

vs. Factions

An Expansion for Five Parsecs From Home (3rd Edition)



Did you ever sit and watch TV or read a book and think of the possibilities of characters switching shows? What if the A-Team ran into Cobra? What if the spies of Danger Girl had to infiltrate the cyber strong-hold of Alex Hardison of Leverage? I thought of that kind of stuff.

Making game rules is... well, not as much fun as it sounds. On top of all the detail of what doesn't work and what does, partnered with the playtesting to discover those details, you also have to find the people that are open to investing that time. The next best thing – co-opt a ruleset you already enjoy.

Modiphius has a World Builders program that opens up their IPs to expansions (sort of) like this. We just use too many other IPs here to actually make use of that program. But this is not a money-making, or infringing, endeavor.

These rules should be considered in a Beta-Play Test Mode, as not nearly enough non-Solo, or even Solo, playtesting has occurred. Maybe with enough testing and changing GI Joe to American Heroic Fighting Force we may look closer to Modiphius' publishing rules?



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Using This Guide

The *vs Factions* Expansion defines the universal rules for using modern day/near-future factions for *Five Parsecs From Home* (3rd Edition). It introduces a modular, cross-compatible system of faction traits, specialist roles, and campaign tools usable by any faction—named or custom. This 5PFH expansion is solo and multi-player compatible.

You may choose any Faction Expansion (e.g., GI Joe, Cobra, Oktober Guard) to play as or against that faction. These documents are designed as plug-and-play expansions, each adding thematic units, traits, gear, and NPCs fully compatible with this Core ruleset.

Faction Selection & Use

- Each player selects one faction from any custom or pre-made faction expansion.
 - All operatives, named NPCs, and gear must be drawn from that faction's compendium unless stated otherwise.
 - Factions may face off against any other faction, including mirror matches (e.g., GI Joe vs. GI Joe).
 - Generic campaigns may use this Core file alone with unbranded or homebrew factions.
 - Named NPCs and Antagonists are found in each faction's specific Expansion and are referenced during campaign generation and mission escalation.
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Specialists & Faction Traits Compatibility

Each faction may define its own set of:

- **Faction Traits** (XP-based tactical advantages)
- **Specialist Roles** (Combat or Utility operatives)

These faction-specific options follow the same progression system and rules as defined in this Core document.

Players may:

- Use the universal Specialist list and Trait list in this file instead of a faction's custom options
- Mix custom and universal traits for homebrew play
- Rename Specialists (e.g., "Mastermind" vs. "Commander") while retaining their role and bonuses

All traits and roles are mechanically identical across factions unless a faction file explicitly states otherwise.

AI Behavior and Campaign Tools

The Core Expansion includes default AI behavior flowcharts for solo play and antagonist logic for enemy faction campaigns. These can also be used in PvP for resolving NPC support actions.



Triangular XP Progression System

All Specialist Abilities and Faction Traits use the following XP structure:

- **Level 1** = 1 XP
- **Level 2** = 3 XP
- **Level 3** = 6 XP
- **Level 4** = 10 XP
- ...and so on, following the triangular number sequence.

Each level must be purchased sequentially. Players may start with higher levels by paying the full XP total upfront. This will get repeated a lot, so you may get a little sick of seeing it over and over, but hopefully it's going to stick!

Playing Without a Faction?

You can use these core rules to run games with custom or “freelancer” squads:

- Choose Universal Roles for your operatives
- Pick Traits from the shared Faction Traits list
- Use any gear or weapons from the Equipment Tables

Great for mercenary teams, rogue cells, or civilians caught in crossfire.

Where to Find Named Operatives and Weapon Tables

Each Faction Expansion contains:

- **Named NPCs** (used for Missions and Campaigns)
- **Faction-Specific Weapon Tables**
- **Unique Equipment or Loot Lists**
- Optional campaign story elements (e.g., antagonists, mission hooks)

These are not included in the Core expansion details, but are referenced throughout campaign play.



Core Design Philosophy

This expansion provides universal rules, shared roles, and foundational mechanics used across all factions. Each faction document (e.g., Cobra, GI Joe, Leverage) can be used individually alongside this Core document for seamless integration into the Five Parsecs From Home system. It allows factions to compete against each other in **solo or PvP play**, while keeping new mechanics minimal and aligned with the **core rules**. The focus remains on **1v1/small group combat**, with faction traits and specialists modifying missions while keeping the system streamlined. Some missions will involve **non-combat objectives** (e.g., heists, intelligence gathering), where specialists play a key role.

PvP Structure

- **Turn Order:** PvP games maintain the **same turn order as solo play**.
- **Heist/Non-Combat Missions:** Factions have **specialized roles** that provide bonuses. If a faction lacks a specialist, **general skills** are used with a **penalty**.

