The Fine Folk of the Astral Frontier

Pioneers are organized into Townsfolk, Standard Deputies, Specialist Deputies, and Living Legends. Within those groups, Pioneers are organized by Discipline and each Discipline lists one or more Profiles. Each Profile, in turn, is associated with a Rank for that Discipline. For example, Enforcer is a Standard Deputy Discipline which lists three Profiles: one for Regular Rank, one for Veteran Rank, and one for Elite Rank.

Each Rank within a Discipline has a Cost measured in Colonial ℂoin (Cℂ). When mustering a Posse for a standard one-off game, these Costs are ignored. However, when playing an Expedition or a one-off game for experienced players, a player must spend the listed Cℂ to upgrade their Deputy's Rank or Weapon and Gear choices.

Each player may have up to twelve Pioneers in their Posse but must select no more than seven to deploy to an Adventure. Finally, each player's Posse can have no more than two Pioneers of the same Discipline and no more than one of each Living Legend.

Townsfolk

"Things ain't lookin' too good – we're gonna need some Townies."

Boxer

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Common	0	4"	4	6	5	5	0	0	2	0

Choose one:

Weapon	Effect	Range	Attack	C℄
Iron Pipe	-	0"	2💥	0
Knuckledusters	If (3): May push (Move) target Character up to 3" directly away; if target would Move onto Linear, Rough, or Impassable Terrain, stop movement and inflict 1 Wound.	0"	2💥	00

Deacon

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Common	0	4"	4	4	4	6	0	1	2	0

Weapon	Effect	Range	Attack	C℄
Mace	If (3): Stun target.	0"	2💥	-

Choose one:

Gear	Effect	Range	Attack	C℄
Blessed Water	**Interact:** Remove 1 Wound from a Pioneer in LoS 1". Limit 3.	-	-	0
Blessed Wine	**Interact:** -1 Wound or +1 Moxie to a Pioneer in LoS 1". Limit 3.	-	-	00

Granger

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Common	0	4"	4	5	5	6	0	0	2	0

Choose one:

Weapon	Effect	Range	Attack	C℄
Axe	If (1): Inflict 1 Wound.	0"	2💥	0
Slingblade	Reach.	0 – 1"	2💥	00

Hunter

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Common	0	4"	6	4	5	5	0	0	2	0

Choose one:

Weapon	Effect	Range	Attack	C₵
Knife	-	0"	2💥	0
Graphene Knife	Armor Piercing 1.	0"	2💥	00

Choose one:

Weapon	Effect	Range	Attack	C₵
Vintage Carbine	-	6 – 24"	2💥	0
Granpapi's Bolt Rifle	Lethal 3. Reload 1.	9 – 24"	1💥	00

Rascal

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Common	0	4"	6	4	6	4	0	0	2	0

Choose one:

Weapon	Effect	Range	Attack	C₵
Pistol	-	0 – 12"	2💥	0
Shotgun	Conical. Lethal 2. Reload 2.	1 – 12"	2💥	00

Scavenger

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Common	0	6"	4	4	6	4	0	0	2	0

Weapon	Effect	Range	Attack	C₵
Serrated Knife	If (3): Inflict 1 Wound.	0"	2💥	0

Standard Deputies

Berserker

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Regular	0	6"	4	7	7	6	0	0	3	00
Veteran	1	6"	4	8	8	7	0	0	4	00
Elite	2	6"	4	9	9	7	0	0	6	00

Gear	Effect	Range	Attack	C₵
Moxie Brew	**Interact:** Gain +2 Moxie. Limit 2.	-	-	0
Brutality Stim	**Interact {0}:** ⬟+2 to Brawling Attacks initiated by this Pioneer during the current Round. Restricted to Veteran or Elite. Limit 2.	-	-	0

Choose one:

Weapon	Effect	Range	Attack	C₵
Dual Blades	May split Brawl Attack between two adjacent targets (2💥 against each).	0"	4💥	0
Big Ol' Blade	If (3): Inflict 1 Wound. Armor Piercing 1. Lethal 3.	0"	1💥	00
Vargr Blades	May split Brawl Attack between two adjacent targets (2💥 against each). Armor Piercing 1. Restricted to Veteran or Elite.	0"	4💥	00
Malrig Blades	May split Brawl Attack between two adjacent targets (2💥 against each). Each (1): Inflict 1 Wound. Restricted to Elite. Armor Piercing 2.	0"	4💥	00

Enforcer

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Regular	0	4"	7	6	7	6	0	0	3	00
Veteran	1	4"	8	6	8	6	1	0	4	00
Elite	2	4"	9	7	8	7	2	0	5	00

Weapon & Gear	Effect	Range	Attack	C₵
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Adrenaline Stim	**Interact {0}:** ♠+1 to all Checks performed by this Pioneer during the current Round. Restricted to Veteran or Elite. Limit 1.	-	-	0

Choose one:

Weapon	Effect	Range	Attack	C₵
Carbine	-	6 – 24"	3💥	0
Rifle	-	9 – 36"	3💥	0
Shenla Carbine	Restricted to Veteran or Elite. Armor Piercing 1.	6 – 24"	4💥	00
Shenla Rifle	Restricted to Veteran or Elite. Armor Piercing 1.	9 – 36"	4💥	00
Hæsir Carbine	Restricted to Elite. Armor Piercing 2.	6 – 24"	5💥	00
Hæsir Rifle	Restricted to Elite. Armor Piercing 2.	9 – 36"	5💥	00

Grenadier

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Regular	0	4"	8	6	6	8	0	0	2	00
Veteran	1	4"	9	6	7	8	1	0	3	00
Elite	2	4"	9	6	8	9	1	1	4	00

Weapon	Effect	Range	Attack	C℄
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Plasma Grenades	Grenade. Blast 2". Shield Phasing 1.	1 – 6"	4💥	00
Remote Mines	**Interact:** Deploy 1 Remote Mine within LoS 1". **Interact:** Detonate Deployed Remote Mines. Blast 2", 3💥. Restricted to Veteran or Elite. Limit 6.	-	-	00

Choose one:

Weapon	Effect	Range	Attack	C℄
Pistol	-	0 – 12"	2💥	0
Grenade Launcher	Grenade. Blast 2".	6 – 18"	4💥	00
Ionized Plasma Grenade Launcher	Characters in the Blast Area of Effect never benefit from Cover when Attacked by this Weapon. Restricted to Elite. Grenade. Blast 2". Shield Phasing 2.	6 – 18"	4💥	00

Guardian

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Regular	0	4"	5	6	6	7	0	0	4	00
Veteran	1	4"	5	7	7	7	0	1	5	00
Elite	2	4"	5	7	7	8	1	2	6	00

Gear	Effect	Range	Attack	C₵
Banner of Our Matriarchs	During Audacious Actions, Grit Checks are ⬟+2 for all Pioneers in LoS 12" (including this Pioneer). Max 1 per Posse.	-	-	0

Choose one:

Weapon	Effect	Range	Attack	C₵
Thermoshock Staff	If (3): Inflict 1 Wound.	0"	3💥	0
Battle Hammer	If (3): Stun target Character. May push (Move) target Character up to 3" directly away; if the target would Move onto Linear, Rough, or Impassable Terrain, stop movement and inflict 1 Wound.	0"	2💥	00
Herløv Halberd	Restricted to Veteran or Elite. Reach. Armor Piercing 2.	0 – 1"	3💥	00
G-DI Plasma Blade	If (1): Gain +1 Moxie. Restricted to Elite. Lethal 4.	0 – 1"	1💥	00

Infiltrator

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℀
Regular	0	6"	6	6	7	6	0	0	2	00
Veteran	2	6"	6	7	8	6	0	0	3	00
Elite	4	6"	6	8	9	6	0	0	4	00

Choose one:

Weapon	Effect	Range	Attack	C℀
Lurker Blade	Lethal 2.	0"	2💥	0
Slayer Blade	Restricted to Elite. Armor Piercing 1. Lethal 3.	0"	2💥	0

Choose one:

Weapon	Effect	Range	Attack	C℀
Smoke Grenade	Detonate immediately after placing Grenade Token. Set a Smoke Counter to 3 and place it at the Blast Point. Smoke blocks Line of Sight to all targets within or through the Area of Effect. At End of Round, reduce Smoke Counter by 1; the Smoke effect ends when the Counter reaches 0. Grenade. Blast 2". Limit 2.	1 – 6"	1💥	0
Haptic Holo Grenade	Detonate immediately after placing the Grenade Token. After detonation, a Pioneer-like Hologram emerges at the Blast Point. All Hostiles treat this Hologram as if it were a Pioneer with the same Profile as this Infiltrator. Whenever this Hologram would suffer 1 or more Wounds, immediately remove the Hologram from the Adventure Area. Restricted to Veteran or Elite. Grenade. Limit 2.	1 – 6"	1💥	00

Choose one:

Gear	Effect	Range	Attack	C℀
Carbonweave Suit	This Pioneer does not trigger Hostile Provoked Reactions	-	-	0
Cyberkor Suit	This Pioneer may climb up to 6" for each 1" of Move spent; this Pioneer never suffers Wounds from Jumps or Falls	-	-	00
Ghost Shell	At Start of Round, may remove this Pioneer from the Adventure Area; then, at the following End of Round, place this Pioneer anywhere in the Adventure Area not within 6" of a Hostile or Objective. Restricted to Veteran or Elite.	-	-	00

Medic

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Regular	0	4"	5	6	6	6	0	1	3	00
Veteran	1	4"	6	7	7	7	0	1	4	00
Elite	2	4"	7	7	8	8	0	2	5	00

Weapon & Gear	Effect	Range	Attack	C℄
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Restorative Nanites	Remove 3 Wounds from a Pioneer in LoS 1"; also, if the target Pioneer is Stunned, remove the Stun status. Limit 6.	-	-	00

Choose one:

Weapon	Effect	Range	Attack	C℄
Pistol	-	0 – 12"	2💥	0
Stasis Pistol	If (1): The target Character must Check Grit; if failed, the target is in Stasis. A Character in Stasis cannot perform any Actions or Reactions, is Agility 0, and may be the target of a Brawl Attack but is not considered Brawling for other effects; after the target next activates, remove Stasis. Restricted to Veteran or Elite.	0 – 12"	3💥	00
Smelting Pistol	If (1): Inflict X Wounds where X is the target's Armor. Restricted to Elite.	0 – 12"	3💥	00

Pistoleer

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Regular	0	4"	7	6	7	6	0	0	3	00
Veteran	1	4"	8	7	8	7	0	0	4	00
Elite	2	4"	9	9	9	7	1	0	5	00

Weapon	Effect	Range	Attack	C℄
Graphene Knife	Armor Piercing 1.	0"	2💥	0

Choose one:

Weapon	Effect	Range	Attack	C℄
Bolt Pistol	Armor Piercing 1.	0 – 12"	3💥	0
Tesla Pistol	If (3): Attack a second Hostile in LoS 3" of current target; effect does not repeat for the next Attack. Shield Phasing 1.	0 – 12"	2💥	0
Dual Pistols	May split Attack between two targets (2💥 against each) if targets are within LoS 6" of one another. Restricted to Veteran or Elite.	0 – 12"	4💥	00
Osmium Slug Pistol	If (3): May push (Move) target Character up to 3" directly away; if target would Move onto Linear, Rough, or Impassable Terrain, stop movement and inflict 1 Wound. Restricted to Veteran or Elite. Lethal 3.	0 – 12"	1💥	00
Eastwood Revolvers	May split Attack between two targets (3💥 against each). Restricted to Elite. Armor Piercing 2.	0 – 12"	6💥	00

Ranger

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₡
Regular	0	4"	7	6	7	7	0	0	2	00
Veteran	1	4"	8	7	8	8	0	0	3	00
Elite	2	6"	9	8	9	9	0	0	4	00

Weapon & Gear	Effect	Range	Attack	C₡
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Accuracy Stim	**Interact {0}:** ⬟+2 to Ranged Attacks initiated by this Pioneer during the current Round. Restricted to Veteran or Elite. Limit 1.	-	-	00

Choose one:

Weapon	Effect	Range	Attack	C₡
Carbine	-	6 – 24"	3💥	0
Rifle	-	9 – 36"	3💥	0
Poison Flechette Carbine	Each**(3)**: Target Character gains 1 Poison Token. At End of Round, remove 1 Poison Token from each Poisoned Character and inflict 1 Wound on that Character. Restricted to Veteran or Elite.	6 – 24"	3💥	00
Gauss Carbine	During an Attack, gain +X💥 where X is equal to the number of Charge Counters; remove all Charge Counters after resolving the Attack. **Interact**: Add 2 Charge Counter to this Weapon (max 6). Restricted to Veteran or Elite.	6 – 24"	3💥	00
Tesla Carbine	If **(3)**: Attack a second Hostile in LoS 3" of current target; effect does not repeat for the next Attack. Shield Phasing 1. Restricted to Veteran or Elite.	6 – 24"	3💥	00
Polonium Carbine	If **(5)**: Target Character gains a Radiation Token. At End of Round, every Character with a Radiation Token suffers 1 Wound. Restricted to Elite.	6 – 24"	4💥	00

Razer

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Regular	0	4”	7	6	6	8	0	0	2	00
Veteran	1	4”	8	7	7	9	0	0	3	00
Elite	2	4”	9	8	8	10	1	0	4	00

Weapon	Effect	Range	Attack	C℄
Graphene Knife	Armor Piercing 1.	0”	2💥	0

Choose one:

Weapon	Effect	Range	Attack	C℄
Flamethrower	Conical.	1 – 6”	4💥	0
Scryflouric Torch	If (1): Inflict 1 Wound. Restricted to Veteran or Elite. Conical. Shield Phasing 1.	1 – 6”	4💥	00

Choose one:

Weapon	Effect	Range	Attack	C℄
Exospheric Missile	**Interact:** Select a Strike Point in LoS 24”; all Characters in Blast 2”of the Strike Point must Test Agility; if failed, the Character suffers 3 Wounds. Then, remove all non-Objective terrain in the Area of Effect and place a Crater (6” across, centered at the Strike Point); the Crater is Rough Terrain. Limit 1.	0 – 24”	-	0
Gravefiller Barrage	**Interact:** Select a Strike Point in LoS 24”; fire 6 Shells at the Strike Point. To fire a Shell, place a Shell Token at the Strike Point; the Shell is then Scattered 1d12 and inflicts 1 Wound on every Character in LoS 2” of the scattered Shell. Finally, remove all Shell Tokens from the Adventure Area. Limit 1.	0 – 24”	-	0
Void Cannon	**Interact:** Select a Strike Point in LoS 24”; a Void Well (5” circle) appears at the Strike Point; each Character in LoS 12” of the Void Well must Check Agility; if failed, the Character is pulled 1d12” directly towards the Void Well; the Character may be forced to fall from Climbable Terrain or enter Void Terrain; any Character that enters Void Terrain or reaches the Void Well is immediately Nixed. Restricted to Veteran or Elite. Limit 1.	0 – 24”	-	00
Reality Ripper	**Interact:** Each Character in the Adventure Area (including this Pioneer) must immediately Check Grit with ♠−X where X is the current Round Number; if failed, the Combatant suffers X Wounds. Restricted or Elite. Limit 1.	-	-	00

Reaver

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C℄
Regular	1	4"	7	6	7	6	0	0	2	00
Veteran	2	4"	8	6	8	6	1	0	3	00
Elite	3	4"	9	7	9	7	1	1	4	00

Weapon	Effect	Range	Attack	C℄
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Flashbang	Detonate immediately after placing Grenade Token. Hit target Characters must Check Grit with ⬟−3; if failed, target Character is immediately Stunned. Restricted to Veteran or Elite. Grenade. Blast 2". Limit 2.	1 – 6"	1💥	0
Needler Rockets	Restricted to Elite. Missile. Blast 1". Lethal 3. Limit 6.	1 – 36"	1💥	00

Choose one:

Weapon	Effect	Range	Attack	C℄
Machine Pistol	Each (3): Immediately roll additional 1💥. Effect repeats for all additionally rolled dice.	0 – 12"	2💥	0
Heavy Shotgun	Conical. Armor Piercing 1. Lethal 2. Reload 2.	1 – 12"	2💥	00
Sonic Shotgun	If (3): May push (Move) target Character up to 3" in any direction; if target would Move onto Linear, Rough, or Impassable Terrain, stop movement and inflict 1 Wound. Conical.	1 – 12"	3💥	00
Sawed-off Shotgun	At maximum Range, the Area of Effect is 6" wide. Restricted to Veteran or Elite. Conical. Armor Piercing 1. Lethal 2.	0 – 9"	2💥	00
Breacher Shotgun	Each (1): Inflict 1 Wound. Restricted to Elite. Conical. Armor Piercing 2. Lethal 2.	1 – 12"	2💥	00

