



Vs Factions Dreadnoks



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Dreadnoks Faction Overview and Traits

Dreadnoks Faction Overview

Faction Type: Motorcycle Gang & Paramilitary Force

Tactical Focus: Chaos, brute force, and dirty tricks

Common Traits: A chaotic blend of violence, deception, and intimidation. Dreadnoks operate as a loose coalition of criminals with a penchant for extreme violence, often using motorcycles, improvised weapons, and a disregard for the rules.

Weaknesses: Poor discipline, lack of cohesion in combat, and internal rivalries that can result in unpredictable outcomes. They thrive on disarray but struggle in well-organized, high-stakes missions.

Tone & Style: Wild, reckless, and unpredictable. The Dreadnoks combine the chaos of biker gangs with paramilitary tactics, often relying on surprise and overwhelming force to terrorize their enemies.

Default Dreadnoks Operative Stats

(Skewed to the fast and tough nature of the Dreadnoks)

Name	Reactions	Speed	Combat	Toughness	Savvy	Luck
Dreadnoks Operative	3	4	1	4	2	1

Dreadnoks Elites: Standard Upgrade Rules

Some missions introduce Dreadnoks Elites—a tougher variant of standard Dreadnoks NPCs.

Elite Dreadnoks NPCs receive the following upgrades:

- +1 to Combat
- +1 to Toughness
- Access to **superior weapons** or **gear** tailored to their specialized combat style.



Dreadnoks AI Behavior in Combat

Dreadnoks operatives rely on stealth, trickery, and non-lethal engagement tactics.

Standard AI Behaviors:

AI Type	Behavior & Tactical Approach
Aggressive	Dreadnoks will prioritize direct combat, charging into melee or firing heavily from automatic weapons. They do not hesitate to take risks in combat, using brute force tactics.
Tactical Chaos	They often operate unpredictably, relying on distractions, ambushes, and sudden escalations. Their AI tends to favor violent, high-energy strikes over careful planning.
Rampage	When their numbers dwindle or when they are caught off guard, Dreadnoks may charge recklessly, embracing chaos and attempting to overwhelm their opponents through sheer force.

Dreadnoks NPC AI Behavior Flowchart

(Designed for solo play or AI-controlled factions in PvP.)

1 Objective Check:

- ✔ Does the NPC have a mission objective (e.g., stealing gear, taking territory)?
 - Yes: They will prioritize achieving the objective using aggressive tactics, often ignoring strategic positions to create chaos.
 - No: Proceed to Step 2.

2 Cover & Concealment Check:

- ✔ Is the NPC in cover?
 - Yes: Stay in cover while preparing to charge or fire. If using ranged weapons, they may suppress the enemy.
 - No: Move to the nearest cover or charge the nearest enemy, depending on AI type.

3 Target Interaction:

- ✔ Does the NPC need to engage with a specific target (e.g., leader, tech specialist)?
 - Yes: Engage with extreme violence, often using high-powered weapons or explosives.
 - No: Engage with the nearest enemy and attempt to disrupt their movements.

4 Combat Action:

- ☒ Is the NPC in melee combat?
 - Yes: Fight aggressively, using brawling or improvised weapons. If unable to reach, use firearms or explosives to create an opening.
 - No: Use heavy fire to suppress or disrupt enemy forces. If an opening exists, charge in for close combat.
-

5 Special Tactics:

- ☒ Does the NPC have any special ability (e.g., heavy weapons, explosives)?
 - Yes: Use special abilities to maximize chaos, such as throwing grenades or using rapid-fire weapons.
 - No: Continue with aggressive tactics, ensuring maximum disruption.
-

Dreadnoks Faction Traits

(Tiered XP-based faction levels)

Faction Trait	Level	Effect
Savage Tactics	2	+1 per level to all Combat rolls when acting aggressively.
Terror on Wheels	2	+1 per level to Speed when using vehicles.
Reckless Rampage	2	Once per mission, reroll a failed Reactions check after being hit.
Intimidation	2	-1 per level to enemy Reactions when Dreadnoks are present in large numbers.
Looting Frenzy	2	+1 per level to Loot rolls when stealing from defeated enemies or their vehicles.
Biker Brotherhood	2	Once per mission, a Dreadnok may assist another Dreadnok in a Combat action.

Faction traits are shared by all faction operatives and available on all missions unless otherwise specified. These traits may also be leveled up or even go down as a Campaign consequence.



Dreadnoks Specialists & Roles

(Specialists operate under the tiered XP system, gaining +1 per level to their abilities.)

Specialist Name	Role	Description	Abilities (Tiered Bonuses)
Heavy Weapons Expert	Heavy Combat	Destructive enforcers armed with heavy weapons and bad attitudes.	+1 per level to Heavy Weapons attacks. +1 per level to Suppressive Fire effects. May move 2" after firing heavy weapons without penalty (Level 3+).
Saboteur	Infiltration Specialist	Chaos-loving saboteurs trained in sneaking, hacking, and sabotage.	+1 per level to Stealth and Sabotage rolls. +1 per level to Hacking or bypassing security. May reroll a failed infiltration or trap roll per mission (Level 3+).
Brawler	Standard Combat	Brawlers, bruisers, and reckless fighters who cause pure mayhem.	+1 per level to Melee Attacks and Grappling. +1 per level to Intimidation-based rolls. Can reroll one missed melee attack per mission (Level 3+).
Psychological Warfare Expert	Support Specialist	Unstable medics, scavengers, or improvised mechanics keeping the gang moving.	+1 per level to healing, repairs, or recovery actions. +1 per level to assisting allies with tech or tactical support. May allow an ally to ignore one wound or system failure (Level 3+).
Motorcycle Specialist	Vehicle Specialist	Mad bikers, reckless drivers, and outlaw pilots built for speed and carnage.	+1 per level to Vehicle Handling and Speed rolls. +1 per level to Evasion or Stunt-based Reactions. Once per mission, may perform an extreme maneuver that avoids all attacks that turn (Level 3+).

