

# Vs Factions: Bases



In the *vs. Faction* expansion for *Five Parsecs From Home*, each faction operates from Bases that anchor their strategic operations. These Bases are more than just narrative flavor—they influence mission outcomes, faction growth, and the overall momentum of your campaign.

To represent the tactical and logistical advantages (or weaknesses) of a given Base, each one is assigned a set of **Core Stats**. These stats reflect the capabilities and preparedness of the faction's home base, influencing infiltration, defense, morale, and more across various mission types.



# Contents

|   |    |
|---|----|
| Core Base Stats .....   | 5  |
| Faction Resources Overview .....                                  | 5  |
| Operative XP Banking and Delayed Conversion .....                 | 6  |
| Using Base Stats in Mission Phases .....                          | 7  |
| Base Stats and Combat Rolls .....                                 | 7  |
| Introduction to Base Combat .....                                 | 8  |
| Mission Types .....   | 8  |
| Mission Type Summary Table .....                                  | 8  |
| Combat Is Phase-Based .....                                       | 8  |
| Combat Rolls and Degrees of Failure .....                         | 9  |
| Combat Outcome Table: .....                                       | 10 |
| Failing a Base Combat Roll .....                                  | 10 |
| The 3 Combat Phases .....   | 11 |
| The Attacking Force .....   | 11 |
| Faction Roles and Specialty Impact .....                          | 11 |
| Multi-Unit Scaling Rules For Infiltration and Escape Phases ..... | 11 |
| Attackers Using Their Combat Stat .....                           | 13 |
| Combat Phases: Infiltration Phase .....                           | 13 |
| Infiltration Phase: Combat Roll Breakdown .....                   | 14 |
| Leader Modifier .....   | 14 |
| Support Unit Modifiers - For each additional unit .....           | 14 |
| Infiltration-Specialist Traits (Examples By Faction) .....        | 15 |
| Add-On Modifiers: Passive vs. Active .....                        | 15 |
| Infiltration Phase: (Catastrophic) Failure Outcome .....          | 16 |
| D10 Infiltration Failure Table: .....                             | 16 |
| Combat Phases: Objective Phase .....                              | 16 |
| Objective Phase: Combat Roll Breakdown .....                      | 16 |
| Specialty Role Impact .....                                       | 17 |
| Mission Type and Specialty Trait Reference .....                  | 18 |
| Objective Phase: (Catastrophic) Failure Outcome .....             | 19 |
| D10 Objective Failure Table: .....                                | 19 |
| Combat Phases: Escape Phase .....                                 | 19 |
| Escape Phase: Combat Roll Breakdown .....                         | 20 |
| Squad Size Penalties (Cumulative): .....                          | 20 |
| Add-On Modifiers in the Escape Phase .....                        | 21 |
| Escape Phase: (Catastrophic) Failure Outcome .....                | 21 |



|  |    |
|--|----|
| D10 Escape Failure Table: .....  | 21 |
| Frequently Referenced Tables .....                                     | 22 |
| Mission Type and Specialty Trait Reference .....                       | 22 |
| Phase Breakdown with Modifiers: .....                                  | 23 |
| Combat Outcome Table:.....   | 24 |
| Bases: Add-Ons .....   | 25 |
| Add-On Leveling for Base Add-Ons, Passive & Active modifications ..... | 25 |
| Simple Add-Ons.....  | 26 |
| Simple Phase Specific Add-Ons .....                                    | 26 |
| Universal Base Add-Ons .....   | 27 |
| Underwater Base Add-Ons.....   | 27 |
| Aerial Base Add-Ons.....   | 28 |
| Orbital Base Add-Ons .....   | 29 |
| Bases: Campaign Missions Expansion .....                               | 31 |
| Using Mission Antagonists in Base Combat .....                         | 31 |
| Universal Mission Mapping Table .....                                  | 32 |
| Base Mission Full Playthrough: Cobra vs. GI Joe at The Pit .....       | 33 |
| 1. Attacking Squad: Cobra Strike Team .....                            | 33 |
| 2. Defending Side: GI Joe.....   | 34 |
| 3. Base Overview: The Pit.....   | 35 |
| 4. Base + Antagonist Stat Table .....                                  | 35 |
| 5. Phase Progression Summary .....                                     | 35 |
| 6. Infiltration Phase .....  | 36 |
| 7. Infiltration Combat Roll .....                                      | 38 |
| Abridged Combat Outcome Table: .....                                   | 38 |
| 8. Objective Phase.....  | 39 |
| Objective Phase Breakdown with Modifiers:.....                         | 39 |
| 11. Objective Combat Roll.....   | 41 |
| Abridged Combat Outcome Table: .....                                   | 41 |
| 12. Escape Phase .....   | 42 |
| Escape Phase Breakdown with Modifiers:.....                            | 42 |
| Squad Size Penalties (Cumulative):.....                                | 42 |
| Escape Phase: Combat Roll Breakdown .....                              | 43 |
| 13. Escape Combat Roll .....   | 44 |
| Abridged Combat Outcome Table: .....                                   | 44 |
| 14. Narrative Result: Cobra Victory .....                              | 45 |
| 15. Alternate Ending: Catastrophic Failure (-11+) .....                | 45 |
| Faction Specific Prebuilt Bases .....                                  | 46 |



Cobra Base Overview: Terror Drome ..... 46

    Faction Specialty Add-Ons for the Terror Drome ..... 46

Danger Girl Base Overview: Danger Yacht ..... 47

    Faction Specialty Add-Ons for the Danger Yacht ..... 47

GI Joe Base Overview: The Pit ..... 48

    Faction Specialty Add-Ons for The Pit ..... 48

Leverage Base Overview: Secure Skyscraper ..... 49

    Faction Specialty Add-Ons for the Secure Skyscraper ..... 49

Oktober Guard Base Overview: Arctic Base (Outpost Zima) ..... 50

    Faction Specialty Add-Ons for the Arctic Base ..... 51

Dreadnok Base Overview: Zartan’s Swamp Lair ..... 51

    Faction Specialty Add-Ons for the Arctic Base ..... 52



## Core Base Stats

Rather than having multiple stats for every individual unit, the base itself has core stats to influence the outcome of a base attack or infiltration mission:

**Combat:** This represents the overall military or defensive readiness of the base. It could factor in things like automated turrets, active defenses, or the presence of guards, and is interpreted primarily as the “physical” force present on the base.

**Toughness:** Represents the physical resilience of the base—how durable the structure is, how well it can withstand attacks or environmental factors. Toughness isn’t used in combat as in the traditional 5PFH combat resolution, but instead is used more like traditional Hit Points and can be affected long term by successful attacks against the base.

**Security:** This reflects the base's ability to prevent unauthorized access, including systems for detecting infiltrators, alarms, and security personnel on patrol. Security is best interpreted as the mostly passive systems that guard the base and aren’t actively pursuing the attacking force.

**Resources:** A reflection of how well-supplied the base is, whether in terms of personnel, equipment, or logistical support (could influence things like reinforcements or tech support). This value is also referenced as Resource Points and used to purchase Base Add-Ons or level up base enhancements.

**Morale:** This could be an internal factor—the resolve of the defending faction’s forces, which may be influenced by the story (e.g., if the base’s commander is captured or there’s a morale-damaging event). Morale also acts as a Faction Operative modifier and may be available in some Faction Missions (separate from missions presented here).

### Type:

- **Land** – A traditional building or compound that is on the surface.
- **Underground** – Hidden beneath the earth's surface.
- **Water** – Above-water or floating base (e.g., platforms, ships, etc.).
- **Underwater** – Submerged bases that are beneath the ocean's surface.
- **Air/Flying** – Aerial bases, like the SHIELD Helicarrier, capable of flight.
- **Orbital** – Spaceborne stations or platforms, in orbit around a planet or celestial body
- **Stationary/Mobile:**
- **Stationary** – Fixed in place (e.g., a base on land, in the water, or underground).
- **Mobile** – Able to move, like a Helicarrier or other mobile structures.

## Faction Resources Overview

Faction Resources represent the accumulated success and effort of a faction’s operatives. Instead of using XP to level up individually, operatives donate the XP they earn from missions and successes to their faction, fueling the faction’s growth and capabilities. The more operatives a faction has and the more successful they are in their missions, the more Faction Resources they generate, allowing the faction to grow stronger, develop new technologies, and expand their base.



## How Faction Resources Work:

### Operative Contributions:

Each operative can **donate XP** to their faction, representing their commitment to the faction's cause. These contributions go into the Faction Resources pool, which is the bank used to fund base upgrades, technology enhancements, and specialty additions.


### Resource Growth and Costs:

All base additions and faction upgrades are measured in **Resource Cost (Points)**, which comes from a pool primarily populated by donated **XP** from faction operatives. Factions will spend **Resource Points** to grow and enhance the faction base(s). These **Faction Points** are used to invest in base expansions and Add-Ons, such as improving defensive systems, upgrading research facilities, or acquiring special weapons.

## Operative XP Banking and Delayed Conversion

When an operative chooses to **bank their XP with the faction**, that XP is **not immediately converted** into Faction Resource Points. Instead, it is recorded and held in reserve, only becoming usable **at the end of the current campaign**.

This delay ensures that Faction Resource Points represent **established infrastructure and strategic growth**, not just short-term momentum. It also prevents players from immediately exploiting newly earned XP for reactive upgrades, encouraging long-term planning and risk-reward decisions.

 On the faction sheet or base tracker, Faction Resource Points should be recorded as:

### Resource Points: N (M)

Where:

**N** = Available Resource Points (usable now)

**(M)** = Banked Resource Points from XP, which will be converted and added to N **after the end of the current campaign**

Some missions may **reduce the Resources of a Base**. Resource Points affected at N, followed by M if N is reduced to 0. If both N and M are 0, then any remaining deduction is applied toward the Base Toughness unless otherwise specified within the mission. If the base Toughness is reduced to 0, it is considered destroyed and the base is no longer available.



Included with each faction is a pre-configured specialty base that may be used. Initial release faction bases include:

| Faction       | Base Name / Type                             | Description  |
|---------------|--|--|
| GI Joe        | <b>The Pit</b> (Underground Command Center)  | Iconic multi-level subterranean base with military infrastructure and launch bays    |
| Cobra         | <b>Terror Drome</b> (Above-Ground Fortress)  | Heavily armed cylindrical outpost with turrets, drones, and missile silos            |
| Danger Girl   | <b>Danger Yacht</b> (Mobile Oceanic Base)    | Luxury vessel equipped with cyberwarfare tech, stealth gear, and mission modules     |
| Dreadnoks     | <b>Swamp Lair</b> (Camouflaged Hideout)      | Primitive but deadly marsh base with junk traps, croc pens, and camo shacks          |
| Leverage      | <b>Secure Skyscraper</b> (Urban Ops HQ)      | High-rise top-floor tech hub with panic rooms, disguise workshops, and hacking labs  |
| Oktober Guard | <b>Arctic Missile Base</b> (Sub-Zero Bunker) | Cold War bunker under a fake weather station, with ICBM silos and Hind-class hangars |

## Using Base Stats in Mission Phases

While Base Stats represent the overall strength and condition of a faction’s headquarters, they also play a direct mechanical role during **Base-focused missions**. Whether an enemy faction is infiltrating a secure facility or launching a full-scale assault, these stats influence both the narrative and the outcomes of each encounter.

## Base Stats and Combat Rolls

Each Base Stat contributes differently depending on the **phase** of the mission. Rather than applying all stats at once, each phase (Infiltration, Objective, Escape, etc.) draws on specific Base Stats to simulate the unique challenges of that part of the encounter.

This phased approach gives each stat a distinct purpose and reinforces the idea that no single upgrade makes a base invincible—strength lies in balance.

### Lasting Consequences and Stat Reduction

Base Stats aren’t just passive numbers—they can change based on the outcome of missions and the details of those specific missions. If attackers succeed, they may permanently reduce certain stats as part of the mission's fallout. For example:

- A successful **intel theft** might compromise Security systems, reducing the base’s **Security** stat.
- A **prisoner rescue** or **asset extraction** might lower **Morale** due to the psychological blow.
- A **bombing run** could directly damage the base’s structure, reducing **Toughness**.

This dynamic ensures that base defense is more than just surviving a single mission—it’s about maintaining long-term integrity and responding to strategic threats over time.

# Introduction to Base Combat

Base Combat is a core pillar of the *vs. Faction* expansion, turning your faction’s base into more than just a narrative backdrop—it becomes a strategic battleground.

When an enemy faction targets your base (or when your operatives strike enemy territory), the mission unfolds across a series of combat phases. These missions are cinematic, structured, and impactful, with outcomes that can permanently alter a faction's strength or story trajectory.

## Mission Types

Mission Types define the objectives your faction pursues during Base Combat. Each type offers unique challenges, success conditions, and specialty role requirements, influencing both team composition and strategy. Selecting the right mission—and building the right squad for it—is crucial to campaign success and long-term faction development.

### Mission Type Summary Table

| Mission Type            | Overview   |
|-------------------------|--|
| Intel Extraction        | Steal sensitive data from secure systems or archives. Missions often involve stealth, hacking, or bypassing digital security.  |
| Asset Extraction        | Retrieve a high-value item or object such as tech prototypes, rare materials, or intel devices. These missions may require combat or stealth depending on defenses.                    |
| Prisoner/VIP Rescue     | Rescue a captured operative, ally, or high-value target from detention or confinement. Success often requires disabling security systems and avoiding collateral damage.               |
| Bomb Planting           | Infiltrate and plant explosives on a key target such as a reactor, weapons cache, or structural weak point. Precision and timing are essential to avoid early detonation or detection. |
| Sabotage                | Damage or disable a critical system—power, comms, or transport—within the base. Success can hinder the enemy long-term and weaken future defenses.                                     |
| Assassination           | Eliminate a named enemy operative or base commander. These missions require speed and precision, often under heavy guard or time pressure.   |
| Disruption              | Interfere with base operations, such as disabling alarms, rerouting supplies, or spreading chaos. These missions weaken the base without requiring direct confrontation.               |
| Heist (High-Value Loot) | Steal rare or expensive gear, credits, or artifacts for material gain. Requires planning and clean escape, with added risk if the loot is heavily guarded.                             |

## Combat Is Phase-Based

In **traditional Five Parsecs From Home combat**, each **combat turn** focuses on the actions of individual operatives. It’s a straightforward back-and-forth exchange, where players roll to determine the outcomes of attacks, defenses, and positioning. **Base Combat**, however, uses a **phase-based system** to simulate the escalating tension of a mission within an enemy base. It’s not just about attacking or defending—it’s about **navigating through the base’s defenses**, completing the mission objective, and escaping with your life.