Specialists

Specialists are available **universally** across factions. Each faction **may rename specialists** or incorporate the title into their **character's rank**, but the core mechanics remain **the same for all factions**. Each specialist falls within a preset list of **Roles**. While the details of the description and Abilities/Effects of each Role will vary by faction, the **Role Names** are shared among all factions and are referenced in some Campaigns and Missions.

Universal Role Names Table

Specialist Name	Role	Description	Typical Abilities (Tiered Bonuses)
Battlefield Commander	Command	Experienced leaders who enhance squad coordination and tactical execution.	+1 per level to Leadership-based rolls (morale, squad tactics). +1 per level to Tactical Planning before a mission. May issue one free squad maneuver as a bonus movement action per mission (Level 3+).
Close Quarters Combat (CQC) Specialist	Standard Combat	Experts in melee combat and room-clearing operations.	+1 per level to Melee Attacks. +1 per level to Reflex-Based Reactions in close quarters. Can make an immediate counterattack when attacked in melee (Level 3+).

How to Use These Rules with a Faction

Choose a faction Expansion (e.g., Danger Girl, GI Joe).

Reference that faction's traits, specialists, and gear during gameplay.

Use the shared systems in this Core Compendium for:

- XP leveling (Specialist Tiers & Traits)
- Universal roles
- Combat behavior systems (for AI or PvP)
- Equipment and loot tables
- Generic faction creation (if making a new group)



Specialist Name	Role	Description	Typical Abilities (Tiered Bonuses)
Covert Ops Specialist	Infiltration Specialist	Stealth-trained operatives specializing in infiltration and intelligence gathering.	+1 per level to Stealth and Intelligence Gathering. +1 per level to Disguise and Silent Movement. Negates first failed Stealth Check per mission (Level 3+).
Heavy Weapons Specialist	Heavy Combat	Experts in high-caliber and automatic weapons.	+1 per level to attacks with Heavy Weapons. +1 per level to Suppressive Fire effects. May ignore movement penalties while wielding heavy weapons (Level 3+).
Sniper	Precision Elimination	Long-range marksmen trained for precision shooting.	+1 per level to Aimed Shots, ignores cover penalties at ranges of 18" or more. +1 per level to Stealth when remaining stationary after firing. Can take a concealed firing position before a mission (Level 3+).
Tech Specialist	Digital/Intel Specialist	Experts in hacking, electronic security, and disabling enemy tech.	+1 per level to Hacking Rolls, disabling tech (e.g., drones, turrets). +1 per level to repairing or modifying mission-critical systems. Can override electronic security once per mission (Level 3+).
Driver/Pilot	Vehicle Specialist	Trained in piloting aircraft, driving combat vehicles, and performing high-speed tactical maneuvers.	+1 per level to Vehicle Handling and Evasion rolls. +1 per level to Reaction rolls while operating a vehicle. May execute one evasive maneuver per mission that negates incoming fire or prevents damage (Level 3+).
Other	Support Specialist	Operatives who provide essential non-combat assistance—medical, technical, logistical, or morale-related support.	+1 per level to all field utility actions (e.g., first aid, repairs, comms). +1 per level to support rolls aiding other operatives during missions. Once per mission, may allow an ally to reroll a failed check (Level 3+).

These Universal Specialties and Roles are available to all faction operatives with no special Faction-specific bonuses or applications and are available to all factions unless otherwise overridden or expanded in the faction-specific Expansion.

Specialist Levels

Each Specialist above follows a (triangle progression) **tiered system**, granting a **+1 per level bonus** to relevant rolls.

Specialist Progression System:

- Level 1 = 1 XP
- Level 2 = 3 XP
- Level 3 = 6 XP



- Level 4 = 10 XP
- No cap for now (scales using **Triangular XP Progression**).
- Each level must be purchased **sequentially** but may be bought at a higher level if XP is spent upfront.

Faction Traits

Faction Traits **provide combat modifiers** and some **non-combat mission benefits**. They are **universal**, meaning all factions have access to the same trait pool. Traits are **tiered**, following the **same XP progression as specialists**.