Faction specific Specialties and Roles are specific to this faction. Operatives are not required to use the Specialties above, as the Universal Specialties and Roles defined in the Vs Factions – Core rules are available to and shared between all Factions.



Dreadnoks Weapon Loadouts

The Dreadnoks faction specializes in chaotic intimidation.

Standard Dreadnoks Operative Loadout

Weapon Type	Examples
Sidearms	9mm Handgun, .45 Revolver, Silenced Pistol
Melee Weapons	Combat Knife, Machete, Brass Knuckles, Taser Baton
Explosives	Frag Grenades, Molotovs, Sticky Bombs, Flashbangs
Heavy Weapons	Rocket Launcher, Flame Thrower, Light Machine Gun
Motorcycle Loadouts	Customizable motorcycles with integrated machine guns, explosives, or flamethrowers

Dreadnoks Equipment & Loot

Equipment Type	Effect
Light Armor	+1 Toughness vs ballistic damage.
Combat Medkit	Heals 1D3 Stun markers , can stabilize downed allies.
Grappling Hook	Grants ability to scale walls or reach difficult areas.
Night Vision Goggles	Negates darkness penalties for one mission.
Tactical Gloves	+1 to climbing, grappling, or melee rolls.
Explosives Kit	+2 to setting and disarming explosive devices.
Motorcycle Reinforcement	Adds a motorcycle to the mission with the ability to perform a combat roll.



Dreadnoks NPCs

Use the characters and stats below to add extra Dreadnoks flavor to your Missions and Campaigns. Some Missions and Campaigns will specify these characters as a **Named NPC**, and these listed stats may get a boost, or even a penalty.

Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Buzzer	Demolitions Expert	Heavy Combat	3	4	4	4	4	3	2	Aggressive	Shotgun (2D6, Spread, 12"), Frag Grenades (2D6, Blast Radius 3")	Combat Medkit (Removes 1 Stun Marker), Heavy Body Armor (+2 Toughness, -1 Speed)	Demolitions Expert +3 (+3 to Explosives & Throwables), Shockwave Impact (-1 to Enemy Reactions within 3" of Explosive Impact)

Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Burn Out	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Machine Gun (2D8, Armor Piercing, 36" Range), .45 ACP Pistol (1D8, Stopping Power)	Combat Medkit (Removes 1 Stun Marker), Heavy Body Armor (+2 Toughness, -1 Speed)	Heavy Weapons Specialist +3 (+3 to Attacks with Heavy Weapons), Suppressive Fire (-1 Enemy Reactions when using automatic weapons)
Gnawgahyde	Brawler	Standard Combat	3	5	5	5	4	3	2	Aggressive	Machete (1D6, Cleave on 6+), Taser Baton (1D6, Stun on 5+)	Tactical Gloves (+1 to Grappling and Melee Rolls), Heavy Body Armor (+2 Toughness, -1 Speed)	Brawler +3 (+3 to Melee Attacks), Intimidating Presence (-1 to Enemy Reactions within 3"), Melee Expert (May reroll one missed melee attack per turn)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Heart-Wrencher	Psychological Warfare Expert	Support Specialist	3	5	4	3	3	5	3	Cautious	Silenced 9mm Handgun (1D6, Silent, Quick Draw), Dart Gun (1D4, Tranquilizer, Knocks Out Target on 6)	Fake ID (+2 to Deception/Social Checks), Voice Modulator (Mimics Voices with 90% Accuracy)	Master Manipulator (+3 to Deception and Persuasion Rolls), Psychological Tactician (+1 to Sabotage and Intel Gathering Rolls), Mind Games (Can force one enemy per mission to reroll a successful attack)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Monkeywrench	Saboteur	Infiltration Specialist	3	5	5	4	4	4	3	Tactical	Remote Detonator (3D6, Placed Explosive, Detonates on Trigger), 9mm Handgun (1D6, Quick Draw)	Electronic Lock Breaker (Bypasses Electronic Locks on 5+), Combat Medkit (Removes 1 Stun Marker)	Sabotage Specialist (+3 to Stealth and Hacking Rolls), Demolitions Expert (+3 to Explosives & Throwables), Infiltration Master (May reroll a failed Sabotage attempt once per mission)
Road Pig	Shock Trooper	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Mace (2D6, Stun on 5+), .45 ACP Pistol (1D8, Stopping Power, 10" Range)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Shock Trooper +3 (+3 to attacks with heavy weapons), Reckless Assault (Can move 2" after firing heavy weapon without penalty)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Thrasher	Motorcycle Specialist	Vehicle Specialist	3	5	6	3	4	2	3	Tactical	Custom Motorcycle Machine Gun (1D6, Suppressive Fire, 12" Range), Combat Knife (1D6, +1 to Melee Attacks)	Motorcycle Reinforcement (Includes a combat-ready motorcycle), Grappling Hook (Can scale walls or reach high areas)	Biker Brotherhood (Once per mission, may assist another Dreadnok in combat), Terror on Wheels (+1 Speed when using motorcycles)
Torch	Flame Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Flamethrower (2D6, Incendiary, 10" Range, Targets burn on 5+), .357 Magnum (1D8, Piercing, 10" Range)	Fire Suppression System (Once per mission, can extinguish flames), Heavy Body Armor (+2 Toughness, -1 Speed)	Flame Weapons Specialist +3 (+3 to attacks with Flame Weapons), Firestarter (+1 to damage with incendiary weapons), Shock & Awe (-1 to enemy Reactions after a Heavy Weapon Kill)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Zandar	Psychological Warfare Expert	Support Specialist	3	5	5	4	3	5	3	Cautious	Silenced .45 ACP Pistol (1D6, Silent, Quick Draw), Dart Gun (1D4, Tranquilizer, Knocks Out Target on 6)	Fake ID (+2 to Deception/Social Checks), Voice Modulator (Mimics Voices with 90% Accuracy)	Master Manipulator (+3 to Deception and Persuasion Rolls), Psychological Tactician (+1 to Sabotage and Intel Gathering Rolls), Mind Games (Can force one enemy per mission to reroll a successful attack)
Zarana	Psychological Warfare Expert	Support Specialist	3	5	5	5	3	5	3	Aggressive	Compact SMG (1D6, Suppressive Fire, 12" Range), Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range)	Tactical Gloves (+1 to Grappling and Melee Rolls), Fake ID (+2 to Deception/Social Checks)	Intimidating Presence (-1 to enemy Reactions within 6"), Psychological Warfare (+1 to enemy morale manipulation), Mind Control (Can force one enemy per mission to act as if controlled by Zarana)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Zartan	Infiltrator	Infiltration Specialist	4	6	6	5	4	5	4	Tactical	Crossbow (1D6, Silent, Quick Draw), Silenced .45 ACP Pistol (1D6, Silent)	Adaptive Camouflage Suit (+2 to Stealth Rolls), Grappling Hook (Grants ability to scale walls or reach difficult areas)	Master of Disguise (+3 to Deception and Stealth Rolls), Hidden Threat (Cannot be targeted by ranged attacks unless spotted first), Ambush Expert (+1 to surprise attack rolls)



Dreadnoks Weapon Tables

Dreadnoks Faction-Specific D10 Weapon Table

(Melee Weapons, Sidearms, and Rifles)

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Biker's Machete	Melee	1D6, Cleave (Hits adjacent target on 6+)	N/A	N/A	Lightweight, Serrated (Causes Bleeding on 5+)	Common
2	Molotov Thrower	Melee	2D6, Ignites target (Burns on 5+)	N/A	N/A	Incendiary, Non-Lethal	Uncommon
3	Dreadblade Knife	Melee	1D6, +1 to Stealth Attacks	N/A	N/A	Silent, Lightweight, Concealable	Common
4	Pipe Wrench	Melee	1D8, Knockback (Pushes target 1")	N/A	N/A	Heavy, Versatile	Uncommon
5	Taser Baton	Melee	1D6, Stun on 5+	N/A	N/A	Non-Lethal, Electrified (Forces Reactions Check)	Common
6	Dreadnoks Revolver	Sidearm	1D6, +1 to Initiative	12"	6	Quick Draw, Concealed	Common
7	Chain Gun	Sidearm	1D6, Suppressive Fire (-1 to enemy Reactions)	12"	30	High ROF (May fire twice per turn)	Uncommon
8	Rusty Revolver	Sidearm	1D8, Stopping Power (+1 vs armored targets)	10"	6	+1 to Damage vs armored targets	Common
9	Scrap-Can SMG	Rifle	1D6, Suppressive Fire (-1 to enemy Reactions)	12"	20	Silenced, Rugged (No Jam/Malfunction)	Rare
10	Junkyard Shotgun	Rifle	2D6, Spread (Hits adjacent targets on 5+)	10"	5	Knockback (Pushes target 1"), Rugged	Uncommon

Dreadnoks Faction-Specific Weapon Traits Glossary

Trait Name	Combat Bonus/Penalty or Other Use
Cleave	Hits adjacent target on a roll of 6+, dealing the same damage to another target within range.
Concealed	+2 to Deception checks for hiding or smuggling the weapon.
Electrified	Forces the target to pass a Reactions Check or be stunned.
Heavy	Weapon is bulky, may cause penalties to Speed or require greater strength to wield effectively.
Incendiary	Targets ignite on a roll of 5+, causing additional damage from fire over time.
Knockback	Pushes target back by 1" on a successful hit, potentially moving them out of cover.
Lightweight	No movement penalty when wielding this weapon.
Non-Lethal	Deals stun damage instead of lethal damage, incapacitating the target without killing.
Quick Draw	+1 to Initiative when this weapon is drawn first.
Reliable	Reduces the penalty for reloading under pressure, reducing malfunctions or jamming.