Key differences include:

### Multiple Phases of Combat:

- Base Combat is divided into **three key phases: Infiltration, Objective, and Escape**.
- Each phase represents a different stage of the mission and is resolved with a **1D10 roll** modified by the **Base's stats** (Combat, Security, Morale, etc.) and a **1D10 roll** modified by the **Attacker's stats** (Combat, Stealth, etc.).

### Base Stats vs Attacker Stats:

- Bases have **specialized stats** like **Combat, Security, and Morale**, representing the defenses, resources, and personnel within the base.
- The **Attacker's stats** (e.g., **Combat, Stealth/Savvy**) will influence their chances of success in each phase.
- Attackers may also have **Specialist Traits** (via their Faction) to support their mission goals that are relevant to specific phases. Conversely, there may be a penalty invoked if those traits aren't present in the attacking force.
- During each of the 3 key phases, Attacking Operatives work together as a unit against the Base's defenses by supporting the Leader of the squad.

### Strategic Depth:

- The **difference mechanic** (comparing Base Combat vs Attacker Combat) allows for a wide range of outcomes, from minor setbacks to **catastrophic failure**.
- **Mission objectives** can vary—such as **stealing intel, rescuing a prisoner, or planting a bomb**—and failure in each phase has different **narrative consequences**.

---

### Key Points of the System:

**Leader's Role:** The **leader unit** still carries the majority of the **combat effectiveness**. Faction-specific modifiers (e.g., **Storm Shadow's** stealth abilities) can be applied to enhance the leader's effectiveness.

**Support Units:** The support units provide synergistic bonuses to the leader's combat abilities, but as the **squad size** increases, the **Stealth penalty** becomes more pronounced (due to the larger number of operatives). This creates the tradeoff between **combat power** and **stealth**.

**Squad Size and Stealth/Combat Balance:** As you increase the squad size (with **5+ units**), the **combat strength** rises, but the **Stealth penalty** increases. This means larger squads have more combat capabilities but are less likely to infiltrate undetected.

---

## Combat Rolls and Degrees of Failure

At the heart of each phase is a simple, opposed **die roll mechanic**, where the attacker and base roll against each other using relevant stats. But outcomes aren't binary—Base Combat introduces **degrees of success and failure**, allowing for more nuanced results.



## Combat Outcome Table:

*This table is used for all 3 phases when determining success/degree of failure in the Combat Roll*

| Difference                    | Outcome   |
|-------------------------------|---|
| <b>Attacker Wins</b>          | <b>Success:</b> The attacker succeeds in their goal and moves to the next phase (-1 to <b>Base Morale</b> for the next Phase of the Mission).   |
| <b>Attacker Loses by 1-5</b>  | <b>Partial Failure (Minor):</b> The attacker succeeds and moves to the next phase, but with minor complications (security forces are on increased alert: +1 to <b>Base Combat</b> for the next Phase).  |
| <b>Attacker Loses by 6-8</b>  | <b>Partial Failure (Major):</b> The attacker completes the phase objective, but setbacks occur (reinforcements, alarms: +1 to <b>Base Combat</b> for the remainder of the Mission, +1 to <b>Base Morale</b> for the remainder of the Mission). <b>Any passive Base Add-Ons (global and mission-specific) are active on the following Phase.</b>                               |
| <b>Attacker Loses by 9-10</b> | <b>Partial Failure (Critical):</b> The attacker completes this phase of the mission, but suffers major setbacks (loss of objective or forced retreat: +2 to <b>Base Combat</b> for the remainder of the Mission, +2 to <b>Base Morale</b> for the remainder of the Mission). <b>Any passive Base Add-Ons (global and mission-specific) are active on the following Phase.</b> |
| <b>Attacker Loses by 11+</b>  | <b>Failure (Catastrophic):</b> The attacker fails the mission and suffers severe consequences (captured, killed, mission over). See <b>D10 Phase-Specific Failure Table</b> for resulting consequences.   |

*Note: Success and Partial Failures **always proceed to the next phase**, unless Catastrophic Failure occurs (11+ difference, see **Failing a Base Combat Roll** for details)*

---

## Failing a Base Combat Roll

When a Combat Roll is failed (Difference is 11+ on the **Combat Outcome Table**), the current Mission doesn't suddenly end. You can fight your way out using normal combat rules. Optionally, each phase has a specific **D10 Phase Failure** table to randomize those results.

This layered outcome system creates tension and storytelling potential, ensuring that no mission feels like a simple pass/fail check.



## The 3 Combat Phases

The mission consists of 3 phases where the Base and Attacker resolve each phase using a Combat Roll as defined within each phase. If the attacker doesn't Catastrophically Fail the Combat Roll (see Combat Outcome Table for details), play proceeds to the next phase until the Attacker escapes or fails the mission.

The Combat Phases are:

- **Infiltration** – the Attacker can use stealth or an all out frontal assault to gain access to the Base. But be careful, as there is a danger in activating alarms for later phases to make the mission even more difficult.
- **Objective** – after a successful Infiltration, the Attacker is able to narrow focus to the Mission Objective. The Base may have specialized defenses in place for Mission Objectives – infrared laser grids or hardened defenses may be the blocker the attackers hadn't planned for.
- **Escape** – once the Objective is completed, the attackers still have to get away. Can a clandestine egress work, or must they actively battle their way out? Even when an objective is complete, everyone may not make it out to fight the next battle.

---

## The Attacking Force

In Base Combat, the Leader of the attacking squad takes the primary role in attacking the base. Support units will provide buffs to the leader unit based on core traits and faction-specific roles, enhancing their effectiveness based on the support unit's stats. The larger the support squad, the more help to the leader there is available. But with that increase in man power it also becomes harder to covertly move.

## Faction Roles and Specialty Impact

Success isn't determined by raw stats alone. The composition of the attacking squad—and the **Faction specialty roles** of its members—can make or break a mission. Some roles excel at stealth, others at demolition or extraction. If a squad lacks the right mix of specialists, they may face penalties or increased difficulty during certain phases.

By encouraging strategic team building and mission planning, Base Combat ensures that every specialist matters—and that faction identity comes through during every operation.

---

## Multi-Unit Scaling Rules For Infiltration and Escape Phases

### 1. Leader Unit Buff Mechanic

Only **one unit per squad is considered the Leader**. That same unit is the Leader for all mission phases.

Supporting units **do not roll separately**.

Instead, they provide a **buff to the leader's roll**.



Only the **Leader** is able to use any equipped Gear, Equipment, or Weapons.

## 2. Support Units Scaling

As the Support Unit Squad size increases, each unit decreasingly contributes to the Leader's combat stats. Additionally, the squad will suffer a Stealth penalty as the squad size grows.

### Attack Stat Contribution

- Support Unit 1: Provide 100% of 1 of Unit 1's contributing stat
- Support Unit 2: Provide 50% of 1 of Unit 2's contributing stat
- Support Unit 3: Provide 25% of 1 of Unit 3's contributing stat
- Units 4+: Contribute +1 to Leader-decided stat (can be *any* stat)
  - Stealth/Savvy Penalty
  - Count includes Leader
  - Squad Units 6 – 10: -1 stealth each
  - Squad Units 10 - 15: -1 stealth each, plus the above penalty for Units 6-10.
  - Squad Units 16 - 20: -1 stealth each, plus the above penalty for Units 11-15 (which will also include 6-10).

**Here's how Support Unit Scaling works:**

### Designated Leader Unit:

The leader unit is the primary unit that will roll for combat and stealth during the mission. They will use their own stats to make these rolls, but the leader's effectiveness can be improved by the support units.

In our example, our Leader has Combat = 5 and Savvy (used for Stealth) = 4

- Support Unit 1:
  - Buff: Support Unit 1 adds 100% of one of their stats to the Leader's corresponding stat.
  - Example: If Support Unit 1 has Combat 6, the Leader can add 6 to their combat roll.
  - *Leader (5) + 6 = 11*
- Support Unit 2:
  - Buff: Support Unit 2 adds 50% of one of their stats to the Leader's corresponding stat.
  - Example: If Support Unit 2 has Combat 6, the Leader gets 3 added to their combat roll.
  - *Leader (11 from above) + 3 = 14*
- Support Unit 3:
  - Buff: Support Unit 3 adds 25% of one of their stats to the leader's corresponding stat.
  - Example: If Support Unit 3 has Combat 6, the Leader gets 1 added to their combat roll (rounded down from 1.5).
  - *Leader (14 from above) + 1 = 15*
- Support Unit 4:
  - Buff: Support Unit 4 adds +1 to any one stat of the Leader's choice.
  - Example: Support Unit 4 gives the Leader +1 to combat.
  - *Leader (15 from above) + 1 = 16*
- Support Units 5 and Beyond:
  - For every additional 5 support units (rounded up), the Leader gets an additional +1 to any stat of their choice.
  - Stealth Penalty: Each additional unit over 5 also incurs a -1 Stealth penalty per unit. Larger squads are more powerful in combat but harder to keep stealthy.



- Support Unit 5..N – Every additional 5 units (rounded down) buffs any Leader stat with **+1 pt. Each additional unit incurs a -1 Stealth Penalty.**
  - For Unit 5, Leader (Combat = 16 from above) +1 Combat from 15; Stealth penalty Leader (Savvy 4 at start) – 1 = Savvy 3
- For Unit 6, no additional buff available until unit 10, but per unit Stealth penalty Leader (Savvy = 3 from above) -1 = Savvy 2

In the Infiltration and Escape Phases, all Attacking units are involved in the phase and the Attack Buffs and Stealth Penalties are enforced. During the **Objective Phase, the number of engaged units is optional** and not required to include each attacking unit. In the narrative, the entire attacking force is involved in Infiltrating and Escaping the base, while a smaller contingent of specialists may be focused on the core Objective.

---

## Attackers Using Their Combat Stat

The phases are geared toward the Attackers using a stealth approach when attacking the base. Due to this, the Combat stat, for both the Attacker and the Base, is not automatically included in the Combat Rolls. An all-out assault on the base may be used by the attacking force, or the choice to change from stealth to outright force may be made at the beginning of any phase. The **Attacker may decide to switch to Combat** and include the Combat stat in the Combat Roll with the following changes:

**Infiltration Phase** – Both Base and Attacker add their respective Combat stat to their modifiers + all following phases. If the attacker fails the Combat roll, +1 penalty when looking up results on the Infiltration Failed Roll results table. -1 to Attacker Savvy the rest of this mission.

**Objective Phase** – Both Base and Attacker add their respective Combat stat to their modifiers + all following phases. If the attacker fails the Combat roll, +1 penalty when looking up results on the Objective Failed Roll results table. -1 penalty to Attacker Savvy the rest of this mission.

**Escape Phase** – Both Base and Attacker add their respective Combat stat to their modifiers. Any universal/global passive Add-Ons for the Escape phase are now active.

**ONCE THE ATTACKER MAKES USE OF THEIR COMBAT STAT, ALL OF THE ABOVE APPLY FOR THE REMAINDER OF THE MISSION**

Activating the Combat stat may also come into play if an alarm or Partial Failure explicitly activates the Combat stat. Activation via this route automatically includes the Combat stat in the Combat Roll for both the Attacker and the Base.

---

## Combat Phases: Infiltration Phase

The **Infiltration Phase** is the opening act of any base assault, representing the moment attackers attempt to slip past surveillance, guards, and alarm systems to enter the base undetected. Whether through shadows, disguises, or hacking, this phase sets the tone for the mission and determines whether the attackers retain the element of surprise—or trigger an all-out alarm.

If the attackers partially fail here, the mission becomes significantly harder, often escalating immediately into combat or triggering defenses that alter future phases.



## Infiltration Phase: Combat Roll Breakdown

Each phase of Base Combat uses specific stats to determine success. During the Infiltration Phase, both the **Base** and **Attacker** roll **1D10** and apply relevant modifiers. The result is compared to determine whether the attackers remain hidden—or are detected.

| Combat Phase | Base Stats Used   | Leader Attacker Traits Used                        |
|--------------|-------------------|--|
| Infiltration | Morale + Security | Savvy + Infiltration Specialist (+per Level bonus) |

**Base Roll = 1D10 + Morale + Security + Passive/Active Add-on bonuses (if applicable)**

**Attacker Roll = 1D10 + Leader Modifier + Support Unit Modifiers - Penalties**

### Leader Modifier

- If the Leader has Infiltration Specialist role
- **Savvy + Infiltration Specialist bonus (+level)** is applied for the Leader
- If the Leader **doesn't** have Infiltration Specialist role
- **Savvy at -2** is applied for the Leader

### Support Unit Modifiers - For each additional unit

- If the unit has Infiltration Specialist Role
  - Unit can contribute **Savvy OR Infiltration Specialist bonus (+level)** is applied per unit after unit scaling modifications
  - Ex: Unit 1 has Savvy = 3 and Infiltration Specialist Level 2. Contributes one stat (Savvy, at 3).  $3 * 100\%$  Unit Scaling, for a total of 3.
  - Savvy is not required – any other core stat (Combat, Luck) may be contributed; Remember that contributing Combat will start Base defense also using Combat going forward.
- If the unit **doesn't** have Infiltration Specialist Role
  - Unit can contribute Savvy (or any other Core stat)
  - Unit applies a -2 penalty
  - The above combined are used for any unit scaling modifications
  - Ex: Unit 2 does not have Infiltration Specialist, but has Savvy 3. Unit 2 initial contribution is (Savvy 3, -2 Penalty) 1. Unit 2 is scaled at 50% rounded down ( $1 * 0.5 = 0.5$ , rounded down to 0).
- Note that starting at Unit 4, +1 is used instead of any specific stat or specialty trait. This +1 is still able to be modified by missing Infiltration Specialist and size penalties.
  - Ex: Unit 6 has Savvy 9 but no Infiltration Specialist. Unit 6 can only contribute (a) +1. This is modified (b) by -2 for missing Infiltration Specialist, and (b) -1 for unit size penalty (there is no percentage modifier for Unit 6). Thus the  $a + b + c = +1 -2 -1 = -2$ , even though the unit had 6 Savvy available.