Faction Traits Table

Faction Trait	Description	Abilities (Tiered Bonuses)
Black Ops Protocol	Enables stealth-based operations and covert missions.	Reduces enemy alert level at mission start by 1 per level.
Brute Force Entry	Specializes in breaching and overcoming physical barriers.	Ignores X per level penalties for breaking down doors and barriers.
Coordinated Assault	Improves team synergy in combat engagements.	One additional squad member may reroll one missed attack per level per turn.
Counterintelligence	Trains squads to resist enemy intelligence gathering.	-1 per level to enemy hacking or intel-gathering attempts.
Elite Training	Faction operatives undergo enhanced combat preparation.	+1 per level to Combat rolls.
Field Tactician	Strengthens pre-mission strategic planning.	+1 per level to Tactical Planning rolls before a mission.
Flexible Logistics	Ensures access to critical supplies during operations.	Reroll one Equipment or Supply Check per level per mission.
Guerrilla Warfare	Enhances hit-and-run tactics for mobile engagements.	+1 per level to Ambush rolls and ability to withdraw without penalties.
Hard Target	Trains operatives to be harder to hit in firefights.	+1 per level to cover-based defense rolls.
Iron Resolve	Improves morale and resistance to suppression.	+1 per level to Reactions checks when resisting suppression or panic.
Logistical Superiority	Ensures superior supply chains for sustained operations.	Gain an additional Equipment item per level at mission start.
Rapid Deployment	Improves movement speed and ability to reposition troops.	+1 per level to Squad movement rolls before engagement.
Resilient Fighters	Faction operatives are trained to sustain damage.	+1 per level to Toughness checks.
Specialist Readiness	Improves access to trained specialists for missions.	Gain a temporary specialist for one mission per level.
Superior Firepower	Ensures access to advanced weapons and firepower.	Gain a Heavy or Special Weapon reroll per level per mission.
Tactical Adaptation	Trains operatives to adjust to unexpected mission conditions.	Once per mission, reroll a failed Tactical Planning roll per level.
Veteran Presence	Encourages leadership and battlefield awareness.	+1 per level to Leadership-based rolls in battle.
War Machine	Ensures consistent reinforcements for prolonged conflict.	Gain a Reinforcement Squad per level once per campaign.

These Universal Faction traits are available to factions but must be explicitly added at Level 1 (Faction XP, Campaign Reward) before any effects are available.



Faction Traits are Leveled in the same (triangle progression) **tiered system**, as **Specialist Levels**.

Faction Trait Progression System:

- Level 1 = 1 XP
 - Level 2 = 3 XP
 - Level 3 = 6 XP
 - Level 4 = 10 XP
 - No cap for now (**Triangular XP Progression**).
 - Traits may receive **bonuses or penalties** due to **campaign or battle effects**.
 - **Negative penalties** are possible, meaning traits could work against a faction in some cases.
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Faction Progression System

Factions **earn XP** through:

- **Successful Missions** (combat or non-combat).
- **Completing Objectives** (e.g., eliminating key targets, retrieving intel).
- **Defeating Rival Factions** (PvP or strategic encounters).

XP is spent on:

1. **Faction Traits** (enhancing combat and mission efficiency).
2. **Specialist Training** (improving individual units).
3. **Strategic Upgrades** (access to better gear, unique bonuses).

Faction Customization:

- **No exclusive traits**, but factions can **flavor their abilities** based on theme.
 - **Thematic Gear Access**: Certain factions may **favor specific weapons or gadgets**.
 - **Tactical Preferences**: Some factions will naturally lean toward **stealth, brute force, or deception**.
 - **Mission Influence**: Some factions may generate **specific mission types more often**.
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Default/NPC Faction Combatants

- Factions utilize squads of 3-6 operatives per mission.
- Each faction has a **default character stat profile** for low-level operatives (see below).
- Specialists and unique characters provide tactical advantages but must be earned through experience or recruitment.



Default Character Stats (Low-Level Operatives)

Stat	Value
Speed	4"
Combat	+0
Toughness	3
Reactions	+1
Savvy	+0
Luck	1
Gear	Standard Loadout (Faction-Specific)

Default Elites: Standard Upgrade Rules

Some missions introduce **Elites**—a tougher enemy variant of standard faction NPCs. Each faction Elites will gain upgrades that fit with that faction. For example:

Elite GI Joe NPCs gain the following upgrades:

- **+1 to Combat**
- **+1 to Toughness**
- **Access to better weapons or gear**

These **enhanced stats** make them more dangerous in combat, **representing the most well-trained and battle-hardened members of GI Joe.**

Elites are used **sparingly** to increase mission difficulty **without needing a separate rank system.**



Core Weapon Tables

D10 Energy Weapons Table

D10 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
1	Pulse Pistol	Energy Weapon	1D6	12"	10	Silent, No recoil, Vulnerable to EMP	Uncommon
2	Plasma Pistol	Energy Weapon	1D8	10"	6	Overheat (On a roll of 1, must cool down next turn), Vulnerable to EMP	Rare
3	Compact Laser SMG	Energy Weapon	1D6	12"	20	Suppressive Fire (-1 to enemy reactions), Vulnerable to EMP	Uncommon
4	Plasma Carbine	Energy Weapon	1D8	18"	15	Armor Piercing (Ignores 1 armor), Vulnerable to EMP	Rare
5	Laser Rifle	Energy Weapon	1D8	24"	12	Precision (+1 to aimed shots), Vulnerable to EMP	Uncommon
6	Plasma Rifle	Energy Weapon	1D10	22"	8	Overpenetration (Can hit 2 targets in a line), Vulnerable to EMP	Rare
7	Heavy Pulse Cannon	Energy Weapon	2D8	30"	6	High Impact (Pushes targets back 2"), Vulnerable to EMP	Very Rare
8	Beam Sniper Rifle	Energy Weapon	2D10	48"	5	Silent, Armor Piercing (Ignores 2 armor), Vulnerable to EMP	Very Rare
9	Particle Blaster	Energy Weapon	2D6	16"	10	Disruptive (Disables electronic devices on 6), Vulnerable to EMP	Rare
10	Experimental Railgun	Energy Weapon	3D10	60"	1	Extreme Penetration (Ignores 3 armor, cannot be fired twice in a row), Vulnerable to EMP	Very Rare

