

GATS & GRIMOIRES

A Pulp Skirmish Game, 1920s-50s

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Opening Sections - How to Use This Book, Setting, Essentials, Core Concepts

2. How to Use This Book

Three ways to read

- **Quick-Start (10 min):** Skim §5 Core Concepts, §6 Turn Structure, §9-10 Combat & Damage, then play §22.1 The Lion's Eye.
- **Teach at the table:** Keep §34 QRS handy; reference the bold keywords and boxed examples.
- **Design & campaign:** After a game or two, add modules from Part II (darkness, fear, rituals, vehicles).

Rules conventions

- **Bold** = keywords; *italics* = examples; SMALL CAPS = actions (AIM, RALLY).
- "Test" means roll 2d6 + Skill vs **TN 6**. Edge/Drag = roll 3d6 keep best/worst 2. Inches for all measurements.
- Round fractions down.
- Base-to-base for melee; center-to-center for ranged (any part of the target base visible in LOS).
- Icons in the margin (optional)
- Turn Order
- Rolls & Modifiers
- ☒ Combat
- Darkness.
- Horror/Stress.
- Chase.
- Designer Note. Example of Play
Table flow

- Players keep unit cards and Moxie tokens visible.
- Use a bag for activation chits (Stars, mobs, monsters + TWIST/SURGE/END).
- Track multi-step stuff with clocks \$(4/6/8\$ segments).

3. Setting the Stage: 1920s-50s Pulp, Noir & Occult

The vibe. Cigarette smoke, rain on streetcars, speakeasies, secret societies, dust-choked dig sites, radio chatter, and labs that hum like beehives.

The tone blends swashbuckling pulp, noir mystery, creeping horror, and weird science—you turn those dials per scenario.

Agnostic-mythos principle. The rules never name a specific canon. "Eldritch Horror," "Serpent Cult," "Outer Thing," or "Clockwork Revenant" are templates you can reskin to your favorite lore.

Tech baseline (use what fits your table)

- Firearms: Revolvers, automatics, SMGs, pump shotguns, bolt/semi rifles.
- Vehicles: Sedans, trucks, motorcycles, boats, streetcars, trains, occasional aircraft set-pieces.
- Comms: Hand signals, payphones, radio sets; shortwave intrigue.
- Authority: Beat cops to G-men; prohibition gangs to wartime security. Heat (Notoriety) matters in campaigns.
- Tone sliders (per scenario)
 - Pulp $\rightarrow$ Noir
 - Mundane $\rightarrow$ Horror: adjust encounter density, lighting, and injury severity.
 - Weird Science: add gadgets, labs, and unstable devices.
 - Street $\rightarrow$ Expedition: alleys & rooftops vs deserts, jungle temples, Arctic bunkers.

4. What You Need to Play

Essentials

- Dice: a handful of d6s (at least 6 per side).
- Measuring: tape in inches; 1-2 straight edges for cones/lines.
- Chits/Bag: one chit per unit (Stars, mobs, monsters) + 2× TWIST, 1 SURGE (Mobs), 1x END.
- Tokens: Moxie, Shaken, Light cones (streetlamp 3", torch 2"), Fire/Smoke, Clocks.
- Unit cards: Stars, Elites, Mobs/Swarms, Monsters (print from §34).
- Terrain: Dense, multi-level is best—alleys, crates, cars, fire escapes, skylights.
- Table: $3' \times 4'$ recommended; scales to $4' \times 8'$ for set-pieces.
- Miniatures & bases
- Individuals: 28 mm figs on 25 mm round bases (standard).

- Mobs: Each mini on its own base (remove casualties); they move as one using an Anchor model and 2" cohesion.
- Swarms: One multi-figure base (40-60 mm) with a Mass stat.
- Big monsters/vehicles: use sensible larger bases; LOS is from the base's edge.
Nice-to-have
- Clothespin or dial counters for clocks, subtle ambient light for night boards, and a small tray for the activation bag draws.

5. Core Concepts (preview)

Unit types

- **Stars:** named heroes/villains with Moxie (spotlight resource) and a 3-box health track (Grazed $\rightarrow$ Wounded $\rightarrow$ Down).
- **Elites:** tough lieutenants; usually 2 boxes.
- **Mobs:** 3-12 low-skill individuals acting as one group; remove models as they're hit.
- **Swarms:** massed critters/gremlins; take Mass damage, not boxes.
- Monsters/Creatures: unique rules (Armor, Terror Aura, etc.).
Stats (typical range -1 to +3)
- Shoot, Fight, Savvy, Grit, Move (+ Armor, Moxie, and a few Tags).
Dice engine
- **Test:** roll 2d6 + Stat vs **TN 6**.
- **Outcomes:** **10+** = Strong Hit (bonus effect). **6-9** = Hit (standard effect). **4-5** = Miss.
3 = Complication (miss + twist).
- **12** = Stunt.
- Edge/Drag: roll 3d6, keep best/worst 2.
Cover & visibility
- Light Cover -1, Heavy Cover -2 to hit.
- Darkness & light cones are optional but easy: outside light and beyond 6" gives attackers Drag; stealth tests gain Edge.
Activation (how turns happen)
- Draw from the Cliffhanger Bag: a unit acts; **TWIST** triggers events; **SURGE** gives one mob a quick action;
- **END** reshuffles.
- Spend Moxie to Seize the Spotlight and interrupt (once/round per player).

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Sections 6-7: Turn Structure & Actions

6. Turn Structure: The Cliffhanger Bag

Rounds are paced by draws from a shared bag. Each draw creates table drama—cheers when a Star jumps the queue, groans when a TWIST hits. This system runs GM-less, PvP, or GM-led without changing core rules.

6.1 Build the Bag (each round)

- Put one chit for every unit on the table: each Star, each Elite, each Mob (as one group), each Monster/Swarm.
- Add special chits: 2× **TWIST**, 1× **SURGE** (Mobs), 1× **END OF ROUND**.
- Variants by scale:
 - **Skirmish (6-10 units)**: default above.
 - **Brawl (11-16 units)**: add a third TWIST to keep tension high.
 - **Set-Piece (17+ units)**: keep one chit per unit, but downgrade TWIST to 2 copies to avoid chain-events.

6.2 Round Sequence

1. Prepare the bag (6.1).
2. Draw a chit and resolve it immediately:
 - **Unit chit**: that unit takes an activation (see §7).
 - **TWIST**: Resolve a scenario-appropriate event from the relevant table (see §6.5). **Do not draw another chit**. Set the TWIST chit aside for the remainder of the round. Play proceeds to the next chit draw.
 - **SURGE (Mobs)**: The player who drew this chit chooses **one** friendly Mob or Swarm (or an enemy one in GM-led play). That unit immediately performs a **single action** (Move, Fight, or Shoot). This action cannot be combined with AIM or other multi-action abilities. After resolving this action, **draw again**.
 - **END OF ROUND**: resolve end-of-round steps (6.4). Return all all chits and rebuild the bag for the next round.

6.3 Seize the Spotlight (Moxie)

- Once per round per player, after any chit is drawn (but before it resolves), you may spend 1 Moxie to activate one of your Stars immediately.
- You cannot interrupt TWIST or SURGE with Spotlight; wait until they resolve.
- If multiple players want to Spotlight simultaneously, the player whose Star has the highest Savvy wins; ties roll 1d6.

6.4 End of Round

- A) Clear Aims and Overwatch markers.
- B) Reset each player's Spotlight availability.
- C) Advance scenario timers and ritual/doom clocks by 1 tick if specified.
- D) Spread fire/smoke and resolve ongoing effects (poison gas, flickering lights).
- E) If the bag empties without drawing END, the round still ends after the last chit is resolved.

6.5 TWIST Table (roll 1d6; scenario may override)

- 1 Blackout - Darkness rules toggle on until the next END OF ROUND; lamps still project light cones.
- 2 Security Patrol - Place 2 Elite foes at a random edge; they act on their own chit next time it's drawn.
- 3 Loose Wiring - Choose a room/zone; models inside test Grit (Hard Test TN 7) or become Shaken.
- 4 Relic Flare - Nearest active artifact ticks its clock +1; adjacent models test Savvy (Hard Test TN 7) or suffer Harm 1.
- 5 Collapsing Cover - A piece of terrain becomes Difficult; models behind it immediately gain Light Cover only.
- 6 Smoke & Panic - Place a 3" smoke template; nearest mob tests Nerve or Breaks (fallback full move).

6.6 SURGE (Mobs)

- When the **SURGE** chit is drawn, the player who drew it selects **one** Mob or Swarm on the table. That unit may perform a single action: **Move OR Fight OR Shoot**.
- This does not count as the unit's full activation; its chit remains in the bag.
- This action cannot be an **Overwatch**, **Aim**, or **Rally** action.
- Swarms that contact a model during this action apply their contact effect as normal.
- Monsters and Stars do not act during SURGE.
- After this single action is resolved, draw the next chit from the bag.

6.7 Passing & Ready

- Units cannot Pass by default.
- Any unit may take **OVERWATCH** (see §7.3) to Ready a reaction shot; this lasts until that unit's next activation or END OF ROUND.

6.8 GM-less Mob AI (if no opposing player runs them)

- When a mob's chit is drawn, roll 1d6: 1-2 Hold (seek cover), 3-4 Advance toward nearest enemy by Move, 5 Attack/Charge if able, 6 Frenzy (move twice; if base-to-base, Fight).
- If Broken, the first action must be Rally (see 7.4).

7. Actions & Movement

On its activation, a unit normally takes up to two actions. A unit may not take the same attack action twice unless a Tag or Stunt allows it. Movement can be split before and after another action.

7.1 Standard Actions

- **MOVE** - Move up to your Move value in inches. Difficult terrain reduces movement by 2" per action spent moving.

- **SHOOT** - Make a ranged attack (see §9). You cannot Shoot if you Sprint this activation.
- **FIGHT** - Engage a target in base-to-base and make a melee attack (see §9).
- **AIM** - Gain +1 and **Edge** on your next Shoot this activation. If you **AIM** as your first action and then take the **OVERWATCH** action, this bonus applies to your reaction shot and **negates the standard -1 penalty**.
- **SPRINT** - Move +3" this activation; you suffer Drag on attacks until your next activation and cannot Shoot this activation.
- **INTERACT** - Open/close, pick up, search, plant charges, operate devices, or tick ritual/gadget clocks (usually a Savvy test).
- **OVERWATCH** - Ready a reaction shot at -1 to hit. Triggers when an enemy moves in LOS within weapon range or performs a visible Interact. One reaction per Overwatch.
- **RALLY** - Remove Shaken or attempt to end Broken state (see 7.4).
- **COMMAND** - A Star or Elite within 6" grants a friendly mob Edge on its next test, or clears Shaken.
- **HIDE (Module §13)** - If you are not within 6" and LOS of an enemy, and are in Darkness or Heavy Cover, gain the **Hidden** state.

7.2 Movement & Terrain

- **Climb**: Up to half Move on a climbable surface; **Savvy (TN 6)** to climb full Move. Fail = no progress; Complication = become Shaken.
- **Vault**: Obstacles $\leq 1'$ are free with a **Savvy (TN 6)** test; otherwise pay 2" of movement.
- **Jump**: Horizontal up to 2" is free if you have 2" move remaining; longer jumps require **Savvy (TN 6)** or fall (see below).
- **Falling**: Each full 2" fallen deals Harm 1 (Grit test 10+ reduces by 1).
- **Carry**: While carrying bulky objectives, reduce Move by 2" and you cannot Sprint.
- **Doors & Windows**: Interact to open/close; to force, **Fight (TN 6)** (sturdy doors may be Hard Test TN 7).

7.3 Reactions (Overwatch)

- **Trigger**: Enemy enters or crosses your LOS within your weapon's effective band, or performs Interact in LOS.
- **Resolve**: Take a single Shoot action at -1. (This penalty is **negated and replaced** by a +1 and **Edge** if your unit is benefiting from a prior **AIM** action).
- **Limit**: 1 reaction per Overwatch; Overwatch ends after the shot or at END OF ROUND.