### Notes:

- Only one roll is made per side during this phase (Leader vs. Base).
- Only the Leader
  - Has penalties applied by add-ons unless otherwise noted
  - Ex Add-On applies -1 to Specialty Trait roll. Leader uses specialty trait (-1 penalty) and Unit 1 contributes it's specialty trait (no penalty).



- May benefit from Equipment, Gear, or Weapon bonuses.
  - Items carried by supporting units do not affect the roll.
- Squad-Based Support Modifiers (Support Unit Scaling):
  - Every unit participates (Infiltration and Escape Phases)
  - For **each** unit that does not have the mission-specific Specialist Role, apply a **-2 penalty** to the Attack roll
  - Each Support Unit can contribute 1 stat modifier to the Leader per **Support Unit Scaling Rules**
  - A unit with the mission-specific Specialist Role *may* contribute to that stat, but is not required to (and may use another stat, see below)
  - A supporting unit may contribute **one** stat modifier (e.g. Savvy) to the Leader's roll
  - Squads **larger than 5 units** incur additional penalties as defined by the **Support Unit Scaling** system.

## Infiltration-Specialist Traits (Examples By Faction)

| (Stealth) Role Sub-Type  | Factions   | Infiltration Role Justification  |
|--------------------------|--|--|
| Infiltration Specialist  | GI Joe, Cobra, Oktober Guard, Dreadnoks, Danger Girl, Leverage | Includes deep cover, recon entry, stealth breach, and covert movement. Used by roles like Infiltrator, Covert Ops Specialist, Master Thief, etc. |
| Digital/Intel Specialist | GI Joe, Cobra, Danger Girl, Leverage                           | Tech-based infiltration, hacking, system bypass, or deception-based intel gathering. Includes Tech Specialist, Counter-Intel, Hacker, etc.       |
| Precision Elimination    | GI Joe, Cobra, Danger Girl, Oktober Guard                      | Stealth entry for sniping or targeted takedowns. Used by Snipers, Assassins, and Covert Marksmen.  |

Using the Combat stat is optional if the Attacker opts for a non-convert infiltration. If chosen, the Base personnel come into play and include the Base Combat modifier in **all following** phases.

## Add-On Modifiers: Passive vs. Active

While the full Add-On system is covered in detail in its own section, the basics for the Infiltration Phase are as follows:

- **Passive Add-Ons** (e.g., Alarm Systems): Only activate if the attackers **fail** the Infiltration Phase. These add +Security bonuses for later phases, making the mission progressively harder.
- **Active Add-Ons**: Always apply during the Infiltration Phase, even before an alarm is triggered. These often represent hardened surveillance systems or infiltration countermeasures.

Add-Ons can be installed on the base globally or tied to specific high-value targets within the base in which their modifiers only apply when the high-value target is also the target of the mission. The stacking effect of Active and Passive defenses ensures that infiltration isn't just a test of stealth—it's a race against escalating odds.

Once the Base and Attacker each roll **1D10** and apply all their modifiers, if the attacker wins the roll, they proceed undetected to the next phase: Objective Phase. If the base wins, the difference between the rolls determines the degree of failure.

**See the Combat Outcome Table for failures outcomes.**  
(Combat Rolls and Degrees of Failure > Combat Outcome Table)



## Infiltration Phase: (Catastrophic) Failure Outcome

If the attackers catastrophically fail (11+) the Infiltration Combat Roll, consult the following table to determine the fallout. This adds tension, surprise, and lasting consequences to even minor setbacks and introduces a **spectrum of consequences** that can affect operatives and following missions.

### D10 Infiltration Failure Table:

| Roll (D10) | Outcome  |
|------------|--|
| 1          | <b>Captured:</b> 1d3 attackers are immediately apprehended by security or guards, and the mission is compromised early. +1 to Base Combat for the <b>NEXT</b> Mission, +1 to Base Morale for the <b>NEXT</b> Mission |
| 2          | <b>Wounded:</b> One or more operatives are <b>injured</b> in the attempt to escape detection. They can still escape, but will be slowed down. +1 to Base Morale for the <b>NEXT</b> Mission                          |
| 3-10       | <b>Escaped, but Alarm Triggered:</b> The attackers narrowly <b>escape</b> , but alarms are triggered, setting off base defenses. They must prepare for combat. +1 to Base Combat for the next Mission.               |

## Combat Phases: Objective Phase

The **Objective Phase** represents the heart of the mission—where the attackers attempt to complete their primary goal inside the base. Whether planting a bomb, stealing a high-value asset, rescuing a prisoner, or destroying a key facility, this phase is where the stakes are highest and enemy resistance is fiercest.

Success here depends not just on raw strength, but on **team composition**, **tactical planning**, and whether the infiltration was successful. By this point, any alarms or base defenses will be active, and the attackers must overcome both physical and strategic obstacles to fulfill their mission.

### Objective Phase: Combat Roll Breakdown

| Combat Phase | Base Stats Used                                     | Leader Traits Used   |
|--------------|---|--|
| Objective    | Security + Mission Specific Target + Active Add-ons | [Mission Defined] Specialty Role bonuses – penalties for poor team build |

**Base Roll** = Security + **Global and Target-specific Add-ons** (Active only)

**Mission Specific Target** may have specialized stats to include when being targeted on this mission

**Attacker Roll** = **1D10** + (Mission Defined Attacker Stealth/Combat Specialty Role OR Unit Stat Allowed) + **Squad-based support modifiers**

- If the Leader has Mission Defined Specialty Role, the leader **may** use that value
- If the Leader does not have the Mission Defined Specialty Role or has it but chooses not to use it, the Leader **must** use the Unit Stat Allowed with all applicable penalties.
- For each additional unit that chooses to participate





- If the Unit has Mission Defined Specialty Role, the unit **may** contribute that value (Mission Defined Specialty Role Level) to the leader
- If the Unit does not have the Mission Defined Specialty Role or has it but chooses not to use it, the Unit **must** use the Unit Stat Allowed with all applicable penalties.
- Unit Scaling rules apply to the above, including alternate +1 contribution at the 4<sup>th</sup> unit and size penalty starting at the 5<sup>th</sup> Unit. Note that not all units are *required* to participate during the Objective Phase

### Objective Phase Notes

- The Combat stat is only used when:
- The **Attacker** uses Combat in this phase, or has used Combat in the previous Infiltration phase.
- An Alarm is active and has specified that Combat is now in active use.
- **Add-ons and passive systems** relevant to the Objective Phase apply (including Specialty Target Add-Ons, when defined)
- **Global Objective Phase buffs** are always applied

### Notes for Penalties Applied to Attacker Roll:

- Same **leader/support scaling** from Infiltration Phase applies
- Operatives can be chosen freely, but stacking poorly trained units will dilute the roll **only if they actively participate**
- **Only units contributing stats to the roll are considered "attacking" in this phase**—others may remain passive and do not apply penalties
- This differs from other phases (like Infiltration or Escape), where the full squad is always involved in the resolution roll
- If a contributing Support Unit has the mission required role, they must contribute that value to the Leader (using support scaling percentages).
- If a contributing Support Unit does not have the mission-required role, they can only contribute the Leader Stat Allowed (after penalty is applied, with support scaling percentages applied afterward)
- -1 penalty for each participating unit > 5 units.
- These penalties discourage brute-force assaults with unqualified or oversized teams and reward precision planning and proper use of specialists.

---

## Specialty Role Impact

Specialty Roles are key to mission success in the Objective Phase. Each mission type calls for a specific specialty, such as:

- **Demolitions Specialist** (Bomb Planting)
- **Infiltrator or Spy** (Intel Extraction)
- **Rescue Specialist or Tactical Commander** (Prisoner Rescue)
- **Tech or Extraction Operative** (Asset Theft)

If a unit with the matching Specialty Role is present, they can add **+1 per Specialty Level** to the Leader as per normal Support Unit modifiers. These bonuses are critical for overcoming strong defenses, especially when alarms have been triggered.



# Mission Type and Specialty Trait Reference

Each mission type in Base Combat centers around a specific action—stealing, rescuing, sabotaging, etc.—and assumes a particular **default stat** for resolution. If attackers do not have the required **Specialty Role**, they suffer penalties. This table outlines the expected stat, required specialist type, and what penalties apply for lack of proper team composition.

The Leader must use their Specialist Role (Attacker Stealth or Attacker Combat) when qualified for the mission. If the Leader lacks a required Specialist Role—or chooses not to use it—they may only use a fallback stat listed under **Leader Stat Allowed**, and use the listed stat with penalty applied.

| Objective Type          | Attacker Stealth Specialty Roles (No Penalty)     | Attacker Combat Specialty Roles (No Penalty)** | Unit Stat Allowed (Unit lacks required Specialty Role) | Default Target Stat * | Example Specialty Target Location |
|-------------------------|---|--|--|-----------------------|-----------------------------------|
| Intel Extraction        | Infiltration Specialist, Digital/Intel Specialist | Standard Combat                                | -2 to Savvy  | Resources             | Server Room                       |
| Asset Extraction        | Infiltration Specialist                           | Heavy Combat, Standard Combat                  | -2 to (Savvy or Combat)                                | Morale                | Research Lab                      |
| Prisoner/VIP Rescue     | Infiltration Specialist, Digital/Intel Specialist | Heavy Combat, Standard Combat                  | -2 to Savvy  | Morale, Combat        | Brig                              |
| Bomb Planting*          | Infiltration Specialist                           | Heavy Combat, Standard Combat                  | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Power Core                        |
| Sabotage*               | Infiltration Specialist, Digital/Intel Specialist | Heavy Combat                                   | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Engineering Bay                   |
| Assassination*          | Infiltration Specialist, Precision Elimination    | Heavy Combat, Standard Combat                  | Combat (no penalty)                                    | Morale                | Command Quarters                  |
| Disruption*             | Digital/Intel Specialist                          | Standard Combat                                | -2 to Savvy  | Resources             | Communications Hub                |
| Heist (High-Value Loot) | Infiltration Specialist, Digital/Intel Specialist | Standard Combat                                | -2 to Savvy  | Resources             | Vault                             |

Objectives Marked with \*, when successful and no specific Mission Success Bonus is specified, can reduce row-matching Default Target Stat values for the Base. If a Default Target Stat is reduced to 0, Base Toughness is used.

When Attacker Combat Specialty Roles\*\* are used and Combat has not yet been activated, during the Objective Phase the Base Combat stat may be used at 50% penalty (rounded down) as Base forces muster to reach the objective. On the following phase, Base Combat is active and may be used at 100%

Each Specialty Target Location adds +1 per level to Base Toughness when acting as the mission target. This bonus does not include Add-On Enhancements (such as Alarms)

**See the Combat Outcome Table for failures outcomes.**  
(Combat Rolls and Degrees of Failure > Combat Outcome Table)



## Objective Phase: (Catastrophic) Failure Outcome

If the attackers catastrophically lose the Objective Phase roll, roll **1d10** to determine what happens next.

### D10 Objective Failure Table:

| Roll (D10) | Outcome   |
|------------|---|
| 1          | <b>Objective Lost:</b> The mission <b>objective is destroyed</b> or <b>secured by base defenders</b> . The attackers fail to complete their goal and <b>1D6</b> attackers are Captured. If more than 6 attackers, regardless of number Captured, <b>1D3</b> remaining attackers are Wounded during the escape. +2 to Base Combat for the <b>NEXT</b> Mission, +1 to Base Morale for the <b>NEXT</b> Mission |
| 2-3        | <b>Captured:</b> The attackers <b>fail to complete the objective</b> and <b>1D3</b> attackers are captured by guards or automated defenses while attempting to escape. All attackers not captured successfully escape. +1 to Base Combat for the <b>NEXT</b> Mission, +2 to Base Morale for the <b>NEXT</b> Mission   |
| 4-5        | <b>Objective Lost, Alarm Triggered:</b> The attackers <b>fail the objective</b> while alarms are triggered. Reinforcements or automated defenses are activated. +1 to Base Combat for the <b>NEXT</b> Mission, +1 to Base Morale for the <b>NEXT</b> Mission  |
| 6-10       | <b>Escaped, but Alarm Triggered:</b> The attackers narrowly fail the Objective and successfully <b>escape</b> , but alarms are triggered, setting off base defenses. +1 to Base Combat for the next Mission.  |

This table ensures that even in failure, there's room for narrative twists, tactical shifts, and future planning—fueling an evolving campaign experience.

---

## Combat Phases: Escape Phase

The **Escape Phase** is the final and often most dangerous part of a base mission. With the objective complete—or the operation in chaos—the attackers must now fight or flee their way out of hostile territory. Whether pursued by guards, sealed behind lockdown doors, or racing to extraction, this phase determines who escapes, who gets captured, and whether the mission truly ends in success.

The stakes are high: even a successful objective means little if your entire squad is wiped out before they can return to base.