Scout

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	C₵
Regular	0	6"	6	6	6	6	0	0	3	00
Veteran	1	6"	7	6	8	7	0	0	4	00
Elite	2	8"	8	8	9	8	0	0	4	00

Weapon & Gear	Effect	Range	Attack	C₵
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Recon Map	At Start of Round 1, may place this Pioneer anyway in the Adventure Area not within 12" of a Hostile or Objective.	-	-	0
Hearty Biscuits	**Interact:** Remove 1 Wound. All Checks are ⬟+1 until End of Round. Limit 2.	-	-	00
Proximity Mines	**Interact:** Place a Proximity Mine Token adjacent to this Scout. Beginning next Round, if any Character moves in LoS 3" of the Proximity Mine, the Mine detonates: 3💥, Blast 2". Restricted to Veteran or Elite. Limit 6.	-	-	00

Choose one:

Weapon	Effect	Range	Attack	C₵
Pistol	-	0 – 12"	2💥	0
Rifle	-	9 – 36"	3💥	0
Compound Bow	If (1): Inflict 1 Wound. Indirect. Lethal 2. Reload 1.	1 – 12"	1💥	00
Stalker Bow	Indirect. Armor Piercing 3. Lethal 3. Reload 1. Restricted to Elite.	1 – 18"	1💥	00

Sniper

Rank	Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health	Cℂ
Regular	0	4"	8	6	6	8	0	0	2	00
Veteran	1	4"	9	7	7	9	0	0	3	00
Elite	2	6"	10	7	7	10	0	1	4	00

Weapon & Gear	Effect	Range	Attack	Cℂ
Graphene Knife	Armor Piercing 1.	0"	2💥	0
Ghillie Cloak	⬠+1 to Dodge Checks when defending a Hostile Ranged Attack from Range 12" or more.	-	-	0
Trench Shovel	**Interact:** This Pioneer gains a Dug In Token. While Dug In, this Pioneer gains the benefits of Light Cover if it was not otherwise available when targeted by an Attack. If this Pioneer Moves or leaves its current position, discard the Dug In Token.			00

Choose one:

Weapon	Effect	Range	Attack	Cℂ
Sniper Rifle	Lethal 3. Reload 1.	12 – 72"	1💥	0
Antimatter Rifle	Beam. Armor Piercing 3. Shield Phasing 3. Lethal 3. Restricted to Veteran or Elite.	9 – 36"	1💥	00
Deathkiss Rifle	Lethal 6. Reload 1. Restricted to Elite.	12 – 72"	1💥	00

Borderlands Hostiles

To randomly select a Borderlands Hostile, roll 1d12 and consult the table below.

1d12	Hostile Group	Page
1	Atraxae Widows	##.#
2	Goopers	##.#
3	Harpies	##.#
4	Invictus Trolls	##.#
5	Jawin Junkers	##.#
6	Mondo Rats	##.#
7	Mordyne Aerial Drones	##.#
8	Ödvaker Mercenaries	##.#
9	Risen	##.#
10	Scornids	##.#
11	Vorminths	##.#
12	Zycarii	##.#

Atraxae Widows

Beast. Atraxae Widows are large arachnids covered in dense, bristly fur. A pair of spinneret glands are nestled along the torso. These glands produce a thick webbing protein that Widows use to ensnare creatures. Widows will then gradually feed on a trapped creature, often for days before the prey finally dies of dehydration or starvation.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	4"	5	6	7	5	0	0	2

Hostiles per Player: 3	**Target Priority:** Lowest Agility Pioneer → Nearest Pioneer

Atraxae Widows may place a **Web Counter** on targets when they Attack. A Pioneer is Speed −1" and Agility −1 for each Web Counter placed upon it. A Pioneer can have six or fewer Web Counters. A Pioneer that has 1 or more Web Counters may perform the following Action: ➤ **Interact**: Check Agility; if passed, remove 1 Web.

Reactions

Engaged	Provoked
▶ Begin: ● **Attack**: 2 💥 with Bite	▶ Is a Pioneer in LoS 8"? ● **Attack**: 2 💥, If **(3)**: Inflict 1 Web ▶ Otherwise: ● **Approach 4"**

Orders

Initiative	Hostile AI
1 – 2	▶ Is this Hostile Brawling? ● **Attack**: 2 💥 with Bite ▶ Is a Pioneer in LoS 8"? ● **Attack**: 2 💥, If **(3)**: Inflict 1 Web ● **Approach 0"** ▶ Otherwise: ● **Blitz** 《Webbed Pioneer → Nearest Pioneer》
3 – 10	▶ Is this Hostile Brawling? ● **Attack**: 2 💥 with Bite ▶ Is a Stunned or Webbed Pioneer in LoS 8"? ● **Approach 0" (×2)** ● **Attack**: 3 💥, Each **(1)**: Inflict 1 Wound with Poisonous Bite ▶ Is a Pioneer in LoS 8"? ● **Attack**: 2 💥, If **(3)**: Inflict 1 Web ● **Approach 0"** ▶ Otherwise: ● **Approach 4" (×2)**
11 – 12	▶ Is this Hostile Brawling? ● **Attack**: 2 💥 with Bite **(×2)** ▶ Is a Pioneer in LoS 8"? ● **Attack**: 2 💥, Each **(3)**: Inflict 1 Web **(×2)** ▶ Otherwise: ● **Approach 4" (×2)**

Goopers

Monstrosity. Goopers are shapeless, multicolored blobs of unknown matter. They envelop their prey within their formless mass then dissolve the creature's flesh leaving slime-covered bone and metal in their wake.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	4"	5	6	5	5	0	1	2

Hostiles per Player: 3	**Target Priority:** Nearest Wounded Pioneer → Nearest Pioneer

Goopers begin with 6 **Slime Tokens** per player, shared among the Hostile Group. Goopers use a Special Action to place Slime in the Adventure Area. If all available Slime has been used when a Gooper would place Slime, insead remove the Slime furthest from a Pioneer and place that Slime as directed by the current Action. Any Pioneer that Moves within 1" of Slime must immediately Check Agility and if failed, becomes Stunned and suffers 1 Wound.

Reactions

Engaged	Provoked
▶ Begin: ● **Attack**: 2💥 with Gelatinous Sludge ● **Special:** Place 1 Slime (Scatter 3" from Hostile)	▶ Is a Pioneer in LoS 6"? ● **Attack**: 2💥, Beam (Range 6") with Phlegm ▶ Otherwise: ● **Approach 6"**

Orders

Initiative	Hostile AI
1 – 4	▶ Is this Hostile Brawling? ● **Attack**: 2💥 with Gelatinous Sludge ▶ Is a Pioneer in LoS 6"? ● **Attack**: 2💥, Conical (Range 0 – 6") with Sloppy Spray ▶ Otherwise: ● **Special:** Place 1 Slime (Scatter 1" from Hostile) ● **Approach 6"**
5 – 9	▶ Is this Hostile Brawling? ● **Attack**: 2💥, If **(1)**: Remove 1 Wound with Digestive Sludge **(×2)** ▶ Is a Pioneer in LoS 6"? ● **Attack**: 3💥, Conical (Range 0 – 6") with Sloppy Spray ▶ Otherwise: ● **Special:** Place 1 Slime (Scatter 1" from Hostile) ● **Approach 6"**
10 – 12	▶ Is this Hostile Brawling? ● **Attack**: 2💥, If **(1)**: Remove 1 Wound with Digestive Sludge **(×2)** ▶ Is a Pioneer in LoS 6"? ● **Attack**: 3💥, Conical (Range 0 – 6") with Sloppy Spray ▶ Otherwise: ● **Special:** Place 1 Slime (Scatter 1" from Hostile) ● **Special:** Place 1 Slime (Scatter 3" from Hostile) ● **Approach 4"**

Harpies

Beast. Harpies are winged creatures with a mix of humanoid and beast-like features. As they attack, a distinct howling screech echoes through the Frontier. Despite having a pair of sharp claws, Harpies prefer to grapple their prey, soar into the air, and drop the victim from unforgiving heights.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	6"	5	5	6	5	0	0	2

Hostiles per Player: 3	**Target Priority:** Highest Aim Pioneer → Nearest Pioneer

Harpies may traverse all terrain as if it were Normal Terrain. Harpies have a Special Attack, "Grapple and Drop". When targeted by "Grapple and Drop", the target must immediately Check Agility. If failed, the target must roll 1d12" and suffer Wounds equivalent to falling from that rolled height (1 Wound per 4" dropped, rounded up).

Reactions

Engaged	Provoked
▶ Begin: ● **Special Attack**: Grapple and Drop	▶ Begin: ● **Blitz** ● **Attack**: 1💥, Burst 3" with Piercing Screech

Orders

Initiative	Hostile AI
1 – 2	▶ Is this Hostile Brawling? ● **Attack**: 2💥 with Claws ▶ Is a Pioneer in LoS 6"? ● **Approach 2"** ● **Attack**: 1💥, Burst 3" with Piercing Screech ▶ Otherwise: ● **Approach 6"**
3 – 10	▶ Is this Hostile Brawling? ● **Attack**: 2💥 with Claws ● **Special Attack**: Grapple and Drop ▶ Is a Pioneer in LoS 6"? ● **Blitz** ● **Special Attack**: Grapple and Drop ▶ Otherwise: ● **Approach 3" (×2)**
11 – 12	▶ Is this Hostile Brawling? ● **Special Attack**: Grapple and Drop **(×2)** ▶ Is a Pioneer in LoS 6"? ● **Attack**: 1💥, Burst 6" with Piercing Screech ● **Blitz** ● **Special Attack**: Grapple and Drop ▶ Otherwise: ● **Approach 3"**

Invictus Trolls

Monstrosity. Invictus Trolls are large, indiscriminate brutes. Their physical characteristics and garments (if any) vary significantly from Troll to Troll. They possess an uncanny ability to sustain and repair significant corporeal damage. Worse yet, severed body parts may act independently until reattached or regenerated by the Troll.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
-	4"	7*	7*	7*	5	1	0	3

Hostiles per Player: 2	**Target Priority:** Nearest Pioneer

Invictus Trolls use a **Limb Token** (two per Troll) to represent damage to its body. When a Troll receives its first Wound, place a Limb Token (Scatter 3") near the Troll. When a troll receives its second Wound, place a second Limb Token. When a Troll is Nixed, remove two Limb Tokens from the Adventure Area. A Troll is Aim −1, Fight −1, Agility −1 for each assigned Wound.

Reactions

Engaged	Provoked
▶ Does the Hostile have 1+ Wounds? ● **Attack**: 2💥 using Parting Jab ● **Blitz** 《Limb Token》 ▶ Otherwise: ● **Attack**: 4💥 using Hulking Smash	▶ Is a Pioneer in LoS 4"? ● **Blitz** ● **Attack**: 4💥 using Hulking Smash ▶ Otherwise: ● **Approach 4"**

Orders

Initiative	Hostile AI
1 − 6	▶ Is this Hostile Brawling? ● **Attack**: 4💥 using Hulking Smash ▶ Is the Troll Wounded with a Limb Token in LoS 3"? ● **Blitz** 《Limb Token》 ● **Special:** Remove the Limb Token and remove 1 Wound ▶ Is a Pioneer in LoS 12"? ● **Attack**: 3💥 using a Hurled Boulder ▶ Otherwise: ● **Approach 0" (x2)**
7 − 12	▶ Is the Troll Wounded with a Limb Token in LoS 3"? ● **Blitz** 《Limb Token》 ● **Special:** Remove the Limb Token and remove 1 Wound ● **NEXT** ▶ Is a Pioneer in LoS 4"? ● **Blitz** ● **Attack**: 4💥 using Hulking Smash ▶ Is a Pioneer in LoS 12"? ● **Attack**: 3💥 using a Hurled Boulder ▶ Otherwise: ● **Blitz (x2)**

Jawin Junkers

Humanoid. Jawins's Junkers are a nomadic gang responsible for extensive looting and thievery throughout the Colonies. Many Junkers are escaped convicts forced into a feral existence by the punishing Frontier.

Sneak	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	4"	6	6	5	6	0	0	2

Hostiles per Player: 3	**Target Priority:** Lowest Grit Pioneer → Nearest Pioneer

Jawin Junkers use a **Sneak Counter** to indicate when they fade into their surroundings. When deployed, a Junker starts with 0 Sneak. A Junker can never have more than 3 Sneak. After a Junker with Sneak is Hit by a Ranged Attack, remove all Sneak to gain ⬟+X during the subsequent Dodge Check where X is number of Sneak removed. If a Junker with Sneak is targeted by a Brawl Attack, remove all Sneak.

Reactions

Engaged	Provoked
▶ Begin: ● **Retreat** ● **Special:** Gain 1 Sneak	▶ Is a Pioneer in LoS 12"? ● **Attack**: 2💥 using a Makeshift Pistol ● **Special:** Gain 1 Sneak

Orders

Initiative	Hostile AI
1 – 3	▶ Is the Hostile Brawling? ● **Retreat** ● **Special:** Gain 1 Sneak ▶ Otherwise: ● **Special:** Gain 1 Sneak **(×2)**
4 – 8	▶ Is the Hostile Brawling? ● **Retreat** ● **Attack**: 2💥 using a Makeshift Pistol ▶ Is a Pioneer in LoS 12"? ● **Attack**: 2💥 using a Makeshift Pistol ● **Retreat** ▶ Otherwise: ● **Approach 12"** ● **Special:** Gain 1 Sneak
9 – 12	▶ Is the Hostile Brawling? ● **Retreat** ● **Attack**: 2💥 using a Makeshift Pistol **(×2)** ▶ Is a Pioneer in LoS 12"? ● **Attack**: 2💥 using a Makeshift Pistol ● **Special:** Gain 1 Sneak **(×2)** ▶ Otherwise: ● **Approach 12" (×2)**

Mondo Rats

Beast. Mondo Rats are an intelligent, aggressive, and territorial pest found throughout the Frontier. Their uncanny size and strength is attributed to generations of nesting in abandoned toxic sites and feeding on mutated remains.

Sneak	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	6"	5	6	6	5	0	0	1

Hostiles per Player: 5	**Target Priority:** Pioneer Nearest to the Nest → Nearest Pioneer

During deployment, place a **Nest Token** following Hostile deployment rules. Then, each player deploys three Rats within 2" of this Nest, as close as possible to a Pioneer, and two Rats in the Hostile Reinforcement Queue.

Mondo Rats have a Special Action that causes a Mondo Rat to spawn (redeploy) at the Nest. Redeployed Rats are taken from the Hostile Reinforcement Queue, starting with the Rat closest to the front of the Queue.

Mondo Rats may place an **Infected Counter** on targets they Attack. At End of Round, each Infected Pioneer must Check Grit with ♠−X where X is the value of the Infected Counter. If failed, the Pioneer sufferers 1 Wound. A Pioneer can have six or fewer Infected Counters. A Pioneer can use a Rally Action or any healing effect to remove 1 Infected as if it were 1 Wound.

Reactions

Engaged	Provoked

► Begin:
   ● **Attack**: 2💥 with Gnawing Bite
	► Begin:
	   ● **Blitz** 《Nest》
	   ● **Special:** Spawn a Rat within 2" of the Nest

Orders

Initiative	Hostile AI

1 – 4	► Is the Hostile Brawling?
	   ● **Attack**: 2💥 with Gnawing Bite
	► Is the Hostile within 2" of the Nest?
	   ● **Blitz**
	► Otherwise:
	   ● **Approach 0"** 《Nest》

5 – 8	► Is the Hostile Brawling?
	   ● **Attack**: 2💥, If **(3)**: Inflict 1 Infected with Filthy Bite **(×2)**
	► Otherwise:
	   ● **Approach 0" (×2)**

9 – 12	► Is the Hostile Brawling?
	   ● **Attack**: 2💥, If **(5)**: Inflict 1 Infected with Filthy Bite **(×2)**
	► Is a Pioneer in LoS 6"?
	   ● **Blitz**
	   ● **Attack**: 2💥, If **(3)**: Inflict 1 Infected with Filthy Bite
	► Otherwise:
	   ● **Blitz (×2)**

Mordyne Aerial Drones

Automon. Mordyne Aerial Drones are surveillance craft retrofitted with grenade launchers and other ranged weapon systems. Mordyne's top-selling variant operated with dual inset propellers though later variants were built with four propellers or dual ramjets. Many of these Drones have fallen into the hands of bandits.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	6"	6	5	5	5	0	1	1

Hostiles per Player: 3	**Target Priority:** Highest Health Pioneer → Nearest Pioneer

Mordyne Aerial Drones may traverse all terrain as if it were Normal Terrain. Mordyne Aerial Drones cannot be hit by Blast or Burst Weapons, cannot engage in a Brawl, and cannot be targeted by Brawl Attack Actions. When a Drone Attacks using its Grenade Launcher, treat the Pioneer that satisfied the Hostile AI Condition as the Target Point.