Trait Name	Combat Bonus/Penalty or Other Use
Rugged	Weapon doesn't jam or malfunction under extreme environmental conditions.
Serrated	Causes bleeding on a roll of 5+, dealing 1 additional damage each turn until treated.
Silent	Firing does not alert enemies unless they have a visual detection of the shooter.
Silenced	On a roll of 6, shot remains undetected unless visually spotted.
Suppressive Fire	Reduces enemy Reactions by -1 when targeted by this weapon, forcing them into cover or making them hesitate.
Versatile	Grants a +1 bonus to either Snap Fire (quick shot) or Aimed Shot (precision), must be declared before the roll.

Dreadnoks Faction-Specific D10 Energy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Plasma Crowbar	Energy Weapon	1D6, Melee attack causes target to burn on 5+	N/A	N/A	Incendiary (Burns on 5+), Silent	Common
2	Junkyard Laser Pistol	Energy Weapon	1D6, Overheat (On 1, must cool down next turn)	12"	8	Vulnerable to EMP, Overheat, No Recoil	Uncommon
3	Scrapbeam Rifle	Energy Weapon	1D8, Armor Piercing (Ignores 1 Armor)	20"	12	Rugged (No Jam/Malfunction), Vulnerable to EMP	Uncommon
4	Redline Arc Blaster	Energy Weapon	1D6, Stun on 4+	10"	8	Silent, Non-Lethal, Vulnerable to EMP	Rare
5	Wreckage Laser Cannon	Energy Weapon	2D6, High Impact (Pushes target 2")	36"	5	High Impact (Pushes target 2"), Vulnerable to EMP	Very Rare
6	Chainlash Plasma Whip	Energy Weapon	1D6, Can hit up to 2 adjacent targets	12"	8	Cleave (Hits adjacent target on 6+), No Recoil, Vulnerable to EMP	Uncommon
7	Razorline Beamgun	Energy Weapon	1D8, Precision (+1 to Aimed Shots)	18"	8	Vulnerable to EMP, No Muzzle Flash, Reliable	Rare
8	Dumpsterfire Flamethrower	Energy Weapon	2D6, Incendiary (Targets burn on 5+)	10"	6	Incendiary (Burns on 5+), Vulnerable to EMP	Uncommon
9	Gritzray Scattergun	Energy Weapon	1D6, Suppressive Fire (-1 to enemy Reactions)	12"	20	Suppressive Fire (-1 to enemy reactions), Vulnerable to EMP	Rare
10	Moltenglow Plasma Cannon	Energy Weapon	2D8, Overpenetration (Hits 2 targets in a line)	30"	6	Overpenetration (Hits 2 targets in a line), Vulnerable to EMP	Very Rare

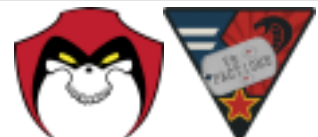


Dreadnoks Faction-Specific Energy Weapon Traits Glossary

Trait Name	Effect
Armor Piercing	Ignores X points of enemy armor when calculating damage.
Cleave	On a roll of 6+, hits adjacent targets, causing the same damage.
High Impact	Pushes target X inches on a successful hit, potentially moving them out of cover.
Incendiary	Causes the target to burn on a roll of 5+, dealing additional damage over time.
No Muzzle Flash	Weapon does not produce visible muzzle flashes, making it harder to detect when fired.
Non-Lethal	Deals Stun damage instead of lethal damage, incapacitating the target without killing.
Overheat	On a roll of 1, the weapon must cool down next turn and cannot be used.
Overpenetration	If damage exceeds the first target's armor, the shot continues through to hit additional targets in a line.
Precision	Grants +1 to Aimed Shots, improving accuracy at long range.
Reliable	The weapon does not malfunction or jam, making it more dependable under stress.
Rugged	Weapon functions reliably in extreme environmental conditions (e.g., heat, cold, dirt).
Silent	Firing does not alert enemies unless the shooter is visually spotted.
Suppression Fire	Reduces enemy Reactions by -1 when the weapon is fired at them, forcing them into cover or slowing them down.
Vulnerable to EMP	The weapon is susceptible to EMP attacks, which can disable it or cause malfunction.

Dreadnoks Faction-Specific D10 Explosives & Throwables Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Scrap Grenade	Explosive	2D6, Blast Radius (3")	12"	1	Reliable Detonation, Shrapnel (+1 Damage vs Unarmored)	Common
2	Molotov Cocktail	Explosive	2D6, Fire Effect (Burns area for 2 turns)	10"	1	Incendiary, Unreliable Detonation	Common
3	Improvised Flashbang	Explosive	N/A, Blinds & Disorients enemies within 3"	12"	1	Stun (Enemies within 3" make Reactions Check)	Uncommon
4	Sticky Bomb	Explosive	2D6, High Explosive	8"	1	Adheres to surfaces, Delayed Detonation	Uncommon
5	Acid Trap	Explosive	2D6, Causes Corrosive Damage	8"	1	Chemical Burn (Forces Reactions Check to avoid taking 1D6 damage)	Rare
6	"Bang 'n' Burn" Grenade	Explosive	2D8, Knockback (Pushes target 2")	12"	1	Knockback (Pushes target 2"), Incendiary	Uncommon
7	Nitro Flash Grenade	Explosive	2D6, Blinds & Causes Reactions Check on 4+	12"	1	Stun (Forces Reactions Check), No Sound Alert	Rare
8	Deathtrap Satchel Charge	Explosive	3D8, High Explosive	Placed	1	Explosive (Area damage on 5+), Ignites Targets	Very Rare