7.4 Morale & Rally

- **Shaken**: -1 to tests; remove with a RALLY action or by spending 1 Moxie (Stars only).
- **Broken (Mobs)**: When casualties reach Spine (see §S\$Core), test Nerve in a **Hard Test (TN 7)**. On failure, the mob Breaks and immediately Falls Back a full Move.
- **Rally**: Mob spends its activation to test Nerve in a **Hard Test (TN 7)**. Success: remove Broken/Shaken; Failure: fallback again.

7.5 Engagement & Disengage

- Entering base-to-base ends the current Move unless you spend Moxie for a Stunt.
- **Disengage:** Spend one action and roll **Fight (TN 6)**. Success: move 2" away ignoring free strikes. Failure: remain Engaged; Complication: suffer Harm 1.

7.6 Shooting Into Melee

- Allowed with **Drag**; on a Complication, randomly assign the hit between engaged friend/foe. Aim does not negate this risk.

7.7 Ammo & Jams (lightweight)

- On a **Complication (\$\leq 3\$)** while Shooting, your weapon Jams or runs dry; spend an INTERACT to clear/reload.
- Clip-fed weapons clear on a **Savvy (TN 6)** test instead.

7.8 Swarms & Group Actions

- **Swarms:** act as one base; their contact inflicts Harm 1 unless the target passes a **Hard Grit Test (TN 7)**. Fire attacks vs Swarms gain Edge and deal +1 Harm on Strong Hits.
- **Mob Movement:** Choose an Anchor model; move it up to Move, then pull others into 2" cohesion. Stragglers catch up next activation.

(Example of Play removed for brevity in this compilation, as it references old rules)

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Sections 8-10: Tests & Dice, Combat, Damage/Moxie

8. Tests & Dice: The 2d6 Cinematic Engine

All resolution uses six-sided dice. The core loop is fast to teach, consistent across actions, and tuned for pulpy swings and spotlight moments.

8.1 Core Test

Roll 2d6 + relevant Stat vs Target Number (TN) 6.

Outcomes: 10+ Strong Hit (bonus effect); 6-9 Hit (standard effect); 4-5 Miss; \$\leq 3\$ Complication (miss + twist).

8.2 Stunts & Complications

- **Natural 12 (boxcars):** Stunt—choose a stunt from §10.6 or a sensible cinematic flourish.

- **Complication (\$1le3\$ total):** The GM/opponent picks a minor twist: jam, slip, reveal, noise, lose cover, etc. Not extra damage unless stated.

8.3 Edge & Drag (advantage/disadvantage)

- **Edge:** roll 3d6, keep the best 2 (from AIM, help, height, smart setup).
- **Drag:** roll 3d6, keep the lowest 2 (from darkness, sprinting, smoke, shooting into melee).
- Edge doesn't stack; multiple sources = still Edge. Edge and Drag cancel 1-for-1.

8.4 Opposed Tests

- Both sides roll 2d6 + Stat; higher total succeeds.
- Attacker wins ties unless the action is reactive (then defender wins ties).
- Margin of \$3+=\$ Strong Hit; snake eyes on either side can still trigger a Complication.

8.5 Group Tests & Help

- **Help:** An adjacent ally spends its action to give you Edge on a test (one helper only).
- **Group:** For non-combat tasks (lifting, forcing, chanting), one leader rolls with Edge if at least two allies assist.

8.6 Saves & Hazards

- **Grit** test vs harm sources (fire, falling, terror auras) when allowed by rules.
- **Savvy** test vs tech/weird science (disarms, calibrations, unstable gadgets).
- **Move** tests for chases/acrobatics: usually Savvy; falling deals Harm 1 per full 2" fallen.

8.7 Common Modifiers

- **+1:** Aimed shot, height advantage, target Large, steady rifle, short range band.
- **-1:** Light cover, you moved and fired a heavy weapon, target Tiny, partial LOS, through smoke.
- **-2:** Heavy cover, darkness beyond 6", sprinted, shooting into melee (also imposes Drag).

9. Ranged & Melee Combat

Combat uses the same core test but layers range bands, cover, and weapon traits. Keep it punchy: declare target, roll, apply Harm.

9.1 Attack Sequence

1. Choose target in Line of Sight and check range band.
2. Pick modifiers: cover, Aim, movement, darkness, special effects.
3. Roll 2d6 + Shoot (melee uses Fight) vs **TN 6**; apply Edge/Drag as needed.
4. On a Hit, apply Harm and effects. On 10+ Strong Hit, add a bonus (see below).
5. On 12, you may perform a Stunt.

9.2 Ranged Combat Details

- **Range Bands:** weapons list 3 bands (e.g., Pistol 0-6/12/18" \$=0/-1/-2)\$\$. Beyond last band cannot hit.
- **Cover:** Light -1, Heavy -2. If any part of the target base is obscured by terrain, apply cover.
- **Aim:** Spend an action to gain +1 and Edge on your next Shoot or Overwatch shot.
- **Move & Fire:** Shooting after Sprint imposes Drag and you cannot Shoot; otherwise no penalty for a normal Move.
- **Overwatch:** Reaction shot at -1 (see §7.3 for Aim bonus); triggers per §7.3.
- **Templates:** Shotguns use a 3" cone (Harm 2 at \$0-3"\$; Harm 1 at 3-6"). Grenades/Dynamite use a 3" blast.
- **Shooting into Melee:** Allowed with **Drag**; on a Complication (\$\le3\$), friend/foe in that melee may be hit instead.

9.3 Fire Modes & Thrown Weapons

- **Rifle Steady:** If you did not move this activation, gain Edge when firing a rifle.
- **Thrown:** Molotovs, knives, or dynamite use Pistol bands unless stated; dynamite uses a 3" blast (see 9.4).

9.4 Blasts & Scatter (d6-only)

- Place a 3" blast template; targets partly under are affected.
- If the attack Misses, scatter the template: roll 1d6 for direction (\$I=N,\$ then clockwise) and 1d6 inches.
- If it would leave the table, it detonates at the edge.
- **Harm:** Frag/Dynamite Harm 2 at center; Harm 1 at outer ring; cover reduces as normal.

9.5 Melee

- Engage by moving into base-to-base; the Move ends on contact.
- Resolve a **Fight** test vs **TN 6**; on success apply Harm 1 unless your weapon lists more.
- **Outnumbered:** For each additional friend in base-to-base (max +2), the attacker gains Edge.
- **Two-Fisted:** If wielding two melee weapons or pistol + club, you may reroll one die in your melee test once per activation.
- **Grapple (optional):** Instead of Harm, choose to Grapple on a Strong Hit; target becomes Engaged and Shaken until it tests **Fight or Savvy (TN 6)** to break free.

10. Damage, Grit & Moxie

Damage is quick and readable at the table. Mobs fall fast, Stars bend but don't break—unless the story demands it.

10.1 Harm & Armor

- Most attacks deal Harm 1; shotguns (0-3") and explosives can deal Harm 2.
- **Armor/Hide** reduces incoming Harm by 1 (to a minimum of 0). Some monsters have Armor 1 by default.
- **Strong Hit bonus:** choose +1 Harm, forced Reposition (push 2"), or a Stunt (if you have 2 Moxie to spend). **When attacking a Mob or Swarm, choosing +1 Harm allows you to remove one additional model or point of Mass.**

10.2 Stars, Elites, Mobs & Swarms

- **Stars:** 3-box track - Grazed \$to\$ Wounded \$to\$ Down.
- **Elites:** 2 boxes - Grazed \$to\$ Down.
- **Mobs:** Mobs do not have health boxes and are not affected by damage in the same way as Stars or Elites. When a Mob is successfully attacked, consult the outcome:
 - **Hit (6-9):** The Mob is **Shaken**. They are suppressed by the attack but suffer no casualties.
 - **Strong Hit (10+): Remove 1 model** from the Mob.
 - **Stunt (Natural 12): Remove 2 models** from the Mob.
- **Swarms:** track Mass; each Harm reduces Mass by 1 (see §28 for full rules); at 0 Mass, the Swarm disperses.

10.3 Downed, First Aid & Extraction

- **Downed:** A Star/Elite that takes Harm while at last box goes Down (place prone).
- **First Aid:** Adjacent ally spends an INTERACT to test **Savvy (TN 6)**. Success: restore to Wounded (1 box remaining) and clear Shaken; failure: remain Down; Complication: also become Shaken.
- **Carry/Drag:** A model can carry or drag a Downed ally at -2" Move and cannot Sprint or Overwatch.
- **Finisher:** An adjacent enemy may spend an action to finish a Downed model (remove from play). Not allowed against PCs in some scenarios.

10.4 Conditions (lightweight)

- **Shaken:** -1 to tests; clear with RALLY or spend 1 Moxie (Stars).
- **Pinned (optional):** After taking Harm from ranged fire, test Grit in a **Hard Test (TN 7)**. Fail: become Pinned (Drag on attacks and -2" Move) until you RALLY.
- **On Fire/Poison/Weird:** scenario or weapon will define; usually Harm 1 at END OF ROUND until extinguished/treated.

10.5 Moxie (Spotlight Resource)

- **Starts:** 2-4 for most Stars (scenario defines).
- **Spend 1:** Seize the Spotlight (interrupt activation), Shake It Off (clear Shaken/Pinned), Turn the Tables (downgrade a Complication to a normal miss).
- **Spend 2:** Perform a Stunt (below) even without a natural 12.

- **Regain:** A Star regains 1 Moxie (up to their maximum) when they achieve one of the following. A Star can only gain Moxie once per activation.
 - **Knock 'Em Down:** Your Star Downs an Elite or Monster, or removes the last model of a Mob with an attack.
 - **Play the Objective:** Your Star is the first to complete a primary scenario objective (e.g., seize the idol, interact with the final clue, plant a charge).
 - **Clutch Save:** Your Star uses the **First Aid** action to successfully get a Downed friendly Star back into the fight.
 - **Daring Act (Social Trigger):** Once per round, a player can nominate another player's Star for a Daring Act. If the table agrees the action was exceptionally clever, risky, or cinematic, that Star gains 1 Moxie.

10.6 Stunts (choose on natural 12 or by spending 2 Moxie)

- **Reposition:** Move 3" ignoring engagement after resolving your action.
- **Disarm:** Target drops a held item/weapon in base contact.
- **Shove:** Push target 2"; if pushed into hazard, it triggers immediately.
- **Follow-Up:** Make a second attack at -1 (cannot chain further).
- **Ricochet/Spray:** After a successful ranged attack, apply Harm 1 to a second target within 2" of the first.
- **Cinematic Reload:** Clear jam/reload for free and gain Edge on your next Shoot this round.

10.7 Morale Touchpoints (recap)

- Mobs test Nerve in a **Hard Test (TN 7)** at Spine (half starting models) and again at Quarter Strength; failure = Break (fallback full Move).
- Stars don't make morale checks but can become Shaken/Pinned; clear with RALLY or Moxie.

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Sections 13-14: Darkness & Stealth, Fear & Sanity

(Note: §11 and §12 from original PDF were renumbered to §15 and §16 in the Table of Contents; this text proceeds with the revised modular sections.)

13. Darkness & Stealth

Flip this module on whenever you want tense investigations, rooftop prowls, and things that move where the light isn't. It layers cleanly atop the core rules without changing math.

13.1 Light & Shadow

- **Light Sources (templates):** Torch 2" aura; Lantern 3"; Streetlamp 4"; Spotlight 6" cone; Headlamp 2" cone (follows base).
- In **Darkness** (beyond 6" from any light), attacks suffer **Drag**; Stealth tests gain **Edge**.
- **Low Light:** treat as Light Cover to be seen at 6-12"; **Heavy Darkness:** as Heavy Cover to be seen at 6-12", **Drag** at 12-18".
- **Switching Lights:** **Interact** to toggle a controllable light, fuse box, or lamp cluster.
- **Flares/Flashbulbs:** 3" blast of Light until END OF ROUND; cameras count as a momentary flare for revealing hidden models.