Reactions

Engaged	Provoked
Not applicable	▶ Is a Pioneer in LoS 12"? ● **Attack:** Launch Grenade. 2💥, Blast 3" ● **Retreat**

Orders

Initiative	Hostile AI
1 – 4	▶ Is a Pioneer in LoS 6"? ● **Attack:** Launch Grenade. 2💥, Blast 3" ● **Retreat** ▶ Otherwise: ● **Approach 6"**
5 – 10	▶ Is a Pioneer in LoS 6"? ● **Attack:** Launch Grenade. 2💥, Blast 3" ● **Retreat** ▶ Is a Pioneer in LoS 12"? ● **Attack**: 2💥, Shield Phasing 1 with Pulse Laser ● **Approach 6"** ▶ Otherwise: ● **Approach 6" (×2)**
11 – 12	▶ Is a Pioneer in LoS 12"? ● **Special:** Attack every Pioneer in LoS 12" with the following **Attack** ● **Attack**: 2💥, Shield Phasing 1 with Pulse Laser ▶ Otherwise: ● **Approach 0"** 《Nearest Objective → Nearest Pioneer》 **(×2)**

Ödvaker Mercenaries

Humanoid. Corporate Colony ownership peaked several hundred years ago – most collapsed once CEOs realized Hostile activity imposed an unprofitable cost of operations. Still, a few Corporate Colonies remain and all of them employ mercenaries from Ödvaker GkH. If the Ödvaker are nearby, something worth dying for is too.

Focus	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	4"	7	5	6	5	0	0	2

Hostiles per Player: 3	**Target Priority:** Nearest Objective → Nearest Pioneer

Ödvaker Mercenaries use a **Focus Counter** to indicate when they pause and scour for Pioneer activity. When deployed, an Ödvaker starts with 0 Focus. An Ödvaker can never have more than 3 Focus. When an Ödvaker receives 1 or more Wounds, remove all Focus. Immediately before a Hostile with Focus performs a Ranged Attack, remove all Focus to gain ⬟+X where X is number of Focus removed.

Reactions

Engaged	Provoked
▶ Begin: ● **Attack**: 2💥 using a Combat Knife	▶ Begin: ● **Attack**: 2💥 using a Mk1 Carbine

Orders

Initiative	Hostile AI
1 – 2	▶ Is the Hostile Brawling? ● **Attack**: 2💥 using a Combat Knife ▶ Is a Pioneer in LoS 18"? ● **Attack**: 2💥 using a Mk1 Carbine ▶ Otherwise: ● **Approach 3"**
3 – 6	▶ Is the Hostile Brawling? ● **Attack**: 2💥 using a Combat Knife **(×2)** ▶ Is a Pioneer in LoS 24"? ● **Attack**: 3💥 using a Mk1 Carbine ● **Special:** Gain 1 Focus ▶ Otherwise: ● **Special:** Gain 2 Focus
7 – 12	▶ Is the Hostile Brawling? ● **Attack**: 2💥, Armor Piercing 1 using a Combat Knife **(×2)** ▶ Is a Pioneer in the Adventure Area? ● **Approach 12"** 《Nearest Pioneer》 ● **NEXT** ▶ Is a Pioneer in LoS 24"? ● **Attack**: 3💥 using a Mk1 Carbine **(×2)** ▶ Otherwise: ● **Approach 12" (×2)** ● **Special:** Gain 1 Focus

Risen

Monstrosity. Risen are undead creatures first found in swampy environments on otherwise uninhabited worlds. Some Risen appear to be humanoid while others resemble beasts and various alien creatures. They lack weapons, cognitive capabilities, and fine motor skills. Their condition is believed to be facilitated by a parasitic organism or virus, spread through obviously symptomatic individuals as well as rare asymptomatic carrier species.

Mangled	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	4"	4	7	5	6	0	0	0

Hostiles per Player: 5	**Target Priority:** Nearest Pioneer

Risen use a **Mangled Counter** to indicate when they suffer damage. When a Risen would receive 1 Wound, ignore that Wound and instead increase the Mangled Counter by 1. Risen are never Nixed. A Risen can never have more than 6 Mangled. A Risen with 1+ Mangled is never Brawling and is ignored when determining Line of Sight. However, if a Pioneer ends a Standard Activation directly adjacent to a Risen, resolve that Risen's Engaged Reaction.

Reactions

Engaged	Provoked

▶ Does this Hostile have 1+ Mangled:
    ● **Special:** Remove 1 Mangled
	▶ Does this Hostile have 1+ Mangled:
	    ● **Special:** Remove 1 Mangled
	▶ Otherwise:
	    ● **Approach 0"**

Orders

Initiative	Hostile AI

1 – 4	▶ Does this Hostile have 1+ Mangled:
	    ● **Special:** Remove 1 Mangled
	▶ Is this Hostile Brawling?
	    ● **Attack:** 2💥 with Feral Bite
	▶ Otherwise:
	    ● **Approach 0"**

5 – 8	▶ Does this Hostile have 1+ Mangled:
	    ● **Special:** Remove 1 Mangled **(×2)**
	▶ Is this Hostile Brawling?
	    ● **Attack:** 2💥, If **(1)**: Inflict 1 Wound with Necrotic Bite
	▶ Otherwise:
	    ● **Approach 0"**

9 – 12	▶ Does this Hostile have 1+ Mangled:
	    ● **Special:** Remove 1 Mangled **(×2)**
	▶ Is this Hostile Brawling?
	    ● **Attack:** 2💥, If **(3)**: Inflict 1 Wound with Ravenous Necrotic Bite
	▶ Otherwise:
	    ● **Approach 0"**

Scornids

Beast. Scornids are six-legged insectoids with keratin scales covering the head, neck, and torso. Scornids have a pincer or claw on each front limb and an elongated tail with small, razor-sharp bone fragments protruding along the vertebrae. Scornids are carnivores and prone to cannibalism.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	6"	5	6	6	5	1	0	1

Hostiles per Player: 3	**Target Priority:** Most Wounded Pioneer → Nearest Pioneer

Reactions

Engaged	Provoked
► Begin: ● **Attack:** 2💥 with Bite	► Is a Pioneer in LoS 6"? ● **Blitz** ● **Attack**: 2💥 with Bite ► Otherwise: ● **Blitz**

Orders

Initiative	Hostile AI
1 – 4	► Is this Hostile Brawling? ● **Attack**: 2💥 with Bite ► Is a Pioneer in LoS 6"? ● **Approach 0"** ● **Attack**: 2💥 with Bite ► Otherwise: ● **Approach 0"** 《Nearest Scornid → Nearest Mission Edge》 ● **Approach 0"** 《Nearest Pioneer》
5 – 8	► Is this Hostile Brawling? ● **Attack**: 2💥, Burst 1" with Tail Swipe ● **Attack**: 2💥 with Bite ► Is a Pioneer in LoS 6"? ● **Blitz** ● Tumble into Pioneer; the **Pioneer is Scattered 3"** ● **Blitz** ● **Attack**: 2💥, Armor Piercing 1 with Slashing Claws ► Otherwise: ● **Approach 0" (×2)**
9 – 12	► Is this Hostile Brawling? ● **Attack**: 2💥, Armor Piercing 1 with Slashing Claws **(×2)** ► Is a Scornid Brawling in LoS 12"? ● **Blitz** 《Target of Nearest Scornid》 **(×2)** ● **Attack**: 2💥, Armor Piercing 1 with Slashing Claws ► Otherwise: ● **Blitz (×2)**

Vorminths

Beast. Vorminths are worm-like insectoids with long, segmented bodies and a pair of spindly legs on each segment. They easily burrow into and through the ground. Having no eyes, Vorminths nest in dark caves and crevices while seeking their prey through vibrations in the ground.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	4"	5	6	5	5	0	0	3

Hostiles per Player: 3	**Target Priority:** Pioneer that most recently Moved → Nearest Pioneer

Vorminths use a **Burrow Token** to represent when the Hostile is located underground. While Burrowed, a Vorminth does not Block or Obscure Line of Sight, is not Brawling, and cannot be targeted by an Attack except by Blast Weapons. If Attacked while Burrowed, a Vorminth receives a +1 Armor bonus. While Burrowed, the Vorminth treats all non-Void terrain as Normal Terrain.

Reactions

Engaged	Provoked
► Begin: ● **Attack**: 2💥 with Stinger ● **Special:** Gain a Burrow Token	► Begin: ● **Approach 0"**

Orders

Initiative	Hostile AI
1 – 9	► Is the Hostile Brawling? ● **Attack**: 2💥 with Stinger ► Does the Hostile have a Burrow Token and is not located in a Void or Impassable Terrain? ● **Special:** Remove the Burrow Token ● **NEXT** ► Is a Pioneer in Range 4"? ● **Approach 0"** ● **Attack**: 2💥 with Stinger ► Otherwise: ● **Approach 0" (×2)**
10 – 12	► Is the Hostile Brawling? ● **Attack**: 3💥 with Barbed Stinger ● **Special:** Gain a Burrow Token ► Does the Hostile have a Burrow Token and is not located in a Void or Impassable Terrain? ● **Special:** Remove the Burrow Token ● **NEXT** ► Is a Pioneer in Range 4"? ● **Approach 0"** ● **Attack**: 3💥 with Barbed Stinger ● **Special:** Gain a Burrow Token ► Otherwise: ● **Approach 0" (×2)** ● **Special:** Gain a Burrow Token

Zycarii

Automon. Zycarii are wandering assassins that use biometric targeting systems to identify and eliminate Colonial leaders. The origin of Zycarii remains a mystery to the Nine Colonies though neuromorphic hardware and metal exoskeletons suggest Zycarii were engineered, not naturally evolving.

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	4"	6	5	7	5	0	0	2

Hostiles per Player: 3	**Target Priority:** Nearest Marshal → Nearest Pioneer

Reactions

Engaged	Provoked
► Begin: ● **Attack**: 2💥 with a Gun Butt ● **Retreat**《Nearest Cover → Nearest Edge》	► Is a Pioneer in LoS 12"? ● **Attack**: 2💥, Beam (Range 12") with Ion Gun

Orders

Initiative	Hostile AI
1 – 4	► Is the Hostile Brawling? ● **Retreat** ● **NEXT** ► Is a Pioneer in LoS 12"? ● **Attack**: 2💥, Beam (Range 12") with an Ion Gun ► Is a Pioneer in LoS 24"? ● **Attack**: 3💥, Beam (Range 24") with an Neutron Rifle ► Otherwise: ● **Approach 24" (×2)**
5 – 10	► Is the Hostile Brawling? ● **Attack**: 2💥 with a Gun Butt ● **Retreat** ► Is a Pioneer in LoS 12"? ● **Attack**: 2💥, Beam (Range 12") with an Ion Gun ● **Retreat**《Nearest Cover → Nearest Edge》 ► Is a Pioneer in LoS 24"? ● **Attack**: 3💥, Beam (Range 24") with an Neutron Rifle ► Otherwise: ● **Approach 24" (×2)**
11 – 12	► Is the Hostile Brawling? ● **Attack**: 2💥 with a Gun Butt ● **Retreat**《Nearest Cover → Nearest Edge》 ► Is a Marshal in LoS 24"? ● **Attack**: 4💥, Beam (Range 24") with an Neutron Rifle ► Otherwise: ● **Retreat**《Nearest Cover → Nearest Edge》

Adventures in the Astral Frontier

Result	Adventure	Page
1	Capture	##.#
2	Gather	##.#
3	Harvest	##.#
4	Herd	##.#
5	Hunt	##.#
6	Protect	##.#
7	<< TODO: adventure >>	##.#
8	<< TODO: adventure >>	##.#
9	<< TODO: adventure >>	##.#
10	<< TODO: adventure >>	##.#
11	<< TODO: adventure >>	##.#
12	<< TODO: adventure >>	##.#

Capture

Thieves ransacked a convoy and critical cargo is missing. Aerial reconnaissance located a technical component surrounded by Hostiles. Your Posse has been ordered to retrieve the component before it is lost to the Frontier.

Victory

In Stage 1, get to the Component and equip it to a Pioneer. In Stage 2, carry the Component back to an awaiting Extraction Vehicle.

Intel

Capture is played using a 36x36" Adventure Area. Use a mixture of terrain following standard terrain rules.

Stage 1 and Stage 2 feature a Component. Stage 2 features an Extraction Vehicle. The Component and the Extraction Vehicle are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives. A Pioneer adjacent to the Component may perform the following Action:

➤ **Interact:** Capture and equip the Component. If a Pioneer equipped with the Component is Nixed or removed from play, place the Component as close as possible to the Pioneer's last position, never on a Void or Impassable Terrain.

Complications

d12	Complication
1	*Fortune favors the bold* The Component is an ambient stimulant. A Pioneer equipped with the Component automatically passes all Grit Checks.
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Easy does it…easy does it…* A Pioneer equipped with the Component is Speed −2" and cannot Attack.
12	*Unlock the dern thing!* During Setup of Stage 1, place a Deactivation Lever Token within 3" of the Northwest Corner. (If playing with two players, also place a second Deactivation Level within 3" of the Southeast Corner.) The 1" area surrounding the Component is an impenetrable force field considered Impassable Terrain; Hostiles may not deploy or move into this area. Once per Round, a Pioneer adjacent to a Deactivation Lever may perform the following Action: ➤ **Interact:** Pull the Lever. Roll 1d12; if the rolled value is less than X, where X = 2 times the Round Number, the Lever is successfully pulled and the force field dissipates, becoming Normal Terrain. (If playing with two players, both Levers must be successfully pulled before the force field dissipates.)

Capture: Stage 1 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" from the Southwest Corner. Deploy all Pioneers in this Zone.

The Hostile Rally Point is located 12" south and 12" west of the Northeast Corner. Deploy Hostiles randomly around the Hostile Rally Point (Scatter 12").

Place the Component at the Hostile Rally Point.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(7)** or higher, redeploy one Hostile following the above Hostile deployment steps.

Play 6 Rounds. If a Pioneer is equipped with the Component at End of Round 6, proceed to Stage 2. Otherwise, the Adventure ends in failure.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. Restore Pioneers. The Pioneer who ended Stage 1 equipped with the Component retains that Component when deployed in Stage 2.

Capture: Stage 2 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" from the Southeast Corner. Deploy all Pioneers in this Zone.

The Hostile Rally Point is located at the Center Point. Deploy Hostiles randomly around the Hostile Rally Point (Scatter 1d12+3").

Place an Extraction Vehicle 6" east and 6" south of the Northwest Corner. A Pioneer equipped with the Component and adjacent to the Extraction Vehicle may perform the following Action:

➤ **Interact:** Deliver the Component. Remove the Component from the Adventure Area. At End of Round, remove the Extraction Vehicle from the Adventure Area.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (5) or higher, redeploy one Hostile following the above Hostile deployment steps.

The Pioneers win when the Extraction Vehicle exits the Adventure Area. If the Extraction Vehicle has not exited the Adventure Area after End of Round 6, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- 2 Rep for completing at least three Rounds of Stage 1
- 8 Rep for Delivering the Component in Stage 2
- 1 Rep per unused FRAK
- 20 C₵ for completing at least 3 Rounds of Stage 1
- 50+X C₵ for Capturing the Component in Stage 1, where X is the Posse's Rep
- 30 C₵ for Delivering the Component in Stage 2

Gather

An interstellar vessel crashed en route to a Trade Station. All souls aboard have been lost. The Matriarchs have invoked the Law of Salvage and ordered your Posse to recover as much cargo as possible before Hostiles overrun the area.

Victory

In Stage 1, each Posse must Gather Salvage. If Salvage Quota has been reached, proceed to Stage 2a and escort the Salvage Bot out of the area. Otherwise, proceed to Stage 2b and intercept the Hostile Mule.

Intel

Gather is played using a 36x36" Adventure Area. Use a mixture of terrain. Ensure a road or lightly covered pathway runs West-to-East through the middle of the Adventure Area.

Stage 1, Stage 2a, and Stage 2b feature Salvage Tokens. Stage 1 and 2a feature Salvage Hauler Tokens. Salvage Tokens and Salvage Hauler Tokens are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives. Stage 2b features a Hostile Mule. The Hostile Mule is a game-controlled Character that should be represented by a distinct model or token but is otherwise treated as a Hostile for rules purposes.

A Pioneer adjacent to Salvage can perform the following Action:

➤ **Interact:** Gather Salvage. The Pioneer is immediately equipped with +1 Salvage.

Pioneers are Speed −1" and Agility −1 for each equipped Salvage. A Pioneer adjacent to a Salvage Hauler can perform the following Action:

➤ **Interact:** Transfer equipped Salvage to the Salvage Hauler. A Salvage Hauler can hold up to six Salvage.