## Escape Phase: Combat Roll Breakdown

| Combat Phase | Base Stats Used  | Attacker Traits Used   |
|--------------|--|--|
| Escape       | 1d10 + Morale + Security + (Combat if <b>Alarm is Active or Attacker Combat is Used</b> ) + Base Modifiers | 1D10 – Squad Penalties +<br><br>(Speed + Combat)<br><br><b>OR</b><br><br>(Stealth/Savvy + 50% Speed) |

### Base Roll

- **Morale** and **Security** are always used.
- **Combat** is only used if:
  - Attackers choose to escape using **Combat** in the Escape phase
  - **Combat** was used in an earlier phase
  - **An alarm is active** from earlier phases which has activated **Combat**
- **Passive Add-ons** (e.g., Containment Systems) are only applied **if an alarm was triggered** during the Objective Phase
- **Any Global modifiers** are also included.

### Attacker Roll

- Attackers must choose one approach:
  - **Combat + Speed**: A direct breakout through force; may be easier if you're already engaged.
  - **Stealth/Savvy + Half-Speed**: A quiet retreat, relying on cover and confusion. Slower, but may be safer?
- You **cannot use both Combat and Stealth**—choose one per escape attempt.

## Squad Size Penalties (Cumulative):

| Squad Size  | Penalty Applied to Speed   |
|-------------|--|
| 1–5 units   | No penalty   |
| 6–10 units  | –1 Speed per unit above 5  |
| 11–15 units | Apply 6–10 penalty <b>plus</b> –2 per unit beyond 10   |
| 16+ units   | Not recommended; escape becomes nearly impossible without heavy planning, but the same progressive penalty applies for every 5 units |

### Unit Size Speed Penalty Example:

- A squad of **15 units** incurs:
- –5 Speed (-1 each for for units 6–10)
- –10 Speed (-2 each for units 11–15)
- **Total = –15 Speed**



## Add-On Modifiers in the Escape Phase

**Passive Add-Ons:** Only activate **if the alarm was triggered** in a previous phase. They apply bonuses to the base's roll (typically to **Combat** or **Stealth resistance**) and represent sealed corridors, traps, or containment measures.

**Active Add-Ons:** Always apply if relevant, representing static infrastructure like security bulkheads or electronic lockdowns. These are included in the base's Combat or Morale totals.

**See the Combat Outcome Table for failures outcomes.**  
(*Combat Rolls and Degrees of Failure > Combat Outcome Table*)

---

## Escape Phase: (Catastrophic) Failure Outcome

If attackers fail the Escape Phase roll, roll **1D10** to determine the result. These outcomes vary based on how badly the roll failed and can lead to dramatic rescues, injuries, or full captures.

### D10 Escape Failure Table:

| Roll (D10) | Outcome  |
|------------|--|
| 1          | <b>Wounded:</b> The <b>1D6</b> attackers are <b>injured</b> while fighting through reinforcements. Additionally, for each of these <b>Wounded</b> attackers roll <b>1D20</b> and on a result of <b>1</b> that attacker is <b>permanently removed from play for future missions</b> (fatally wounded, long term prisoner).<br><br>If more than 6 attackers, regardless of number <b>Wounded</b> , <b>1D3</b> remaining attackers are <b>Captured</b> during the escape. All attackers not Captured successfully escape.<br><br>+2 to Base Combat for the <b>NEXT</b> Mission, +2 to Base Morale for the <b>NEXT</b> Mission |
| 2-3        | <b>Captured:</b> <b>1D6</b> attackers are caught by reinforcements or base defense systems, leading to their <b>capture</b> .<br><br>All attackers not Captured successfully escape, and the Objective remains successful.<br><br>+2 to Base Combat for the <b>NEXT</b> Mission, +1 to Base Morale for the <b>NEXT</b> Mission   |
| 4-5        | <b>Objective Lost, Alarms &amp; Reinforcements Triggered:</b> The attackers <b>fail the objective and successfully escape</b> , but alarms are triggered. Reinforcements or automated defenses are activated.<br><br>+1 to Base Combat for the <b>NEXT</b> Mission, +1 to Base Morale for the <b>NEXT</b> Mission  |
| 6-10       | <b>Escaped, but Alarm Triggered:</b> The attackers narrowly fail the Objective but successfully <b>escape</b> as alarms are triggered, setting off base defenses.<br><br>+1 to Base Combat for the next Mission.   |



# Frequently Referenced Tables

## Mission Type and Specialty Trait Reference

| Objective Type          | Attacker Stealth Specialty Roles (No Penalty)     | Attacker Combat Specialty Roles (No Penalty)** | Unit Stat Allowed (Unit lacks required Specialty Role) | Default Target Stat * | Example Specialty Target Location |
|-------------------------|---|--|--|-----------------------|-----------------------------------|
| Intel Extraction        | Infiltration Specialist, Digital/Intel Specialist | Standard Combat                                | -2 to Savvy  | Resources             | Server Room                       |
| Asset Extraction        | Infiltration Specialist                           | Heavy Combat, Standard Combat                  | -2 to (Savvy or Combat)                                | Morale                | Research Lab                      |
| Prisoner/VIP Rescue     | Infiltration Specialist, Digital/Intel Specialist | Heavy Combat, Standard Combat                  | -2 to Savvy  | Morale, Combat        | Brig                              |
| Bomb Planting*          | Infiltration Specialist                           | Heavy Combat, Standard Combat                  | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Power Core                        |
| Sabotage*               | Infiltration Specialist, Digital/Intel Specialist | Heavy Combat                                   | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Engineering Bay                   |
| Assassination*          | Infiltration Specialist, Precision Elimination    | Heavy Combat, Standard Combat                  | Combat (no penalty)                                    | Morale                | Command Quarters                  |
| Disruption*             | Digital/Intel Specialist                          | Standard Combat                                | -2 to Savvy  | Resources             | Communications Hub                |
| Heist (High-Value Loot) | Infiltration Specialist, Digital/Intel Specialist | Standard Combat                                | -2 to Savvy  | Resources             | Vault                             |

Objectives Marked with \*, when successful and no specific Mission Success Bonus is specified, can reduce row-matching Default Target Stat values for the Base. If a Default Target Stat is reduced to 0, Base Toughness is used.

When Attacker Combat Specialty Roles\*\* are used and Combat has not yet been activated, during the Objective Phase the Base Combat stat may be used at 50% penalty (rounded down) as Base forces muster to reach the objective. On the following phase, Base Combat is active and may be used at 100%

Each Specialty Target Location adds +1 per level to Base Toughness when acting as the mission target. This bonus does not include Add-On Enhancements (such as Alarms)



## Phase Breakdown with Modifiers:

| Phase                        | Base Stats Referenced | Attacker Stats Referenced                | Modifiers  | Combat Outcome Calculation Roll Results   |
|------------------------------|-----------------------|--|--|---|
| <b>Infiltration</b>          | Security, Morale      | Stealth/Savvy                            | <b>Base:</b><br><br>Add-Ons<br><br><b>Attacker:</b><br><br>Infiltration Traits<br><br>Multi Unit Scaling applies to all units  | <b>Success:</b> Operatives infiltrate successfully and proceed to next phase.<br><br><b>Partial Failure:</b> Proceed to Objective Phase, but Base may be on alert.<br><br><b>Failed:</b> Mission fails. Roll on <b>Infiltration Failure D10 Table</b> for outcome.        |
| <b>Objective Fulfillment</b> | Security              | Mission Specific Specialty Traits, Savvy | <b>Base:</b><br><br>Mission Target Specific Add-Ons<br><br>Activated Passive Add-Ons?<br><br>Combat if Activated<br><br><b>Attacker:</b><br><br>Multi Unit Scaling applies to Objective selected units <b>only</b> | <b>Success:</b> Operatives perform the Objective successfully and proceed to Escape Phase.<br><br><b>Partial Failure:</b> Proceed to Escape Phase, but Base may be on alert.<br><br><b>Failed:</b> Mission fails. Roll on <b>Objective Failure D10 Table</b> for outcome. |



| Phase  | Base Stats Referenced | Attacker Stats Referenced      | Modifiers   | Combat Outcome Calculation Roll Results  |
|--------|-----------------------|--------------------------------|---|--|
| Escape | Security, Morale      | Stealth/Savvy or Combat, Speed | <b>Base:</b><br><br>Add-Ons<br><br>Activated Passive Add-Ons?<br><br>Combat if Activated<br><br><br><b>Attacker:</b><br><br>Combat or Stealth Approach<br><br>Multi Unit Scaling applies to all units | <b>Success:</b> Operatives escape successfully and have completed the mission objective.<br><br><b>Partial Failure:</b> Operatives escape successfully and have completed the mission objective, but may have been discovered. The Base will be on higher alert afterward.<br><br><b>Failed:</b> Mission fails. Roll on <b>Escape Failure D10 Table</b> for outcome. |

## Combat Outcome Table:

*This table is used for all 3 phases when determining success/degree of failure in the Combat Roll*

| Difference                    | Outcome   |
|-------------------------------|---|
| <b>Attacker Wins</b>          | <b>Success:</b> The attacker succeeds in their goal and moves to the next phase (-1 to <b>Base Morale</b> for the next Phase of the Mission).   |
| <b>Attacker Loses by 1-5</b>  | <b>Partial Failure (Minor):</b> The attacker succeeds and moves to the next phase, but with minor complications (security forces are on increased alert: +1 to <b>Base Combat</b> for the next Phase).  |
| <b>Attacker Loses by 6-8</b>  | <b>Partial Failure (Major):</b> The attacker completes the phase objective, but setbacks occur (reinforcements, alarms: +1 to <b>Base Combat</b> for the remainder of the Mission, +1 to <b>Base Morale</b> for the remainder of the Mission). <b>Any passive Base Add-Ons (global and mission-specific) are active on the following Phase.</b>                               |
| <b>Attacker Loses by 9-10</b> | <b>Partial Failure (Critical):</b> The attacker completes this phase of the mission, but suffers major setbacks (loss of objective or forced retreat: +2 to <b>Base Combat</b> for the remainder of the Mission, +2 to <b>Base Morale</b> for the remainder of the Mission). <b>Any passive Base Add-Ons (global and mission-specific) are active on the following Phase.</b> |
| <b>Attacker Loses by 11+</b>  | <b>Failure (Catastrophic):</b> The attacker fails the mission and suffers severe consequences (captured, killed, mission over). See <b>D10 Phase-Specific Failure Table</b> for resulting consequences.   |

*Note: Success and Partial Failures **always proceed to the next phase**, unless Catastrophic Failure occurs (11+ difference, see Failing a Base Combat Roll for details)*





# Bases: Add-Ons

**Base Add-Ons** are modular upgrades and modifications that enhance your faction's bases in *Five Parsecs From Home*. Whether you're building a secret underwater facility, a flying fortress, or a fortified land compound, these Add-Ons allow you to **customize your base's capabilities** across key mission phases: Infiltration, Objective, and Escape. Add-Ons grant specific bonuses, from improved security systems and structural reinforcements to morale-boosting facilities and phase-specific defenses. Use this guide to shape your base into a strategic stronghold tailored to your faction's playstyle and campaign goals.

## Add-On Leveling for Base Add-Ons, Passive & Active modifications

### Add-On Leveling Cost Formula (with Unified Terminology)

When installing or upgrading a Base Add-On, use the following formula:

**Total Cost to Reach Level N = Base Install Cost**

**Sum of levels 1 through N (Triangular Number)**

**Repeat the Base Install Cost at every 5th level milestone (Levels 5, 10, 15, etc.)**

---

#### **Triangular Number Formula:**

Sum of levels 1 through N =  $N \times (N + 1) \div 2$

---

#### **Example with Base Install Cost = 17 RP**

To upgrade an add-on to **Level 4**:

Start with the **Base Install Cost = 17**

Add triangular sum: **1+2+3+4 = 10**

 **Total Cost to reach Level 4 = 17 + 10 = 27 RP**

To upgrade an add-on to **Level 5**:

Start with the **Base Install Cost = 17**

Add triangular sum: **1+2+3+4+5 = 15**

Add the **Level 5 milestone: +17** (repeat of Base Install Cost)

 **Total Cost to reach Level 5 = 17 + 15 + 17 = 49 RP**



## Simple Add-Ons

Need some quick Add-Ons for your Base for an impromptu mission? Use any of these simple and generic Add-Ons below.