13.2 Detection & Hidden Movement

- **Becoming Hidden:** A model can gain the **Hidden** state by taking a **HIDE** action.
 - **HIDE:** (1 Action) If you are not within 6" and Line of Sight of an enemy, you may take this action. You must be in Darkness or in contact with Heavy Cover. You are now **Hidden**. You may optionally replace your model with a **Blip** marker.
- **Losing the "Hidden" State:** You are immediately **Revealed** (and no longer Hidden) if you:
 - Perform a **SHOOT** or **FIGHT** action.
 - **SPRINT**.
 - Are successfully Spotted via a **Detection Test** (see below).
 - End any move within 3" of an enemy model.
 - Are illuminated by a new light source (e.g., a flare or a switched-on floodlight).
- **The Detection Test:** A **Hidden** model must immediately make a **Detection Test (Savvy vs TN 6)** when an enemy model *activates* and has Line of Sight to the Hidden model's Blip or location.
 - **Strong Hit (10+):** You remain perfectly Hidden.
 - **Hit (6-9):** You remain Hidden, but the enemy is suspicious. Your opponent points to a 6" x 6" area and asks, "Are you in this area?" You must answer truthfully.
 - **Miss (4-5):** You are **Spotted**. Replace your Blip with your model. You are no longer Hidden.
 - **Complication (\$le3\$):** You are **Spotted** and the enemy who Spotted you gains **Edge** on their first attack against you.
- **Noise:** Gunfire, sprinting, or smashing doors creates a 3" Noise ring; enemies may move toward the center during their activation.

13.3 Stealth Actions

- **SNEAK:** (1 Action) While you are **Hidden**, you may take this action to move up to your full **Move** value. At the end of this move, you must make a **Stealth Test (Savvy vs TN 6)**. On a Complication (\$le3\$), you are revealed and are no longer Hidden.
- **SHADOW:** Follow a target at up to half Move while staying outside its light. If the target ends within 3", test **Savvy (TN 6)** to remain undetected.
- **AMBUSH:** If you begin your activation hidden and enter base-to-base or Shoot at 6" or less, gain **Edge** and **+1 Harm** on a Strong Hit.

- **SABOTAGE: Interact** while hidden to disable lights/alarms; test **Savvy (TN 6)** (Complication: brief spark—place a 2" light until END OF ROUND).

13.4 Special Equipment

- **Flashlight/Headlamp:** Counts as a 2" cone from bearer's facing. If a Hidden model is illuminated by an enemy's Flashlight, it suffers **Drag** on its **Detection Tests**. Holding it negates your own Drag in darkness but makes you easier to spot.
- **Trench Coat & Dark Clothes:** You gain **Edge** on the first Stealth test each round if you didn't Sprint last activation.
- **Infrared Rig (weird science):** Bearer ignores **Drag** from darkness but suffers **Drag** when exposed to bright light or flares.

14. Fear, Stress & Sanity (Optional)

Use this when you want creeping dread and hard choices. It's modular: Stress is the baseline; add Sanity only for heavy horror arcs.

14.1 Stress (Default)

- **Stress Track:** Most Stars have 3 Stress boxes (Elites 2).
- **Stress Triggers (Shock):** First sight of a Monster, sudden blackout, ally goes Down, ritual surge, or GM calls for it on a TWIST.
- When triggered, make a **Hard Grit Test (TN 7)**.
 - **On Failure:** Mark 1 Stress and become **Shaken**.
 - **On Strong Hit:** Clear 1 Stress instead (steely nerves).
- **Effects:** At max Stress, you become **Panicked** (see 14.2) until you clear at least one Stress.

14.2 Conditions

- **Shaken:** -1 to tests; see §10.4.
- **Panicked:** (Replaces *Rattled*) A hero at maximum Stress is **Panicked**.
 - While Panicked, you cannot *gain* Moxie from any source.
 - At the start of your activation, you must immediately **spend 1 Moxie** (if you have any) or your activation is limited to a **single action** (instead of two).
- **Obsessed (optional):** You tunnel on a target/clue; **Drag** on all tests that don't pursue it until you interact with that objective.
- **Catatonic (rare):** Skip next activation; can be slapped out by an adjacent ally with an **Interact** (ally becomes Shaken).

14.3 Rallying the Nerves

- **RALLY:** A unit may use its **RALLY** action to attempt a **Hard Grit Test (TN 7)**. On success, clear 1 Stress and the **Panicked** condition (if you have it).

- **CALM THEM:** An adjacent ally spends an action to test in a **Hard Savvy Test (TN 7)** on your behalf; on success, you clear **Shaken** and 1 Stress.
- **HARDENED Tag:** Ignore the first Stress you would gain each round.
- **COURAGEOUS Tag:** Once per game, when you or an ally within 6" would become **Shaken** from fear, prevent it.

14.4 Sanity (Advanced, Optional)

- **Sanity Clock:** 4-6 segments per Star; marks represent exposure to the Unnatural.
- When exposed to truly cosmic horror (GM-defined), make a **Hard Savvy Test (TN 7)**.
 - **Fail:** Tick 1 Sanity.
 - **Strong Hit:** Steel yourself—no tick.
- **At each threshold (e.g., 2 and final), roll a Break Result:**
 - **Minor:** Gain a temporary **Flaw** (like *Unlucky* or *Loud*) for the rest of the scenario.
 - **Moderate:** You are immediately **Shaken** and suffer **Drag** on all tests until you pass a **Hard Savvy Test (TN 7)** on your activation (this does not cost an action).
 - **Major:** Gain a permanent **Scar** (see Campaign §S\$24). Examples:
 - *Haunted:* You suffer **Drag** on all tests when in Darkness.
 - *Paranoid:* You can no longer benefit from the **Help** action.
 - *Fatalistic:* You can no longer spend Moxie to **Seize the Spotlight**.

14.5 Mobs & Fear

- Mobs don't track Stress/Sanity. Instead, horrific triggers force a **Hard Nerve Test (TN 7)**. Fail: **Break** (fallback full Move).
- **Strong Hit:** They *Get Ugly* (+1 Fight this round).

14.6 Designer Dials

- **Pulpy:** Ignore Panicked and cap Stress at 2; Moxie can negate a failure after the roll once per round.
- **Noir:** Keep Panicked; reduce default Moxie by 1 per Star.
- **Horror:** Add Sanity clocks and lower lighting; add +1 TWIST to the bag on night scenarios.

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Sections 15-17: Rituals, Vehicles, & Terrain

15. Rituals, Relics & Weird Science

Renumbered to match the master Table of Contents. These optional modules dial in the occult and mad science without tying rules to any one mythos. Everything runs on clocks, tests, and mishap tables so you can reskin freely.

15.1 Rituals

- Rituals represent long, risky supernatural or occult processes. Each ritual uses a Clock (4-8 segments).
- When a ritual action occurs, test in a **Hard Test (Savvy or Grit vs TN 7)**.
 - **Success (7-9)**: Fill 1 segment.
 - **Strong Hit (10+)**: Fill 2 segments.
 - **Complication (\$\leq 3\$)**: The ritualist must **choose one**:
 1. **Push Through**: The ritual fails to advance. **Mark +1 Doom Clock**.
 2. **Feedback**: The ritual fails to advance. The ritualist suffers a side effect (e.g., suffers Harm 1 or becomes **Shaken**).
- **Disrupt**: An enemy may **Interact** in contact and make a **Hard Savvy Test (TN 7)** to erase 1 filled segment.
- **Ritual Types**: Summoning, Binding/Sealing, Empowerment, Divination, Doomsday Clock.

15.2 Relics

- Relics are items with tags (e.g., Cursed, Unstable, One-Use, Emits Light 3").
- **Carry Risk**: At END OF ROUND, test in a **Hard Grit Test (TN 7)** or become **Shaken** if the Relic is **Cursed**.
- A **Complication (\$\leq 3\$)** while using a Relic triggers a Malfunction (roll below).
- **Relic Malfunction Table (1d6)**:
 1. It cracks, leaking strange light (-1 range to its effect).
 2. Explodes for Harm 1 (3" blast).
 3. Draws attention (add a TWIST chit next round).
 4. Switches allegiance (another side controls it until next END OF ROUND).
 5. Goes dark until recharged (one Interact to reset).
 6. Summons a Minor Thing (see §28).

15.3 Weird Science

- Gadget Cards: like relics but mechanical, powered by Savvy tests.
- **Build**: Spend an **Interact** and test **Savvy (TN 6)** per part/charge.
- **Activate**: Test **Savvy (TN 6)**. On a **Complication (\$\leq 3\$)**, resolve an Overload.
- **Weird Science Overload Table (1d6)**:
 1. Minor shock (Harm 1 to user).
 2. Smoke belch (place a 2" smoke).
 3. Short fuse (user has Drag on next activation).
 4. Chain reaction (nearest metal object heats; adjacent models test Grit or suffer Harm 1).
 5. Mini-blackout (lights within 6" fail until END OF ROUND).
 6. Boom! 3" blast Harm 2 at center.
- **Optional Gadget Tags**: Bulky, Portable, Recharge (2 turns), Explosive, Experimental, Stable.

16. Vehicles & Chases

Renumbered to match the master Table of Contents. Cinematic pursuits and roaring engines. Vehicles act as large models with simple profiles and a fast chase minigame.

16.1 Vehicle Basics

- Treat vehicles as large models with Armor and Integrity (boxes).
- **Profile:** Move X / Armor X / Crew X/Integrity (3-5 boxes).
- **Examples:** Car (Move 8 / Armor 1/ Crew 2/Integrity 3), Truck (6/2/3/4), Boat (6/1/4/3), Motorcycle (10/0/1/2), Airship (8/3/6/5).
- **Passengers:** Units embarked cannot act except to Shoot from the vehicle when its chit is drawn.

16.2 Driving Actions

- **DRIVE:** Move up to Move $\times$ 2 inches.
- **RAM:** Test **Savvy (TN 6)**; on Hit: Harm 2 to target and Harm 1 to your vehicle.
- **SWERVE:** Before impact, make a **Hard Savvy Test (TN 7)**. Strong Hit: avoid entirely. Fail: spin and scatter 1d6".
- **BOARD/JUMP:** Move into base contact with a vehicle edge, **Interact** to board or leap. Failed jump = fall rules.
- **SHOOT FROM VEHICLE:** Allowed with **Drag** unless stationary or using a mounted weapon.

16.3 Vehicle Damage

- Vehicles take Harm vs Integrity; at 0 Integrity, the vehicle wrecks (3" blast Harm 2 at center).
- Firearms deal Harm 1 to vehicles; explosives deal +1 Harm.
- Each time a box is marked, roll on the Critical Vehicle Table.
- **Critical Vehicle Table (1d6):**
 1. Tire blown (-2 Move).
 2. Smoke & fire (place a 2" smoke each END OF ROUND).
 3. Engine stall (skip next activation).
 4. Weapon jam (if armed).
 5. Skid (scatter 1d6").
 6. Boom (explodes immediately; use wreck blast).

16.4 Chases

- Use a 10-space Chase Track between pursuer and escapee.
- At the **END OF ROUND**, both sides roll 2d6 + Move or Savvy; the higher moves the gap by 1 (Strong Hit: 2).
- Apply terrain/weather as Edge/Drag. When gap hits 0, the pursuer can Ram or Board. If escapee hits 10, they escape.

- **Chase Twists (1d6):**

1. Crowd in Street (-1 Move this beat).
2. Tight Corner (**Hard Savvy Test (TN 7)** or Spin).
3. Police Checkpoint (**Hard Grit Test (TN 7)** or Halt for one beat).
4. Obstacle Crash (Harm 1 and -1 Move).
5. Rain/Oil Patch (Drag for both sides).
6. Shortcut! (Edge on next roll).