Complications

d12	Complication
1	*Domo arigato* Once per Round, during the Posse's Standard activation, the Salvage Hauler may perform the following Action: ➤ **Attack**: Launch a Frag Grenade (Aim 8. Range 6 – 18". Grenade. 3💥. Blast 2". Lethal 2.)
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Unwieldy biomass* If a Pioneer equipped with Salvage performs two **Move** Actions during its Standard activation, check Agility; if failed, the Pioneer drops the Salvage (Scatter 3").
12	*Somethin' evil in them hills* At End of Round, each player identifies a Pioneer in their Posse nearest to an Adventure Edge, randomly selecting among Pioneers if the distance is equal. The selected Pioneer is targeted by sniper shots from an unknown location (Aim 8, 1💥, Armor Piercing 2, Lethal X where X is half the Pioneer's starting Health, round up); the defending Pioneer may gain Cover bonuses if directly adjacent to Cover located between the Pioneer and the nearest Adventure Edge.

Gather: Stage 1 Rules

<<TODO: deployment diagram>>

Each player chooses either the Northwest Corner or the Southwest Corner. The Pioneer Deployment Zone extends 6" from the chosen Corner. Each player deploys their Posse to their chosen Zone. In addition, each player places a Salvage Hauler Token anywhere within their chosen Zone. A Salvage Hauler is Speed 8" but cannot suffer Damage during this Stage.

The Hostile Rally Point is located at the Center Point. Deploy Hostiles randomly around the Hostile Rally Point (Scatter 1d12+3").

Each player places six Salvage Tokens randomly around the Center Point (Scatter 1d12"). Salvage cannot be within 3" of another Salvage. If random placement results in Salvage located within 3" of another Salvage, move one or more Tokens further from Mission Center until each Salvage is 3" apart.

At End of Round, each player may perform a **Move** Action with their Hauler.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (7) or higher, redeploy one Hostile following the above Hostile deployment steps.

Play up to 6 Rounds. If at End of Round, each Posse has five Salvage (either equipped to a Pioneer or Deposited within a Hauler), proceed to Stage 2a. Otherwise, after Round 6, proceed to Stage 2b.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. If proceeding to Stage 2a, Restore Pioneers. Otherwise, each player must randomly select a Pioneer in Camp and set that Pioneer aside; if a player has no Pioneers in Camp, select the Pioneer with the most Wounds and, if still tied, randomly select a Pioneer. Then, Restore Pioneers that have not been set aside. Each set aside Pioneer is considered an Injured Pioneer.

Gather: Stage 2a Rules

The Pioneer Deployment Zone extends 6" inward along the East Edge. Deploy all Pioneers in this Zone. In addition, each player places their Salvage Hauler Token along the East Edge, no more than 6" from the middle of the East Edge. Each Salvage Hauler must be at least 6" from another Salvage Hauler. Each player begins the Stage with six Salvage, all Deposited within their Salvage Hauler.

A Salvage Hauler is Speed 8", Agility 2, Structure 6. For the purpose of Hostile Target Priority, treat a Salvage Hauler as a Pioneer. A Hauler may never receive more than 1 Fault per Attack; ignore any Damage that would cause additional Faults during the same Attack. In addition, when a Hauler suffers a Fault, a Salvage Token is thrown from the Hauler (Scatter 6"). When any part of the Salvage Hauler touches the West Edge, the Hauler successfully Exits the Area.

There are three Hostile Rally Points: the middle of the West Edge, the middle of the North Edge, and the middle of the South Edge. Deploy each Hostile within 6" of a randomly selected Hostile Rally Point.

At End of Round, each player may perform a **Move** Action with their Hauler if the Hauler is not Brawling with a Hostile.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(5)** or higher, redeploy one Hostile as follows: roll 1d12, and deploy to the location indicated below then perform **Blitz** Action targeting the nearest Salvage Hauler:

- **(1)** to **(5)**: Northwest Corner
- **(6)** or **(7)**: Middle of the West Edge
- **(8)** or **(12)**: Southwest Corner

To win, Salvage Hauler must Exit the Area by End of Round 6. Otherwise, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- 2 Rep if any amount of Salvage was Deposited in the Posse's Hauler at the end of Stage 1
- 2 Rep for every Salvage Deposited in the Posse's Hauler when it Exits the Area in Stage 2
- 20 C¢ for completing at least 3 Rounds of Stage 1
- 50+X C¢ for completing Stage 1 with at six Salvage, where X is the Posse's Rep
- 30 C¢ if the Salvage Hauler successfully Exits the Area

Gather: Stage 2b Rules

The Pioneer Deployment Zone extends 6" inward along the East Edge. Deploy all Pioneers in this Zone.

Place a Hostile Mule at the Center Point. The Hostile Mule is Speed 4", Agility 4, Health 6. (If playing with two players, the Hostile Mule is Health 12.) The Mule may never receive more than 1 Wound per Attack; ignore any Damage that would cause additional Wounds during the same Attack. In addition, when a Mule suffers a Wound, a Salvage Token is thrown from the Mule (Scatter 6"). When any part of the Hostile Mule touches the West Edge, the Mule successfully Exits the Area.

The Hostile Rally Point is the current location of the Hostile Mule. Deploy each Hostile randomly around the Hostile Rally Point (Scatter 1d12").

At End of Round, the Mule will **Blitz** treating the nearest point along the West Edge as the Target Priority.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(5)** or higher, redeploy one Hostile around the Hostile Rally Point (Scatter 1d12+X" where X is the current Round Number).

To win, each Posse must recover and equip 5 Salvage by End of Round 6. Otherwise, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:
- 2 Rep if one or more Salvage was Deposited in the Posse's Hauler at the end of Stage 1
- 1 Rep for every Salvage recovered from the Hostile Mule Stage 2
- 20 C₵ for completing at least 3 Rounds of Stage 1
- 20 C₵ per Salvage equipped to a Pioneer in the Posse or Deposited to the Posse's Hauler in Stage 1
- 30 C₵ if the Hostile Mule is Nixed in Stage 2

Harvest

Inexplicable tectonic activity has caused volcanic geysers to pierce the land, spewing gasses and metallic shards into the air. Your Posse has been deployed to clear the area and collect rare minerals before the geysers cool and close.

Victory

In Stage 1, clear as many Sectors as possible, minimizing the Hostile presence in the area. In Stage 2, deploy Extractors to harvest minerals.

Intel

Harvest is played using a 36x36" Adventure Area. Use a mixture of terrain following standard terrain rules. In Stage 1, use distinct rocks, buildings, or vegetation to mark the four corners of the central Sector.

Stage 1 does not have any Objective Tokens. Stage 2 features Geopores which are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

Complications

d12	Complication
1	*Stake yer claim!* Each player selects one Pioneer in their Posse to begin Stage 1 equipped with a Frontier Beacon (Limit 1). A Pioneer with an equipped Frontier Beacon may perform the following Action: ➤ **Interact**: Deploy the Frontier Beacon. Place a Frontier Beacon Token adjacent to this Pioneer. (The Frontier Beacon is no longer equipped to the Pioneer.) At End of Round, every deployed Frontier Beacon automatically Attacks the nearest Hostile in LoS 24" with Aim 10 and 6💥.
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Corrosive iridescent bursts* During Stage 2, at End of Round, each player randomly selects a Geopore. Steam and aerosolized particles burst from that Geopore. If an Extractor is attached to the Geopore, it is now Inoperable and cannot collect Minerals. A Pioneer adjacent to an Inoperable Extractor may perform the following Action: ➤ **Interact**: Repair the Extractor. The Extractor is no longer Inoperable and resumes collecting 1 Mineral at End of Round.
12	*Kryptonium vein* At End of Round, every Pioneer within 3" of a Geopore must Check Grit with ♠−X where X is the current Round Number. If failed, the Pioneer suffers 1 Wound and becomes Stunned.

Harvest: Stage 1 Rules

<<TODO: deployment diagram>>

Divide the Adventure Area into nine equally-sized square regions called Sectors. Each Sector should measure 12" West to East and 12" North to South.

Each player chooses a corner of the Adventure Area; their Pioneer Deployment Zone extends 6" from the chosen corner. Each player deploys their Posse anywhere in their Pioneer Deployment Zone.

The middle of each Adventure Edge is a Hostile Rally Point. Therefore, there are four Hostile Rally Points total. Deploy each Hostile within 3" of a randomly selected Hostile Rally Point. Then, after all Hostiles are deployed, each Hostile performs an **Advance 0"** Action following its standard Target Priority.

A Sector is Controlled if there is at least one Pioneer entirely within that Sector and no Hostiles in that Sector. A Hostile that is partially within multiple Sectors prevents Control of each affected Sector. If playing with multiple players, both Posses may Control a Sector as long as no Hostiles are within that Sector.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(7)** or higher, redeploy one Hostile following the above Hostile deployment steps.

Play 6 Rounds. At End of Round 6, determine how many Sectors are Controlled. If the Pioneers Control at least one Sector, proceed to Stage 2. Otherwise, the Adventure ends in failure.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. Restore Pioneers.

Harvest: Stage 2 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the South Edge. Deploy all Pioneers in this Zone.

Each player places 3 Geopore Tokens within 12" of the North Edge but not within 6" of any other Geopore. Geopores should not be placed on Voids or Impassable Terrain.

There are two Hostile Rally Points. The first is located 12" inward from the middle of the West Edge and the second is located 12" inward from the middle of the East Edge. For each Hostile, roll 1d12; if the rolled value is equal to or less than **(X)**, where X equals the number of Controlled Sectors in Stage 1, place the Hostile at the back of the Hostile Reinforcement Queue. Otherwise, alternating between the Western Rally Point and Eastern Rally Points, deploy the Hostile randomly around a Rally Point (Scatter 9"). For example, the first Hostile deploys around the Western Rally Point, the second uses the Eastern Rally Point, the third uses the Western Rally Point, and so on.

A Pioneer adjacent to a Geopore without an Installed Extractor may perform the following Action:

➤ **Interact:** Install Extractor. At End of Round, the Extractor gains 1 Mineral. An Extractor can contain up to 6 Minerals. The Pioneer may Move away and perform other Actions while the Extractor is Installed.

Extractors are Destructible Terrain with Structure 1. For the purpose of Hostile Target Priority, treat Extractors as Pioneers. If an Extractor is Destroyed, its gained Minerals are lost.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(5)** or higher, redeploy one Hostile alternating between Hostile Rally Points as described above.

Play up to 6 Rounds. At End of Round, if each Posse has extracted 10 Minerals, the Adventure ends in victory. Otherwise, after Round 6, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- 1 Rep per Sector that is Controlled by the Posse at the end of Stage 1 (max 6 Rep per Posse)
- 1 Rep for every 2 Minerals extracted in Stage 2 (max 6 Rep per Posse)
- 1 Rep per unused FRAK
- 10 C₵ for each Sector occupied by a Pioneer from the Posse in Stage 1
- 10 C₵ for each installed Extractor in Stage 2
- 50+X C₵ for Capturing the Component in Stage 1, where X is the Posse's Rep
- 5 C₵ for each Mineral extracted in Stage 2

Herd

A Frontier Beacon protecting a small Enclave is offline and Hostiles are swarming local food and material supplies. Your Posse must protect the perimeter while an emergency tech team repairs the Frontier Beacon. Then, press the Hostiles back and prevent Hostile control of the surrounding territory.

Victory

In Stage 1, prevent Hostiles from Breaching the Perimeter. In Stage 2, push back against the Hostile advance and protect the Enclave.

Intel

Herd is played using a 36x36" Adventure Area. Use a mixture of terrain following standard terrain rules.

Stage 1 features a Frontier Beacon Token. The Frontier Beacon Token is considered an Objective Token for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

Complications

d12	Complication
1	*Comin' in hot* During Stage 2, when an out-of-play Pioneer is deployed to the Adventure Area, that Pioneer immediately gains 3 Action Points which may immediately be spent on Actions; unused Action Points are lost and do not carry into a subsequent Round.
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Stampede!* During setup of Stage 1, place a Herd Token (or group of animal models) at the Center Point; the Herd fills a 3" diameter circle centered on the Token. At End of Round, the Herd stampedes (Scatter 1d12"); any Characters within the path of the Herd are trampled and <mark>suffer 1 Wound.</mark>
12	*They're fixin' to come a goodin'* <mark>At End of Round, roll 1d12; if the result is less than the current Round number, all non-Brawling Hostiles perform an **Blitz** Action, entering a Brawl if possible.</mark>

Herd: Stage 1 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the West Edge. Deploy all Pioneers in this Zone.

A Frontier Beacon is located 1" inward from the middle of the West Edge. This Frontier Beacon is Inoperable.

The Hostile Rally Point is located 6" inward from the middle of the East Edge. Place a Token in the Adventure Area to represent this Rally Point. For each Hostile roll 1d12; if the rolled value is **(7)** or more, the Hostile will deploy North of the Rally Point, otherwise the Hostile will deploy South of the Rally Point. Then, deploy the Hostile 1d12" from the Rally Point in the direction indicated by the previous roll.

For all Hostile Orders, replace every **Approach X"** or **Blitz** Action under an Otherwise Condition with the following Action: "**Blitz** 《Frontier Token》", ignoring Action Multipliers for this Action.

Any Hostile that begins its Standard activation within 6" of the West Edge has Breached the Perimeter and is immediately moved to the back of the Hostile Reinforcement Queue. Use a Breach Counter to track the number of Hostiles that Breach the Perimeter; each time a Hostile Breaches the Perimeter, increase the Breach Counter by +1.

And End of Round, the Hostile Rally Point shifts 3" toward the West Edge.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(7)** or higher, redeploy one Hostile following the above Hostile deployment steps.

Play up to 6 Rounds. If the Breach Counter ever reaches 6, the Adventure ends in failure. Otherwise, after Round 6, proceed to Stage 2.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. Restore Pioneers.

Herd: Stage 2 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the West Edge. Deploy all Pioneers in this Zone. Then, each player randomly selects a number of deployed Deputy Pioneers equal to the Breach Counter from Stage 1. Remove selected Pioneers from the Adventure Area and place them out-of-play. These Pioneers are busy pursuing Hostiles within the nearby Enclave.

The Hostile Rally Point is located at the Center Point. Place a Token in the Adventure Area to represent this Rally Point. Deploy Hostiles randomly around the Hostile Rally Point (Scatter 1d12"). Once per Round, a Pioneer within 1" of the Hostile Rally Point may perform the following Action if there are no Hostiles in Line of Sight 3" of the Hostile Rally Point:

➤ **Interact:** Press the Advantage. The Hostile Rally Point shifts 3" directly towards the East Edge.

At every End of Round, if a player has at least one Pioneer out-of-play pursuing Hostiles, that player rolls Xd12 where X is the current Round Number; for each **(6)** or lower, deploy one randomly selected out-of-play Pioneer to the Pioneer Deployment Zone. This Pioneer has returned to support the Posse.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(5)** or higher, redeploy one Hostile randomly around the Hostile Rally Point (Scatter 1d12+X" where X is the current Round Number).

Play up to 6 Rounds. At End of Round, if the Hostile Rally Point is 6" or closer to the East Edge, the Adventure ends in victory. Otherwise, after Round 6, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- −X Rep after Stage 1, where X is the Breach Counter value
- 10 Rep for successfully completing Stage 2
- 1 Rep per unused FRAK
- 10 C₵ for each Round completed in Stage 1
- X C₵ for successfully completing Stage 1, where X is the Posse's Rep
- 40 C₵ for successfully completing Stage 2

Hunt

Townsfolk have identified a cluster of Hostile encampments, one of which includes an Alpha responsible for leading several fatal incursions against a nearby enclave. The Matriarchs have authorized an immediate decapitation strike.

Victory

In Stage 1, track the location of the Menace Alpha by gathering clues. In Stage 2, find and eliminate the Menace Alpha.

Intel

Hunt is played using a 36x36" Adventure Area. Use a mixture of terrain following standard terrain rules.

After selecting Hostile Groups, randomly select one of those Groups to represent the Menace Hostiles. Then, randomly select one of the remaining Hostile Groups to be Hostile Group #1 and the other remaining Hostile Group will be Hostile Group #2.

Both Stage 1 and Stage 2 feature Clue Tokens. Clue Tokens are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

Complications

d12	Complication
1	*Be the double greatest* After an activation, if a Pioneer Nixed a Hostile, that Pioneer gains an additional +1 Moxie; each Pioneer can earn up to 4 Moxie after each activation.
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Float like a butterfly* When the Menace Alpha must perform a Dodge Check, always use the Hostile's Agility as the base Target Number (even if the highest successful Hit value in the Aim or Fight Check is lower)
12	*Sting like a bee* The Menace Alpha gains an additional +2 Health per player. In addition, when a Menace Hostile (including the Alpha) enters the Adventure Area, the Hostile immediately engages the Pioneer who Investigated the Clue and performs Hostile AI associated with Initiative Dice (12).