D10 Explosives & Throwables Table

D10 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
1	Frag Grenade	Explosive	2D6	12"	1	Blast Radius (3")	Common
2	Flashbang	Explosive	N/A	12"	1	Stun (Enemies within 3" make Reactions Check)	Common
3	Smoke Grenade	Throwable	N/A	12"	1	Creates 6" smoke cloud, blocks vision	Common
4	Molotov Cocktail	Throwable	2D6	10"	1	Fire Effect (Burns area for 2 turns)	Uncommon
5	EMP Grenade	Explosive	N/A	12"	1	Disables electronics within 6" radius	Rare
6	Sticky Bomb	Explosive	2D8	8"	1	Adheres to surfaces, delayed detonation	Rare
7	Concussion Grenade	Explosive	2D6	12"	1	Knockback (Pushes targets 2")	Uncommon
8	Remote Detonator	Explosive	3D6	Placed	1	Detonates on trigger, set anywhere	Rare
9	C4 Charge	Explosive	3D8	Placed	1	High Explosive (Ignores cover bonuses)	Very Rare
10	Incendiary Grenade	Explosive	2D6	12"	1	Ignites targets, fire spreads 2" per turn	Uncommon



D10 Heavy Weapons Table

D10 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
1	Squad Automatic Weapon	Heavy Weapon	1D8	24"	100	Suppressive Fire (-1 to enemy reactions)	Uncommon
2	Light Machine Gun	Heavy Weapon	1D10	30"	75	Burst Fire (Roll twice, take best)	Uncommon
3	Heavy Machine Gun	Heavy Weapon	2D8	36"	50	Armor Piercing (Ignores 2 points of armor)	Rare
4	Automatic Shotgun	Heavy Weapon	2D6	12"	10	Spread (Hits adjacent targets on 5+)	Uncommon
5	Grenade Launcher	Heavy Weapon	2D8	24"	6	Explosive (Area damage on 5+)	Rare
6	Rocket Launcher	Heavy Weapon	3D10	36"	1	High Explosive (Ignores cover bonuses)	Rare
7	Automatic Grenade Launcher	Heavy Weapon	2D8	30"	12	Saturation Fire (Roll extra attack on 6)	Very Rare
8	Minigun	Heavy Weapon	3D8	36"	200	High ROF (May fire twice per turn)	Very Rare
9	Anti-Materiel Rifle	Heavy Weapon	2D10	48"	5	Heavy Penetration (Ignores 3 armor)	Very Rare
10	Heavy Flamethrower	Heavy Weapon	2D6	10"	5	Incendiary (Targets burn on 5+)	Uncommon

D20 Modern Weapons Table

D20 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
1	Combat Knife	Melee	1D6	N/A	N/A	+1 to Stealth Attacks	Common
2	Tactical Baton	Melee	1D6	N/A	N/A	Non-Lethal, +1 to Disarm	Common
3	Machete	Melee	1D8	N/A	N/A	Cleave (Hits adjacent target on a roll of 6+)	Uncommon
4	Taser Stick	Melee	1D4	N/A	N/A	Non-Lethal, Stun on 5+	Uncommon
5	9mm Handgun	Sidearm	1D6	12"	15	Quick Draw (+1 to initiative if drawn first)	Common
6	.45 ACP Pistol	Sidearm	1D8	10"	7	Stopping Power (+1 vs armored targets)	Common
7	9mm Compact Pistol	Sidearm	1D6	10"	10	Concealed (+2 to hide weapon)	Common
8	.357 Magnum	Sidearm	1D8	10"	6	Piercing (Ignores 1 point of armor)	Uncommon
9	Subcompact .380	Sidearm	1D6	8"	6	Silenced (No alert on a roll of 6)	Uncommon
10	12 Gauge Shotgun	Rifle	2D6	10"	5	Spread (Hits adjacent target on roll of 5+)	Common
11	Hunting Rifle	Rifle	1D8	24"	5	Scoped (+1 to hit at 12"+)	Common
12	AR Carbine	Rifle	1D8	18"	30	Burst Fire (Roll twice, take best)	Common
13	AK Variant	Rifle	1D8	20"	30	Rugged (No jam/malfunction)	Common
14	Lever-Action Rifle	Rifle	1D8	20"	8	Reliable (+1 to reload rolls)	Uncommon
15	Bolt-Action Sniper	Rifle	1D10	36"	5	Armor Piercing (Ignores 2 points of armor)	Uncommon