17. Special Terrain & Environmental Hazards

When you want pulp set-pieces to bite back: fire escapes, gas leaks, collapsing galleries, jungle bogs, and conveyor belts into grinders.

17.1 Terrain Tags

- **Open:** no cover.
- **Light Cover:** -1 to be hit from shooting.
- **Heavy Cover:** -2 to be hit from shooting.
- **Difficult:** -2" Move per Move action spent within.
- **Dangerous:** entering or ending an activation inside forces a **Hard Grit Test (TN 7)** or suffer Harm 1.
- **Impassable:** cannot enter or cross; climb or go around.

17.2 Verticality & Structures

- **Ladders/Climbables:** half Move to climb; **Savvy (TN 6)** to climb full Move (Complication: slip—become Shaken).
- **Rooftops:** moving within 1" of an edge requires a **Hard Savvy Test (TN 7)** or suffer Drag (nerves).
- **Fragile Floors:** first model to cross makes a **Hard Grit Test (TN 7)**; fail = collapse (Harm 1 and prone).
- **Skylights:** **Interact** to smash (noise 3"); falling through is Harm 1 per full 2" fallen.

17.3 Doors, Barricades & Breaching

- **Open/Close:** **Interact** to operate simple doors.
- **Locked/Sturdy:** Locked doors require **Savvy (TN 6)** to pick or **Fight (TN 6)** to force. Sturdy doors or safes require a **Hard Fight Test (TN 7)** or **Hard Savvy Test (TN 7)**.
- **Barricade:** **Interact** to place or remove a light barricade. Creates Light Cover.
- **Breaching Charges:** **Interact** to place; next END OF ROUND, 3" blast (Harm 2 center, Harm 1 outer).

17.4 Fire & Smoke

- **Ignite:** Molotovs, lantern spills, or TWISTs can start 2" Fire templates.

- **Spread:** At each END OF ROUND, each Fire expands 1" in a random direction and places a 2" Smoke.
- **Effects:** **Fire** = entering or ending inside inflicts Harm 1 (**Hard Grit Test (TN 7)** to reduce to 0). **Smoke** = attacks through suffer **Drag**; models that start their activation in Smoke must make a **Hard Grit Test (TN 7)** or become Shaken.
- **Extinguish:** **Interact** adjacent to douse a 2" Fire/Smoke. Strong Hit clears 2 templates.

17.5 Water, Ice & Depths

- **Shallow Water:** Difficult terrain.
- **Deep Water:** requires **Swim (Savvy (TN 6) each Move)**. Fail: no progress; Complication: begin to Drown (Harm 1 at END OF ROUND).
- **Currents:** models in water drift 1d6" at END OF ROUND.
- **Ice:** entering or sprinting on ice forces a **Hard Savvy Test (TN 7)**; fail = fall prone and become Shaken.

17.6 Weather & Conditions

- **Rain:** beyond 12", ranged attacks suffer -1.
- **Fog/Mist:** treat as Smoke for LOS beyond 6".
- **High Wind:** thrown attacks suffer **Drag**.
- **Snow:** open ground counts as Difficult.
- **Heatwave:** at END OF ROUND, unhydrated models make a **Hard Grit Test (TN 7)** or become Shaken (ignore if stationary in shade).

17.7 Traps & Alarms

- **Tripwire:** first model to cross must make a **Hard Savvy Test (TN 7)**; fail = Harm 1 and place a 3" Noise.
- **Pressure Plate:** triggers when a base ends on it—3" dart/shot blast (Harm 1) or alarm.
- **Occult Glyph:** crossing line forces a **Hard Grit Test (TN 7)**; fail = Shaken and pushed 2".
- **Disarm:** **Interact** with **Savvy (TN 6)**; Complication = partial trigger.

17.8 Industrial & Pulp Set-Pieces

- **Conveyor/Crane:** moving belt; models on it drift 3" at END OF ROUND. Falling from crane = fall damage.
- **Generator Room:** **Interact** to overload (Weird Science table) or to stabilize; Blackout TWIST localized to room.
- **Train Yard:** at each END OF ROUND on a 1-2, a train car moves 6" along a track; anything on the rails must clear or suffer Harm 2.

17.9 Locale Dressing (1d6 each)

(All example tests, such as Slick or Ancient fumes, should be treated as a Hard Test (TN 7))

- **Museum:** 1 Broken case (Noise) 2 Wax dummy moves (TWIST) 3 Marble floor (Slick) 4 Security beam 5 Rolling ladder 6 Ancient fumes (Hard Grit Test).
- **Dockside:** 1 Slippery pier (Slick) 2 Loose ropes (tripwire) 3 Fog bank 4 Crate crane 5 Watch patrol 6 Oil slick.
- **Speakeasy:** 1 Hidden back door 2 Collapsible bar 3 Panic crowd 4 Backroom safe (Hard Savvy Test (TN 7)) 5 Gas line 6 Secret stage trap.
- **Temple/Dig Site:** 1 Falling sand 2 Glyph ward 3 Pit trap 4 Unstable pillar 5 Bat swarm 6 Sunbeam puzzle.

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Sections 18-20: Building Your Crew, Tags/Gear, Threat Values

18. Building Your Crew (Stars, Elites, Mobs & Monsters)

This section gives you fast construction rules for a 90-120 minute game on a 3'x4' table. For a first game, aim for ~30-40 Threat Value (TV) per side.

18.1 Unit Types Recap

- **Stars** - named heroes/villains; 3 health boxes; 2-4 Moxie; custom Tags; best gear.
- **Elites** - lieutenants; 2 boxes; 0-1 Moxie; 1-2 Tags; decent gear.
- **Mobs** - 3-12 low-skill individuals acting as one; remove models as casualties; track Nerve for morale.
- **Swarms** - one multi-figure base with a Mass value instead of boxes.
- **Monsters** - unique profiles (Armor, Terror Aura, special powers).

18.2 Stat Lines

- **Core Stats (-1 to +3 typical):** Shoot, Fight, Savvy, Grit, Move (inches).
- **Other values:** Armor (0-2 typical), Moxie (Stars), Tags (rules tweaks), Gear (weapons, kits).
- **Mob-only:** Nerve (-1 to +2) for morale tests; Spine = half starting models (round up).

18.3 Quick-Build Packages

(Note: Calculate all TV using the formulas in §20.1. Pre-calculated examples are obsolete.)

Pick a package and tweak stats by shifting 1-2 points as desired.

- **Stars (choose one)**
 - **Hardboiled Detective** - Shoot +1, Fight 0, Savvy +1, Grit +1, Move 6; Armor 0; Moxie 3; Tags: Deadeye, Hard Target; Gear: pistol, flashlight, trench coat.
 - **Occultist** - Shoot 0, Fight 0, Savvy +2, Grit 0, Move 6; Armor 0; Moxie 3; Tags: Scholar, Ritualist; Gear: relic focus, chalk kit, pocket pistol.

- **Ex-Boxer** - Shoot 0, Fight +2, Savvy 0, Grit +1, Move 6; Armor 0; Moxie 3; Tags: Brawler, Two-Fisted; Gear: brass knuckles/club, pistol.
- **Gadgeteer** - Shoot 0, Fight 0, Savvy +2, Grit 0, Move 6; Armor 0; Moxie 3; Tags: Gadgeteer, Tinkerer; Gear: toolkit, smoke bomb, wire spool.
- **G-Man/Agent** - Shoot +2, Fight 0, Savvy +1, Grit 0, Move 6; Armor 0; Moxie 3; Tags: Quick Draw, Tactician; Gear: revolver, tommy gun (SMG w/ **Spray Fire Tag**) or rifle (one), badge.
- **Elites (pick 1-2)**
 - **Trigger Man** - Shoot +1, Fight 0, Savvy 0, Grit 0, Move 6; Tags: Steady; Gear: SMG or rifle.
 - **Bruiser** - Shoot 0, Fight +1, Savvy 0, Grit +1, Move 6; Tags: Hard to Shift; Gear: club/shotgun.
 - **Scout** - Shoot 0, Fight 0, Savvy +1, Grit 0, Move 7; Tags: Sneak; Gear: pistol, binoculars.
- **Mobs (examples; each model on 25 mm base)**
 - **Rabble (Pitchforks)** - Shoot -1, Fight 0, Savvy -1, Grit 0, Move 6; Nerve -1; Mixed melee.
 - **Hoods (Pistols)** - Shoot 0, Fight 0, Savvy 0, Grit 0, Move 6; Nerve 0; Pistols.
 - **Cult Acolytes** - Shoot -1, Fight 0, Savvy 0, Grit 0, Move 6; Nerve +1 (near idol); Mixed; may carry a Relic.
 - **Beat Cops** - Shoot 0, Fight 0, Savvy 0, Grit +1, Move 6; Nerve +1; Pistols/shotguns.
 - **Dockhands** - Shoot -1, Fight +1, Savvy 0, Grit +1, Move 6; Nerve 0; Clubs/shotguns mixed.
- **Monsters (seeds)**
 - **Night-Beast** - Fight +2, Savvy 0, Grit +1, Move 8; Armor 1; Tags: Terror Aura, Climber; Melee Harm 2 on Strong Hit.
 - **Clockwork Brute** - Fight +2, Savvy -1, Grit +2, Move 5; Armor 2; Tags: Unfeeling, Heavy; Vulnerable to EMP/Weird.

18.4 Crew Size by Game Level (guideline)

- **Skirmish (~25-30 TV):** 1-2 Stars, 0-1 Elite, 1 Mob (6-8 models).
- **Standard (~35-45 TV):** 2 Stars, 1-2 Elites, 1-2 Mobs (8-12 models total), optional minor Monster.
- **Set-Piece (~50-60 TV):** 2-3 Stars, 2-3 Elites, 2 Mobs, one notable Monster or a Vehicle.

19. Tags, Gear & Upgrades (Archetypes & Playstyles)

Tags are bite-sized rules that define how a unit feels. Gear rounds them out.

19.1 Common Tags (choose 2 for Stars; 1 for Elites)

- **Positive Tags (typical +2 TV each unless noted):**
 - **Agile** - Ignore -2" from Difficult once per activation. (+1 TV)

- **Deadeye** - Gain +1 when Aimed and ignore Light Cover on Aimed shots.
- **Brawler** - In melee, Strong Hits push 2" or deal +1 Harm (choose each time).
- **Two-Fisted** - May reroll one die on a Fight test once/activation.
- **Quick Draw** - Ignore -1 for reaction shooting; +1 on first Shoot this round.
- **Hard Target** - Enemies suffer -1 to hit you with ranged attacks beyond 6".
- **Tactician** - Once per round, after a friendly chit is drawn, grant that unit Edge.
- **Scholar** - Edge on Ritual/Relic/Weird Science tests.
- **Gadgeteer** - 1 free Activate for a gadget per round; on Complication, downgrade to normal Miss once/round.
- **Field Medic** - INTERACT to First Aid with Edge; on Strong Hit restore to Wounded and clear Shaken.
- **Demolitions** - Edge on blast/scatter; may place a charge as a free Interact once per game.
- **Driver/Ace** - Edge on Chase rolls and Swerve tests; passengers suffer no Drag when vehicle is stationary.
- **Steady - (Stars & Elites Only)** Ignore the first Shaken you would gain each round. (+2 TV)
- **Hard to Shift** - +1 Grit against Shove/Knockback and Grapples. (+1 TV)
- **Flaws (optional; -2 TV each, max 2):**
 - **Glass Jaw** - When you suffer a Complication in melee, take +1 Harm.
 - **Slow** - Move -1 (min 5).
 - **Unlucky** - Once per round, the GM may flip your Edge into a straight roll.
 - **Loud** - Your shots create 4" Noise instead of 3".