Hunt: Stage 1 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the South Edge. Deploy all Pioneers in this Zone.

Place all Menace Hostiles in the Hostile Hideout; Menace Hostiles only deploy when Pioneers successfully investigate Clues. Hostile Group #1 has a Rally Point 9" south and 9" east of the Northwest Corner; deploy each Hostile from that Group around its Rally Point (Scatter 6"). Hostile Group #2 has a Rally Point 9" south and 9" west of the Northeast Corner; deploy each Hostile from that Group around its Rally Point (Scatter 6").

Randomly place a number of Clue Tokens equal to the number Menace Hostiles plus three around the Center Point (Scatter 1d12+3"). A Pioneer adjacent to a Clue may perform the following Action:

➤ **Interact:** Investigate the Clue. Check Grit; if passed, a Menace Hostile appears near the Clue (Scatter 3") and the Pioneer's Posse gains 1 Clue Point. Then, regardless of the Check result, remove the Clue from the Adventure Area. Each Posse can earn no more than 6 Clue Points during Stage 1.

At End of Round each player places a new Clue. Place the new Clue randomly around the northernmost remaining Clue in the Adventure Area (Scatter 3"). If all Clues were removed, place the new Clue in the middle of the North Edge.

At Start of Round 2 and every Start of Round after, each player rolls 1d12 for Hostile Group #1 and 1d12 for Hostile Group #2. If a rolled value is (7) or more, redeploy one Hostile from the associated Hostile Group to the appropriate Rally Point.

Play 6 Rounds. If each Posse has earned at least 1 Clue Point at End of Round 6, proceed to Stage 2. Otherwise, the Adventure ends in failure.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. Restore Pioneers.

Hunt: Stage 2 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the South Edge. Deploy all Pioneers in this Zone.

Select one model among the Menace Hostiles to be the Menace Alpha. The Menace Alpha has double the Health of the standard Menace Hostile (triple if playing with two players). Place the Menace Alpha and other Menace Hostiles in the Hideout. Menace Hostiles only deploy when Pioneers investigate Clues. Deploy all Hostiles from Hostile Group #1 and Hostile Group #2 randomly around the Center Point (Scatter 1d12+3").

Each player places three Clues randomly around the Center Point (Scatter 1d12"). A Pioneer adjacent to a Clue may perform the following Action:

➤ **Interact:** Investigate the Clue. Roll 1d12; if the rolled value is less than X, the Menace Alpha appears near the Clue (Scatter 3"); X is equal to the current Round Number plus the number of Clue Points from Stage 1 earned by this Pioneer's Posse. Otherwise, a non-Alpha Menace Hostile appears near the Clue (Scatter 3"). Regardless of the outcome, remove the Clue from the Adventure Area. If the Menace Alpha appeared, remove all Clues from the Adventure Area.

At End of Round, if the Menace Alpha has not appeared, each player places a new Clue. Place the new Clue randomly around the northernmost remaining Clue in the Adventure Area (Scatter 3"). If all Clues were removed, place the new Clue in the middle of the North Edge. However, if the Menace Alpha has appeared, each player redeploys a Menace Hostile from the Hideout near the Menace Alpha (Scatter 3").

At Start of Round 2 and every Start of Round after, each player rolls 1d12 for Hostile Group #1 and 1d12 for Hostile Group #2. If a rolled value is (5) or more, redeploy one Hostile from the associated Hostile Group to the appropriate Rally Point.

To win, the Pioneers must Nix the Alpha before End of Round 6. Otherwise, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- 1 Rep for every Clue Point earned in Stage 1
- 5 Rep if the Alpha is Nixed in Stage 2
- 1 Rep per unused FRAK
- 20 C₡ for completing at least 3 Rounds of Stage 1
- 20 C₡ for every Clue Point earned in Stage 1
- 30+X C₡ if the Alpha is Nixed in Stage 2, where X is the Posse's Rep

Protect

A friendly Posse disappeared during a surveying operation. Several Frontier Beacons were installed but left inactive. Your Posse has been sent to activate those Beacons. Then, demolish a nearby structure used as a Hostile base. But, if the Beacons are not activated in time, regroup and execute a strategic retreat.

Victory

In Stage 1, activate three Beacons in six Rounds or less. If successful, proceed to Stage 2a and destroy the Hostile Stronghold. Otherwise, proceed to Stage 2b and rescue the Injured Pioneer.

Intel

Protect is played using a 36x36" Adventure Area. Use a mixture of terrain following standard terrain rules.

Stage 1 features Frontier Beacon Tokens. Frontier Beacon Tokens are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

Complications

d12	Complication
1	*Deux Ex Gunships!* At End of Round, each player chooses 1 non-Brawling Hostile. That Hostile is targeted by airborne cannon (Aim 10, 1💥, Lethal X where X is half the Hostile's starting Health, round up).
2 – 6	No Complication
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*Slurry pits* During Setup for all Stages, place 6 Slurry Pit Tokens anywhere in the Adventure Area; Slurry Pits cannot be placed within 6" of another Slurry Pit. The area within LoS 3" of the Slurry Pit is Rough Terrain. At Start of Round, randomly select a Slurry Pit; the area within LoS 6" of the selected Slurry Pit is Rough Terrain until End of Round.
12	*Mean, green, from outer space* During Setup for all Stages, place 6 Mean Plant Tokens randomly around the Center Point (Scatter 1d12+3"). At End of Round, randomly select two Plants. Any Pioneer within 6" of a selected Plant must Test Fight. If failed, the Pioneer suffers 2 Wounds as the Plant leeches life from the victim.

Protect: Stage 1 Rules

<<TODO: deployment diagram>>

The Pioneer Deployment Zone extends 6" inward along the West Edge. Deploy all Pioneers in this Zone.

Place three Frontier Beacons in the Adventure Area:

- Beacon #1: 9" from the West Edge and 1d12+6" from the North Edge
- Beacon #2: 18" from the West Edge and 1d12+6" from the South Edge
- Beacon #3: 27" from the West Edge and 1d12+6" from the North Edge

Randomly select a Hostile Group and place every Hostile in that Group around Beacon #2 (Scatter 6"). Then, randomly select a remaining Hostile Group and place every Hostile in that Group around Beacon #3 (Scatter 6").

A Hostile Rally Point is located at the middle of the East Edge. Place the third Hostile Group within 3" of the Hostile Rally Point, as close to a Pioneer as possible.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (7) or higher, redeploy one Hostile within 3" of the Hostile Rally Point, as close to a Pioneer as possible.

All Frontier Beacons begin Disabled. Use an Enablement Counter to track Enablement Points. At End of Round, a Disabled Frontier Beacon gains +1 Enablement Points for each non-Brawling Pioneer within 2" of that Beacon. Once a Frontier Beacon has six Enablement Points per player, the Beacon becomes Enabled. Once Enabled, a Beacon is no longer considered to be an Objective for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

Play up to 6 Rounds. At End of Round, if all three Beacons are Enabled, proceed to Stage 2a. Otherwise, after End of Round 6, proceed to Stage 2b.

Between Stages

Withdraw Pioneers. Reset the Adventure Area. If proceeding to Stage 2a, Restore Pioneers.

Otherwise, each player randomly selects a Pioneer in Camp and sets that Pioneer aside; if a player has no Pioneers in Camp, select the Pioneer with the most Wounds and, if still tied, randomly select a Pioneer. Then, Restore Pioneers *except* the set-aside Pioneer. Each set-aside Pioneer is now an Injured Pioneer.

Protect: Stage 2a Rules

Each player chooses either the Northwest Corner or the Northeast Corner. The Pioneer Deployment Zone extends 6" from the chosen Corner. Each player deploys their Posse to their chosen Zone.

Use a small building or similarly sized terrain piece to represent the Hostile Stronghold. Place the Hostile Stronghold 9" inward from the middle of the South Edge. Ensure the area around the Stronghold includes suitable scatter terrain and Cover for Hostiles.

The Hostile Rally Point is at the center of the Hostile Stronghold. Deploy Hostiles randomly around the Hostile Rally Point (Scatter 1d12").

Identify four corners or distinct points on the Stronghold to be Load Bearing Columns. Each Load Bearing Columns is Destructible Terrain with Armor 1 and Structure 6 (or Structure 12 for two players).

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (5) or higher, redeploy one Hostile following the above Hostile deployment steps.

To win, the Pioneers must Destroy all Load Bearing Columns before End of Round 6. Otherwise, the Adventure ends in failure.

Accolades

If playing a campaign, each player earns the following:

- 1 Rep for every Enabled Beacon in Stage 1
- 2 Rep for every Destroyed Load Bearing Column in Stage 2
- 1 Rep per unused FRAK
- 30 C¢ for every Enabled Beacon in Stage 1
- 10+X C¢ if all Load Bearing Columns were Destroyed in Stage 2, where X is the Posse's Rep

Protect: Stage 2b Rules

Each player chooses either the Northwest Corner or the Northeast Corner. The Pioneer Deployment Zone extends 6" from the chosen Corner. Each player deploys their Posse, excluding the Injured Pioneer, to their chosen Zone. Place the Injured Pioneer (or Pioneers) at the Center Point.

A Hostile Rally Point is located 6" inward from the middle of each Edge (e.g. 6" inward from the middle of the North Edge, 6" inward from the middle of the East Edge, and so on). For each Hostile, randomly select a Rally Point then place the Hostile randomly around the selected Rally Point (Scatter 3").

An Injured Pioneer has Speed 1" as well as Aim, Fight, and Agility −3. A Pioneer adjacent to an Injured Pioneer can perform the following Action:

➤ **Interact:** Drag the Injured Pioneer. The acting Pioneer performs a **Move** Action with Speed −1" moving the Injured Pioneer alongside the acting Pioneer.

Pioneers may Escape by moving beyond any Edge – a Pioneer must move far enough for its base to be at least partially past the Edge.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(5)** or higher, redeploy one Hostile following the above Hostile deployment steps.

To win, all Injured Pioneers must Escape before End of Round 6. Otherwise, the Adventure ends in failure and, if playing an Expedition, the Injured Pioneer must roll on the Unfortunate Trauma table.

Accolades

If playing a campaign, each player earns the following:

- 1 Rep for every Enabled Beacon in Stage 1
- 8 Rep if the Injured Pioneer successfully Escapes in Stage 2
- 1 Rep per unused FRAK
- 30 C₵ for every Enabled Beacon in Stage 1
- 10+X C₵ if the Injured Pioneer successfully Escapes in Stage 2, where X is the Posse's Rep

Setting Complications

<< TODO: playtest; this section is an early draft >>

Abandoned Sanctuary

	Complication
A	*The hour to reap has come*
	At End of Round, roll 1d12; if a (**10**) or more is rolled, every Character not within 1" of a rock, wall, or other Heavy Cover immediately suffers 3 automatic Hits (Shield Phasing 3).
	This effect occurs only once per Stage.
B	*Sacrificial catacombs*
	During Setup, place 4 Catacomb Entrance Tokens in the Adventure Area; Catacomb Entrances cannot be placed within 6" of another Catacomb Entrance or Adventure Area Edge.
	As part of a Move Action, a Pioneer may cross between any two Catacomb Entrances as if they were 1" apart. Before the Move, Check Grit. If passed, proceed with the Move, spending 1" in movement distance and continuing with any remaining movement after exiting the Catacombs. If failed, the Pioneer suffers 1 Wound from unspeakable horrors and selects a random Catacomb Entrance as the exit, ending movement after exiting the Catacombs. If Nixed, the destination Catacomb Entrance token is the Pioneer's last position.

Badlands

	Complication
A	*They were here first*
	Randomly select one Hostile Group; the selected Hostile Group thrived in these Badlands and rerolls failed Dodge Checks, excluding natural (**12**). Hostiles cannot reroll a reroll.
B	*Gaping maws*
	During Adventure Setup, place 3 Void Crust Tokens in the Adventure Area; Void Crust cannot be placed within 6" of another Void Crust or Adventure Area Edge. At End of Round, roll 1d12; if a (**10**) or more is rolled, randomly select a Void Crust. The selected Void Crust tears apart forming a Void spanning 2" in every direction from the Void Crust. Characters who find themselves in a newly created Void are immediately Nixed.

Cavern

	Complication
A	*Mirror, mirror in the cavern*
	Any Character that rolls a (**12**) during a Ranged Attack Aim Check immediately suffers Damage equal to what would have been dealt to the target if the Attack had succeeded. Apply Damage Mitigation (Armor and Shield) then suffer Wounds as normal.
B	*Brittle stalactites*
	During Adventure Setup, set a Collapse Counter to 0 and divide the Adventure Area into 9 equally sized Cave Regions (9x9" each). Whenever a Character fails an Aim Check in a Ranged Attack, increase the Collapse Counter by 1. Whenever a grenade explodes, increase the Collapse Counter by 2.
	At End of Round, roll 1d12+X where X is the value of the Collapse Counter. If the total value exceeds 12, a portion of the Cave collapses: reset the Collapse Counter to 0 then randomly select a Cave Region; every Character in the selected Cave Region must Check Agility, if failed, the Character suffers 1 Wound.

City that Once Was and May Yet Be

	Complication
A	*Dibs!*
	During Adventure Setup, place 6 Salvage Site Tokens in the Adventure Area; Salvage Sites cannot be placed within 6" of another Salvage Site or Adventure Area Edge. A Character adjacent to a Salvage Site may perform the following Action:
	➤ **Interact**: Search the Salvage: gain 2d12 C₵, however if a (**12**) is rolled do not gain C₵ and instead suffer 1 Wound; then, remove the Salvage Site.
B	*Insufferable winds*
	At Start of Round, randomly select an Adventure Area Edge. Characters cannot Move more than 2" per Action in the direction of the chosen Edge. Characters may move diagonally toward the selected Edge but cannot Move more than 2" in the direction of the selected Edge.

Derelict Outpost

	Complication
A	*Experiment gone awry*
	At End of Round, roll 1d12; if a (**10**) or more is rolled, randomly select an Adventure Area Edge; a Xenobeast emerges from the center of the selected Edge; at Start of Round, every Xenobeast moves (Blitz, Speed 8") toward the nearest Pioneer; if the Xenobeast enters a Brawl or begins its activation in a Brawl, it automatically inflicts 1 Wound. Xenobeasts are Agility 10 with an unknown Health. After every Attack against a Xenobeast roll 1d12; if the rolled value is less than the number of Wounds on the Xenobeasts, the Xenobeast is Nixed.
B	*Gravitational instability*
	At Start of Round, roll 1d12:
	[1−6]: Gravity is **Low**, Characters are Speed +2", move 2" backwards (relative to the target) after a Ranged Attack, and may jump up to any height as part of a Move. [7−12]: Gravity is **High**, Characters are Speed −2", cannot Lob or Launch Grenades, and are immediately Nixed if they fall more than 4".

Desert

	Complication
A	*Heat exhaustion*
	At Start of Round, roll 1d12; if a (**10**) or more is rolled, every Pioneer gains 1 less Action Point than normal during the Standard Actions phase.
B	*Blaze of glory*
	During Adventure Setup, randomly select an Adventure Area Edge. Light from a blinding star shines along the selected Edge. Ranged Attacks made while facing the selected Edge (from the perspective of the attacker towards the target) never gain benefits from Clear Line of Sight and all Aim Checks suffer ⬟−3.

Frosted Tundra

	Complication
A	*Violent shivers*
	After a Pioneer activates during the Standard Actions phase, if that Pioneer did not Move at least 3" during its activation, the Pioneer must Check Grit; if failed, the Pioneer suffers X Wounds (X is 1 during Rounds 1 and 2, X is 2 during Rounds 3 and 4, and X is 3 Rounds 5+).
B	*Slip, then slide*
	After a Pioneer Moves as part of a Charge Action, the acting Pioneer must Check Agility; if passed, the Pioneer proceeds with the Attack; otherwise, if failed, the Pioneer slips on ice causing the Pioneer to skip the Attack portion of a Charge, Scatter 3", and become Stunned.

