

CREW CONSTRUCTION REFERENCE SHEET

CREW ORGANIZATION AND RATINGS

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

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

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

FACTION LIFEFORMS

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

RATINGS SP COSTS

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

FACTION TRAITS

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

GENERAL TRAITS

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

*: Plus SP of Organic Weapon

** : Plus SP of each Weapon

***: Plus SP of other Trait

ORGANIC WEAPONS (MELEE)

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

ORGANIC WEAPONS (RANGED)

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

FACTION FEATURES

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

WEAPONS

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

COMMON ARMOR

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

SCARCE ARMOR

NAME	RATING	GEAR TRAITS	SP
Blast Shield	2	Scarce, Shield	15
Combat Armor	4	Alpha User, Scarce	50

GEAR

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

ARTIFACT WEAPONS

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

ARTIFACT ARMOR

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

ARTIFACT GEAR

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