19.2 Gear Lists (grab & go)

- **Firearms (use §9 bands; pick one primary and one sidearm):**
 - **Pistol/Revolver (free)** - 0/-1/-2 bands to 6/12/18"; Harm 1.
 - **SMG (+2 TV)** - As pistol bands; **Tag: Spray Fire**. On any **Strong Hit (10+)**, you may choose to use the **Ricochet/Spray Stunt** for free, without spending Moxie or rolling a natural 12.
 - **Shotgun (+1 TV)** - Cone 3" template (Harm 2 at 0-3"; Harm 1 at 3-6").
 - **Rifle (+1 TV)** - 0/-1/-2 to 12/24/36"; **Steady**: Edge if you didn't move.
 - **Sniper (+2 TV)** - 0/-1/-2 to 18/36/48"; ignores Light Cover if you didn't move.
- **Melee & Tools:**
 - **Knife/Club (free)** - Harm 1.
 - **Brass Knuckles (free)** - Brawler gains +1 more on Strong Hit options.
 - **Truncheon/Sap (free)** - On Strong Hit, target also becomes Shaken.
 - **Grapple Hook & Rope (+1 TV)** - Interact to climb full Move without a test.
- **Armor & Kits:**
 - **Leather Jacket (free)** - flavor; no Armor.
 - **Ballistic Vest (+2 TV)** - Armor 1 vs firearms.
 - **Flashlight/Headlamp (free)** - 2" cone light (see §13).
 - **Lockpicks (free)** - Edge on Savvy tests to open locks.

- **First Aid Pouch (+1 TV)** - When you First Aid, upgrade a normal Hit to Strong Hit once per game.
- **Smoke Bomb (+1 TV)** - 3" Smoke; one use.
- **Molotov (+1 TV)** - 2" Fire on impact; one use.

19.3 Upgrades & XP (campaign)

- After each scenario, Stars earn 1-3 XP (objective, survival, daring moments).
- **Spend 2 XP:** +1 to a Stat (max +3) or gain a new Tag (limit 4 total).
- **Spend 1 XP:** add a kit item or swap one weapon for another of equal TV.
- **Spend 3 XP:** +1 Moxie (max 4) or add a 4th health box (once, +3 TV).
- **Flaw buyoff:** spend 2 XP to remove one Flaw (TV increases accordingly).
- **New Rule:** When you spend XP to gain a Stat, Tag, or other upgrade, your Star's total Threat Value (TV) must be recalculated and increased permanently according to the formulas in §20.1. This new TV is used for balancing all future scenarios.

20. Threat Values & Balancing (GM-led, PvP, GM-less)

Use Threat Value (TV) to build fair crews quickly. You can run asymmetric scenarios by giving one side fewer TVs but stronger objectives or defenders.

20.1 Fast TV Formulae

- **Stars**
 - **Base 8 TV.**
 - **Stats:** +3 TV for a stat of +1, an additional +2 TV for +2 (total +5 TV), and an additional +2 TV for +3 (total +7 TV).
 - (-1 TV if a stat is -1).
 - **Move:** +1 TV per +1 Move above 6 (-1 if Move 5).
 - **Armor:** +1 TV per point of Armor.
 - **Moxie:** +2 TV per Moxie above 3 (-2 TV if Moxie 2).
 - **Tags:** +2 TV per positive Tag (those marked +1 TV cost only +1).
 - **Flaws:** -2 TV per Flaw (max -4).
 - **Gear:** +Gear TV (from §19.2).
- **Elites**
 - **Base 5 TV.** Apply the same modifiers as Stars. (Moxie is usually 0-1; costs +2 TV if Moxie 1).
- **Mobs**
 - **TV = $\lceil \text{models} / 3 \rceil + \text{Quality}$.** (Round fractions up).
 - **Quality:** +0 (Rabble), +1 (Trained), +2 (Disciplined/Police), +3 (Veteran).
 - **Add-ons:** +1 TV if any members carry shotguns; +2 TV if SMGs common; +1 TV if Nerve +1, +2 TV if Nerve +2.
- **Swarms**
 - **TV = $\lceil \text{Mass} / 1.5 \rceil + \text{Traits}$.** (Round fractions up).
 - **Add-ons:** +2 for Terror Aura, +2 for Flying, +1 for Armor, +1 for Poison.

- **Monsters**

- **Base 4 TV**

- **Add-ons:**

- **+ Stat Modifiers** (use the same progressive cost as Stars: +3 for +1, +5 for +2, +7 for +3; -1 for -1).
- **+ 2 $\times$ Armor**
- **+ Move modifier** (+1 if 7+, -1 if 5 or less)
- **+ 2 per major ability** (Terror Aura, Regeneration, Flight, Invisibility)
- **+ 1 per minor ability** (Climber, Burrow, Amphibious)

20.2 Recommended TV by Table & Mode

- **3'x4' Skirmish:** 25-30 TV per side (solo/co-op: 25 TV per player vs 30-40 TV of foes).
- **3'x4' Standard:** 35-45 TV per side (solo/co-op: 30-40 per player vs 45-60 TV of foes).
- **$4^{\text{prime}} \times 6^{\text{prime}}$ Set-Piece:** 50-60 TV per side (co-op: 40-50 per player vs 80-100 TV of foes).

20.3 GM-less Scaling

- **Spawn Budget:** For each player, add an enemy budget equal to that player's TV x 0.8 (round to nearest).
- **Ramp:** At each END OF ROUND, roll 1d6; on 5-6 add +5 TV of reinforcements next round (cap 2 active reinforcements).
- **Objective Pressure:** If players turtle, add +1 TWIST chit next round or move the Doom/Ritual clock +1.

20.4 Balance Dials

- **Pulpy:** Give each Star +1 Moxie free; reduce all TVs by 10% for roster variety.
- **Noir:** Reduce each Star's Moxie by 1 (min 2) and add a free Flaw (Glass Jaw or Unlucky).
- **Horror:** Add +1 TWIST to the bag; enemies with Terror Aura cost +1 TV but also force Stress tests (see §14).

20.5 Ready-to-Play Rosters (examples)

(Note: Calculate all TV using the formulas in §20.1. Pre-calculated examples are obsolete.)

- **Detective & Friends (TV: Calculate)**
 - Star: Detective (Deadeye, Hard Target), pistol, flashlight - (TV: Calculate)
 - Star: Occultist (Scholar, Ritualist), pocket pistol, relic focus - (TV: Calculate)
 - Elite: Bruiser (Hard to Shift), shotgun - (TV: Calculate)
 - Mob: Hoods (6 models, pistols) - (TV: Calculate)
- **Cult Heist Defenders (TV: Calculate)**

- Star: High Acolyte (Scholar, Gadgeteer), pistol, idol key - (TV: Calculate)
- Elite: Scout (Sneak), pistol - (TV: Calculate)
- Mob: Cult Acolytes (8 models, mixed) - (TV: Calculate)
- Monster: Night-Beast (Armor 1, Terror Aura) - (TV: Calculate)

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Sections 21-22: Scenario Framework & Ready-to-Play Missions

21. Scenario Framework

Build scenes fast, with the right pulp flavor. This framework supports GM-led, GM-less, and PvP.

21.1 Anatomy of a Scenario Card

- **Title & Hook** - one-line pitch ("Steal the idol before midnight.")
- **Table & Terrain** - size, density, and 2-3 signature pieces (§17).
- **Forces** - per-side Threat Value (TV) budgets, roster hints (§18-20).
- **Twist Mix** - which special chits to add/remove for the bag (§6).
- **Deployment** - pattern and starting distance (§21.4).
- **Timers & Clocks** - Doom/Ritual/Alarm/Chase tracks.
- **Objectives** - primary/secondary and extraction rules (§21.3).
- **Special Rules** - locale quirks, hazards, darkness, vehicles.
- **Victory & Rewards** - how to win; campaign XP/loot (§19.3, §23+).
- **GM-less Notes** - spawn budget, AI goals, reinforcement cadence.

21.2 Setup Procedure (8 steps)

1. Pick the mission seed and table size.
2. Lay signature terrain and fill with scatter; mark light sources if using §13.
3. Choose Twist mix; prep bag with one chit per unit (§6.1).
4. Place objectives and note clocks (ritual, alarm, chase, weather).
5. Build rosters to the mission TV budget (§20).
6. Roll/choose deployment pattern (§21.4) and deploy forces.
7. Set timers to starting values; place civilians/neutral mobs if used.
8. Start Round 1: draw from the bag and go.

21.3 Objective Menu (pick 1-2 per side)

- **Heist** - Interact at an objective for 2 actions to seize loot; exit the table.
- **Extraction** - Escort a VIP to a marked edge; VIP Move 5, Shaken on gunfire.
- **Control** - Hold 2 of 3 zones at END OF ROUND for 2 rounds total.
- **Demolitions** - Plant 2 charges (Interact each); they detonate next END OF ROUND.
- **Ritual** - Complete your ritual clock as per **§15** (a **Hard Savvy/Grit Test (TN 7)**) before defenders erase 3 segments.

- **Monster Hunt** - Wound the Monster (2+ Harm) and pin it in light for 1 round.
- **Data-Snatch** - Spend 1 Interact at a device; on Strong Hit, gain intel (+1 VP).
- **Clue Chain (Noir)** - Reveal 3 clues in order; each clue requires a **Savvy (TN 6)** test and may move the next marker 6".

21.4 Deployment Patterns (d6)

1. **Opposed Edges** - classic across the board.
2. **Corners** - each force within 9" of opposite corners.
3. **Pincer** - attackers split on both long edges; defenders center.
4. **Encircled** - defenders center 12" box; attackers all edges 6" in.
5. **Ambush** - attackers deploy within 6" of a marked route; defenders in column along it.
6. **Scatter** - alternate placing units anywhere $\geq 9"$ from enemies.

21.5 Timers & Clocks

- **Doom Clock** - scenario loss if it fills; advances on TWIST or end-of-round.
- **Alarm** - Starts **OFF** in stealth-based scenarios. Triggers **ON** from one of the following:
 - Any **SHOOT** action (unless a **Silencer** Tag is used).
 - A **FIGHT** Complication in a "quiet" area.
 - A failed **SABOTAGE** test on an alarm panel.
 - A **Detection Test** Complication (see §13.2).
 - A scenario-specific trigger (e.g., smashing a glass case, failing a safe-crack test).
- Once **ON**, it calls in reinforcements (e.g., "+5 TV") each round or as defined by the scenario.
- **Ritual** - fills on Interacts/Strong Hits; can be disrupted (§15).
- **Chase** - use track from §16.4 for vehicle or foot pursuits.
- **Weather/Blackout** - toggles that apply Edge/Drag modifiers (§13, §17.6).

21.6 GM-less Procedures

- **Spawn Budget** - per player $\$TV \times 0.8\$$ each round as a pool (§20.3). Spend on mobs/elites/monsters.
- **Mob AI** - use §6.8 default; objective-focused mobs prioritize nearest objective over nearest enemy.
- **Escalation** - at END OF ROUND, roll 1d6: on 5-6 add +5 TV next round; on 1 remove one reinforcement slated for next round.
- **Reinforcement Points** - Mark 2-3 edges/doors; new foes enter from the one farthest from the closest Star.
- **Alarm State AI**: In stealth scenarios, AI behavior depends on the Alarm state:
 - **Alarm OFF**: New foes spawned by Escalation act as **Patrols**. They use the **Guardian** behavior and move between set objectives or landmarks.
 - **Alarm ON**: All foes act as **Aggressors**. They use the **Aggressor** behavior and move toward the closest hero or objective.

21.7 General Event Table (1d6 at first TWIST each round)

1. **Civilian Complication** - 1d3 civilians run from a random building; moving within 1" forces Shaken unless you Interact to calm.
2. **Alarm Glitch** - Alarm toggles state; if on, call +3 TV reinforcements next round.
3. **Small Fire** - Place a 2" Fire and 2" Smoke (§17.4).
4. **Power Flicker** - Darkness toggles until END OF ROUND (§13).
5. **Clue Spotted** - Nearest model to objective gets a free Interact (Noir aid).
6. **Reinforcement Wave** - +5 TV next round, and Mobs gain Edge on their first action next round.