Jungle

	Complication
A	*It gets worse here every day*
	At Start of Round, each player rolls 1d12; if a player rolls a **(10)** or higher, that player must randomly select a deployed Pioneer in their Posse; the selected Pioneer must Check Agility; if failed, the Pioneer has triggered a trap, roll 1d12:
	[1–5]: The target falls into a hole and becomes Stunned. [6–9]: The target Character is launched into the air and Scatters 3" then suffers fall Damage as if the Character fell from a 1d12" height. [10–12]: The Pioneer is Poisoned; at every End of Round for the rest of the Adventure, Check Grit; if failed, the Pioneer suffers 1 Wound.
B	*Timber!*
	During Adventure Setup, place (or identify) 4 Wobbly Trees in the Adventure Area; Wobbly Trees cannot be placed within 6" of another Wobbly Tree or Adventure Area Edge.
	At End of Round, roll 1d12; if a **(10)** or more is rolled, randomly select a Wobbly Tree. The selected Tree collapses in a random direction (following rules for Scatter direction). Characters located within a 2" wide and 8" long path of the collapsing Tree are Pinned; while Pinned, Characters are Agility 1 and cannot Move. Any Pioneer adjacent to a Pinned Pioneer may perform the following Action:
	➤ **Interact**: Extract the Pinned Pioneer: Check Fight; if passed, the Pinned Pioneer is no longer Pinned but suffers 1 Wound.
	If a player accidentally knocks over a tree during the game which hits one of the models in their Posse, apply the Tree collapsing rules as above.

Lava Flows

	Complication
A	*Scryflouric rain*
	At End of Round, roll 1d12; if a **(10)** or more is rolled, reduce the Armor of all Characters by 1; if a Character does not have any Armor (or was previously reduced to Armor 0), the Character suffers 1 Wound from acid burns.
B	*Ashen haze*
	Whenever a player rolls an Initiative Die for their Posse and rolls **(6)** or less, that player must add 6 to the rolled value, setting the Initiative Die to the new value.

Scrapyard

	Complication
A	*Flammable rubbish*
	During Adventure Setup, randomly place (Scatter 1d12") a Fire Token around the Center Point.
	At End of Round, randomly place another Fire Token (Scatter 6" from the most recently placed Fire Token).
	If, at any point, a Character is in LoS 2" of a Fire, the Character becomes Engulfed in flames. At End of Round, every Engulfed Character suffers 1 Wound. If an Engulfed Pioneer is Nixed for any reason, place a Fire at the Pioneer's last location.
B	*Scrapalanche!*
	During Adventure Setup, place (or identify) 4 Junk Heaps; each Junk Heap must be 9" or more from every other Junk Heap.
	At End of Round, roll 1d12; if a **(10)** or more is rolled, randomly select a Junk Heap then randomly chose a Adventure Area Edge. A mass of junk slides down the Junk Heap in the direction of the chosen Edge: measuring from the Junk Heap, inflict 2 automatic Hits on every Character in Conical Range 12". Characters who survive a junk slide are immediately Stunned.
	Each Junk Heap may only cause a Scrapalance once per Stage.

Swamp

	Complication
A	*Novel hemorrhagic fever*
	During Adventure Setup, each player places 3 Viral Source Tokens in the Adventure Area; Viral Sources cannot be placed within 6" of another Viral Source or Adventure Area Edge. If a Pioneer ever moves within LoS 2" of a Viral Source, the Pioneer acquires a Fever; Fever is removed if the Pioneer becomes Nixed.
	At Start of Round, each Viral Source Token is Scattered 6".
	At End of Round, roll 1d12; if a (10) or more is rolled, place a Viral Source Token adjacent to any Pioneer who has a Fever; then, all Pioneers with a Fever suffer 1 Wound.
B	*Irradiated cicadas*
	At Start of Round, each player places an Irradiated Cicada Token in a randomly selected Corner of the Adventure Area. Then, move every Cicada 1d12" toward the Center Point; if a Cicada is already at the Center Point when it would begin movement, relocate it to a randomly selected Corner of the Adventure Area instead.
	At End of Round, every Character within 2" of a Cicadas suffers 1 Wound. Characters within 2" of multiple Cicadas suffer 1 Wound per Cicada.

Verdant Field

	Complication
A	*Storms a brewin'*
	During Adventure Setup, place 6 Voltage Coil Tokens; Voltage Coils cannot be placed within 6" of another Voltage Coil or Adventure Area Edge.
	At End of Round, randomly select 1 Voltage Coil; the Character closest to the selected Voltage Coil suffers 3 automatic Hits (Shield Phasing 3) from a sudden electrical discharge.
B	*Organic fertilizer*
	Remove large Terrain (greater than 4x4") and buildings from the Adventure Area; limit scatter Terrain to a few small and medium pieces per 12" region. If playing an Adventure that depends on Obscured Line of Sight to Objectives, place what little terrain remains around Objectives.

Campaign for a Homestead

Playing a Campaign

A campaign is a series of Adventures linked together to form an overarching narrative. Each Adventure shapes the story: who won, who died, and how the Frontier changed. The goal of a campaign is to build a favorable reputation then establish a Homestead.

Between Adventures, your Posse visits a Forward Colonial Outpost where you can upgrade your Marshal, recruit new Deputies, acquire special gear, and earn a little extra coin.

Reputation and Colonial Coins

Reputation (Rep) measures a Posse's renown across the Colonies. Rep is earned by successfully completing Adventures but lost when a member of the Posse dies or when negative events occur.

Colonial Coin (C₵) is the currency of the Nine Colonies. C₵ can be spent at various locations within an Outpost to recruit Deputies, train members of the Posse, and buy gear.

Rep and C₵ are communal resources shared among all Pioneers in a Posse.

The Campaign Posse

Players begin a campaign with a Marshal and six Standard Deputies, following the core rules for assembling a Posse. During the campaign, players may recruit additional Deputies. However, a Posse may contain at most twelve Pioneers – one Marshal and up to eleven Deputies. When an Adventure begins, each player deploys their Marshal and up to six Deputies from among those available to the Posse.

The Posse sheet (##.#) tracks the Posse's Rep, C₵, Marshal Perks, and Inventory (for unused items and gear). There is no limit on the number of items that can be stored in the Inventory.

Linking Adventures during a Campaign

After creating a Posse, players follow the below sequence:

1. Briefing
2. Adventure
3. Reckoning

Players repeat the above sequence until they win the campaign, or until all members of every Posse are dead, or until the players abandon the campaign to be mocked and forgotten in the history of the Frontier.

To win a Homestead Campaign, each Posse must have at least 100 Rep, then successfully complete the *Homestead* Adventure (##.#). Upon winning *Homestead*, all players immediately win the campaign!

Briefing

Players select a Setting, Adventure, and Hostile Groups following the core rules (##.#).

However, if a Posse ain't feeling particularly keen about the rolled Adventure, that Posse may spend 10 C₵ to bribe the dispatcher and reroll the Adventure. Each successive bribe costs an additional 10 C₵. So, bribing the dispatcher a second time would cost 20 C₵, a third time would cost 30 C₵, and so on.

Adventure

Players gather components, prepare the Adventure Area, and deploy all Characters. Then, begin the Adventure with the Start of Round 1.

Reckoning

The Reckoning is the biggest difference between a one-off Adventure and a campaign Adventure. The Reckoning represents a moment of respite for the Posse where they mourn fallen comrades, gain experience, and upgrade their kit.

 After each Adventure, each player performs the following steps:

1. Earn Rep and C₵
2. Attend to Injuries
3. Appoint a Marshal (if the Marshal died)
4. Retire Deputies (if their services are no longer needed)
5. Visit three Forward Colonial Outpost locations

Once all steps above have been completed, the Posse is ready to receive a new Briefing.

Earn Reputation and Colonial ₵oin

> *"We sure ain't doin this for the fun of it."*

Adventure Accolades in the Adventure Guide detail how players earn Rep and C₵ after each Adventure. Each player updates their Posse sheet to reflect earned Rep and C₵.

Attend to Injuries

> *"If plasma rounds or razor claws don't get ya, the brutal cold or acid rain just might."*

Nixed Pioneers may recover and rejoin the Posse. However, some may succumb to their injuries and find a new resting place six feet underground.

Clinical Evaluation

Each Pioneer who ended the previous Adventure Nixed (having Wounds equal to Health) must Check Grit. Moxie cannot be used during Clinical Evaluation. If the Pioneer passes the Grit Check, the Pioneer rolls on the Mild Injury table. If the Pioneer fails the Grit Check, roll on the Unfortunate Trauma table instead.

Mild Injury

Roll 1d12 to determine what injury has befallen the Pioneer. All effects are cumulative with other injuries and traumas. If a Pioneer suffers from an injury that only affects the next Adventure, that Pioneer may choose to skip the next Adventure and suffer no ill effects from that injury.

Result	Prognosis
1	*Soiled the skivvies and the entire Outpost knows* During the next Adventure, this Pioneer cannot gain or use Moxie.
2	*Weak in the knees* During the next Adventure, this Pioneer cannot attempt Audacious Actions.
3	*Attachment issues* During the next Adventure, if this Pioneer begins a standard activation beyond Line of Sight 6" from another Pioneer, this Pioneer must spend available Actions to Move towards the nearest Pioneer until in Line of Sight 6" of that Pioneer. If this is not possible, this Pioneer is reduced to Speed 1" and may only use Action Points to Move.
4	*Fixed with a handful of stitches and staples* This Pioneer begins the next Adventure with 1 Wound.
5	*Nerves of cotton* During the next Adventure, if any other Pioneer is Nixed in Line of Sight 12" of this Pioneer, this Pioneer is immediately Stunned.
6	*Healed by rage* During the next Adventure, if this Pioneer begins an activation in Line of Sight X" of a Hostile, where X is the Pioneer's Speed, this Pioneer must spend an Action to charge that Hostile.
7	*Skittish as a wild bronco* During the next Adventure, when this Pioneer begins a Standard activation and is not Brawling, this Pioneer must Check Grit; if failed, this Pioneer must use the Free Move Action to Scatter 3".
8	*Wing's a might tender* During the next Adventure, the higher of this Pioneer's Aim or Fight is reduced by –1; if those values are identical, randomly select either Aim or Fight to be reduced by –1.
9	*Hobbled and wobbly* During the next Adventure, this Pioneer's Speed is reduced by –1" and Grit reduced by –1.
10	*Knocked a twinkle into the eye* During the next Adventure, this Pioneer cannot perform Ranged Attacks against targets beyond Range 9".
11	*Swelled like a tick* During each Round of the next Adventure, if the Initiative Die associated with this Pioneer is less than this Pioneer's Agility, this Pioneer's Agility is set to the value of that Initiative Die for the duration of the Round.
12	*Them bones are weary* During the next Adventure, this Pioneer cannot remove any Wounds for any reason.

Unfortunate Trauma

Roll 1d12 to determine what trauma the Pioneer now suffers. All effects are cumulative with other injuries and traumas. If a Pioneer suffers from a trauma that affects the Pioneer's next Adventure, that effect must be applied to the next Adventure in which the Pioneer is deployed. Unlike injuries, the effects of traumas are much more difficult to avoid.

Result	Prognosis
1	*Unforgiving hallucinations* During this Pioneer's next Adventure, at every End of Round, this Pioneer must Check Grit; if failed, this Pioneer must perform a Ranged Attack against a randomly selected Pioneer in Range and Line of Sight (the controlling player may choose the Weapon); if this Pioneer cannot perform a Ranged Attack, this Pioneer is Stunned instead.
2	*A touch of the Frontier Pox* During this Pioneer's next Adventure, at every End of Round, this Pioneer must Check Grit; if failed, this Pioneer suffers 1 Wound.
3	*Got any more of those pain stims?* Before every Adventure, spend 10 C₵ or this Pioneer suffers 1 Wound.
4	*Cracked spinal vertebrae* Permanently reduce this Pioneers Agility by –2.
5	*Shredded ligament in the lower limbs* Permanently reduce this Pioneer's Speed by –1" and Agility by –1.
6	*Severed musculature* Permanently reduce this Pioneer's Fight by –1 and Grit by –1.
7	*Fractured bones and persistent tremors* Permanently reduce this Pioneer's Aim by –1 and Grit by –1.
8	*Intense neurological damage* Permanently reduce this Pioneer's Grit by –2.
9	*Complex surgical intervention* For each Skill (Speed, Aim, Fight, Agility, and Grit), roll 1d12. If the rolled value is higher than the Pioneer's value for that skill, permanently reduce that skill by –1.
10	*Touched by a demon* Whenever a (6) is rolled on the Initiative Die associated with this Pioneer's Posse, this Pioneer suffers 1 Wound.
11	*New owner of some bone pins and a dubious prosthetic implant* Permanently reduce this Pioneer's Health by –1; if this trauma permanently reduces the Pioneer's Health to 0, ignore the reduction to Health and instead all future Clinical Evaluation Grit Checks for this Pioneer suffer ⬟–3.
12	*Good gracious, that's a bloody mess!*

The Pioneer dies due to irreparable injury. Remove the Pioneer from the campaign; all weapons and items carried by the Pioneer are lost.

Reduce the Posse's Rep:

- –10 for a Living Legend or the Marshal
- –5 for an Elite Deputy
- –3 for a Veteran Deputy
- –1 for any other Deputy

In addition, the Matriarchs reward the memory and contributions of those who fall in service to the Colonies. Earn C₵ for the Posse (for this purpose, when rolling Xd12, add the value of all rolled dice together to determine the total):

- 5d12 C₵ for a Living Legend or the Marshal
- 4d12 C₵ for an Elite Deputy
- 3d12 C₵ for a Veteran Deputy

Fallen Townsfolk and Regular Deputies do not provide any C₵; their deaths are expected. Finally, if a Living Legend dies, it cannot be recruited again during the campaign.

Appoint a Marshal

Even the greatest Marshal struggles to survive in the Frontier. If a Marshal dies or is otherwise removed from the game, a player must appoint a new Marshal for their Posse.

Before doing so, however, the controlling player may instead perform a noble sacrifice. To do so, permanently reduce FRAK by –1; in all future Adventures that Posse begins with 1 less FRAK. (A noble sacrifice cannot be performed if FRAK was previously reduced to 0.) Then, randomly select one other Pioneer in the Posse. The chosen Pioneer collapses to the ground and is unceremoniously removed from the campaign. However, as a result, the Marhsal may remain in the Posse as if it had survived the previous Adventure with no new injuries or traumas.

If the controlling player does not perform a noble sacrifice, the player must select one Pioneer remaining in the Posse to become the new Marshal who immediately receives the following benefits:

1. Increase Aim, Fight, or Agility by +1 (max 10)
2. Increase Grit by +1 (max 10)
3. Increase Moxie by +1 (max 6)
4. Gain 1 randomly selected starting Perk (##.#)

Retire Deputies

From time to time, a Marshal will decide it no longer requires the service of a Deputy – perhaps the Posse must make room for new recruits or perhaps the Deputy's body is so ravaged from life on the Frontier that the Pioneer is no longer fit for service. In such cases, the Deputy has earned retirement.

To retire a Deputy, remove the Deputy from the campaign. Any equipped items – excluding Weapons and Gear received when the Marshal was recruited – are moved to the Posse Inventory.

Retiring Veteran Deputies, Elite Deputies, and Living Legends provide C₵ to the Posse as they depart. Veterans provide 1d12 C₵, Elites provide 2d12 C₵, and Legends provide 3d12 C₵.

Visit Forward Colonial Outpost

A Forward Colonial Outpost is the closest thing to ordinary life for a Posse. Outposts are organized by the Matriarcal Engineering Corp and provide essential services for Marshals and Deputies operating in the Frontier. The denizens of an Outpost are usually willing to lend a helping hand though they get a might testy when dead creatures pile around the outskirts – especially if said creatures happen to be Townsfolk.

After each Adventure, each Posse may visit up to three locations at the Outpost. Each location may only be visited once per Adventure but may be visited in any order:

- Agricolan Hall: Earn C₵ but risk suffering Wounds
- Armorsmith: Procure new Armor and Shield technology
- Brig: Retrieve a jailed Pioneer
- Chapel: Gain new Marshal Perks
- Chemist: Purchase consumable brews, stims, and medkits
- Magistrate's Office: Hire Standard or Specialist Deputies
- Saloon: Recruit Townsfolk, Deputies, and Living Legends
- Shuttleport: Retrieve a hired Standard or Specialist Deputy
- Training Grounds: Improve a Marshal's Skills or promote a Deputy
- Weaponsmith: Buy Weapons, special ammunition, and explosive devices

Agricolan Hall

Caretakers of the croplands and livestock gather in the Agricolan Hall to trade tips and stories.

The Posse may volunteer to provide labor. Select up to four Pioneers in the Posse. Then, one by one, roll 1d12 for each selected Pioneer. The Posse earns C₵ equal to the rolled value. However, if the Pioneer rolls a **(12)**, that Pioneer is maimed by a baler or gored by raging livestock: the Pioneer earns 0 C₵. and starts the next Adventure in which the Pioneer participates with 1 Wound.

Armorsmith

At the Armorsmith, a Marshal can purchase Armor and Shield technology. The effects of Armor and Shield technology are not cumulative. If a Marshal already has Armor, that Armor is discarded when new Armor is purchased. Similarly, an old Shield is discarded before new Shield technology is purchased. If the discarded Armor or Shield imposed a Skill penalty, reverse that effect before applying the effects of the new item (e.g. gain Speed +1" when discarding Aramid Armor which imposed Speed –1" when equipped).