D20 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
16	Compact SMG	Sidearm	1D6	12"	20	Suppressive Fire (-1 to enemy reaction rolls)	Uncommon
17	Large Frame Revolver	Sidearm	1D8	10"	6	Heavy Kick (-1 to follow-up shot)	Uncommon
18	Pump-Action Shotgun	Rifle	2D6	10"	6	Knockback (Pushes target back 1")	Common
19	Battle Rifle	Rifle	1D10	22"	20	Armor Piercing (Ignores 1 point of armor)	Uncommon
20	Tactical Carbine	Rifle	1D8	18"	30	Versatile (+1 to snap fire or aimed shot)	Rare

D10 Special Weapons Table

D10 Roll	Weapon Name	Type	Damage	Range	Ammo	Special Traits	Availability
1	Riot Control Baton	Special Weapon	1D6	N/A	N/A	Non-Lethal, Stun on 5+	Common
2	Dart Gun	Special Weapon	1D4	12"	3	Tranquilizer (Knocks out target on 6)	Uncommon
3	Stun Gun	Special Weapon	1D4	N/A	N/A	Shock (Forces Reactions Check on hit)	Common
4	Tear Gas Launcher	Special Weapon	1D6	18"	4	Dispersal (Creates 6" gas cloud)	Uncommon
5	Net Launcher	Special Weapon	N/A	10"	1	Entangling (Target must pass Reactions Check to escape)	Uncommon
6	Electrified Cattle Prod	Special Weapon	1D6	N/A	N/A	Stun on 4+, Non-Lethal	Common
7	Airburst Grenade	Special Weapon	2D6	24"	1	Smart Detonation (Ignores cover bonuses)	Rare
8	Beanbag Shotgun	Special Weapon	1D6	12"	6	Knockback (Pushes target back 1")	Common
9	Tranquilizer Rifle	Special Weapon	1D6	24"	5	Silent (No alert on a roll of 6)	Uncommon
10	Riot Shield	Special Weapon	N/A	N/A	N/A	+2 Toughness vs ranged attacks	Common

Weapon Traits Glossary

Weapon Trait	Description/Summary
+X to Stealth Attacks	Grants a +X bonus to attack rolls when performing stealth-based attacks.
+X Toughness vs ranged attacks	Increases the wielder's Toughness by X against ranged attacks.
Adheres to surfaces	Weapon/explosive sticks to the surface it impacts, allowing strategic placement.
Armor Piercing (Ignores X armor)	Ignores X points of enemy armor.
Blast Radius (X")	Affects all targets within a X-inch radius of impact.



Weapon Trait	Description/Summary
Burst Fire (Roll twice, take best result)	When firing, roll two attack dice and use the better result.
Cleave (Hits adjacent target on X+)	On an attack roll of X+ , an adjacent target is also hit.
Concealed (+X to hide weapon)	Grants +X to concealment when attempting to hide the weapon.
Creates X" smoke cloud	Deploys a X-inch smoke screen , blocking visibility in the area.
Detonates on trigger	Can be remotely or manually detonated rather than exploding on impact.
Disables electronics within X" radius	EMP effect disables electronic devices within X inches .
Dispersal (Creates X" gas cloud)	Deploys a X-inch gas cloud that affects visibility and breathing.
Disruptive (Disables electronic devices on X+)	On an attack roll of X+ , electronic devices shut down .
Entangling (Target must pass Reactions Check to escape)	The target must pass a Reactions Check to escape restraints (e.g., nets).
Explosive (Area damage on X+)	On a roll of X+ , deals area damage .
Fire Effect (Burns area for X turns)	Affected area remains on fire for X turns , dealing damage.
Heavy Kick (-X to follow-up shot)	-X penalty to the next attack after firing due to recoil.
High Explosive (Ignores cover bonuses)	Ignores cover bonuses , striking targets even if they are protected.
High Impact (Pushes targets back X")	Pushes target back X inches on a successful hit.
High ROF (May fire X times per turn)	Weapon can be fired X times in the same turn if the shooter does not move.
Ignites targets	Targets hit by this weapon catch fire and take damage over time.
Incendiary (Targets burn on X+)	On a roll of X+ , the target catches fire.
Knockback (Pushes target back X")	Pushes target back X inches when hit.
No Recoil	Weapon does not suffer penalties from recoil after firing.
Non-Lethal	Deals Stun damage instead of lethal damage.
Overheat (On a roll of X, must cool down next turn)	On a roll of X , the weapon overheats and cannot be fired next turn .
Overpenetration (Can hit X targets in a line)	If damage exceeds target's armor, attack continues through to up to X additional targets in a line.
Precision (+X to aimed shots)	+X bonus to Aimed Shots .
Quick Draw (+X to initiative if drawn first)	+X bonus to initiative if this weapon is the first one drawn in combat.
Reliable (+X to reload rolls)	+X bonus to Reload Checks , reducing risk of jamming or misfire.
Rugged (No jam/malfunction)	This weapon never jams or malfunctions .
Saturation Fire (Roll extra attack on X+)	On a roll of X+ , an additional attack roll may be made.
Scoped (+X to hit at X"+ range)	+X bonus to hit targets at X inches or more .
Shock (Forces Reactions Check on hit)	Target must pass a Reactions Check or be stunned .
Silent	Weapon makes no noise , regardless of the attack roll.
Smart Detonation (Ignores cover bonuses)	Explosion ignores cover , affecting all within range.
Spread (Hits adjacent targets on X+)	On a roll of X+ , adjacent targets are also hit.
Stopping Power (+X vs armored targets)	+X bonus when attacking armored targets .
Stun (Enemies within X" make Reactions Check)	All enemies within X inches must make a Reactions Check or be stunned.
Suppressive Fire (-X to enemy reaction rolls)	-X penalty to enemy reaction rolls when targeted by this weapon.
Tranquilizer (Knocks out target on X+)	On a roll of X+ , the target is knocked unconscious .