21.8 Victory, Scoring & Rewards

- **Victory Points:** 2 VP for primary, 1 VP per secondary, 1 VP per enemy Star Downed, 1 VP if your Doom Clock never advanced.
- **Ties:** team with most objective markers seized at the end wins.
- **Rewards:** +1-3 XP to Stars; on a Strong Victory (win by 2+ VP), roll a d6 on the Loot table (Relic/Gadget/Kit).

22. Ready-to-Play Missions

Drop these onto a $3^{\prime} \times 4^{\prime}$ table for a complete 90-120 minute game. All list PvP and GM-less options. TVs assume ~35-45 per side unless noted.

22.1 The Midnight Heist (Museum)

- **Hook** - Steal two exhibit crates and escape before the alarm locks the doors.
- **Terrain** - Grand hall, glass cases, balconies, skylight (§17.2), 6-8 light sources (§13).
- **Forces** - Attackers ~40 TV; Defenders ~35 TV (guards).
- **Twist Mix** - Add SECURITY TWIST: on draw, place 2 Elite Guards at a random entrance; then draw again.
- **Objectives** - Heist x2 (Interact twice each). Extraction at any corner.
- **Deployment** - Corners (d6 to see who picks first).
- **Timers** - Alarm starts OFF; triggers per §21.5 (gunshot, smashed case, etc.). When ON, Reinforcement Wave triggers every round.
- **Special** - Skylight entry: an attacker may start on the balcony; first move is a rappel (**Savvy (TN 6)**).
- **GM-less** - Spawn Budget begins at 6 TV/round; Escalation applies (§21.6).
- **Victory** - Attackers: exit with both crates (2 VP) and at least one Star standing (1 VP). Defenders: deny or hold both crates at END OF ROUND (2 VP) and down a Star (1 VP).

22.2 Ritual at Raven's Hollow (Graveyard Chapel)

- **Hook** - Stop the cult from completing a 6-segment ritual; if it finishes, a Night-Beast arrives.
- **Terrain** - Graves, mausoleums (Light Cover), chapel (Heavy Cover), 4-6 light sources (lanterns). Darkness ON by default.

- **Forces** - Cultists ~40 TV incl. High Acolyte; Hunters ~40 TV.
- **Twist Mix** - Add 1 extra TWIST. SURGE stays.
- **Objectives** - Defenders fill Ritual clock (§15); Attackers erase segments or smash the focus (Armor 1, 3 Integrity).
- **Deployment** - Encircled; cultists center, attackers all edges.
- **Timers** - Ritual starts at \$2/6\$ and ticks +1 at END OF ROUND while the Focus stands.
- **Special** - Holy Ground: Stars within 3" gain Edge vs Terror tests; Swarms suffer -1 Harm from holy water (Interact to throw).
- **GM-less** - Cultists prioritize Interacts to fill ritual; mobs ignore targets unless within 6".
- **Victory** - Attackers: break the focus or end with 0 segments; Defenders: finish the ritual and keep at least one relic bearer alive.

22.3 Speakeasy Sting (Urban Interiors)

- **Hook** - Grab the ledger and arrest the boss; gangsters plan an escape through alleys and a truck.
- **Terrain** - Barroom, backroom safe (**Hard Savvy Test (TN 7)**), alley network, model T truck (vehicle §16).
- **Forces** - G-Men ~42 TV; Gangsters ~38 TV.
- **Twist Mix** - Add POLICE SIRENS: first TWIST toggles Alarm ON and gives G-Men Edge for one round.
- **Objectives** - Data-Snatch at the safe; Extraction of the boss/VIP.
- **Deployment** - Ambush: defenders inside; attackers along the street.
- **Timers** - Backup arrives on round 3 (+5 TV each round thereafter).
- **Special** - If the truck escapes along the alley for 2 rounds of chase, gangsters gain +2 VP.
- **GM-less** - Use Chase track once the ledger leaves the building.
- **Victory** - Most VP from objectives; each VIP captured or escaped is +1 VP.

22.4 The Mill Thing (Abandoned Sawmill)

- **Hook** - Something hunts the night shift; trap and slay it or drive it off.
- **Terrain** - Multi-level mill, conveyor belts/crane (§17.8), fuel drums (explosive).
- **Forces** - Hunters ~40 TV; The Thing ~30 TV (Monster with Armor 1, Terror Aura, Regeneration).
- **Twist Mix** - Add two TWIST; remove SURGE.
- **Objectives** - Monster Hunt; set 2 fires to pen it in (Interact to ignite).
- **Deployment** - Scatter.
- **Timers** - If three Fire templates are on the table, smoke spreads rapidly (global Drag for shooting beyond 12").
- **Special** - Floodlight wagon (Light 6" cone) can be towed (Move 4).
- **GM-less** - Monster prioritizes isolated models; if at 1 box left, it attempts to flee into darkness.
- **Victory** - Hunters: reduce to 0 boxes or corner in light for 1 round; Monster: Down 2 Stars or escape after 6 rounds.

22.5 Temple Run (Jungle Ruins)

- **Hook** - Retrieve the sun idol while surviving traps and a rival crew.
- **Terrain** - Dense jungle (Difficult), temple with traps (§17.7), sunbeam puzzle (lights open inner door).
- **Forces** - Rival Crews ~40 TV each; optional neutral guardian mob 6 models.
- **Twist Mix** - Add SUNBEAM FLARE: when drawn, move a Light cone 6" and place a 2" Fire where it lands.
- **Objectives** - Heist (idol), Demolitions (collapse the back tunnels), and Extraction.
- **Deployment** - Corners.
- **Timers** - Sunbeam dial: at each END OF ROUND, rotate which corridor is lit; only lit corridors disable certain traps.
- **Special** - Idol is Bulky (-2" Move, cannot Sprint).
- **GM-less** - Guardians patrol between rooms; on sight, they charge nearest trespasser.
- **Victory** - Exit with idol (2 VP) and at least one Star standing (1 VP).

22.6 Dockside Exchange (Night Pier)

- **Hook** - A ransom swap goes sideways as third parties interfere.
- **Terrain** - Piers, boats, crates, fog banks (§17.6), water hazards (§17.5).
- **Forces** - Two PCs crews ~35-40 TV; optional third-party snipers (Elite x2).
- **Twist Mix** - Add FOG HORN: first TWIST places 6" Fog and toggles Darkness.
- **Objectives** - Control the package at END OF ROUND across 3 consecutive rounds, or extract it by boat.
- **Deployment** - Pincer; boats start moored.
- **Timers** - Tide: at rounds 2 and 4, currents increase; models in water drift +2".
- **Special** - Boats Move 6, Armor 1, Integrity 3; rams cause Harm 1 to boats.
- **GM-less** - Third-party snipers fire on the current package carrier.
- **Victory** - Most VP from objective control and extractions; -1 VP per Star Downed.

GATS & GRIMOIRES

Sections 23-26: Campaign, Injuries & Scars, Factions, Between-Missions

23. Campaign Framework

Link scenarios into a serial adventure. Keep bookkeeping light: XP, Funds, Heat/Renown, and a short Roster Log.

23.1 Campaign Turn (per session)

1. Pick a Mission (or roll) and set the table (§21).
2. Build/adjust rosters using TV budgets (§20).
3. Play the Scenario.
4. Wrap-Up: injuries, XP, Funds, Heat/Renown, loot.
5. Between-Missions: each Star takes two Downtime actions (§26).

23.2 XP & Advancement (recap)

- Stars earn 1-3 XP: +1 participate, +1 primary objective, +1 standout moment (table decides).
- Spend 2 XP: +1 to a Stat (max +3) or gain a new Tag (cap 4).
- Spend 1 XP: add a kit item or swap a weapon of equal TV.
- Spend 3 XP: +1 Moxie (max 4) or add a 4th health box once (+3 TV).
- Buy off a Flaw for 2 XP (adjust TV).
- *(Remember to recalculate TV per §19.3)*

23.3 Funds & Requisition

- Keep money abstract. Each session, a crew gets **2 Requisition** by default + bonuses from objectives/contacts.
- **Spend 1 Req:** add up to +2 TV in temporary gear for the next mission (ammo, kits, one-use items).
- **Spend 2 Req:** acquire a special asset (vehicle for one mission, specialist Elite, or a Relic/Gadget test during setup with Edge).
- **Black Market:** Interact during setup to risk a **Savvy (TN 6)** test; Strong Hit: +1 extra Req; Complication: +1 Heat.

23.4 Heat & Renown

- **Heat** measures attention from authorities/rivals (0-6). Gain +1 on loud jobs, civilian casualties, or when Alarm runs 3+ rounds.
- At Heat 3+: Deploy 1 extra Elite against you at start of next mission.
- At Heat 5+: +1 Reinforcement die each round for enemies; after the mission, Heat resets to 2.
- **Renown** (0-6) opens doors: +1 at big wins, captured monsters, recovered relics.
- Spend 1 to call a Favor (one reroll, a tip, or temporary safehouse).

23.5 Base of Operations (pick or earn)

- **Safehouse:** free; once per session, remove Shaken from all Stars before Round 1.
- **Garage:** Start one mission per session with a Vehicle at no Req cost.
- **Archive:** Edge on the first Ritual/Relic/Weird test each mission.
- **Clinic:** In Injury rolls, roll 2d6 and keep best when stabilizing.
- **Workshop:** One free Gadget craft between sessions (§26).

23.6 GM-less Campaign Flow

- **Enemy Faction** has a Goal Clock (6). Mark +1 on each mission you lose and on each Heat 5+ wrap-up.
- At \$3/6\$ and \$6/6\$, trigger a Faction Operation (mini-scenario with special rules).
- Victory at \$6/6\$ resets the clock and grants +1 Renown and a unique reward.

24. Injuries, Recovery & Scars

Stars are hard to kill but they carry the story in their scars. Elites are rougher; Mobs don't track injuries beyond casualties.

24.1 Post-Battle Injury (Stars & Elites)

- For each model **Down** at game end, roll 2d6 on the Injury Table.
- If First Aid succeeded on that model *with a Strong Hit (10+)* during play, you may reduce the 2d6 result by 1 step. (A standard 6-9 Hit on First Aid gets them back in the fight, but does not reduce the injury roll).
- **2d6 Injury Table:**
 - **2** - Dead. Remove from roster (Stars may burn 3 Renown or a Relic boon to downgrade to 3).
 - **3** - Crippled: Miss next mission and gain Flaw **Slow** (Move -1).
 - **4** - Shattered Nerves: Start next mission **Panicked**; add Flaw **Unlucky** until you spend 2 XP to shake it.
 - **5** - Lingering Wound: -1 to Fight or Shoot (choose) next mission.
 - **6-8** - Close Call: no lasting effect; start next mission **Shaken**.
 - **9** - Inspiring Scar: +1 XP and choose one: clear all Stress/Sanity or gain +1 Moxie next mission.
 - **10** - Hardened: permanent Tag **Steady** (counts toward Tag cap; +2 TV).
 - **11** - Lucky Break: recover a Relic/Gadget you thought lost or gain +1 Req next mission.
 - **12** - Back From the Brink: heal and gain +1 Renown; remove one Flaw (if any).

24.2 Medical Aid & Weird Fixes

- **Clinic Downtime:** spend a Downtime to reroll one Injury result per session.
- **Prosthetics/Weird Science:** spend 2 Req and pass a **Savvy (TN 6)** test; on success, remove **Slow** or restore one stat penalty; Complication: gain Flaw **Bulky** (-1 Move for that mission).
- **Occult Recovery:** succeed a Ritual (4-segment, Hard Test TN 7) before the next mission to clear one Injury result entirely; Complication adds +1 Heat.