A Marshal may purchase and equip one of the following:

Armor	Effect	C₵
Aramid Armor	Armor 1. Speed –1".	00
M6 Carapace	Armor 2. Speed –2".	00
Tungsten Exosuit	Armor 3. Speed –3".	00
Carbonweave Thermals	Armor 1.	00
Dermal Borophene	Armor 2. Speed –1".	00

A Marshal may purchase and equip one of the following:

Shield	Effect	C₵
Steinmez Shield	Shield 1. Aim –2.	00
Niko Veil	Shield 2. Aim –4.	00
Holtz Superconductor	Shield 3. Aim –6.	00
Faraday Cloak	Shield 1.	00
Heisen Projector	Shield 2. Aim –2.	00

Brig

The Brig is a jailhouse populated by drunks and petty criminals. Occasionally local law snags a member of the Cartel – organized bootleggers and off-market mineral traders.

A Posse may visit the Brig to retrieve a jailed Pioneer. To retrieve the Pioneer, the Posse must pay a fine equal to 5 C₵ times the Fight value of the jailed Pioneer (e.g. 5 C₵ × Fight 7 = 35 C₵). Then, return the Pioneer to the Posse.

Chapel

The Chapel offers shelter from the chaos of the Frontier – a chance to reflect and meditate on life's lessons.

At the Chapel, a Marshal can tithe to receive a Perk. First, decide how much C₵ the Posse is willing to donate. The Posse may donate up to 100 C₵. For each 20 C₵ donated, the local Rector will offer a Perk. After donated C₵ is deducted from the Posse, roll on the Perk table below. (Roll once for 20 C₵, twice for 40 C₵, and so on up to five times for 100 C₵). The Marshal may immediately gain one of the offered Perks.

If a player rolls a duplicate Perk option, reroll to choose an alternative. Remember, a Marshal may never have more than three Perks but may remove a Perk at any time, including immediately before a new Perk is added. A Marshal may have at most one of each Perk.

When randomly determining a Perk, first roll to determine a column then roll to determine a row. Perk details are provided in *Appendix X: Marshal Perks (##.#)*.

	1 – 3	4 – 6	7 – 9	10 – 12
1	Artful Dodge	Gold Digger	Monstrosity Hunter	Scoot 'n' Shoot
2	Automon Hunter	Harm Alarm	Nornspun	Shadow Slink
3	Beast Hunter	Harvester	Ominous Presence	Spine Chiller
4	Big League Arm	Have Ye Faith	Pain Train	Stonehide
5	Brace for Impact	Hemoheal	Pathfinder	Svelte
6	Brutal	Hunker Down	Pugnacious	Taunt
7	Counter-strike	Juke	Reanimate Elixir	Telekinetic Implants
8	Crossfire	Local Teleporter	Rending Strike	Thick
9	Dash	Measured Strike	Resilient	Tracer Fire
10	Death Dance	Mimic	Rootin' Tootin'	Trophy Collector

11	Enigma Contraption	Mind over Matter	Rugged	Vandamm Device
12	Feline Landing	Mindfreak	Rumbler	Wam Bam

In addition to obtaining Perks, a Marshal may donate an additional 25 C₵ to be blessed during the next Adventure. While blessed, the Marshal temporarily increases Grit by +2 (to a maximum of Grit 11).

Chemist

Upon entering the Chemist workshop, roll 1d12. If the rolled value is a (12), there is a mild explosion and all Pioneers immediately flee the premises – no items may be purchased during this visit. Otherwise, the Marshal can purchase and equip any number of items from the Chemist. Remember, the Marshal may carry no more than three items having the Limit keyword.

Gear	Effect	C₵
Adrenal Stim	**Interact {0}:** This Pioneer gains 2 Action Point. During the next Reckoning, this Pioneer must Check Grit during Clinical Evaluation (even if not Nixed). Consumable. Limit 1.	00
Echoderm Serum	**Interact**: Remove all Wounds from this Pioneer. Consumable. Limit 1.	00
Field Medkit	**Interact**: Remove 2 Wounds from a Pioneer in LoS 1". Consumable. Limit 2.	00
Hearty Biscuits	**Interact:** Remove 1 Wound; this Pioneer's Checks are ♠+1 until End of Round. Consumable. Limit 2.	00
Moxie Brew	**Interact**: Gain +2 Moxie. Consumable. Limit 6.	00
Nonyx Stim	**Interact {0}:** This Pioneer is Agility +2 (max Agility 10) and Speed +4" (max Speed 8") until End of Round. During the next Reckoning, this Pioneer must Check Grit during Clinical Evaluation (even if not Nixed). Consumable. Limit 1.	00
Pocket Crystals	**Interact:** Stun 1 Hostile Brawling with this Pioneer. Consumable. Limit 2.	00
Saberfang Stim	**Interact {0}:** This Pioneer is Fight +2 (max Fight 10) and Speed +2" (max Speed 8") until End of Round; Brawl Attacks made by this Pioneer ignore target Armor. During the next Reckoning, this Pioneer must Check Grit during Clinical Evaluation (even if not Nixed). Consumable. Limit 1.	00

Magistrate's Office

The Magistrate's Office is the local seat of government, such as it is along the Frontier. Among other administrative services, the Magistrate's Offices processes requests for fresh Deputies.

A Marshal can requisition one Standard or Specialist Deputy (##.#). Deduct the cost of the requested Deputy – based on the desired Rank, Weapon, and Gear options – from the Posse's communal C₵. The total C₵ must be paid before the Deputy is recruited; otherwise, the Deputy cannot be recruited.

Deputies hired from the Magistrate's Office are **not** immediately added to the Posse. Instead, after the next Adventure, the Posse must visit the Shuttleport to add the hired Deputy to the Posse. As it turns out, two things can survive the harshness of the Frontier: cockroaches and bureaucracy.

Saloon

The Saloon is a lively hive, bursting with bravado – heavy on drinks and light on facts. Still, the Saloon is an ideal place to bolster the Posse in a pinch.

A Marshal may pay C₵ to recruit Townfolk who are immediately deputized and added to the Posse. Only two of each Townsfolk Discipline may be in a Posse at a time. Beyond that, there is no limit to the number of Townsfolk that can be recruited.

A Marshal may also take a good long gander at the Saloon's clientele and try to convince a few patrons to join the Posse. Roll 2d12 three times to determine who is sitting at the bar:

1d12	1d12	Pioneer
1	1	Living Legend
	2 – 6	Elite Specialist Deputy
	7 – 12	Elite Standard Deputy
2 – 4	1 – 4	Veteran Specialist Deputy
	5 – 12	Veteran Standard Deputy
5 – 9	1 – 4	Regular Specialist Deputy
	5 – 12	Regular Standard Deputy
10+	–	Empty bar stool

For each rolled Pioneer above, randomly select from the Standard Deputy, Specialist Deputy, or Living Legend tables (##.#). For example, if the player rolled 2d12 scoring **(1)** and **(5)**, randomly select a Specialist Deputy which will have the Elite Rank and associated Profile.

A Marshal may attempt to convince one or more patrons at the bar (rolled above) to join the Posse.

First, determine how many rounds of Ale the Marshal will buy. Each Ale costs 5 C₵. The Marshal must buy every patron (every Character rolled above) a drink each round. So, if there are three Pioneers sitting at the bar, the Marshal must spend 15 C₵ per round of Ale. A Marshal can buy any number of rounds of Ale.

Next, after all Ale has been consumed, select the patrons that the Marshal would like to recruit. That Pioneer must Check Grit suffering ⬟−1 for each Ale consumed. (Use the Grit value for the associated Discipline and Rank.) If the selected Pioneer **fails** the Grit Check, the Pioneer is convinced to join the

Marshal and is immediately added to the Posse. When adding the Pioneer to the Posse, select Weapon and Gear options available to that Pioneer by paying the listed C₵ as normal.

Before leaving the Saloon, things get a bit rowdy. Roll 1d12 for each round of Ale purchased during this visit. If any rolled d12 score a natural **(12)**, a fracas ensues with fighting spilling into the center of the Outpost. As a consequence, randomly select one Pioneer in your Posse; that Pioneer is sent to the Brig and cannot be used during Adventures until retrieved.

Shuttleport

The Shuttleport is used by transfer craft delivering Pioneers, equipment, and assorted sundries from orbiting transport vessels. Occasionally, science vessels and small merchant ships arrive to support special projects in the Frontier.

A Posse can visit the Shuttleport to retrieve Deputies requisitioned via the Magistrate's Office. Add each hired Deputy to the Posse sheet. Hired Deputies may now be deployed to subsequent Adventures.

Training Grounds

As Pioneers progress through a campaign, they are hardened and refined by the Frontier. At the Training Grounds, a Colonial Sergeant provides mentorship, instruction, and abundant hollering designed to increase a Pioneer's effectiveness against Hostiles.

A Marshal may pay C₵ to improve its Skills as follows:

- +1 to Aim, Fight, Agility at a cost of 10 C₵ × the new Skill value (max 10)
- +1 to Grit at cost of 20 C₵ × the new Grit value (max 10)
- +1" to Speed at cost of 30 C₵ × the new Speed value (max 6")

As an example, increasing Aim from 8 to 9 would cost 90 C₵ (9 × 10 C₵). Each Skill can be increased at most once per visit to the Training Grounds.

In addition, Deputies can be promoted to a higher Rank: from Regular to Veteran or from Veteran to Elite. To be eligible for promotion, a Regular Deputy must have participated in at least 1 Adventure with the Posse while a Veteran Deputy must have participated in at least 2 Adventures with the Posse.

To promote a Deputy, pay the difference between the Ranks as indicated in *Appendix 1: The Fine Folk of the Astral Frontier* (##.#) then update the Deputy's Profile on the Posse Sheet to the Skill values associated with the new Rank. As part of this promotion, the Deputy's Weapons and Gear choices can be changed by paying the listed amount of C₵. Note that previously chosen items are discarded; the Posse is not refunded for used equipment.

When promoting a Deputy, any previous injuries or traumas that negatively affect the Deputy's Profile must be reapplied. So, if a Deputy received –1 Fight after an Adventure, the new Fight value would also be reduced by –1.

Weaponsmith

At the Weaponsmith, a Marshal can purchase Weapons and combat gear. A Marshal can purchase any number of Weapon and gear items. However, a Marshal is limited to carrying two Ranged Attack Weapons

plus one Brawl Attack (Range 0") Weapon during each Adventure. In addition, a Marshal cannot carry more than three items having the Limit keyword.

A Marshal may purchase the following Weapons:

Weapon	Effect	Range	Attack	C₵
Frontier Blade	If (3): Inflict 1 Wound.	0"	3✹	00
Revolver	Armor Piercing 1.	0 – 12"	3✹	00
Dual Pistols	May split Attack between two targets: 2✹ against each.	0 – 12"	4✹	00
Tachyon Pistol	Beam. Shield Phasing 1.	0 – 12"	3✹	00
Shotgun	Conical. Lethal 2.	1 – 12"	2✹	00
Carbine		6 – 24"	4✹	00
Tachyon Carbine	Beam. Shield Phasing 1.	6 – 24"	3✹	00
Rifle		9 – 36"	4✹	00
Sniper Rifle	Lethal 3. Reload 1.	12 – 72"	1✹	00
Flamethrower	Conical.	1 – 6"	4✹	00

A Marshal leading a Posse having Rep 30 or more may purchase the following Weapons:

Weapon	Effect	Range	Attack	C₵
Swagger Blade	If (3): Inflict 1 Wound. Armor Piercing 1.	0"	5✹	00
Swagger Hammer	If (3): Stun target Character.	0"	5✹	00
Lekahr Daggers	May split Attack between two targets: 3✹ against each.	0"	6✹	00
Lekahr Spear	Reach.	0 – 1"	5✹	00
Princep Revolver	Armor Piercing 2.	0 – 12"	5✹	00
Princep Carbine	Armor Piercing 1.	6 – 24"	6✹	00
Princep Shotgun	Conical. Lethal 3.	1 – 12"	2✹	00
Princep Rifle	Armor Piercing 1.	9 – 36"	6✹	00
Tachyon Rifle	Beam. Shield Phasing 1.	9 – 36"	5✹	00
Light Machine Gun	Each (3): Immediately roll additional 1✹. Effect repeats for all additionally rolled dice.	6 – 24"	4✹	00
Heavy Machine Gun	Each (3): Immediately roll additional 1✹. Effect repeats for all additionally rolled dice.	9 – 36"	4✹	00
Grenade Launcher	Grenade. Blast 2". Lethal 2.	6 – 18"	3✹	00
Apex Scorcher	Conical.	1 – 6"	6✹	00
Huntress Rocket	Missile. Blast 3". Lethal 3. Limit 1.	9 – 36"	2✹	00

A Marshal may purchase any of the following Weapon upgrades:

Gear	Effect	C₵
Red Dot Sight	Permanently attach to a Ranged Weapon.	00

		C₵
	When this Weapon Attacks against a target in Cover, the Armor bonus granted to the target by Cover is reduced by −1. (Light Cover grants no Armor bonus; Heavy Cover grants +1 Armor bonus.)	
Telescopic Sight	Permanently attach to a Ranged Weapon. When this Weapon Attacks a target whose base is entirely outside of this Weapon's maximum Range, the Aim Check suffers ⬠−1. If the target's base is beyond double the maximum Range, the Aim Check suffers ⬠−3 instead.	00
Suppressor	Permanently attach to a Ranged Weapon. Ranged Attacks performed with this Weapon do not trigger Hostile Reactions.	00
Uranium Ammo	Permanently attach to a Carbine or Rifle (excluding Beam Weapons). This Weapon is now Armor Piercing 2.	00
Teslan Overclock	Permanently attach to a Ranged Beam Weapon. This Weapon is now Shield Phasing 2.	00

A Marshal may purchase any of the following Grenades:

Weapon	Effect	Range	Attack	C₵
Concussion Grenade	Detonate immediately after placing Grenade Token. Hit target Characters are pushed back 3" away from the Blast Point; if the target collides with Linear, Rough, or Impassable Terrain, stop movement. Grenade. Blast 2". Consumable. Limit 2.	1 – 6"	1💥	00
Flashbang	Detonate immediately after placing Grenade Token. Hit target Characters must Check Grit with ⬠−3; if failed, target Character is immediately Stunned. Grenade. Blast 2". Consumable. Limit 2.	1 – 6"	1💥	00
Frag Grenade	Grenade. Blast 2". Consumable. Limit 2.	1 – 6"	4💥	00
Plasma Grenade	Grenade. Blast 2". Shield Phasing 1. Consumable. Limit 2.	1 – 6"	4💥	00
Smoke Grenade	Detonate immediately after placing Grenade Token. Set a Smoke Counter to 3 and place it at the Blast Point. Smoke blocks Line of Sight to all targets within or through the Area of Effect. At End of Round, reduce Smoke Counter by 1; the Smoke effect ends when the Counter reaches 0. Grenade. Blast 2". Consumable. Limit 2.	1 – 6"	1💥	00
Rad Grenade	The Area of Effect becomes Hazardous Terrain. At End of Round, every Character within the Area of Effect suffers 1 Wound as a result of high-energy radiation. Grenade. Blast 2". Limit 1.	1 – 6"	1💥	00
TNT Stick	Grenade. Blast 2". Lethal 2. Consumable. Limit 2.	1 – 6"	3💥	00
Void Grenade	The Area of Effect becomes Void Terrain. All Characters within the Area of Effect are immediately Nixed. Grenade. Blast 2". Consumable. Limit 1.	1 – 6"	1💥	00

Homestead Adventure

The Matriarchs wish to recognize your Posse's dedication and perseverance by awarding you a parcel of land that sits atop a rich vein of rare elements. Unfortunately, this parcel sits within unforgiving territory plagued by Hostiles and a mysterious villain known only as "The Outlaw".

Victory

In Stage 1, the Pioneers must install two Frontier Beacons. In Stage 2, the Pioneers must complete a series of tasks to claim Homestead while thwarting Hostile incursions. Finally, in Stage 3, the Pioneers must defeat The Outlaw to earn a Deed of Land Grant from the Matriarchs.

Intel

Homestead is played using a 36x36" Adventure Area. Unlike most Adventures, each Stage will instruct players how to set up terrain.

This area is uncharted. To begin, select a Setting then place a large, appropriately thematic terrain element 9" inward (toward Mission Center) from the Northwest Corner and a second large terrain element 9" inward from the Southeast Corner. Then, set aside enough medium, small, and scatter terrain to cover at least 50% of the remaining area. This set-aside terrain will be added before subsequent stages.

Before playing Stage 1, select three Hostile Groups following the core rules (##.#). Use these same Hostile Groups for Stage 2 as usual. ==However, before Stage 3, Randomly select three Forgottenlands Hostile Groups.==

Homestead uses Stage-specific Complications. Roll to determine a Complication only when instructed later in this Adventure.