D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
9	Scrap Iron Shrapnel Grenade	Explosive	2D6, Shrapnel (Hits all adjacent targets)	12"	1	Blast Radius (3"), Causes Bleeding on 5+	Uncommon
10	Demolition Charge	Explosive	3D6, High Explosive	Placed	1	Ignores Cover Bonuses, Remote Detonation	Very Rare

Dreadnoks Faction-Specific Explosives & Throwables Traits Glossary

Trait Name	Combat Bonus/Penalty or Other Use
Acid Burn	Target must pass a Reactions Check or take 1D6 damage due to corrosive chemicals.
Adheres to Surfaces	Weapon or explosive sticks to surfaces (e.g., walls, vehicles, or enemies), allowing for strategic placement before detonation.
Blast Radius (X")	Affects all targets within X inches of the detonation, causing area damage.
Chemical Burn	Deals additional damage from chemicals, forcing a Reactions Check to avoid further damage.
Explosive (Area Damage on X+)	On a roll of X+, the weapon causes area damage to all targets within X inches of the impact.
High Explosive	Ignores cover bonuses, damaging targets even if they are behind obstacles.
Incendiary	Causes targets to catch fire, dealing additional damage over time (e.g., burns on 5+).
Knockback (Pushes Target X")	A successful hit pushes the target back by X inches, disrupting their position or forcing them out of cover.
Reliable Detonation	The explosive always detonates as expected, with no risk of malfunction or failure.
Shrapnel	Increases damage against unarmored targets, dealing +1 damage.
Stun (Reactions Check on X+)	Enemies within the blast radius must pass a Reactions Check or be stunned for 1 turn.
Timed Detonation	The explosive detonates after a set time delay, making it useful for ambushes or strategic timing.
Vulnerable to EMP	The explosive or device is susceptible to EMP attacks, which can disable or malfunction the item.
No Sound Alert	The explosion or effect does not trigger an enemy alarm or detection, making it useful for stealthy operations.



Dreadnoks Faction-Specific D10 Heavy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Rustbucket Rocket Launcher	Heavy Weapon	3D10, High Explosive (Ignores cover bonuses)	36"	1	High Explosive (Ignores cover bonuses), Overheat	Rare
2	Junkyard Minigun	Heavy Weapon	2D8, High Rate of Fire (May fire twice)	36"	200	High ROF (May fire twice per turn), Rugged (No Jam)	Uncommon
3	Flameblaster	Heavy Weapon	2D6, Incendiary (Targets burn on 5+)	12"	5	Incendiary (Burns on 5+), Knockback (Pushes target 1")	Uncommon
4	Thunderstrike Mortar	Heavy Weapon	3D6, Explosive (Area Damage on 5+)	24"	3	Explosive (Area Damage), Saturation Fire (Extra attack on 6)	Rare
5	Sledgehammer Heavy Shotgun	Heavy Weapon	2D6, Spread (Hits Adjacent Target on 5+)	10"	6	Spread (Hits Adjacent Target), Knockback (Pushes target 1")	Uncommon
6	Ravager Gatling Cannon	Heavy Weapon	2D8, Suppressive Fire (-1 to enemy reactions)	36"	100	Suppressive Fire (-1 to enemy reactions), Heavy Kick (-1 to follow-up shots)	Very Rare
7	Scrap Iron Grenade Launcher	Heavy Weapon	2D6, Explosive	24"	6	Explosive (Area Damage on 5+), Blast Radius (3")	Uncommon
8	Wrecking Ball Flame Thrower	Heavy Weapon	2D6, Incendiary	12"	10	Incendiary (Burns on 5+), Ignites Targets	Rare
9	Thrasher's Heavy Blunderbuss	Heavy Weapon	3D6, Spread (Hits Adjacent Targets on 5+)	12"	5	Spread (Hits Adjacent Target), Rugged (No Jam)	Uncommon
10	Roadrage Rocket Cannon	Heavy Weapon	2D10, Armor Piercing (Ignores 2 Armor)	36"	1	Armor Piercing (Ignores 2 Armor), Overpenetration (Hits additional targets)	Very Rare

Dreadnoks Faction-Specific Heavy Weapons Traits Glossary

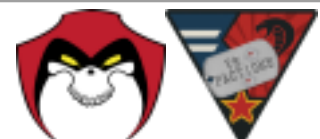
Trait Name	Combat Bonus/Penalty or Other Use
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage, making the weapon highly effective against armored targets.
Blast Radius (X")	Affects all targets within X inches of the detonation, causing area damage.
Explosive (Area Damage on X+)	On a roll of X+, the weapon causes area damage to all targets within range of the explosion.
Heavy Kick (-X to Follow-Up Shot)	The weapon has significant recoil, causing a -X penalty on the next attack after firing.
High Explosive (Ignores Cover Bonuses)	Ignores any cover bonuses, allowing the weapon to deal full damage to enemies even if they are behind cover.



