonus action
81–90	20	gain an action (event)
91–100	—/40	clear stacks, or mark target +2 (×3, max +6)

Negative thresholds (stack down, lift live)

Band	Standard penalty (Hardcore locks the harsher option)
–1...–10	–1 to saves
–11...–20	–1 AC
–21...–30	bonus actions –2 / disadv / none
–31...–40	–5 ft move
–41...–50	wounds: double segments / +1 wound / no heal in combat
–51...–60	lose equipped-weapon proficiency / –1 to hit
–61...–70	gunfighting features –1 tier / –1 AC
–71...–80	disadv INT/CHA/WIS saves / –2 to hit with them
–81...–90	disadv STR/DEX/CON saves / –2 to hit with them
–91...–100	completed cycle → panic

Kaana — eight gems, Emerald-based

Gem	Suffix	% of E	Gem	Suffix	% of E
Obsidian	O	5	Amethyst	A	75
Jade	J	10	Emerald	E	100
Ruby	R	15	Opal	OP	200
Sapphire	S	25	Tyrian Opal	TOP	100,000

1 E = 20 O · 1 OP = 2 E · 1 TOP = 1000 E (banking). Raw < 1 E; gear in E; constructs/vehicles in OP/TOP.

Odin's Eye QRF

Role	Light	Medium	Heavy	Royal
Rifleman	245	595	885	1,275
Medic	260	615	960	1,435
LMG/MMG/HMG	275	630	920	1,575
Sniper/Overwatch	80	110	240	530
Navigators Shield	—	645	950	1,350
Demolitions	—	—	945	1,340
Full roster Σ	860	2,595	4,900	7,505

Tier x: L x1.5 · M x2 · H x2.5 · Royal x3 · Death Sq x3.5. Survival bond: 10/15/20/25/50%.

ATK +1/+2/+3 · duration 1/3/5 hr · arrival 10-turn (Heavy/Royal/DS HALM 3-turn) · 1x per long rest.

Queen of Pawns (Favor) & influence

- Favor: Civilian/Criminal 100 · Private Security 200 · Military 400 · Royal SF 500
- Negative-influence sector ceiling: Private Security is the maximum fieldable
- Standing line – 1000...+1000, thresholds /100, per faction AND per leader, no decay
- Buying standing (purchase lane, Kaana only): the four cost walls climb into TOP

Vehicles — quick reference

- A/B side split (left/right); struck side = attacker LOS, dead-center = coin flip; pools independent by side AND part
- Graded engine · locomotion · mount: ≤50% cells → half speed / half move (compounding) / –5; 0 → fail
- Cook-off: storage > 4 ammo weight, or a destroyed 20MM+ mount → occupant save; fuel destroyed → coin flip → 10-turn fire
- Ram: higher CR takes half · +10 over none · +15 over double. Downed driver coasts ½ move, rams objects
- Mobility: ground 120 · hover 180 · air 240 (20/30/40 ft per event) · agility = squares per 90° turn, higher is clumsier
- Psychic-immune & unhackable at the chassis; dies at 0 total HP

Catalyst

- 10 O x character level per interaction (any long rest) — confirms the level-up (+1 aligned stat)
- A camp Catalyst Hall waives the cost (serves 4 users/long rest, up to 12 upgraded)

Hardcore deltas

- cells = CON ÷ 4 (max 5) · unarmored headshot = insta-death · death-save DC 15 · wound penalties uncapped
- HP clothing capped +3 cells · all spells deal ½ HP · sniper rounds gain AP · range increments x3 · clothing = bulletproof
- HP heals via items & hard locations only · catalyst standard · carry ceilings absolute · both dual-class halves permanent

Skills by ability

STR: Athletics
DEX: Acrobatics · Sleight of Hand · Stealth
INT: Investigation · History · Arcana & Alchemy · Nature · Technology
WIS: Perception · Insight · Medicine · Survival
CHA: Persuasion · Deception · Intimidation · Performance
CON: no skills

Knights

front panel — title art

— separate full-bleed artwork drops in here —

artwork

player-facing panel

— separate full-bleed artwork drops in here —

artwork

player-facing panel

— separate full-bleed artwork drops in here —

Navigators

front panel — title art

— separate full-bleed artwork drops in here —