The only Accolade available is a Deed of Land Grant earned after successfully completing Stage 3. A Posse cannot earn ₡oin or Rep for attempting *Homestead*.

Homestead: Stage 1 Rules

<<TODO: deployment diagram>>

Divide the Adventure Area into nine equally-sized square regions called Sectors. Each Sector should measure 12" West to East and 12" North to South. Place assorted small terrain in the Southwestern Sector.

The Pioneer Deployment Zone extends 6" inward from the Southwest Corner. Deploy all Pioneers in this Zone. The Sector containing Pioneers is considered Explored; all other Sectors are Unexplored.

Each player must select two Pioneers in their Posse and equip them with a Frontier Beacon Kit. A Pioneer equipped with a Frontier Beacon Kit and located at the highest point of either the Northwest terrain feature or the Southeast terrain feature may perform the following Action:

➤ **Interact**: Deploy the Beacon Kit. Once a Pioneer from each Posse has deployed a Beacon Kit to the same location, place a Frontier Beacon at that location. At End of Round, every Frontier Beacon automatically Attacks the nearest Hostile in LoS 24" with Aim 10 and 6💥.

Set all Hostiles aside, adjacent to the play area. (Set-aside Hostiles are **not** in the Hideout and are not eligible for any effect that triggers Hostile redeployment.)

The first time a Pioneer completes an Action in an Unexplored Sector, pause the Pioneer's activation then roll 1d12 and add the number of previously Explored Sectors. Based on the result, apply the Exploration Effect from the table below; the Sector is now considered Explored. Then, resume the Pioneer's activation.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (7) or higher, redeploy one Hostile within 3" of the Southwest Corner.

Play up to 6 Rounds. If at End of Round, two Frontier Beacons have been deployed, proceed to Stage 2. Otherwise, after Round 6, the Adventure ends in failure.

Between Stages

Withdraw Pioneers. In each Unexplored Sector, place medium terrain covering 50% of the Sector. Reset the Adventure Area but do **not** rearrange terrain. If present, remove the Twister Token. Restore Pioneers.

1d12	Exploration Effect
4 or less	Place small terrain covering 25% of the Sector such that a Pioneer has Line of Sight to everywhere in the Sector.
5 – 6	Place small and medium terrain covering 50% of the Sector such that the Pioneer has Obstructed or Blocked Line of Sight to most of the Sector.
7	Place a Void Token having a 3" diameter anywhere in the newly Explored Sector. The area covered by the Void Token is Void Terrain.
	Place small and medium terrain covering 50% of the remaining Sector such that the Pioneer has Obstructed or Blocked Line of Sight to most of the Sector.
8	*Draktus is a spherical plant capable of jettisoning sharp red spines in every direction.*
	Place a Draktus Token randomly around the center of the newly Explored Sector (Scatter 4"). At End of Round, each Draktus will Attack with Blast 2", 3💥, Lethal 2.
	Place small and medium terrain covering 50% of the remaining Sector such that the Pioneer has Obstructed or Blocked Line of Sight to most of the Sector.
9	*Twisters are violently rotating columns of air that whip unpredictably across the Frontier.*
	If there is no Twister Token in the Adventure Area, place a Twister Token having a 3" diameter at the center of the Sector. At End of Round, the Twister will Scatter 1d12". If the Twister touches an Adventure Edge, remove the Twister from the Adventure Area.
	Any Character partially within the path or final location of the Twister must Check Agility. If failed; the Character must Check Grit. If the Character passes the Grit Check, the Charter is Scattered 6"; if the Character fails the Grit Check the Character is sucked into the Twister and set aside, out of play. At End of Round, any Character that was set aside in a previous Round may Check Grit; if passed, the Character returns to the Adventure Area, Scattered 6" from the current Twister location. If a Twister leaves the Adventure Area, place all set-aside Characters within 3" of the Twister's final location.
	Place small terrain covering 25% of the Sector such that a Pioneer has Line of Sight to everywhere in the Sector.
10+	Place medium terrain covering 50% of the Sector such that the Pioneer has Blocked Line of Sight to most of the Sector.
	Randomly select a set-aside Hostile Group. Place all Hostiles from the selected Hostile Group in the center of the Sector, then Scatter each Hostile 3". After the acting Pioneer completes its activation, the selected Hostile Group immediately activates using the same initiative value as the acting Posse. If there are no set-aside Hostile Groups, ignore this effect.

Homestead: Stage 2 Rules

<<TODO: deployment diagram>>

Each player chooses a Frontier Beacon. The Pioneer Deployment Zone extends 6" around the chosen Frontier Beacon. Each player deploys their Posse within their chosen Deployment Zone.

Place 6 Landmark Tokens anywhere in the Adventure Area; a Landmark cannot be placed within 6" of another Landmark nor within 6" of a Frontier Beacon. Landmark Tokens are considered Objective Tokens for the purpose of Hostile AI, special effects, and other rules affecting Objectives.

There are two Hostile Rally Points: the Northwest Corner and the Southeast Corner. Deploy each Hostile within 3" of a randomly selected Hostile Rally Point. Then, after all Hostiles are deployed, each Hostile performs an **Advance 0"** Action toward the nearest Landmark.

At Start of Round 1, each player randomly selects a unique Survey Goal from the table below (reroll any duplicate goals). Each Survey Goal requires the Posse to complete a task with specified Landmarks. Use a Survey Counter to track how many goals have been completed.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each (5) or higher, redeploy one Hostile within 6" of a randomly selected Rally Point, positioning the Hostile as close as possible to a Pioneer while still within 6" of the Rally Point.

At End of Round, every Frontier Beacon automatically Attacks the nearest Hostile in LoS 24" with Aim 10 and 6💥. In addition, each Draktus will Attack with Blast 2", 3💥, Lethal 2. Finally, if a player successfully completed a Survey Goal, that player randomly selects a new Survey Goal not yet completed by any player.

Play up to 6 Rounds. If, at End of Round, the Survey Counter equals 3 (or more) for one player or 6 for two players, proceed to Stage 3. Otherwise, after Round 6, the Adventure ends in failure.

Between Stages

Withdraw Pioneers. Reset the Adventure Area but do not rearrange terrain. Restore Pioneers.

1d12	Landmark Survey Goal
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

Homestead: Stage 3 Rules

<<TODO: deployment diagram>>

Each player chooses a Frontier Beacon. The Pioneer Deployment Zone extends 6" around the chosen Frontier Beacon. Each player deploys their Posse within their chosen Deployment Zone.

In this Stage, randomly select three Forgottenlands Hostile Groups (##.#). Then add a fourth Hostile Group for The Outlaw (##.#).

There are two Hostile Rally Points: the Northwest Corner and the Southeast Corner. Deploy each Hostile within 3" of a randomly selected Hostile Rally Point. Then, after all Hostiles are deployed, each Hostile performs an **Advance 0"** Action following its standard Target Priority.

At Start of Round 2 and every Start of Round after, each player rolls Xd12 where X is the current Round Number; for each **(3)** or higher, redeploy one Hostile within 6" of a randomly selected Rally Point, positioning the Hostile as close as possible to a Pioneer while still within 6" of the Rally Point. In addition, roll 1d12 to select a Complication; the effects of that Complication persist for the remainder of the Adventure. If a previously selected Complication is rolled, ignore the result and do **not** reroll.

At End of Round, every Frontier Beacon automatically Attacks the nearest Hostile in LoS 24" with Aim 10 and 6💥. In addition, each Draktus will Attack with Blast 2", 3💥, Lethal 2.

Play up to 6 Rounds. At End of Round, if The Outlaw has been Nixed, the Adventure ends in victory. Otherwise, after Round 6, the Adventure ends in failure.

Complications

d12	Complication
1 – 2	No Complication
3 – 4	*tbd* …
5 – 6	*tbd* …
7	Use Setting Complication A
8 – 9	Use Setting Complication B
10 – 11	*tbd* …
12	*tbd* …

Accolades

If playing a campaign, each player earns a Deed of Land Grant and the rights to establish a Homestead. Congrats – you have won the campaign!

The Outlaw

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
–	6”							6*

Hostiles: 1 (Not per player)	**Target Priority:** Nearest Marshal → Nearest Pioneer

TODO

Reactions

Engaged	Provoked

Orders

Initiative	Hostile AI
1 – 2	
3 – 6	
7 – 10	
11 – 12	

Marshal Perks

<< TODO: playtest; this section is an early draft >>

Starting Perks

The following Perks are available when first creating a Marshal.

Courageous

This Marshal does not lose Moxie when suffering Wounds.

Feral

This Marshal is never Outnumbered in a Brawl.

Fleet

At Start of Round, may spend 1 Moxie to perform a Move Action.

Lucky

At Start of Round, may Check Grit; if passed, gain 1 Moxie.

Tenacious

Once per Round, may spend 1 Moxie to reroll all failed Checks during an Attack Action.

Vigilant

After this Marshal activates, if this Marshal does not have an Overwatch Token, may spend 1 Moxie to gain an Overwatch Token.

Expedition Perks

The following Perks are available during an Expedition.

Artful Dodge

When targeted by a Ranged Attack, may spend 1 Moxie to deflect one Hit towards a Hostile in Line of Sight 6"; that Hit is ignored by this Marshal and becomes an automatic Hit against the Hostile.

Automon Hunter

All Aim and Fight Checks targeting a Automon gain ⬟+2.

Beast Hunter

All Aim and Fight Checks targeting a Beast gain ⬟+2.

Big League Arm

Grenades Lobbed by this Marshal gain +3" to their maximum Range.

Brace for Impact

At Start of Round, may spend 1 Moxie to gain ⬟+1 to Dodge Checks against Hostile Brawl Attacks.

Brutal

Before initiating an Attack, may spend 1 Moxie; during the subsequent Attack, the lowest rolled Hit automatically converts to one or more Wounds (as if the target failed to Dodge).

Counter-strike

Immediately after this Marshal suffers 1 or more Wounds from a Hostile Brawl Attack, may spend 1 Moxie to interrupt the Hostile and perform a Brawl Attack Action.

Crossfire

After this Marshal resolves a Ranged Attack, may spend 1 Moxie so that all other Aim Checks against that same target gain ⬟+1.

Dash

Before a Move Action, may spend 1 Moxie to double the Marshal's Speed but the subsequent Move Action must be in a straight line.

Death Dance

Before applying Damage Mitigation, may spend 1 Moxie to reduce incoming Damage by –1.

Enigma Contraption

Immediately after the Initiative Roll, may spend 1 Moxie to change one Hostile Initiative Die to any value.

Feline Landing

When this Marshal would suffer Wounds from falling, may spend 1 Moxie to avoid falling Wounds.

Gold Digger

During this Marshal's activation, may spend 1 Moxie and 1 Action Point to roll 1d12; if a (1) is rolled, Black Gold is found and this Posse gains 10d12 C₵ along with this Adventure's Accolades.

Harm Alarm

At Start of Round, may spend 1 Moxie so that any effects caused by the Adventure Complication are ignored this Round.

Harvester

After Nixing a Hostile, may spend 1 Moxie to gain 1d12 C₵.

Have Ye Faith

At Start of Round, may spend 1 Moxie so that every non-Brawling Pioneer in Line of Sight 3" (including this Marshal) may Check Grit; every Pioneer that passes the Check may remove 1 Wound.

Hemoheal

Once per Round, after resolving a Brawl Attack, may spend 1 Moxie to remove X Wounds where X is the amount of Wounds inflicted by this Marshal in the Brawl Attack.

Hunker Down

At Start of Round, may spend 1 Moxie to gain ⬟+1 to Dodge Checks against Hostile Ranged Attacks.

Juke

When a Hostile would engage this Marshal in a Brawl, may spend 1 Moxie to force the Hostile to Check Agility; if failed, the Hostile continues moving 2" past the Marshal instead of engaging the Marshal.

Local Teleporter

May spend 1 Moxie to Scatter this Marshal 1d12" (even if currently in a Brawl).

Measured Strike

Before a Brawl Attack, may spend 1 Moxie to force a target Hostile to use Grit instead of Agility during the subsequent Dodge Checks.

Mimic

At Start of Round, may spend 1 Moxie to set the value of this Marshal's Aim, Fight, Agility, or Grit to the value of the same Skill belonging to a Hostile in Line of Sight 6" until End of Round.

Mind over Matter

Once per Round, during Start of Round, may spend 1 Moxie to reduce Aim and Fight by −1 then increase Health by +1 for the duration of the Stage.

Mindfreak

At Start of Round, may spend 1 Moxie to select a Hostile in Line of Sight 6"; that Hostile must Check Grit; if failed, that Hostile ignores Pioneers and targets other Hostiles with Hostile AI this Round.

Monstrosity Hunter

All Aim and Fight Checks targeting a Monstrosity gain ⬟+2.

Nornspun

After rolling a Check, may spend 1 Moxie to convert any **(6)** or less to a **(1)**.

Ominous Presence

At Start of Round, may spend 1 Moxie; then, all Hostiles in Line of Sight 3" suffer ⬟–1 to all Checks.

Pain Train

May spend 1 Moxie to add +1 Damage to an Attack that deals at least 1 Damage.

Pathfinder

At the start of this Marshal's Activation, may spend 1 Moxie to treat Rough Terrain as Normal Terrain until End of Round; all other Pioneers who move through the same terrain as the Marshal may also treat that terrain as Normal Terrain.

Pugnacious

If a Hostile moves within 3" of this Marshal, this Marshal may force that Hostile to continue moving and engage this Marshal in a Brawl.

Reanimate Elixir

Once per Round, after Nixing a Hostile, may spend 1 Moxie to place a Risen (##.#) at the location of the Nixed Hostile; that Risen treats all Characters as if they were Pioneers when applying Hostile AI.

Rending Strike

After each Attack Action, reduce the target's Armor by –1 if the Attack inflicted 1 or more Wounds.

Resilient

When this Marshal must roll on an injury or trauma table, roll twice and choose one of the results.

Rootin' Tootin'

When this Marshal's Posse Initiative Die is set to (7) or higher, this Marshal automatically passes Audacious Action Grit Checks.

Rugged

Immediately before receiving Wounds, may spend 1 Moxie; then, Check Grit for each incoming Wound; each passed Check reduces Wounds suffered by 1.

Rumbler

When this Marshal has Wounds greater than half its Health, this Marshal gains +2 Fight (max Fight 10).

Scoot 'n' Shoot

At the start of this Marshal's activation in the Standard Actions phase, may spend 1 Moxie and 1 Action Point; then, perform a Move Action followed by a Ranged Attack Action; the Ranged Attack may target a Hostile that was visible to the Marshal at any point during the preceding Move Action, even if not visible at the end of the Move Action.

Shadow Slink

At Start of Round, may spend 1 Moxie so this Marshal does not trigger any Hostile Reactions this Round.

Spine Chiller

At Start of Round, may spend 1 Moxie and choose 1 Hostile in Line of Sight 12"; the chosen Hostile must Check Grit, if failed, the Hostile skips its next activation.

Stonehide
During Start of Round, may spend 1 Moxie to gain +1 Armor but suffer –1" Speed until End of Round.

Svelte
At Start of Round, may spend 1 Moxie to increase this Marshal's Aim, Fight, Agility, or Grit by +2 (up to a max Skill value of 10) until End of Round; each Skill cannot be chosen more than once per Stage.

Taunt
Before a Hostile in Line of Sight activates, may spend 1 Moxie; that Hostile ignores all other Pioneers and targets this Marshal with Hostile AI this Round.

Telekinetic Implants
Once per Round, may spend 1 Moxie to Move any one Hostile up to 3"; that Hostile suffers any Terrain effects that would occur had the Hostile moved normally.

Thick
When this Marshal would be Scattered, pushed, displaced, or otherwise Moved by a game effect, may spend 1 Moxie to instead remain in the Marshal's current location.

Tracer Fire
After this Pioneer performs a Ranged Attack, may spend 1 Moxie; then, until End of Round, any other Pioneer that targets the same Hostile with a Ranged Attack gains ⬟+1 to Aim Checks.

Trophy Collector
After Deployment, this Marshal may select 1 Hostile; if this Marshal Nixes the selected Hostile during this Adventure, the Posse gains 10 C₵ × the Hostile's Health value along with this Adventure's Accolades.

Vandamm Device
Once per Round, may spend 1 Moxie to bank an unused Action Point; in a subsequent Round, during a Standard Actions phase, may spend one or more banked Action Points.

Wam Bam
During this Marshal's activation, may spend 1 Moxie to bodyslam one adjacent Hostile: select an adjacent Hostile, that Hostile must Check Agility; if passed, the Hostile is Stunned; if failed, the Hostile suffers 1 Wound and is Stunned.