Core Equipment, Loot, and Rewards Tables

Equipment Notes:

- “Experimental” items will malfunction/fail on 1-4 on 1D12 on their first use in a mission and no longer available until a repair (is attempted) between missions.

D10 Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Light Body Armor	Armor	+1 Toughness vs ballistic attacks	Common
2	Heavy Body Armor	Armor	+2 Toughness, -1 to Speed	Uncommon
3	Ballistic Helmet	Armor	+1 Toughness vs headshots	Common
4	Combat Medkit	Medical	Removes 1 Stun marker, single-use	Common
5	Trauma Kit	Medical	Removes up to 3 Stun markers from a downed character	Uncommon
6	Night Vision Goggles	Utility	Negates darkness penalties	Uncommon
7	Tactical Gloves	Utility	+1 to climbing, grappling, or melee rolls	Common
8	Lockpicking Kit	Utility	+2 to lockpicking attempts	Uncommon
9	Climbing Gear	Utility	Negates penalties for climbing obstacles	Common
10	Rebreather Mask	Utility	Grants immunity to gas-based attacks	Uncommon

D10 Experimental Weapons & Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Electromagnetic Rifle	Weapon	2D8 Damage, Ignores 2 Armor, Deals EMP Damage, Vulnerable to EMP	Very Rare
2	Prototype Laser SMG	Weapon	1D6 Damage, Silent, No Recoil, Overheats on 1	Very Rare
3	Adaptive Body Armor	Equipment	+2 Toughness, Can shift to reduce energy or ballistic damage	Rare
4	Smart Targeting Visor	Equipment	Grants +1 to Aimed Shots, Ignores Partial Cover	Rare
5	Kinetic Shield Generator	Equipment	Reduces first hit taken each mission by 1D6 damage	Experimental
6	Plasma Thrower	Weapon	2D6 Fire Damage, Burns target on 5+, Vulnerable to EMP	Very Rare
7	Experimental Rail Pistol	Weapon	1D10 Damage, Armor Piercing, Can only fire every other turn	Very Rare
8	Sonic Disruptor	Weapon	1D8 Damage, Causes Stun on 4+, Non-Lethal	Rare
9	Adaptive Camouflage Suit	Equipment	Grants +2 to Stealth rolls	Experimental
10	Holographic Decoy Projector	Equipment	Creates a false image of the user for 1D3 turns. Enemies must pass a Reactions Check (4+) or target the decoy instead. Automatic weapons must fire at the decoy first.	Rare



D10 Gear Table

D10 Roll	Item Name	Type	Effect	Availability
1	Binoculars	Utility	+2 to spotting targets beyond 18"	Common
2	Signal Jammer	Electronic	Disrupts enemy communications within 12"	Uncommon
3	Tracking Device	Electronic	Allows tracking of a target or vehicle	Uncommon
4	Fake ID	Disguise	Grants +2 to deception/social checks	Uncommon
5	Disguise Kit	Disguise	Allows assuming a different identity	Common
6	Hacking Tool	Electronic	+2 to hacking rolls	Rare
7	Voice Modulator	Disguise	Mimics voices with 90% accuracy	Uncommon
8	Electronic Lock Breaker	Electronic	Bypasses electronic locks on 5+	Rare
9	Small Drone	Utility	Provides aerial scouting (range 24")	Uncommon
10	Emergency Beacon	Utility	Sends distress signal, attracts reinforcements on 4+	Rare