24.3 Stress & Sanity Between Missions

- Clear all Stress at wrap-up unless Heat 5+; if Heat 5+, Stars keep 1 Stress.
- **Sanity:** clear 1 segment with **Convalesce** Downtime or when you fulfill a personal Anchor scene (RP) between missions.

25. Factions & Allegiances

Use factions to tune tone and rewards. Each faction has a **Favor Track** (0-3) and a **Suspicion/Enmity Track** (0-3).

25.1 Sample Factions

- **The Bureau (G-Men):** Perk - once per mission, call **Badge**: one civilian mob stands down. At Favor 2: requisition a sniper once per arc.
- **The University:** Perk - Archive access: Edge on first Research or Divination each mission. Favor 3: a Grad Assistant Elite joins for free once.
- **The Society of St. Cyprian (Occult Order):** Perk - holy water kits (2 per mission). Favor 2: sanctuary safehouse ignores Heat for one mission.
- **The Black Hand (Crime Syndicate):** Perk - Black Market contact: +1 Req per session. Enmity 2+: random hitman Elite appears as a TWIST.
- **Explorers' Club:** Perk - travel cache: one free **Grapple Hook & Rope** and **First Aid Pouch** each mission; Favor 2: airship extraction once.
- **The Industrial Trust:** Perk - access to gadgets: start with one prototype (Weird Science tag **Experimental**). Enmity 3: sabotage event each mission.

25.2 Gaining & Losing Favor/Enmity

- +1 Favor: deliver artifacts, protect interests, or win a mission aligned with the faction.
- +1 Enmity: cross them publicly, steal their asset, or spike Heat while near their turf.
- At Favor 3: choose a **Major Favor** (one-shot powerful perk).
- At Enmity 3: every mission begins with a Complication aimed at your crew.

25.3 Allegiance Boons (choose one if you align)

- **Bureau:** Start each mission with +1 TWIST removal (ignore the first TWIST drawn).
- **University:** Each session, one Relic/Gadget malfunctions on a 1 instead of Complication.
- **Order:** Once per mission, ignore Terror on a unit for one round.
- **Syndicate:** Once per mission, flip one Drag against you into a straight roll.
- **Explorers:** Edge on the first Climb/Traverse test for each Star.
- **Trust:** One free **Cinematic Reload** stunt per mission without spending Moxie.

26. Between-Missions (Downtime)

After wrap-up, each Star chooses **two** Downtime actions (duplicates allowed unless noted). Crews may pool actions for team projects.

26.1 Downtime Actions

- **Convalesce** - Clear 1 Sanity segment or remove **Shaken/Panicked** for next mission.
- **Patch Up** - Reroll one Injury result for yourself or an ally (Clinic adds Edge).
- **Research** - Roll **Savvy (TN 6)**: on success, gain **1 Lead** about a monster or ritual; spend a Lead next mission for Edge once.
- **Tinker** - Test **Savvy (TN 6)** to craft a Gadget charge or stabilize an **Experimental** item; a **Complication (\$le3\$)** triggers an Overload as per **§15.3**.
- **Acquire** - Spend 1 Req to add +2 TV in temporary gear next mission (or 2 Req for a vehicle/specialist).

- **Train** - Gain +1 on the next test of a chosen Stat next mission (one use).
- **Network** - Try for a Favor: **Savvy (TN 6)** with faction; Strong Hit: +1 Favor; Complication: +1 Enmity instead.
- **Lay Low** - Remove 1 Heat (2 on Strong Hit).
- **Stakeout** - Place an **Informant**: before Round 1 of next mission, peek at the top 3 chits and reorder them.
- **Prep the Scene** - Move or add one piece of neutral terrain within reason (lights, barricades) before the next mission begins.

26.2 Between-Missions Events (1d6 if you want spice)

1. **Rumor Mill** - Opportunity: next mission, one secondary objective is worth +1 VP.
2. **Bad Press** - If Heat 3+, you start with -1 Favor with a random faction until you Lay Low.
3. **Helpful Contact** - Gain +1 Req or an Elite volunteer for one mission.
4. **Supply Shortage** - One chosen kit item is unavailable next mission.
5. **Midnight Caller** - An enemy faction advances their Goal Clock by +1.
6. **Quiet Week** - Nothing happens; everyone gets +1 Stress cleared at start of next mission.

GATS & GRIMOIRES

Sections 27-30: Bestiary, Swarms & Critters, GM Tools, Optional Modules

27. Bestiary (Templates, Abilities & Builds)

Monsters and anomalies in G&G are profile-driven with concise abilities. Use tags to reskin for any mythos or pulp flavor.

27.1 Stat Block Format

- **Name** - threat role (Minion/Brute/Stalker/Alpha).
- **Stats** - Shoot, Fight, Savvy, Grit. Move.
- **Defenses** - Armor, Integrity boxes (2-5 typical).
- **Traits** - Tags & special rules (Terror Aura, Flight, etc.).
- **Attacks** - ranges/bands or melee Harm.
- **TV** - Threat Value per §20.

27.2 Threat Tiers (guidelines)

- **Minion (TV ~3-6)**: 1-2 boxes, modest stats, 0 Armor, 1-2 minor traits.
- **Brute (TV ~8-14)**: 3-4 boxes, 1-2 Armor or Regeneration, big melee.
- **Stalker (TV ~10-16)**: 3 boxes, mobility/stealth tricks, control powers.
- **Alpha (TV ~16-24)**: 4-5 boxes, multiple traits, battlefield effects.

27.3 Ability Library (pick 1-3)

- **Terror Aura** - Enemies within 3" make a **Hard Grit Test (TN 7)** on first contact; fail: Shaken.
- **Regeneration** - At END OF ROUND, on 4+, recover 1 box (fire/holy/silver prevents this round).
- **Flight** - Ignore terrain; may move over models; cannot end on obstacles.
- **Burrow** - Move through impassable ground; emerge adjacent to targets (Shaken on those within 1" on a Strong Hit).
- **Phase** - Ignore non-magical barriers; ranged attacks at $>6^{\prime}$ suffer -1.
- **Camouflage** - If stationary and in cover, requires a Strong Hit Spot to reveal (§13).
- **Petrifying Gaze** - As an action, the monster forces one target in 6" and LOS to make a **Hard Grit Test (TN 7)** or become Staggered (-2 Move).
- **Web/Tangle** - 3" template; Interact (TN 6) to clear; models within treat ground as Impassable.
- **Poison** - On Harm from bite/sting, make a **Hard Grit Test (TN 7)** or gain Shaken; second poison this round = +1 Harm.
- **Howl** - Once/round, cause all Mobs within 6" to Nerve test.
- **Mind Blast** - At 12", force Stress test; Strong Hit also pushes 2".
- **Mistform** - Counts as Smoke; melee against it suffers Drag; fire disperses for one round.
- **Juggernaut** - Ignores Shove/Knockdown; when it Rams (or charges), add +1 Harm.
- **Vulnerable (Light/Fire/Silver/Sonic)** - Sources of this type gain +1 Harm vs this creature.

27.4 Build-by-TV Cheats

- **Start:** pick tier. Assign boxes (Minion 2, Brute 3-4, Stalker 3, Alpha 4-5).
- **Stats:** give +4 total mod points across Shoot/Fight/Savvy/Grit (Minion +2). (Use §20.1 for costs).
- **Armor:** 0-2; each point adds +1 TV.
- **Traits:** add 1-3 from library (major +2 TV, minor +1).
- **Signature attack:** Melee Harm 2 on Strong Hit for Brutes/Alphas; shooters get a \$12/24\$ band attack at \$-1/-2\$ bands.

27.5 Sample Profiles

(Note: Calculate all TV using the formulas in §20.1. Pre-calculated examples are obsolete.)

- **Night-Howler** - Stalker
 - Shoot 0, Fight +2, Savvy +1, Grit +1, Move 8; Armor 0; 3 boxes.
 - Traits: Terror Aura, Camouflage, Climber.
 - Attacks: Claws Harm 2 on Strong Hit; Pounce: on a 6" move ending in base, Edge on Fight.
 - **TV: (Calculate)**
- **Clockwork Colossus** - Brute
 - Shoot 0, Fight +2, Savvy -1, Grit +2, Move 5; Armor 2; 4 boxes.
 - Traits: Juggernaut, Unfeeling (ignore Stress), Vulnerable (EMP/Weird).

- Attacks: Hammer Fists Harm 2; Whirling Sweep 2", Harm 1 (once/round).
 - **TV: (Calculate)**
- **Pale Scholar - Alpha**
 - Shoot 0, Fight 0, Savvy +3, Grit +1, Move 6; Armor 1; 4 boxes.
 - Traits: Mind Blast, Phase, Ritualist.
 - Attacks: Arcane bolt 12/24 \$(0/-1)\$ Harm 1; on Strong Hit: Shaken.
 - **TV: (Calculate)**

28. Swarms & Critters (Advanced)

Swarms are single units made of many tiny threats—rats, bats, spiders, gremlins. They use **Mass** instead of boxes.

28.1 Swarm Profile

- **Stats:** Fight, Savvy, Grit, Move (Swarms don't Shoot).
- **Mass:** 4-8 for small swarms; 9-12 for large.
- **Base:** 50-80 mm oval recommended; treat circumference as the model's edge.
- **Damage:** Swarms are resilient to small-arms fire. They only lose Mass from **Strong Hits (10+)**. A standard **Hit (6-9)** from a normal attack has no effect. At 0 Mass, the Swarm disperses.
- **Immunities:** ignore Knockback/Prone; cannot be Grappled.

28.2 Swarm Rules

- **Vulnerabilities:** Attacks with the **Blast** or **Fire** tag are extremely effective. These attacks deal **1 Mass loss** on a standard **Hit (6-9)**, and **2 Mass loss** on a **Strong Hit (10+)**.
- **Flow:** May move through small gaps; treat Difficult as normal; may climb vertical surfaces on a Strong Hit Savvy test (TN 6).
- **Engulf:** If it ends a move in base with a model, that model is **Engulfed** (-1 on tests and suffers Harm 1 at END OF ROUND unless it Moves out).
- **Light/Fear:** Bright light (cone 4" or larger) forces Swarm to keep outside it unless it passes a **Hard Grit Test (TN 7)**.
- **Trample:** A Swarm moving over a prone model automatically inflicts Harm 1.

28.3 Swarm Traits

- **Biting:** On Engulf, add +1 Harm on Strong Hit.
- **Stinging:** On Harm, make a Hard Grit Test (TN 7) or Shaken.
- **Winged:** Ignores ground terrain; can pass over models; vulnerable to wind effects (§17.6).
- **Skitters in Shadow:** Gains Edge on first attack from darkness each round.
- **Fire-Shy:** When a Fire template is within 3", suffers Drag on actions.

28.4 Sample Swarms

(Note: Calculate all TV using the formulas in §20.1. Pre-calculated examples are obsolete.)

- **Rat Tide**
 - Mass 8
 - Fight 0, Savvy 0, Grit 0, Move 7; Traits: Biting, Skitters in Shadow.
 - **TV: (Calculate)**
- **Bat Cloud**
 - Mass 6 (Winged)
 - Fight -1, Savvy +1, Grit 0, Move 10; Traits: Winged, Stinging.
 - **TV: (Calculate)**
- **Gremlin Mob**
 - Mass 10 (counts as Swarm or Mob by scenario)
 - Fight +1, Savvy 0, Grit 0, Move 6; Traits: Biting; may Interact with gadgets (Overload on Complications).
 - **TV: (Calculate)**

29. GM Tools & Oracles (Solo/Co-op Aids)

Use these quick procedures to run opposition or improvise twists in GM-less games.

29.1 Action Oracle (d6)

1. No, and... (complicate the PCs' situation).
2. No.
3. Yes, but... (minor cost/Drag).
4. Yes.
5. Strong Yes (Edge or bonus).
6. Twist! (draw a TWIST and resolve).