- **Passive Alarm System:** 10 RP Initial Cost, +1 per level to Security
- **Secure Room Hardening:** 10 RP Initial Cost, +1 per 5 levels (rounded up) to Toughness, -1 per level Attacker Combat

| Objective Type          | Example Specialty Target Location | Initial RP Cost | Mission Target Bonus                 | Passive Add-On       | Active Add-On         |
|-------------------------|-----------------------------------|-----------------|--------------------------------------|----------------------|-----------------------|
| Intel Extraction        | Server Room                       | 20              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Asset Extraction        | Research Lab                      | 25              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Prisoner/VIP Rescue     | Brig                              | 30              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Bomb Planting*          | Power Core                        | 35              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Sabotage*               | Engineering Bay                   | 20              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Assassination*          | Command Quarters                  | 15              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Disruption*             | Communications Hub                | 15              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |
| Heist (High-Value Loot) | Vault                             | 18              | -1 per level Attacker Specialty Roll | Passive Alarm System | Secure Room Hardening |

## Simple Phase Specific Add-Ons

Need some quick Add-Ons but want to target specific Phases for your impromptu Base mission? Below are Add-Ons specialized per Phase. There are no Passive add-ons for Infiltration Phase as there is no normal route to activate them – although this can change with specialized mission parameters.

| Phase        |                                | Initial RP Cost | Phase Bonus   | Passive/Active Add-On |
|--------------|--------------------------------|-----------------|---|-----------------------|
| Infiltration | Secure Corridor Protocol       | 20              | +1 per Level Security in Infiltration Phase Only  | Active                |
| Objective    | Sector-Level Threat Isolation  | 20              | When Activated: +1 per level Morale in Escape Phase when + Activates Passive systems in Escape Phase. | Passive               |
| Objective    | High-Sensitivity Motion Grid   | 20              | +1 per level Security in Objective Phase Only   | Active                |
| Escape       | Perimeter Interlock System     | 20              | When activated: Combat stat active at +1 per level in Escape Phase                                    | Passive               |
| Escape       | Zone Containment Reinforcement | 20              | +1 per level Security in Escape Phase Only  | Active                |



## Universal Base Add-Ons

The following Add-Ons may be added to any Base and will provide bonuses through all Phases unless otherwise specified. Some Add-Ons may have meta-campaign specific bonuses.

| Add-On                  | Initial RP Cost | Bonus                          | Special Notes/Requirements                     |
|-------------------------|-----------------|--------------------------------|--|
| Living Quarters         | 15              | +1 per level to Base Morale    |  |
| Extra Floors/Decks (5)  | 15              | +1 per level to Base Toughness |  |
| Medical Facility        | 15              | +1 per level to Base Morale    |  |
| Vehicle Bay             | 15              | +1 per level to Base Toughness | Specialize by type (Ground, Water, Sea, Space) |
| Armory                  | 15              | +1 per level to Base Toughness |  |
| Gym/Physical Training   | 15              | +1 per level to Base Morale    |  |
| Environmental Controls  | 15              | +1 per level to Base Morale    |  |
| Cargo/Bulk Storage      | 15              | +1 per level to Base Toughness |  |
| Repair Bay              | 15              | +1 per level to Base Toughness |  |
| Launch Bay/Runway       | 15              | +1 per level to Base Toughness |  |
| Radar System/Tower      | 15              | +1 per level to Base Security  |  |
| Sonar System/Tower      | 15              | +1 per level to Base Security  |  |
| Fuel Depot              | 15              | +1 per level to Base Toughness |  |
| Maintenance Tunnels     | 15              | +1 per level to Base Toughness |  |
| Supply Depot            | 15              | +1 per level to Base Toughness |  |
| Hazmat Containment Lab  | 15              | +1 per level to Base Morale    |  |
| Cryo Storage            | 15              | +1 per level to Base Morale    |  |
| Decontamination Chamber | 15              | +1 per level to Base Morale    |  |
| Generator Room          | 15              | +1 per level to Base Toughness |  |
| Mess Hall               | 15              | +1 per level to Base Morale    |  |
| Elevator Bay            | 15              | +1 per level to Base Toughness |  |

## Underwater Base Add-Ons

The following Add-Ons are specialized for Underwater Bases only. They may be added to any Underwater Base and will provide bonuses through all Phases unless otherwise specified. Some Add-Ons may have meta-campaign specific bonuses.

| Underwater Add-On         | Initial RP Cost | Bonus                          | Special Notes/Requirements   |
|---------------------------|-----------------|--------------------------------|--|
| Pressure Lock Chamber     | 15              | +1 per level to Base Toughness | main entry point from submersibles, maintains environmental control      |
| Observation Dome          | 15              | +1 per level to Base Toughness | panoramic reinforced glass area for visual survey of sea life or threats |
| Dive Launch Bay           | 15              | +1 per level to Base Toughness | suits, gear, and water-locks for diver deployment                        |
| Mini-Sub Hanger           | 15              | +1 per level to Base Combat    | dock and maintenance area for small underwater vehicles                  |
| Reinforced Hull Corridors | 15              | +1 per level to Base Toughness | central hallway built for maximum resistance to deep-sea pressure        |



| Underwater Add-On                | Initial RP Cost | Bonus                         | Special Notes/Requirements  |
|----------------------------------|-----------------|-------------------------------|---|
| Sediment Research Lab            | 15              | +1 per level to Base Morale   | analyzes sea floor samples and mineral structures                                       |
| Ballast Management Control       | 15              | +1 per level to Base Security | controls buoyancy and structural trim of base modules                                   |
| Environmental Monitoring Station | 15              | +1 per level to Base Security |   |
| O2 Recycling Facility            | 15              | +1 per level to Base Morale   | houses massive compressors and tanks for breathable air                                 |
| Decompression Bay                | 15              | +1 per level to Base Morale   | recovery zone for personnel exposed to rapid depth change                               |
| Medical Ward                     | 15              | +1 per level to Base Morale   |   |
| Bridge/Control Center            | 15              | +1 per level to Base Security |   |
| Engineering Control              | 15              | +1 per level to Base Security |   |
| Sonar System Command             | 15              | +1 per level to Base Security |   |
| Torpedo/Weapons Armory           | 15              | +1 per level to Base Combat   |   |
| Deep Sea Equipment Control       | 15              | +1 per level to Base Security | Generic: could be a earth core drill, maybe mining – narrative reasons to be underwater |

## Aerial Base Add-Ons

The following Add-Ons are specialized for Aerial Bases only. They may be added to any Aerial Base and will provide bonuses through all Phases unless otherwise specified. Some Add-Ons may have meta-campaign specific bonuses.

| Aerial Add-On                           | Initial RP Cost | Bonus                          | Special Notes/Requirements                                   |
|---|-----------------|--------------------------------|--|
| Flight Deck Control Tower               | 15              | +1 per level to Base Morale    | directs aerial traffic and oversees launch/landing protocols |
| VTOL Hangar Bay                         | 15              | +1 per level to Base Combat    | houses vertical take-off and landing aircraft or gunships    |
| Stabilizer Wing Gantry                  | 15              | +1 per level to Base Security  | interior walkway access to massive directional fins or wings |
| Aerial Re-Arming Platform               | 15              | +1 per level to Base Toughness | resupplies airborne operatives and strike craft mid-air      |
| Anti-Turbulence Dampener Housing        | 15              | +1 per level to Base Morale    | giant shock systems to stabilize the base                    |
| Lift Fan Access Corridor                | 15              | +1 per level to Base Toughness | maintenance access to the base's vertical lift systems       |
| Stratospheric Weather Monitoring Center | 15              | +1 per level to Base Security  | tracks storm cells, jet streams, etc                         |
| Drop Trooper Deployment Room            | 15              | +1 per level to Base Combat    | launch station for rapid freefall or HALO insertions         |



| Airal Add-On                     | Initial RP Cost | Bonus                          | Special Notes/Requirements   |
|----------------------------------|-----------------|--------------------------------|--|
| Cloud Layer Camouflage Control   | 15              | +1 per level to Base Security  | system used to blend the base into upper-atmosphere clouds           |
| Altitude Adjustment Shaft        | 15              | +1 per level to Base Morale    | connects pressure-modified areas across deck levels                  |
| Airspace Surveillance Dome       | 15              | +1 per level to Base Security  | panoramic sensor suite for radar, lidar, and visual scanning         |
| Jet Propulsion Core Deck         | 15              | +1 per level to Base Toughness | volatile engine chamber where power and flight stability are managed |
| Grapple Winch Bay                | 15              | +1 per level to Base Toughness | used to lift vehicles or cargo from the surface                      |
| Pressurized Hangar Access Tunnel | 15              | +1 per level to Base Toughness | sealed tube connecting hangars to outer hull modules                 |
| Zero-G Stabilization Gym         | 15              | +1 per level to Base Morale    | physical training area adapted to shifting gravity or flight drift   |
| Docking Collar Ring              | 15              | +1 per level to Base Toughness | allows air-to-air or mid-air refueling and personnel transfer        |
| Skyhook Launch Chamber           | 15              | +1 per level to Base Toughness | slingshot-style deployment system for gliders or drones              |
| External Hull Walkway            | 15              | +1 per level to Base Toughness | EVA-rated passage with magnetic boots and safety locks               |
| Command Observation Deck         | 15              | +1 per level to Base Morale    | large, elevated glass-walled room for watching the sky battlefield   |
| Storm Cell Containment Lab       | 15              | +1 per level to Base Security  | experimental zone for capturing and analyzing atmospheric energy     |

## Orbital Base Add-Ons

The following Add-Ons are specialized for Orbital Bases only. They may be added to any Orbital Base and will provide bonuses through all Phases unless otherwise specified. Some Add-Ons may have meta-campaign specific bonuses.

| Orbital Add-On              | Initial RP Cost | Bonus                          | Special Notes/Requirements   |
|-----------------------------|-----------------|--------------------------------|--|
| Docking Arm Platform        | 15              | +1 per level to Base Toughness | receives incoming shuttles, resupply pods, or crew capsules              |
| Cargo Airlock Bay           | 15              | +1 per level to Base Toughness | pressurized airlock designed for material transfers and EVA prep         |
| Orbital Debris Shield Array | 15              | +1 per level to Base Security  | kinetic shielding to absorb micro-meteorite or satellite debris impact   |
| Vacuum Seal Corridor        | 15              | +1 per level to Base Toughness | reinforced passage connecting high-risk structural junctions             |
| Payload Transfer Hub        | 15              | +1 per level to Base Security  | used for satellite servicing, deployment, or classified payload handling |
| Habitation Cylinder         | 15              | +1 per level to Base Morale    | primary crew living quarters with life-support subsystems                |
| Artificial Gravity Lab      | 15              | +1 per level to Base Morale    | experimental ring simulating gravity via centripetal force               |



| Orbital Add-On                           | Initial RP Cost | Bonus                          | Special Notes/Requirements   |
|--|-----------------|--------------------------------|--|
| Long-Duration Med Bay                    | 15              | +1 per level to Base Morale    | designed for radiation exposure, muscular atrophy, and bone loss treatment       |
| Psychological Resilience Pod             | 15              | +1 per level to Base Morale    | quiet space for isolation recovery or mental decompression                       |
| Radiation Baffle Corridor                | 15              | +1 per level to Base Morale    | shielded tunnel between high-solar-exposure decks                                |
| Orbital Surveillance Deck                | 15              | +1 per level to Base Toughness | used for monitoring Earth or tracking orbital assets                             |
| Secure Comms Node                        | 15              | +1 per level to Base Security  | hardened relay for encrypted satellite uplinks                                   |
| External Sensor Scaffold                 | 15              | +1 per level to Base Security  | lattice-mounted sensors for EM, thermal, and movement detection                  |
| Remote Access Override Bay               | 15              | +1 per level to Base Security  | emergency controls for station lockdown or system reroute                        |
| Cryo-Storage Vault                       | 15              | +1 per level to Base Security  | storage for sensitive biological or scientific materials                         |
| Attitude Thruster Compartment            | 15              | +1 per level to Base Security  | maintains station orientation and orbital stability                              |
| Solar Array Control Hub                  | 15              | +1 per level to Base Security  | regulates power flow from external solar panels                                  |
| Modular Expansion Node                   | 15              | +1 per level to Base Toughness | docking point for adding new pressurized modules                                 |
| Vacuum Pump & Air Recycling Core         | 15              | +1 per level to Base Toughness | maintains internal pressure and breathable air                                   |
| Thermal Radiator Grid                    | 15              | +1 per level to Base Toughness | dissipates station heat into the void, crucial for electronics and crew survival |
| Phased-Array Radar Dome                  | 15              | +1 per level to Base Toughness | Electronically steers radar beams to track fast-moving aerial or orbital threats |
| Space Situational Awareness Radar (SSAR) | 15              | +1 per level to Base Toughness | Tracks space debris, satellites, or other objects in nearby orbits               |
| Shuttle Bay                              | 15              | +1 per level to Base Toughness | Landing/Take off for near-orbital shuttle craft                                  |
| Life Support Control Room                | 15              | +1 per level to Base Morale    | Manual and remote access hub for all oxygen/environmental subsystems             |



# Bases: Campaign Missions Expansion

This optional expansion allows players to run high-level, narrative-rich campaign missions using the Base Combat structure defined in *07-01 Bases - Core*.

Campaign missions against a faction's base now have an additional layer of flavor and challenge by introducing **Mission Antagonists** into the Base combat phases, along with campaign-specific effects.

---

## Using Mission Antagonists in Base Combat

When attacking a base as part of a campaign mission, you may assign a **Mission Antagonist** (or multiple) to represent the defending leadership.

These Antagonists act as the **Leader Unit** for the base in all three phases of combat: Infiltration, Objective, and Escape. Their stats and bonuses are applied to the base roll just as attacker stats are used.

Rules for Including Mission Antagonists:

- Only **Mission Antagonist(s)** from the current campaign entry may contribute stats.
- If **multiple Antagonists** are present, each contributes their **full stat modifier** (no scaling). This is intentional: they are meant to act as high-difficulty defenders.
- Antagonist stats must follow phase restrictions:
- **Combat** cannot be used in Infiltration Phase or Escape Phase unless explicitly allowed by phase rules.
- Any listed **Campaign or Mission-specific bonuses** that affect stats (e.g., "+1 to all stats") may be applied in **every phase**.
- If a bonus is irrelevant to a phase (e.g., a bonus to Loot Rolls), it is **ignored**.

Mission Antagonists are similar to the Attacking Unit Leader and may use personal Gear, Equipment, and Special Rules listed on their Faction NPC stats. Note that most of those details are traditional Combat related and may not apply to Base combat.

Mission Antagonists may add matching stats to the Attacker in Base Combat Rolls

For example, during the Infiltration Phase the Base Combat Roll uses Security + Morale, while the Attacking force uses (traditionally) Stealth/Savvy. If the Attacking force uses Savvy, the Base Combat Roll may do the same, thus having a Combat Roll of Security + Morale + (each Mission Antagonist) Savvy

In the Objective phase, since the Attacker using Savvy is generally optional when the Attacker is missing the Mission Specialty Trait, the Base may only include Savvy in their Combat Roll if the Attackers use Savvy during this phase.