Trait Name	Combat Bonus/Penalty or Other Use
High Rate of Fire (High ROF)	The weapon may fire twice per turn, increasing its potential damage output.
Incendiary (Burns on X+)	On a roll of X+, the target catches fire and suffers additional damage over time from burning.
Knockback (Pushes Target X")	A successful hit pushes the target back by X inches, potentially moving them out of cover or disrupting their position.
Overpenetration (Hits X Targets in a Line)	If the damage exceeds the first target's armor, the attack continues and hits up to X additional targets in a line.
Rugged (No Jam/Malfunction)	The weapon is resistant to malfunctions and jams, ensuring consistent performance even in harsh conditions.
Spread (Hits Adjacent Target on X+)	On a roll of X+, the weapon also hits an adjacent target, simulating a shotgun-style spread effect.
Suppressive Fire (-X to Enemy Reactions)	The weapon reduces enemy Reactions by -X, making them less likely to respond quickly and forcing them into cover.
Saturation Fire (Roll Extra Attack on X+)	On a roll of X+, the weapon fires an additional attack, increasing the total damage dealt.

Dreadnoks Faction-Specific D10 Special Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Rusted Razor Whip	Special	1D6, Causes Bleeding on 5+	12"	N/A	Cleave (Hits adjacent target on 6+), Non-Lethal	Uncommon
2	Molten Slug Launcher	Special	2D6, Fire Effect (Burns on 5+)	12"	1	Incendiary, Ignites Targets	Rare
3	Spiked Flashbang Grenade	Special	N/A, Blinds & Disorients enemies within 3"	12"	1	Stun (Enemies within 3" make Reactions Check), No Sound Alert	Uncommon
4	Sledgehammer Thunderclap	Special	2D8, Knockback (Pushes target 1")	12"	1	Shockwave (Pushes targets 1"), Stun on 5+	Uncommon
5	"Rage" Taser Net	Special	N/A, Stuns & Immobilizes target for 2 turns	10"	1	Entangling (Target must pass Reactions Check to escape), Non-Lethal	Rare
6	Zartan's Camouflage Dart	Special	1D4, Tranquilizer (Knocks out target on 5+)	12"	3	Silent, Concealed	Rare
7	Vandal's Flame Grenade	Special	2D6, Fire Effect (Burns area for 2 turns)	12"	1	Incendiary, Blinding Effect	Common
8	Buzzsaw Chain Net	Special	N/A, Cuts & Entangles Target (Forces Reactions Check)	12"	1	Entangling, Silent	Uncommon



D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
9	Chaos Engine Repulsor Mine	Special	3D6, Explosive (Area damage on 5+)	Placed	1	Explosive (Area Damage), No Sound Alert	Very Rare
10	Zartan's Shadow Cloak Gun	Special	N/A, Changes appearance to blend in with the surroundings	6"	1	Requires Reactions Check to see through disguise, Can be used for stealth attacks	Very Rare

Dreadnoks Faction-Specific Special Weapons Traits Glossary

Trait Name	Combat Bonus/Penalty or Other Use
Blinding Effect	Causes disorientation, forcing enemies within the blast radius to make a Reactions Check or suffer penalties to their next action due to being temporarily blinded.
Concealed	Weapon or effect is easily hidden, granting +2 to Deception checks when attempting to hide or smuggle the item.
Entangling	Forces the target to pass a Reactions Check or become immobilized by the weapon, preventing movement until they break free.
Explosive (Area Damage on X+)	On a roll of X+, the weapon causes area damage to all targets within the specified radius of the detonation.
Incendiary	Causes the target to catch fire on a roll of 5+, dealing additional damage over time due to the fire.
Knockback (Pushes Target X")	A successful hit pushes the target back by X inches, potentially disrupting their positioning or moving them out of cover.
Silent	Firing or using the weapon does not trigger an alarm or make detectable noise unless the target sees the attack. Ideal for stealth operations.
Stun (Forces Reactions Check on X+)	Causes the target to suffer a Stun effect on a roll of X+, forcing them to lose their next turn unless they succeed on a Reactions Check.
Tranquilizer	On a successful hit, the target is knocked out for 1D3 turns or until they receive medical attention.
Versatile	The weapon has multiple modes of attack or usage, granting +1 to either Snap Fire (quick shot) or Aimed Shot (precision shot), chosen before the roll.



Dreadnoks 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 Dreadnoks Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Dynamite Barrel	Explosive	A makeshift barrel of dynamite on a cart; causes 3D6 damage in a 6" radius (area damage) and has a reliability roll for detonation.	Rare
2	Motorcycle Kickstand Trap	Trap/Utility	A concealed kickstand trap on a motorcycle: forces enemies to make a Reactions Check (4+) or get hit by a swinging motorcycle stand, stunning them for one turn.	Uncommon
3	Wrench of Fury	Utility	A heavy, oversized wrench. +1 to disarm enemy traps and tech. On a roll of 6, may cause mechanical failure in enemy vehicles or gadgets.	Common
4	Gasoline Soaked Rag	Utility	A makeshift torch; deals 2D6 fire damage in a 2" radius (requires a successful attack roll) or sets target on fire for 2 turns.	Common
5	Dreadnok Flag	Tactical	A tattered flag used to rally the gang. Grants +1 to Reactions and Morale checks for Dreadnoks within a 6" radius. -1 to enemy Reactions if they fear the Dreadnoks' chaotic nature.	Common
6	Molotov Carton	Explosive	A box of Molotovs attached to a motorcycle: Explodes on a roll of 5+, causing 2D6 damage and burns in a 4" radius, causing stun and panic.	Uncommon
7	Junkyard Shield	Armor	A makeshift riot shield made of scrap metal. +1 Toughness against ballistic damage, but -1 Speed. Makeshift, worn, and often noisy.	Rare
8	Wasteland Signal Jammer	Utility	A handmade jammer cobbled together from junk. Temporarily disables enemy tech within a 6" radius, preventing hacking and electronic detection for 1 turn. May malfunction on a 1.	Rare
9	Spiked Tire Trap	Trap	Spiked tire trap placed on the road. Causes 2D6 damage to any vehicle passing over it and forces them to lose 2" of movement for one turn.	Uncommon
10	Flame-Sprayer Backpack	Utility	A makeshift flamethrower strapped to the back of the user. 2D6 damage, Burns targets on a roll of 5+. Vulnerable to EMP, but terrifyingly effective.	Very Rare