D10 Loot Table

D10 Roll	Item Name	Type	Effect	Availability
1	Intel Briefcase	Intel	Provides +1 to next Tactical Planning roll	Uncommon
2	Contraband Goods	Black Market	Can be sold for faction funds or favors	Uncommon
3	Abandoned Weapon	Weapon	Roll on appropriate weapon table	Common
4	Stolen Documents	Intel	Provides +1 to next Tactical Planning roll	Uncommon
5	Valuable Jewelry	Trade Goods	Can be traded for equipment or contacts	Uncommon
6	High-Tech Gadget	Gear	Roll on Gear Table for a random item	Rare
7	Hidden Stash	Supplies	Gain 1D3 random Equipment items	Uncommon
8	Classified Data	Intel	Provides +1 to next Tactical Planning roll	Rare
9	Smuggled Drugs	Black Market	Can be sold or used for a +1 to Reactions or Combat rolls for one mission	Uncommon
10	Experimental Prototype	Unique Item	Grants a unique one-use bonus in combat or missions	Very Rare

D10 Mission Rewards Table

D10 Roll	Reward Name	Type	Effect
1	Tactical Planning Boost	Intel	Gain +1 to Tactical Planning for next mission
2	Gear Acquisition	Equipment	Roll on Equipment Table for a free item
3	Weapon Drop	Weapon	Roll on appropriate Weapon Table for a free weapon
4	Faction Favor	Influence	Call in a favor for minor assistance in a future mission
5	Specialist Support	Personnel	Gain temporary use of a Specialist for one mission
6	Advanced Training	Training	One operative gains +1 to a skill for one mission
7	Reinforcements	Personnel	Deploy one extra operative in the next mission
8	Supply Cache	Resources	Gain 1D3 Equipment or Gear items
9	Covert Intel	Intel	Gain insight on enemy positions, allowing reroll of one Initiative roll
10	Unique Prototype	Unique Item	Gain an experimental item with a one-time special ability



Core Campaign & Mission Framework

Campaign Structure

- Campaigns focus on **two opposing factions**, but other friendly/rival factions may appear.
- Themed campaigns dictate the **style and objectives** of the missions.
- Campaign length is flexible, with an option for predefined mission counts.
- Missions can be **full-combat or non-combat**, depending on objectives.
- Campaign effects can **temporarily or permanently** alter faction and individual stats, bypassing XP costs.
- Missions may require **specific specialists**; penalties apply if unavailable.
- Rewards may include **mission-specific loot, weapons, or equipment**.
- **Note:** Future **Faction-Specific Missions** may require certain **Specialists** to complete them successfully. However, for the **generic tables** in this document, we are **leaving specialist requirements out** to keep them widely applicable.

D6 Campaign Table

Roll 1D6 to determine the overarching **campaign theme**:

D6 Roll	Campaign Type	Description	Faction Bonus (Success)	Faction Penalty (Failure)
1	War of Attrition	A prolonged conflict between the two factions, where resources, reinforcements, and morale are key factors. Missions focus on supply line disruption, reinforcement battles, and high-casualty engagements.	Gain an extra squad member for the remainder of the campaign	Lose a key operative permanently
2	Covert Operations	A shadow war fought through infiltration, sabotage, and intelligence gathering. Missions focus on stealth, hacking, and misinformation rather than direct combat.	Gain a free Specialist (Tech or Infiltrator)	Enemy deploys counter-intelligence measures; -1 to future Stealth rolls
3	Power Struggle	Two factions compete for dominance over a neutral region or valuable asset. Missions range from securing key locations to assassinating high-value targets.	Control of a key location grants +1 Tactical Planning	Enemy faction gains reinforcements
4	Heist & Retrieval	One faction is attempting to steal or recover critical technology, artifacts, or personnel. The other faction tries to prevent it. Missions involve stealth, deception, and high-speed escapes.	Acquire unique gear for all operatives	Lose a high-value asset or contact
5	Guerrilla Warfare	One faction is an underdog force waging asymmetric warfare against a stronger faction. Missions involve ambushes, hit-and-run tactics, and sabotage.	Gain +1 to Ambush rolls for the remainder of the campaign	Enemy increases security measures, limiting stealth advantages
6	Escalating Conflict	A seemingly minor skirmish is growing into a full-scale war. Missions escalate from small encounters to increasingly larger and more dangerous confrontations.	Unlock heavier weapons and support units	Enemy deploys elite troops, increasing mission difficulty



D10 Mission Table

Roll 1D10 to determine the mission type. The **Campaign Type** column suggests which campaigns these missions align with, but they can appear in any campaign with slight modifications.