- ◆ This system mirrors the Leader mechanics for the Attacking Force:

| Phase               | Stat Used by Mission Antagonist                             | Notes   |
|---------------------|---|---|
| <b>Infiltration</b> | Savvy or appropriate Specialty Stat                         | Follows the same phase restrictions as attacker |
| <b>Objective</b>    | Combat (only if Combat is active), or Mission Role          | Apply mission trait bonuses from campaign       |
| <b>Escape</b>       | Speed, Stealth, or Combat (Combat only if Combat is active) | Based on Escape Phase rules                     |

## Universal Mission Mapping Table

To make campaign missions fully compatible with base combat objectives, use this mapping table to convert narrative Campaign Missions into structured Base Mission Objectives.

| Campaign Mission Type            | Matching Base Objective Types             |
|----------------------------------|---|
| <b>Assault</b>                   | Bomb Planting, Disruption, Assassination  |
| <b>Defense</b>                   | Intel Extraction, Asset Extraction        |
| <b>Sabotage</b>                  | Sabotage, Bomb Planting                   |
| <b>Reconnaissance</b>            | Intel Extraction, Disruption              |
| <b>Extraction</b>                | Asset Extraction, Prisoner Rescue         |
| <b>Assassination</b>             | Assassination                             |
| <b>Supply Raid</b>               | Heist, Disruption                         |
| <b>Rescue Mission</b>            | Prisoner Rescue, VIP Rescue               |
| <b>Intel Recovery</b>            | Intel Extraction                          |
| <b>Espionage</b>                 | Espionage, Disruption                     |
| <b>Counter-Operation</b>         | Intel Extraction, Asset Extraction        |
| <b>Capture &amp; Interrogate</b> | Prisoner Rescue, Sabotage                 |
| <b>Diversion</b>                 | Bomb Planting, Disruption                 |
| <b>Smuggling</b>                 | Heist, Asset Extraction, Intel Extraction |
| <b>Control Zone</b>              | Sabotage, Assassination                   |
| <b>Disrupt Communications</b>    | Disruption                                |





# Base Mission Full Playthrough: Cobra vs. GI Joe at The Pit

Cobra is on a Bomb Planting mission at The Pit. From the Mission Type and Specialty Trait Referent in the Base Core Rules:

| Objective Type | Attacker Stealth Specialty Roles (No Penalty) | Attacker Combat Specialty Roles (No Penalty)** | Unit Stat Allowed (Unit lacks required Specialty Role) | Default Target Stat * | Example Specialty Target Location |
|----------------|---|--|--|-----------------------|-----------------------------------|
| Bomb Planting* | Infiltration Specialist                       | Heavy Combat, Standard Combat                  | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Power Core                        |

*When Attacker Combat Specialty Roles\*\* are used and Combat has not yet been activated, during the Objective Phase the Base Combat stat may be used at 50% penalty (rounded down) as Base forces muster to reach the objective. On the following phase, Base Combat is active and may be used at 100%*

Cobra needs an Infiltration Specialist for a stealth attack with no penalties, or if using the Combat approach, a Heavy Combat or Standard Combat unit.

## 1. Attacking Squad: Cobra Strike Team

We use a 6-unit Cobra squad to demonstrate unit scaling and phase-specific logic. These Cobra stats may be found in the Cobra Faction NPC table.

### Cobra Squad Composition (In Multi Unit Scaling Phase Order)

| Name                    | Role                     | Level | Savvy | Combat | Speed |
|-------------------------|--------------------------|-------|-------|--------|-------|
| <b>Firefly (Leader)</b> | Infiltration Specialist  | 3     | 4     | 4      | 5     |
| <b>Baroness</b>         | Digital/Intel Specialist | 3     | 5     | 4      | 5     |
| <b>Storm Shadow</b>     | Infiltration Specialist  | 3     | 5     | 5      | 6     |
| <b>Copperhead</b>       | Infiltration Specialist  | 3     | 3     | 5      | 5     |
| <b>Dr. Mindbender</b>   | Support Specialist       | 3     | 5     | 3      | 4     |
| <b>Major Bludd</b>      | Heavy Combat             | 3     | 4     | 5      | 5     |

As Unit Leader, Firefly's personal Gear, Equipment, and Special Rules are available if relevant to Base Combat.

Firefly's Gear

- **Adaptive Camouflage Suit** (+2 to Stealth Rolls)
- **WILL APPLY** to Stealth Rolls in each phase
- **Electronic Lock Breaker** (Bypasses Electronic Locks on 5+)
- **Will not apply** as this is targeted for traditional combat details



Firefly’s Special Rules:

- **Demolitions Expert** (+2 to Explosives & Throwables)
- **Will not apply** as this is targeted for traditional combat details
- **Infiltration Master** (+2 to Stealth and Hacking Rolls)
- **WILL APPLY** to Stealth Rolls in each phase
- **Sabotage Specialist** (Once Per Mission, May Reroll a Failed Sabotage Attempt)
- **Will not apply** as this is targeted for traditional combat details, even though the wording may make it seem applicable to a failed Combat Roll (it’s not)

2. Defending Side: GI Joe

For example play purposes, this is a generic Bomb Planting mission being used in a Campaign against GI Joe, and a GI Joe Mission Antagonist is added for the Joe’s to make things more interesting. Although the Mission Antagonist is a D10 Table, picking your antagonist (especially for story flavor) is a great route to go. From the D10 GI Joe Named Mission Antagonist Table in the GI Joe Faction Campaign and Mission expansion, let’s look at Hawk!

*(Roll when the **Mission Antagonist Random Table** indicates a Named NPC. Some missions may pre-select an NPC based on their Mission Theme.)*

| D10 Roll | Named NPC    | Default Role in Missions | Mission-Specific Stat Boost  | Mission Theme (Preferred Matches)  |
|----------|--------------|--------------------------|--|------------------------------------|
| 10       | General Hawk | High-Level Commander     | +1 to all stats, once per mission may issue an order allowing one GI Joe unit to take an extra action. | Final Defense, Escalating Conflict |

Mission Antagonist: Hawk

Mission Type: **Sabotage / Bomb Planting** (Base Target)

- Hawk is acting as the **Mission Antagonist** for the GI Joe base.
- **Antagonist Bonus:** +1 to all stats during this mission
- Taking an extra action will not apply, as this is targeted for traditional combat details
- Hawk’s Relevant Stats: **Savvy 2, Combat 4, Speed 4**

Hawk’s Gear

- Smart Targeting Visor (+1 Aimed Shots, Ignores Partial Cover)
- **Does not apply** – Aimed shots only present in traditional combat
- Ballistic Helmet (+1 Toughness vs Headshots)
- **Does not apply** – Headshots only present in traditional combat

Hawk’s Special Rules:

- **Field Tactician +3** (Grants +3 Tactical Planning Rolls before a mission)
- **Does not apply** – No tactical planning in Base combat
- **Coordinated Assault +2** (Two squad members may reroll a missed attack per turn)
- **Does not apply** – Base does not have/recognize squad structure

3. Base Overview: The Pit

The Pit (Relevant Features For Cobra’s Plant Bomb Mission Only)

| Stat      | Value | Notes                                   |
|-----------|-------|---|
| Combat    | 3     | Standard internal defenses              |
| Security  | 4     | No special Alarm Add-ons installed      |
| Morale    | 5     | Drops –1 if Cobra wins a phase          |
| Toughness | 6     | Not directly referenced in this mission |

Included Add-Ons:

- Motion Sensor Grid (Active Add-On, Level 1): +1 Security (Infiltration Phase)
- Reinforced Blast Door (Active Add-On, Level 1): +1 Security (Objective Phase)
- **No Escape Add-ons Active**

4. Base + Antagonist Stat Table

| Source                 | Savvy | Combat | Speed | Security | Morale | Notes   |
|------------------------|-------|--------|-------|----------|--------|---|
| The Pit (Base)         | —     | +3     | —     | +3       | +4     | Base Security/Combat Stats                    |
| Hawk                   | +2    | +4     | +4    | —        | —      | Hawk’s Core Stats                             |
| Mission Antagonist     | +1    | +1     | +1    | +1       | +1     | Mission Antagonist Bonus applies to all stats |
| Phase Specific Add-Ons |       |        |       |          |        |   |
| Sensor Grid            | —     | —      | —     | +1       | —      | Infiltration Phase Only                       |
| Blast Door             | —     | —      | —     | +1       | —      | Objective Phase Only                          |

5. Phase Progression Summary

| Phase            | Attacker Uses                     | Base Uses  |
|------------------|-----------------------------------|--|
| Infiltration     | Savvy or Infiltration Specialists | Security + Morale + Infiltration Add-ons                   |
| Objective        | Combat or Specialty Stat          | Security + Objective Add-ons                               |
| Escape (Stealth) | Speed/2 (rounded up) + Savvy      | Security + Morale + Escape Add-ons + Hawk’s Speed          |
| Escape (Combat)  | Speed + Combat                    | Combat + Security + Morale + Escape Add-ons + Hawk’s Speed |

## 6. Infiltration Phase

Infiltration Phase Breakdown with Modifiers:

| Phase        | Base Stats Referenced | Attacker Stats Referenced | Modifiers   | Combat Outcome Calculation Roll Results  |
|--------------|-----------------------|---------------------------|---|--|
| Infiltration | Security, Morale      | Stealth/Savvy             | <b>Base:</b><br><br>Add-Ons<br><br><b>Attacker:</b><br><br>Infiltration Traits<br><br>Multi Unit Scaling applies to all units | <b>Success:</b> Operatives infiltrate successfully and proceed to next phase.<br><br><b>Partial Failure:</b> Proceed to Objective Phase, but Base may be on alert.<br><br><b>Failed:</b> Mission fails. Roll on <b>Infiltration Failure D10 Table</b> for outcome. |

For the Infiltration Phase, the Attack Unit Leader uses either Stealth (Savvy) or Infiltration Specialist (if available) and then any applicable modifiers for gear, squad support, etc. The Base uses Security + Morale, and in our special mission the Mission Antagonist matching traits plus any other applicable modifiers.

For units in the attacking squad, any unit that doesn't have the Infiltration Specialist role will apply a -2 penalty to the Attacker's Combat Roll. Phase specific roles or squad modifiers do not apply to the Mission Antagonist.

### Attacker Combat Roll Modifiers

- **Firefly (Leader)**
  - Must use Savvy or Infiltration Specialist
    - Infiltration Specialist Level 3. Using this prevents Hawk from using his Savvy(2) in the Combat Roll
    - Savvy(4) is higher but would allow Hawk to include his Savvy(2) stat
  - Gear: Adaptive Camo Suit
    - gives +2 Stealth/Savvy, but this would also allow Hawk to include his Savvy(2)
  - Special Rules
    - Infiltration Master: +2 to Stealth/Savvy
    - If Firefly uses Savvy(4) + Adaptive Camo Suit(2) + Infiltration Master (2), even after Hawk's Savvy that's an effective (6) vs the Infiltration Specialist (3).
  - *Firefly starts using Savvy plus bonuses for +8 Combat Roll Modifier.*
- **Baroness (Unit 1)**
  - Does not have Infiltration Specialist
    - **-2 Penalty**
  - Contributes Savvy(5)
  - Unit 1 Scaling provides 100% of donated stat
    - **+5**



- **Baroness 100% stat contribution + penalty = +3**
- *Side Note: If Firefly had not used Savvy, Squad Units using Savvy WOULD NOT invoke Hawk's use of Savvy – that rule only applies to Attack Leader and Mission Antagonist*
- **Storm Shadow (Unit 2)**
  - Has Infiltration Specialist
    - **No Infiltration Phase -2 penalty**
  - Level 3: Can Contribute +3
  - Savvy 5
    - Can Contribute +5 instead of Infiltration Specialist stat
  - Unit 2 scaling provides  $\times 50\%$  (Rounded Down) = +2
  - **Storm Shadow 50% stat contribution = +2**
- **Copperhead (Unit 3)**
  - Has Infiltration Specialist
    - **No Infiltration Phase -2 penalty**
  - Level 3: Can Contribute +3
  - Savvy 3
  - Since both stats have the same value, the details of which are contributed by Unit 3 aren't relevant.
  - Unit 3 scaling provides  $\times 25\%$  (Rounded Down) = +1
  - **Copperhead 25% stat contribution = +1**
- **Dr Mindbender (Unit 4)**
  - Does not have Infiltration Specialist
    - **-2 Penalty**
  - Unit 4 Scaling provides +1 pt regardless (before penalties)
    - **+1**
  - **Dr Mindbender stat contribution + penalty (+1 – 2) = -1**
- **Major Bludd**
  - Does not have Infiltration Specialist
    - **-2 Penalty**
  - Unit 5 Scaling provides +1 pt regardless (before penalties)
    - **+1**
  - **Major Bludd stat contribution + penalty (+1 – 2) = -1**

**Total Attacker Mod:** +4 (Firefly) +2 (Camo) +2 (Infiltration Master) +3 (Baroness) +2 (Storm Shadow) +1 (Copperhead) -1 (Mindbender) -1 (Bludd) = **+12**

### Base Combat Roll Modifiers

As the Base/Mission Antagonist is reliant on the attacking force's approach on whether or not Combat is used, if PvP then the Attack Modifier is locked in before the Base/Mission Antagonist starts.

#### Hawk

- Savvy (2); Can be used because Attackers are using Savvy = **+2**
- Hawk's other stats are not relevant at this time
- Hawk has no gear or equipment that he can make use of during this mission
- Mission Antagonist Bonuses
  - + 1 to all stats
  - This applies to each stat category used in the phase



## Base Stats Used in Infiltration Phase

- Security: +4
- Sensor Grid Add-On: Security +1
- **Total Security +5**
- **Morale: +5**

## Total Base Modifiers

- Hawk's Savvy: +2
  - Mission Antagonist Bonus per stat: +1
  - **Savvy +3**
- Base Security: +5
  - Mission Antagonist Bonus per stat: +1
  - **Security +6**
- Base Morale: +5
  - Mission Antagonist Bonus per stat: +1
  - **Morale +6**

**Total Base + Mission Antagonist Modifier: +15**

---

## 7. Infiltration Combat Roll

Cobra rolls 1D10 + Attacker Modifier → 7 + 12 = **19**

Base rolls 1D10 + Base Modifier → 8 + 15 = **23**

**Difference: -4 → Partial Failure (See Combat Outcome Table)**

Cobra infiltrates but **not without raising suspicion**

**+1 to Base Combat (does not automatically activate Combat)**

## Abridged Combat Outcome Table:

*This table is used for all 3 phases when determining success/degree of failure in the Combat Roll*

| Difference                   | Outcome  |
|------------------------------|--|
| <b>Attacker Loses by 1-5</b> | <b>Partial Failure (Minor):</b> The attacker succeeds and moves to the next phase, but with minor complications (security forces are on increased alert: <b>+1 to Base Combat</b> for the next Phase). |



## 8. Objective Phase

From the previous phase, all Base, Mission Antagonist, Leader, and Squad Unit stats remain the same. The only fallout from the Infiltration phase is the Base will get a +1 Combat Bonus *if* Combat is used in the Objective Phase.