29.2 Target Priority (AI)

- Closest visible objective; else closest Star; else most wounded enemy; else last unit to act.
- If equal distance, pick the target in open ground; if tied again, random.

29.3 Behavior Sets

- **Aggressor** - Moves to closest enemy; uses Ram/Charge if possible; ignores cover.
- **Guardian** - Holds objective; uses Overwatch/Ambush; only leaves if objective is threatened.
- **Skirmisher** - Shoots then moves to cover; avoids melee unless advantage.
- **Ritualist** - Prioritizes Interact on ritual; only fights if engaged.

29.4 Solo Round Flow

1. Draw chit. If it's an AI unit, consult Behavior and act.

2. On first TWIST each round, roll 1d6 on §21.7 Event Table.
3. Spawn reinforcements if Alarm is ON (§21.6).
4. End of Round: advance timers/clocks; check victory.

29.5 Civilians & Bystanders

- **Crowd Marker:** 3" circle that imposes Drag on shooting through; may panic and move 2d6" in a random direction on TWIST.
- **VIP:** Move 5; if within 3" of a Star, can be guided as part of that Star's Move.

29.6 Quick Clue Generator (Noir)

- **Location (d6):** 1 Alley 2 Roof 3 Warehouse 4 Speakeasy 5 Museum 6 Docks.
- **Form (d6):** 1 Ledger 2 Photograph 3 Key 4 Map 5 Relic shard 6 Witness.
- **Complication (d6):** 1 Rival arrives 2 Alarm trips 3 Wrong lead 4 Trap 5 Terrible timing 6 It's cursed.

30. Optional Modules & Signature Dials

These plug-ins layer extra flavor for tables that want deeper subsystems. Mix to taste.

30.1 Cinematic Stunts

- Any time: declare a Stunt and spend 1 Moxie for Edge; if you also describe a cool prop or terrain use, gain +1 Harm or +2" Move for that action.
- Examples: swing from chandelier, slide across bar, leap between cars, table flip to barricade.

30.2 Duel at Close Range

- When two Stars face off at 6" or less without cover, both test Shoot simultaneously; ties = both hit or both miss.
- On a Strong Hit, the loser must make a **Hard Grit Test (TN 7)** or drop prone (Shaken).

30.3 Investigation Threads (Noir)

- Before a mission, create a 3-4 clue chain (see §21.3).
- Each clue grants a **Lead**; spend a Lead to gain Edge on a related test during the mission.
- **Red Herrings:** on a Complication, move the next clue 6" and add +1 Heat.

30.4 Infiltration Mode (Stealth-first)

- Start with Darkness ON (§13), Alarm OFF.
- Guards follow **Guardian** behavior; patrols move 2d6" along routes between landmarks.
- Alarm triggers per §21.5; once ON, spawn +3 TV per round.

30.5 Arcane Engineering (Workshop+)

- **Downtime Project (2 segments per session):** build a custom Gadget/Relic; define 1-2 tags and 1 drawback from §11/§19.
- **Stress Test:** before fielding, roll Overload; on 1, add **Experimental** for the first mission.

30.6 Designer Dials (Tone)

- **Pulpy:** +1 Moxie to Stars, ignore first Shaken each round; TV budgets +10%.
- **Noir:** Lower lighting by one step; evidence chain required for primary objective; +1 Heat on any gunfire.
- **Horror:** Add Sanity clocks (§14), Darkness ON, +1 TWIST in the bag; Monsters with Terror Aura gain +1 TV.

GATS & GRIMOIRES

Sections 31-32: Print Assets & Player Aids, Reference Tables

31. Print Assets & Player Aids

31.1 Quick Reference Sheet (overview)

A) Turn Sequence & Core Actions

- **Step 1. Bag Draw:** Draw a chit:
 - **Unit:** That unit activates.
 - **TWIST:** Resolve an event. **Set chit aside. Do not draw again.**
 - **SURGE:** Pick 1 Mob/Swarm for 1 action, **then draw again.**
 - **END:** Proceed to End of Round.
- **Step 2. Activation:** Unit takes up to 2 actions (Move, Shoot, Fight, Interact, Aim, Overwatch, Rally, Sprint, Hide).
- **Step 3. End of Round:** Resolve fires/spread, clocks, reinforcements.
- **Action | Cost | Effect**
 - **Move** | 1 | Move up to Move in inches; Difficult -2".
 - **Shoot** | 1 | Roll 2d6 vs **TN 6**; apply bands & cover.
 - **Fight** | 1 | Melee 1"; winner deals Harm on Hit.
 - **Interact** | 1 | Open, pick locks, seize clues, plant charges, work rituals.
 - **Aim** | 1 | **+1** & **Edge** on next Shoot; negates Overwatch penalty.
 - **Overwatch** | 1 | Place marker; reaction Shoot at -1 if target moves in LOS.
 - **Rally** | 1 | Clear Shaken from self or adjacent ally.
 - **Sprint** | 1 | Move +3"; suffer Drag on attacks and cannot Shoot this act.

B) Outcomes & Modifiers (TN 6)

- **Result (TN 6) | Meaning**

- **\$\le 3\$ Complication** | Miss + a twist (jam, noise, slip).
 - **4-5 Miss** | No effect.
 - **6-9 Hit** | Apply standard effect (Shakes Mobs; harms Swarms *only if Blast/Fire*).
 - **10+ Strong Hit** | Bonus effect (Removes 1 Mob; harms Swarms).
 - **12 Stunt** | A free Stunt (Removes 2 Mobs).
- **Modifier | Effect**
 - **Edge** | Roll 3d6, keep the best 2.
 - **Drag** | Roll 3d6, keep the worst 2.
 - **Cover** | Light: -1 to hit; Heavy: -2 to hit from shooting.
 - **Darkness** | Beyond light radius: attacks suffer **Drag**; Stealth gets **Edge**.

31.2 Unit Cards (printable templates)

- NAME / ROLE (Star/Elite) | TV | Moxie | Armor
- Shoot | Fight | Savvy | Grit
- Move | Tags (2-4) | Gear (primary/sidearm/kits)
- Abilities / Notes

31.3 Mob Card

- MOB NAME | Models (start/current) | Nerve | Quality (+0/+1/+2/+3)
- Shoot | Fight | Savvy | Grit
- Weapons (mix) | Orders/AI (Aggressor/Guardian/etc.) | Special

31.4 Scenario Card

- TITLE | Hook / Pitch
- Table & Terrain | Twist Mix / Clocks
- Objectives | Deployment
- Special Rules | Victory & Rewards
- GM-less Notes

31.5 Tokens & Templates (print guidance)

- **Token/Template | Size | Notes**
 - Activation Chits | 1" circles | One per unit; distinct colors per side.
 - TWIST | 1" circle (x3) | Start with 1; add/remove by scenario.
 - Stress/Sanity | 10 mm discs | Flip or stack for multiple.
 - Fire | 2" circle | Spreads 1"/round (see §17.4).
 - Smoke | 2" circle | Blocks LOS like Fog; Drag through.
 - Light Cones | 2-6" cones | Flashlight 2", Lantern 3", Streetlamp 4".
 - Chase Track | 10 boxes | Pursuer \$\rightarrow\$ Escapee (see §16.4).

31.6 Range Bands (common weapons)

- **Weapon | 0-6" | 6-12" | 12-24" | 24-36" | 36-48"**
 - Pistol/Revolver | 0 | -1 | -2 | -- | --
 - SMG | 0 | -1 | -2 | -- | --
 - Shotgun* | Harm 2 (0-3"); Harm 1 (3-6")
 - Rifle | -- | 0 | -1 | -2 | --
 - Sniper | -- | -- | 0 | -1 | -2
- *Shotgun uses a 3" cone.

31.7 Tracking Sheets

- Crew Name | Total TV | Heat | Renown | Base
- Stars / Elites (names) | Tags | Gear | XP | Notes
- Injury Log: Model | Result (2d6) | Effects/Scars | Ready Next?
- Factions: Faction | Favor (0-3) | Enmity (0-3) | Perks
- Downtime: Star | Action #1 | Action #2 | Notes

32. Reference Tables (All-in-One)

32.1 Conditions & States

- **Condition | Effect | Clear**
 - **Shaken** | -1 to tests. | Rally; end round in safe cover; ally CALM THEM.
 - **Panicked** | Max Stress. Cannot gain Moxie. Start of activation: spend 1 Moxie or take only 1 action. | Rally (Hard Grit TN 7); spend Moxie.
 - **Engulfed (Swarms)** | -1 on tests; Harm 1 at END OF ROUND. | Move out; allies clear with Interact.

32.2 Fear, Stress & Sanity (summary)

- **Trigger | Test | Fail | Strong Hit**
 - Shock (Monster, ally Down, blackout) | **Hard Grit Test (TN 7)** | +1 Stress; may become Shaken | Clear 1 Stress
 - Horror (Unnatural, cosmic) | **Hard Savvy Test (TN 7)** | Tick Sanity clock | No tick

32.3 Cover, Darkness, Smoke

- **Type | Effect**
 - Light Cover | -1 to be hit by shooting.
 - Heavy Cover | -2 to be hit by shooting.
 - Darkness | Attacks beyond light suffer **Drag**; stealth/hidden gain **Edge**.
 - Smoke/Fog | Blocks LOS; attacks through suffer **Drag**; start-in-smoke: **Hard Grit Test (TN 7)** or Shaken.

32.4 Vehicles (critical hits quick)

- **d6 Result**
 1. Tire blown (-2 Move)
 2. Smoke & fire (2" smoke each End)
 3. Engine stall (skip next activation)
 4. Weapon jam (if armed)
 5. Skid (scatter 1d6")
 6. Boom (wreck/explosion)

32.5 Weather & Conditions (quick)

- **Weather | Effect**
 - Rain | Beyond 12", ranged -1.
 - Fog/Mist | Treat as Smoke beyond 6"; may drift 1d6" at End.
 - High Wind | Thrown attacks suffer **Drag**; flames 1-in-6 to go out.
 - Snow | Open = Difficult; max vis 18" unless lights.
 - Heatwave | End of round: **Hard Grit Test (TN 7)** or Shaken unless resting in shade.

32.6 Hazards & Terrain Tags

- **Tag | Effect**
 - Open | No cover.
 - Difficult | -2" Move per Move inside.
 - Dangerous | Enter/end: **Hard Grit Test (TN 7)** or Harm 1.
 - Impassable | Cannot enter; climb or go around.
 - Fragile Floor | First cross: **Hard Grit Test (TN 7)** or collapse (Harm 1).

32.7 Rituals, Relics, Weird Science (condensed)

- **Check | Hit (6-9) | Strong Hit (10+) | Complication (\$\le3\$)**
 - Ritual (Hard TN 7) | +1 segment | +2 segments | Choose: +1 Doom or Feedback.
 - Relic Use | Normal effect | Boosted effect | Malfunction (roll table).
 - Weird Science (TN 6) | Activates | Supercharge | Overload (roll table).

32.8 Swarms (cheat)

- **Concept | Rule**
 - **Mass** | Acts as boxes; +1 Harm reduces Mass by 1; at 0, disperse.
 - **Engulf** | End move in base: target -1 tests; Harm 1 at End.
 - **Vulnerabilities** | Ignore Hits (6-9) from normal attacks. **Blast/Fire** attacks deal Mass loss on a Hit and extra loss on a Strong Hit.

32.9 TV Quick Builder (one line)

- **Unit | Baseline | Add-ons**

- **Star** | 8 TV | +3/+5/+7 per stat >0; +1/Armor; +2/Moxie>3; +2/Tag (+1 marked); -2/Flaw; +Gear
- **Elite** | 5 TV | As Star; +2 if Moxie 1
- **Mob** | $\lceil \text{models} / 3 \rceil$ + Quality | +1 Shotguns; +2 SMGs; +1/+2 Nerve
- **Monster** | 4 TV | + Stat costs (+3/+5/+7); +2xArmor; + Move mod; +2 major trait; +1 minor trait