D10 Roll	Mission Type	Description	Associated Campaign Types	Faction Bonus (Success)	Faction Penalty (Failure)
1	Assault	Direct attack on an enemy stronghold.	War of Attrition, Power Struggle, Escalating Conflict	Next mission: +1 reinforcement	Enemy counters with an attack
2	Defense	Hold a critical location against an enemy assault.	War of Attrition, Escalating Conflict	Gain fortifications for next mission	Lose access to defended area
3	Sabotage	Destroy or disable key enemy infrastructure.	Covert Operations, Guerrilla Warfare	Enemy loses supply bonus	Enemy accelerates reinforcements
4	Reconnaissance	Gather intel on enemy movements or assets.	Covert Operations, Power Struggle	Gain tactical advantage in next battle	Enemy lays an ambush next mission
5	Extraction	Retrieve a captured operative or high-value asset.	Heist & Retrieval, Covert Operations	Rescued unit joins mission	Rescue target is eliminated
6	Assassination	Eliminate a high-priority target.	Power Struggle, Guerrilla Warfare	Enemy loses a key leader	Enemy forces go on high alert
7	Supply Raid	Steal enemy supplies to weaken their war effort.	War of Attrition, Guerrilla Warfare	Gain bonus gear for next mission	Enemy tightens security
8	Rescue Mission	Save hostages or friendly operatives in distress.	Heist & Retrieval, Escalating Conflict	Gain morale boost	Allies captured or executed
9	Intel Recovery	Secure valuable intelligence or stolen data.	Covert Operations, Power Struggle	Next mission: +1 intel bonus	Enemy recovers critical intel
10	Espionage	Infiltrate an enemy base and plant false information.	Covert Operations, Heist & Retrieval	Enemy deploys false orders	Enemy discovers deception

Mission Outcomes & Campaign Progression

- Success or failure **impacts faction development and future missions.**
- **Temporary stat boosts or penalties** may apply to reflect mission results.
- Permanent changes to **faction traits or operative stats** can occur due to significant mission outcomes.
- Unique mission events may trigger **special campaign-wide conditions** (e.g., heightened enemy security, access to rare gear, betrayal by allies).

For Faction Specific Campaigns and Campaign Missions

- Each Campaign specifies a Campaign Primary Antagonist, based on the factions' Named NPC table.
- The Primary Antagonist will be assigned a Special Rule to compliment the Campaign.
- Campaign Missions will have a Mission Antagonist available (see D10 Mission Antagonist Random Table below)
- The Mission Antagonist will have a Mission-Specific Boost that aligns with their skills and Mission Theme.

Campaign Special Rule:

All Primary Antagonists receive a **+1 bonus to all stats (Reactions, Combat, Toughness, Savvy, Luck)** for the duration of the campaign.



Each **Primary Antagonist** may appear in specific **campaign missions**, reinforcing thematic encounters and making their presence a key challenge.

D10 Mission Antagonist Random Table

(Used for Faction Specific Campaign Missions)

D10 Roll	Mission Antagonist	Notes
1	Campaign Primary Antagonist	This antagonist makes a rare appearance, reinforcing their importance to the overall campaign.
2-7	Named NPC (Roll on the Named NPC Table)	The backbone of GI Joe opposition. Roll on a separate table to determine who it is.
8-10	Nobody (Blank Result)	This time, your faction is lucky—no key GI Joe figure is directly leading this mission!

How This System Works in Missions

- Mission Setup:** When a mission requires a Mission Antagonist, roll a **D10** on the **Mission Antagonist Table**.
 - Primary Antagonist?** Rare appearance—big event!
 - Named NPC?** Roll on the **Named NPC Table**.
 - Nobody?** Your faction lucked out—no direct GI Joe leadership this time.
- Mission-Specific Antagonists:** If a mission strongly suggests a **specific Named NPC**, use them **instead of rolling**.
- Stat Boosts & Thematic Effects:** Mission Antagonists gain a **role-specific bonus**, making each **named faction NPC feel unique** in their encounters.

New Gameplay Features & Enhancements

NPC Default AI Types

In solo play, NPCs follow a **default AI type** that dictates their behavior in combat and mission scenarios.

AI Type	Behavior & Tactical Approach
Aggressive	Charges toward enemies, prioritizing direct attacks over cover or objectives.
Cautious	Avoids unnecessary risks, using cover and only attacking when advantageous.
Defensive	Focuses on holding positions, suppressing enemies, and protecting key locations.
Guardian	Prioritizes defending VIPs, objectives, or specific zones rather than engaging enemies.
Rampage	Attacks recklessly, prioritizing damage over survival or strategy.
Tactical	Uses strategic positioning, teamwork, and target prioritization for optimal efficiency.
Beast	Instinct-driven, attacking the nearest target or following a preset pattern (e.g., patrolling).