### Objective Phase Breakdown with Modifiers:

| Phase            | Base Stats Referenced | Attacker Stats Referenced                | Modifiers  | Combat Outcome Calculation Roll Results   |
|------------------|-----------------------|--|--|---|
| <b>Objective</b> | Security              | Mission Specific Specialty Traits, Savvy | <b>Base:</b><br><br>Mission Target Specific Add-Ons<br><br>Activated Passive Add-Ons?<br><br>Combat if Activated<br><br><br><b>Attacker:</b><br><br>Multi Unit Scaling applies to Objective selected units <b>only</b> | <b>Success:</b> Operatives perform the Objective successfully and proceed to Escape Phase.<br><br><b>Partial Failure:</b> Proceed to Escape Phase, but Base may be on alert.<br><br><b>Failed:</b> Mission fails. Roll on <b>Objective Failure D10 Table</b> for outcome. |

For the Objective Phase, the Attacker is limited to using stats as defined by the mission type.

| Objective Type | Attacker Stealth Specialty Roles (No Penalty) | Attacker Combat Specialty Roles (No Penalty)** | Unit Stat Allowed (Unit lacks required Specialty Role) | Default Target Stat * | Example Specialty Target Location |
|----------------|---|--|--|-----------------------|-----------------------------------|
| Bomb Planting* | Infiltration Specialist                       | Heavy Combat, Standard Combat                  | -2 to (Savvy or Luck)                                  | Toughness, Combat     | Power Core                        |

*When Attacker Combat Specialty Roles\*\* are used and Combat has not yet been activated, during the Objective Phase the Base Combat stat may be used at 50% penalty (rounded down) as Base forces must reach the objective. On the following phase, Base Combat is active and may be used at 100%*

The number of participating attacking units is optional in the Objective Phase, as the **attackers have to use** the stat listed in the Attacker Stealth Specialty Role **OR** Attacker Combat Specialty Role **OR** the Unit Stat Allowed which includes a penalty.

Also important to note that, in this case, if *any* of the attacking force use the Attacker Combat Specialty Roles that the mission allows, the Base *may also use its Combat Stat as described with the table.*

Since Cobra has Infiltration Specialists in the squad, let's look at the Attack Roll Modifier.



## Attacker Combat Roll Modifiers

- Firefly
  - Infiltration Specialist Level 3
  - Savvy (5)
  - *Could Firefly use his Adaptive Camo Suit to get a +2 Savvy Bonus?*
    - Only if Firefly used his Savvy (and the bonus for using it) as the Objective Phase lets a unit use **only one** stat
  - *Could Firefly use his Savvy (4) and Adaptive Camo Suit (+2) and Infiltration Master (+2)?*
    - Yes. Using that combo, Firefly's Savvy bonus would be +8.
  - Savvy use still has a -2 penalty
  - **Using Savvy, Firefly gets a +6 modifier**
- Storm Shadow (Unit 1)
  - Infiltration Specialist Level 3
  - Storm Shadow has Savvy (5)
  - Unit Scaling Penalty still applies
  - Unit 1 contributes 100%
    - Using Infiltration Specialist, Storm Shadow would contribute +3
    - Using Savvy with a -2 Penalty, Storm Shadow would contribute +3
  - **Storm Shadow applies a +3 modifier** regardless of the stat contributed
- Copperhead (Unit 2)
  - Infiltration Specialist Level 3
  - Savvy 3
  - Unit Scaling Penalty still applies
    - Unit 2 contributes 50% (rounded down)
      - Infiltration Specialist 3: +1
      - Savvy 3 at 50%, minus 2 for Savvy penalty: -1
  - **Copperhead contributes +1 modifier with Infiltration Specialist**

The Units with Mission Specialties have a modifier of **+9**. We can check if the remaining units can adjust the modifier up by using their savvy + penalty. Remember that unit scaling still applies. Baroness and Dr Mindbender both have Savvy(5), let's see if adding one of them will help Cobra.

- Baroness (Unit 3?)
  - No mission specialty role
    - Savvy = 5
    - Unit 3 contributes 25% (rounded down) = **+1**
    - Unit Stat Allowed penalty = **-2**
  - Adding Baroness would add a **-1 Modifier**

Looks like adding Baroness, or any other units from the squad, will only make things worse. Since the Objective phase

**Total Attacker Combat Roll Modifier: +10**





## Base Combat Roll Modifiers

With the attacking force not using Combat, the +1 Combat Bonus from the previous phase Partial Failure does not come into play. The Mission Antagonist +1 to all stats bonus still applies, and since the Attacking Units used Savvy, Hawk can use his Savvy (at no penalty)

Base

- Uses Security in Objective Phase
  - Base Security 4 = +4
  - Active Blast Doors Add-On = +1
  - **+5**

Hawk

- Can use Savvy since Attacking squad is using Savvy = +2
- No other stats apply
- Hawk's Mission Antagonist Bonus for +1 to all Stats
  - **Base Security 5 + 1 = +6**
  - Hawk's Savvy 2 + 1 = **+3**

**Total Base Combat Roll Modifier: +9**

---

## 11. Objective Combat Roll

Cobra rolls 1D10 + Attacker Modifier → 3 + 10 = **13**

Base rolls 1D10 + Base Modifier → 7 + 9 = **16**

**Difference: -3 → Partial Failure (See Combat Outcome Table)**

Cobra **plants the bomb** but leaves evidence

**+1 to Base Combat (does not automatically activate Combat)**

## Abridged Combat Outcome Table:

*This table is used for all 3 phases when determining success/degree of failure in the Combat Roll*

| Difference                   | Outcome  |
|------------------------------|--|
| <b>Attacker Loses by 1-5</b> | <b>Partial Failure (Minor):</b> The attacker succeeds and moves to the next phase, but with minor complications (security forces are on increased alert: <b>+1 to Base Combat</b> for the next Phase). |



## 12. Escape Phase

### Escape Phase Breakdown with Modifiers:

| Phase  | Base Stats Referenced | Attacker Stats Referenced             | Modifiers   | Combat Outcome Calculation Roll Results  |
|--------|-----------------------|---------------------------------------|---|--|
| Escape | Security, Morale      | Stealth/Savvy or Combat,<br><br>Speed | <b>Base:</b><br><br>Add-Ons<br><br>Activated Passive Add-Ons?<br><br>Combat if Activated<br><br><br><b>Attacker:</b><br><br>Combat or Stealth Approach<br><br>Multi Unit Scaling applies to all units | <b>Success:</b> Operatives escape successfully and have completed the mission objective.<br><br><b>Partial Failure:</b> Operatives escape successfully and have completed the mission objective, but may have been discovered. The Base will be on higher alert afterward.<br><br><b>Failed:</b> Mission fails. Roll on <b>Escape Failure D10 Table</b> for outcome. |

Every attacking unit participates in the Escape phase. Unit Scaling rules still apply. Additionally, there is a speed penalty for larger forces attempting escape.

### Squad Size Penalties (Cumulative):

|  |  |  |   |
|--|--|--|---|
|  |  | As the Cobra Squad consists of:  | Attacker receives a -1 Speed penalty for 6 units.   |
|  |  | <ul style="list-style-type: none"><li>• Firefly</li><li>• Baroness</li><li>• Storm Shadow</li><li>• Copperhead</li><li>• Dr Mindbender</li><li>• Major Blood</li></ul> |   |
|  |  |  | This penalty is outside of the 50% Speed modifier if the Stealth escape approach is used. |

For the Escape Phase, the attacking unit must decide on a Stealth or Combat approach, as this will affect how Speed is used.



## Escape Phase: Combat Roll Breakdown

| Combat Phase | Base Stats Used   | Attacker Traits Used  |
|--------------|---|---|
| Escape       | 1d10 + Morale + Security + (Combat if <b>Alarm is Active</b> or <b>Attacker Combat is Used</b> ) + Base Modifiers | 1D10 – Squad Penalties +<br><br>(Speed + Combat)<br><br>OR<br><br>(Stealth/Savvy + 50% Speed) |

Keeping in mind that if Cobra uses the Combat approach:

- Combat stat for Base will be active (3)
- From the previous phase's Partial Failure, there is a +1 Base Combat Bonus available
- Hawk's Mission Antagonist role will boost the Combat another +1

Combined, that's +5 to the Base modifier just by Cobra deciding to try combat.

### Attacker Combat Roll Modifiers

- **Firefly (Leader)**
  - Savvy +4
  - Gear: Adaptive Camo Suit : Savvy +2
  - Special Rule: Infiltration Master: Savvy +2
  - Total Firefly Savvy: **+8**
  - Speed: **+5**
- **Baroness (Unit 1)**
  - Savvy +5 x 100% = **+5**
  - Speed: **+5**
- **Storm Shadow (Unit 2)**
  - Savvy +5 x 50% = **+2**
  - Speed: **+6**
- **Copperhead (Unit 3)**
  - Savvy +5 x 25% = **+1**
  - Speed: **+6**
- **Dr Mindbender (Unit 4)**
  - Unit 4 Static contribution = +1
  - Unit scaling also imposes -1 Stealth penalty for Unit 4
    - The above contribution and penalty effectively cancel each other
  - Speed: **+4**
- **Major Bludd (Unit 5)**
  - Unit 5 Static contribution = +1
  - Unit scaling also imposes -1 Stealth penalty for Unit 5
    - The above contribution and penalty effectively cancel each other
  - Speed: **+4**



Team Savvy: +8 +5 +2 +1 = **+16**

Team Speed: (+5 +5 +6 +6 +4 +4) \* 50% = **+15**

**Total Attack (Stealth Approach) Combat Roll Modifier = +31**

### Base Combat Roll Modifiers

With the attacking force not using Combat, the +1 Combat Bonus from the previous phase Partial Failure again does not come into play. The Mission Antagonist +1 to all stats bonus still applies, and since the Attacking Units used Savvy, Hawk can again use his Savvy (at no penalty)

- Base
  - Uses Security in Escape Phase = +4
  - Uses Morale in Escape Phase = +5
  - No Active Add-Ons for Escape Phase
- Hawk
  - Can use Savvy since Attacking squad is using Savvy = +2
  - No other stats apply
  - Hawk's Mission Antagonist Bonus for +1 to all Stats
    - **Base Security 4 + 1 = +5**
    - **Base Morale 5 + 1 = +6**
    - Hawk's Savvy 2 + 1 = **+3**

**Total Base Combat Roll Modifier: +14**

---

## 13. Escape Combat Roll

Cobra rolls 1D10 + Attacker Modifier → 1 + 31 = **32**

Base rolls 1D10 + Base Modifier → 10 + 14 = **24**

**Difference: +8 → Attacker Wins (See Combat Outcome Table)**

Cobra successfully escapes **without being noticed**

### Abridged Combat Outcome Table:

*This table is used for all 3 phases when determining success/degree of failure in the Combat Roll*

| Difference    | Outcome  |
|---------------|--|
| Attacker Wins | <b>Success:</b> The attacker succeeds in their goal and moves to the next phase (-1 to Base Morale for the next Phase of the Mission). |



## 14. Narrative Result: Cobra Victory

Cobra successfully infiltrated The Pit, planted a bomb, and escaped through back tunnels — they came close to being caught a few times, but ultimately managed to escape undetected.

---

## 15. Alternate Ending: Catastrophic Failure (–11+)

Had Cobra lost any phase by –11 or more:

- **Infiltration:** Cobra would have been ambushed or captured.
- **Objective:** Bomb team arrested before device deployment.
- **Escape:** Cobra gunned down by base security, mission fails.

The result: Mission Antagonist Hawk emerges victorious, and Cobra suffers casualties and reputation loss.



# Faction Specific Prebuilt Bases

Following are special pre-built bases for mission use for the currently available factions.

## Cobra Base Overview: Terror Drome

**Base Type:** Land Fortress (Stationary)

Core Base Stats

**Base Configuration:** Circular fortified base with reinforced walls, internal hangars, centralized command tower, and a mix of traditional and experimental weapons systems. Designed for high-threat response, troop deployment, and weapons storage. Features an integrated vehicle bay, modular power core, and remote perimeter defense.

| Stat      | Base Value |
|-----------|------------|
| Combat    | 5          |
| Security  | 4          |
| Morale    | 6          |
| Toughness | 6          |
| Resources | 5          |

Built for warfare and intimidation—strong against direct assaults, vulnerable to elite infiltration if not upgraded.

## Faction Specialty Add-Ons for the Terror Drome

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.