D10 Dreadnoks Experimental Weapons & Equipment Table

D10 Roll	Item Name	Type	Effect	Ammo	Availability
1	Flamethrower-Chain Saw Hybrid	Experimental Weapon	A combination flamethrower and chainsaw; deals 2D6 fire damage in a 3" cone (Burns targets on a roll of 5+), and melee hits cause 1D8 damage with a Cleave effect (adjacent targets take 1D6 damage).	4	Rare
2	Junkyard Pulse Blaster	Experimental Weapon	Fires a powerful pulse that disrupts electronics. 1D8 damage to organic targets, and disables electronic devices within 6" on a roll of 4+. Vulnerable to EMP.	10	Experimental
3	Molotov Drone	Experimental Weapon	A drone filled with Molotov cocktails, which can be deployed to explode in a 4" blast radius, dealing 2D6 fire damage (Burns targets on a 5+).	1	Experimental
4	Blunderbuss Rocket Launcher	Experimental Weapon	Launches explosive rockets with a spread effect. 2D8 damage, Knockback (pushes target 1"), and Area damage on a 5+ in a 3" radius.	1	Rare
5	Tire Shredder Cannon	Experimental Weapon	Fires a barrage of sharp, steel-laden tires, causing 1D6 damage and Piercing (Ignores 1 point of armor). No recoil, but difficult to aim.	6	Uncommon
6	Wasteland Mega Bomb	Experimental Weapon	A massive, volatile bomb that can be planted or thrown. Deals 3D8 explosive damage, Ignites targets (Burns for 2 turns), and causes a Blast Radius (3") of damage. Delayed detonation (roll 1-4 for 1 turn delay).	1	Experimental
7	Electromagnetic Crossbow	Experimental Weapon	Crossbow with explosive tips that disables electronics and stuns enemies on a 5+. Deals 1D6 damage with an EMP effect on a roll of 4+.	6	Experimental
8	Napalm Spray Backpack	Experimental Weapon	Napalm-filled backpack that sprays 2D8 incendiary damage in a 6" cone (Burns on a 5+). Requires reload after each use, and Vulnerable to EMP.	1	Very Rare
9	Biker Gang Cluster Bomb	Experimental Weapon	A cluster bomb that detonates into mini-explosions on a roll of 4+, dealing 2D6 damage in a 3" radius (Blast Radius). Each mini-explosion causes a Stun (Reactions check on 5+).	1	Uncommon
10	Shredder-Machinegun Combo	Experimental Weapon	A machinegun that shoots high-speed scrap metal shrapnel. Deals 1D6 damage, and Suppression Fire (-1 to enemy reactions). A hit also causes piercing damage to armor (Ignores 1 armor).	50	Rare



D10 Dreadnoks Gear Table

D10 Roll	Item Name	Type	Effect	Availability
1	Scrap Metal Shield	Armor/Utility	A makeshift shield forged from scrap metal. Provides +1 Toughness against ballistic damage but -1 Speed due to weight.	Common
2	Spiked Motorcycle Tires	Vehicle Gear	Tires equipped with spikes for high-speed intimidation. Adds +1 to enemy Reactions checks if the Dreadnoks are riding motorcycles.	Uncommon
3	Dreadnok Junker Backpack	Utility	A backpack full of random junk: Can be used to improvise explosives or fix broken equipment. Grants +2 to improvising devices.	Common
4	Rally Flag	Tactical Gear	A tattered Dreadnok flag used to rally the gang. Grants +1 to Reactions and Morale checks for Dreadnoks within a 6" radius. -1 to enemy Reactions when Dreadnoks are in large numbers.	Rare
5	Road Rash Kit	Medical Gear	Heals 1D4 damage and provides immunity to being stunned for 1 turn. Specifically useful after vehicle-related injuries or falling off motorcycles.	Uncommon
6	Gasoline Canister	Utility	A makeshift gasoline container. +1 to ignite targets with fire-based weapons or Molotov cocktails. Flammable (dangerous to carry in combat).	Common
7	Spare Engine Parts	Utility	Random engine parts for vehicle repairs during or between missions. Grants +2 to vehicle repairs and +1 to movement rolls for motorcycles.	Uncommon
8	Noxious Smoke Bomb	Explosive	A cloud of toxic gas deployable with a quick throw. Creates a 6" smoke cloud that causes stun for any enemies within the area (Reactions Check 4+).	Rare
9	Biker's Duffle Bag	Utility	A duffle bag full of tools, snacks, and supplies for the Dreadnoks. Grants +1 to Loot rolls when scavenging, +2 to disarm traps, and can store a weapon or small explosive.	Common
10	Reckless Rider Boots	Armor/Utility	Sturdy boots designed for high-speed maneuvers. Grants +1 Speed and +2 to avoid falling when riding motorcycles or traversing difficult terrain.	Uncommon