Some modifiers may only be applicable with use of the optional Mission Antagonist

| Add-On Name                 | Description   | Phase Specific?       | Stat Boost per Level | Level |
|-----------------------------|---|-----------------------|----------------------|-------|
| Power Core Defense Grid     | Reinforced power systems with tamper sensors and internal lockdown protocols    | (Mission) Objective   | Security             | 1     |
| Auto-Turret Ring            | Pop-up emplacements surrounding the outer wall and hangar bay                   | Objective (Passive)   | Combat               | 1     |
| Holo-Security Fence         | Advanced deception field generating illusory walls and false openings           | Infiltration (Active) | Security             | 1     |
| Command Dome Tower          | Central command core issuing intimidation orders and morale-boosting propaganda | Global                | Morale               | 2     |
| Mag-Lock Bulkheads          | Seals key corridors with magnetically reinforced doors                          | Escape (Active)       | Security             | 1     |
| Experimental Weapons Bay    | Houses Cobra's volatile tech prototypes; may trigger failsafes when breached    | (Mission) Objective   | Security             | 1     |
| Launch Bay (Firebat System) | VTOL & drone deployment with internal fuel/feed systems                         | Escape (Passive)      | Combat               | 1     |



| Add-On Name                   | Description   | Phase Specific?        | Stat Boost per Level | Level |
|-------------------------------|---|------------------------|----------------------|-------|
| Perimeter Mortar System       | Short-range suppression turrets activate automatically on alarm           | Escape (Passive)       | Combat               | 1     |
| Psych-Warfare Broadcast Array | Instills dread and confusion in intruders, affecting morale and reactions | Global                 | Morale               | 1     |
| Cobra Surveillance Spire      | Tower-mounted visual and radar tracking feeds all data to base AI         | Infiltration (Passive) | Security             | 1     |

## Danger Girl Base Overview: Danger Yacht

**Base Type:** Mobile Oceanic Command Vessel

Core Base Stats

**Base Configuration:** Luxury-class superyacht modified for stealth ops, cyberwarfare, and elite team deployment.

Focused on stealth, cyberwarfare, and crew comfort. Vulnerable in direct combat without upgrades.

| Stat      | Base Value |
|-----------|------------|
| Combat    | 2          |
| Security  | 5          |
| Morale    | 7          |
| Toughness | 3          |
| Resources | 5          |

## Faction Specialty Add-Ons for the Danger Yacht

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.

Some modifiers may only be applicable with use of the optional Mission Antagonist

| Add-On Name                  | Description   | Phase Specific?     | Stat Boost per Level | Level |
|------------------------------|---|---------------------|----------------------|-------|
| Helipad & Launch Deck        | Deploys VTOLs or drones from the upper deck           |                     | Toughness            | 1     |
| Luxury Living Quarters       | High-end quarters that improve morale and recovery    |                     | Morale               | 2     |
| Encrypted Cyberwarfare Suite | Core system for digital espionage and jamming         |                     | Security             | 2     |
| Satellite Uplink Tower       | Stealth communications with orbital assets            | Objective (Passive) | Security             | 1     |
| Mini-Sub Hangar              | Deploys small watercraft or mini-subbs for covert ops | Escape (Passive)    | Combat               | 1     |

| Add-On Name                 | Description  | Phase Specific?        | Stat Boost per Level | Level |
|-----------------------------|--|------------------------|----------------------|-------|
| Underwater Drone Bay        | Controls submersible recon drones                        | Infiltration (Passive) | Combat               | 1     |
| Holographic Briefing Room   | Immersive intel planning environment                     |                        | Morale               | 2     |
| Armory Compartment          | Concealed weapons cache for stealth ops                  | (Mission) Objective    | Combat               | 2     |
| Medical Spa Bay             | Advanced recovery and detox chamber                      |                        | Morale               | 1     |
| Stealth Coating Hull Panels | Absorbs radar and sonar signals                          |                        | Security             | 1     |
| Luxury Gym / Combat Studio  | Dual-use training and lifestyle space                    |                        | Morale               | 1     |
| Data Vault Lounge           | Hidden server hub disguised as a social area             | (Mission) Objective    | Security             | 1     |
| Hydraulic Boarding Ramps    | Extends and retracts for fast covert infiltration        | Escape (Active)        | Combat               | 1     |
| Thermal Masking System      | Reduces IR signature from air and space surveillance     |                        | Security             | 1     |
| Decoy Signal Emitter        | Projects false radar/sonar signatures to mislead enemies |                        | Security             | 1     |

## GI Joe Base Overview: The Pit

**Base Type:** Underground (Fortified Military Bunker)

Core Base Stats

**Base Configuration:** A classified subterranean installation buried beneath desert rock, featuring multiple levels of reinforced corridors, training zones, armories, intel suites, and launch pads. Designed for rapid deployment, strategic defense, and high-tech coordination, The Pit serves as the operational heart of the GI Joe team. It features redundant security systems, elite guard rotations, and a centralized command center.

| Stat      | Base Value |
|-----------|------------|
| Combat    | 3          |
| Security  | 4          |
| Morale    | 5          |
| Toughness | 6          |
| Resources | 5          |

A hardened military stronghold—formidable in defense, resilient under siege, but susceptible to infiltration if overreliance on tech occurs.

## Faction Specialty Add-Ons for The Pit

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.

Some modifiers may only be applicable with use of the optional Mission Antagonist





| Add-On Name                | Description  | Phase Specific?        | Stat Boost per Level | Level |
|----------------------------|--|------------------------|----------------------|-------|
| Motion Sensor Grid         | Wide-area thermal and kinetic detection for base corridors and entries       | Infiltration (Active)  | Security             | 1     |
| Reinforced Blast Door      | Heavy sliding gate protecting key interior zones and sealed corridors        | Objective (Active)     | Security             | 1     |
| Command Operations Center  | Central command network for coordination and strategic morale                | Global                 | Morale               | 2     |
| Auto-Sentry Defense Grid   | Automated turrets and internal threat detection linked to security lockdowns | Objective (Passive)    | Combat               | 1     |
| Combat Training Simulator  | Prepares defenders with tactical drills and emergency response readiness     | Global                 | Morale               | 1     |
| Sub-Level Structural Armor | Reinforced subterranean walls and vaults that slow enemy demolition          | Objective (Active)     | Security             | 1     |
| Emergency Seal Protocols   | Automated bulkhead lockdowns triggered during breach attempts                | Escape (Passive)       | Security             | 1     |
| Personnel Evac Tunnel Grid | Hidden tunnels allow rapid evac or defensive repositioning in deep layers    | Escape (Passive)       | Security             | 1     |
| Anti-Breach Drone Hangar   | Deploys armed recon drones to pursue intruders through base corridors        | Escape (Passive)       | Combat               | 1     |
| Sensor Disruption Relay    | Counters hacking and jamming attempts with real-time AI patching             | Infiltration (Passive) | Security             | 1     |

## Leverage Base Overview: Secure Skyscraper

**Base Type:** Urban Skyscraper Safehouse

**Core Base Stats**

**Base Configuration:** Occupies the top 5 floors (and sub-basements) of a corporate high-rise, with surveillance, digital access control, and urban escape routes.

| Stat      | Base Value |
|-----------|------------|
| Combat    | 2          |
| Security  | 7          |
| Morale    | 6          |
| Toughness | 3          |
| Resources | 6          |

Built more for information warfare, infiltration defense, and fast evac than firefights.

## Faction Specialty Add-Ons for the Secure Skyscraper

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.



Some modifiers may only be applicable with use of the optional Mission Antagonist

| Add-On Name                | Description  | Phase Specific?     | Stat Boost per Level | Level |
|----------------------------|--|---------------------|----------------------|-------|
| Executive Office Front     | Disguised as a financial or legal firm                           | Infiltration        | Security             | 2     |
| IT Operations Core         | High-capacity servers and secure communications hub              | (Mission) Objective | Security             | 1     |
| Roof Helipad               | VTOL/Drone access and emergency evac site                        | Escape (Active)     | Combat               | 1     |
| Surveillance Grid          | Networked cameras, motion sensors, facial recog                  |                     | Security             | 1     |
| Secure Conference Room     | Shielded planning room for operations and hacking                |                     | Morale               | 1     |
| Tactical Supply Closet     | Hidden cache of gear, disguises, and contingency packs           |                     | Combat               | 1     |
| Escape Shaft + Fire Tunnel | Modified service shaft with direct access to underground routes  | Escape (Passive)    | Speed                | 1     |
| Cyber Forensics Lab        | Digital trace-back, scrubbing, and counter-hack systems          | (Mission) Objective | Security             | 1     |
| Disguise Workshop          | Custom tailoring and facial mod gear                             |                     | Morale               | 1     |
| Scramble Room (Black Room) | EM-shielded room for sensitive meetings                          | (Mission) Objective | Security             | 2     |
| Rooftop Garden Cover       | Concealed vents, elevator shafts, and disguised observation deck |                     | Security             | 1     |
| Secret Elevator Core       | Hidden lift to offsite parking or untraceable exit routes        | Escape (Passive)    | Security             | 1     |
| AI-Driven Voice Network    | Manages scheduling, secure calls, and internal alerts            |                     | Morale               | 1     |
| Panic Vault                | Hidden safe room or lockdown bunker with comms and provisions    | (Mission) Objective | Security             | 3     |
| Gym & Lounge               | Crew rest zone to recover between jobs                           |                     | Morale               | 1     |

## Oktober Guard Base Overview: Arctic Base (Outpost Zima)

**Base Type:** Land (Subterranean Arctic Bunker)

**Base Configuration:** A concealed Cold War-era bunker buried beneath the ice, outfitted with hardened walls, buried blast doors, and field-reinforced structures. The base is designed for endurance in extreme weather, with limited exterior visibility, underground infrastructure, and redundant backup systems. Defense relies on layered trenches, reinforced entry points, and entrenched infantry posts.

Engineered for endurance and tactical defense—strong against environmental sabotage, vulnerable to sustained siege or high-tech infiltration.

Core Base Stats

| Stat      | Base Value |
|-----------|------------|
| Combat    | 4          |
| Security  | 5          |
| Morale    | 7          |
| Toughness | 6          |
| Resources | 4          |



# Faction Specialty Add-Ons for the Arctic Base

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.

Some modifiers may only be applicable with use of the optional Mission Antagonist

| Add-On Name                  | Description  | Phase Specific?        | Stat Boost per Level    | Level |
|------------------------------|--|------------------------|-------------------------|-------|
| Blast-Hardened Vault Door    | Reinforced steel-and-ice composite door securing the core base infrastructure      | Infiltration (Active)  | Security                | 1     |
| Snow Camouflage Netting Grid | Conceals exterior venting, launch pads, and surveillance lines under polar terrain | Infiltration (Passive) | Security                | 1     |
| Command Bunker Dome          | Hardened subterranean CIC that reinforces unit morale and command clarity          | Global                 | Morale                  | 2     |
| Anti-Air Defense Array       | Long-range AA missile and flak system guarding airspace from intrusion             | Objective (Passive)    | Combat                  | 1     |
| Thermal Lock Corridors       | Magnetic locks combined with cold-triggered sealants to delay infiltration         | Objective (Active)     | Security                | 1     |
| Tundra Warfare Training Hall | Arctic survival and defense training ground improves troop resilience              | Global                 | Morale                  | 1     |
| Sub-Zero Barricade System    | Reinforced fallback corridors with autosealing ice-based barriers                  | Escape (Passive)       | Combat                  | 1     |
| Permafrost Minefield         | Remote-detonated charges hidden beneath snow at key exits                          | Escape (Active)        | Combat                  | 1     |
| Field Weather Relay Station  | Tracks storm systems to prevent enemy aerial approach or escape                    | (Mission) Objective    | Security                | 1     |
| Emergency Tunnel Network     | Maze of exit tunnels used for stealth evac or tactical repositioning               | Escape (Passive)       | Speed (meta bonus only) | 1     |

## Dreadnok Base Overview: Zartan’s Swamp Lair

**Base Type:** Land (Hidden Jungle/Swamp Compound)

Core Base Stats

**Base Configuration:** A camouflaged and semi-mobile encampment deep within a remote swamp, surrounded by murky waters, thick vegetation, and booby-trapped paths. The lair is built from scavenged parts, shipping containers, and hidden bunkers, designed for ambushes, smuggling, and disappearing without a trace. Easily relocated, the base favors deception, stealth, and brutal retaliation over fortified defense.

| Stat      | Base Value |
|-----------|------------|
| Combat    | 3          |
| Security  | 5          |
| Morale    | 6          |
| Toughness | 4          |
| Resources | 4          |



Optimized for misdirection and guerrilla defense—highly resistant to conventional tracking, vulnerable to full-scale assault or tech-heavy infiltration.

## Faction Specialty Add-Ons for the Arctic Base

- **Initial Resource Point Cost:** 15
- **Bonus:** +1 per level
- **Mission (Objective)** bonus applies only if Add-On is the Mission Target

If not a Global modifier, the specific Phase the Add-On is relevant will be listed.

Some modifiers may only be applicable with use of the optional Mission Antagonist

| Add-On Name                 | Description  | Phase Specific?        | Stat Boost per Level    | Level |
|-----------------------------|--|------------------------|-------------------------|-------|
| Swamp Camouflage Cloak      | Natural and artificial terrain camouflage—difficult to detect from air or ground | Infiltration (Passive) | Security                | 1     |
| Decoy Shack Network         | Booby-trapped fake structures and paths that mislead intruders                   | Infiltration (Active)  | Security                | 1     |
| Echo Chamber Command Shed   | Zartan's central planning room, enhances loyalty through fear and mystique       | Global                 | Morale                  | 2     |
| Trapdoor Killzones          | Ambush platforms and hidden sniper nests hidden in the swamp canopy              | Objective (Passive)    | Combat                  | 1     |
| Psych-Ops Broadcast Antenna | Plays creepy swamp howls, whispers, and misdirections during missions            | Global                 | Morale                  | 1     |
| Rotting Bridge Pathways     | Narrow, unstable swamp bridges prone to collapse or trap-laden surprise          | (Mission) Objective    | Security                | 1     |
| Bog-Flood Diversion Tubes   | Hidden drainage systems that flood escape paths behind attackers                 | Escape (Active)        | Combat                  | 1     |
| Muck Pit Tunnels            | Submerged escape tunnels disguised with swamp muck and brush                     | Escape (Passive)       | Security                | 1     |
| Night Vision Jammer Array   | Emits disorienting pulses to disrupt enemy optics and night gear                 | Escape (Passive)       | Security                | 1     |
| Motorcycle Launch Shelter   | Hidden ramp storage for Dreadnok bikes, allows sudden retreat or pursuit         | Escape (Passive)       | Speed (meta bonus only) | 1     |