D10 Dreadnoks Loot Table

(Items found from Looting Dreadnoks personnel, safe houses, bases, etc)

D10 Roll	Item Name	Type	Effect	Availability
1	Road Warrior's Trophy	Tactical Gear	A dirty, dented trophy taken from a rival gang: +1 to Intimidation rolls and Reactions checks when facing rival factions or weak-willed enemies.	Common
2	Gnawgahyde's Machete	Melee Weapon	A bloodstained machete. 1D6 damage, Cleave on a 6+, and +1 to Stealth Attacks in dense terrain. Carried by Gnawgahyde during his wild confrontations.	Uncommon
3	Zartan's Disguise Kit	Utility	A worn-out disguise kit containing makeup, fake IDs, and plastic masks. Grants +2 to Deception rolls and allows instant disguise before a mission. Zartan's personal kit.	Rare
4	Burnout's Ammo Box	Ammo/Utility	A scrap-filled ammo box with explosive rounds. Adds +1 damage to any Heavy Weapon for 1D3 missions before it runs out.	Kitbashed
5	Dreadnok Oil Can	Medical Gear	A canister of makeshift medical oil that heals 1D6 damage but leaves behind a greasy residue. Restores Toughness for one combat turn after use.	Uncommon
6	Biker's Roadmap	Story Gear	A tattered, hand-drawn map of various abandoned highways and junkyards. Adds +2 to Navigating, scavenging, or stealing from any junkyard or derelict area.	Rare
7	Monkeywrench's Sabotage Kit	Utility	A set of tools used for quick sabotage. +2 to Explosives & Throwables, can disable or break enemy electronics or vehicles with a successful roll (5+).	Uncommon
8	Thrasher's Tire Chain	Utility	A heavy chain used to disable vehicles or trap enemies. -2 to enemy movement when deployed in a narrow area. Can be used once per mission.	Rare
9	Torch's Molotov Cocktail Kit	Explosive	A makeshift Molotov kit containing 3 Molotov cocktails. Each cocktail deals 2D6 fire damage, Burns targets on a 5+ for 2 turns.	Common
10	Dreadnok's Stolen Wallet	Story Gear	A purse stolen from a VIP, containing 50 credits (or equivalent). +2 to bribery or evasion rolls when used to pay off enemies or allies. Dreadnoks have taken many.	Common



D10 Dreadnoks Mission Rewards Table

(Rewards granted to factions that successfully complete a mission against Dreadnoks.)

D10 Roll	Item Name	Type	Effect	Availability
1	Zartan's Holographic Mask	Gear/Utility	A unique holographic mask that generates false identities. Grants +2 to Deception and can create one illusion of a person for up to 1 hour (fails on a 1). Only Zartan's tech can produce something this convincing.	Experimental
2	Road Pig's Mace of Mayhem	Melee Weapon	Road Pig's custom electrified mace. Deals 2D6 damage, with Stun on 5+ and Knockback (pushes target 1"). +1 to Grappling and Melee rolls when using in close combat.	Uncommon
3	Zandar's Mind Games Manual	Story Gear	A worn journal filled with Zandar's psychological manipulations. Once per mission, can re-roll one failed Deception or Persuasion check when using manipulation tactics.	Rare
4	Burnout's Custom Ammo	Ammo	A box of hand-crafted explosive rounds designed by Burnout. +2 to Heavy Weapon damage, and +1 to Suppressive Fire rolls for 1D3 missions before it runs out.	Uncommon
5	Thunder Machine's Nitro Booster	Vehicle/Story Gear	A high-powered nitro booster salvaged from the Thunder Machine and installed permanently on 1 wheeled vehicle. Grants +2 to Speed and +1 to damage rolls for vehicle combat during a chase or battle. Once per mission, can be activated to perform an aggressive maneuver.	Rare
6	Zarana's Spy Network Intel	Story Gear	A collection of fake identities and covert contacts used by Zarana in her undercover operations. Grants +2 to Deception, Hacking, or infiltration-related rolls. Can be used to access confidential enemy info or manipulate high-profile targets once per mission.	Rare
7	Monkeywrench's Sabotage Kit	Utility	A set of tools used for quick sabotage. +2 to Explosives & Throwables, can disable or break enemy electronics or vehicles with a successful roll (5+).	Uncommon
8	Thrasher's Tire Chain	Utility	A heavy chain used to disable vehicles or trap enemies. -2 to enemy movement when deployed in a narrow area. Can be used once per mission.	Rare
9	Torch's Flamethrower Fuel Tank	Explosive Gear	A refillable fuel tank for Torch's flamethrower. Adds 1D6 fire damage to Flamethrower weapons for one mission. The fuel can also be used for setting traps (burns on 5+ for 2 turns).	Uncommon
10	Dreadnok's Scrap-Pile Cache	Story Gear	A hidden stash of stolen goods: +2 to Loot rolls when scavenging scrap or mechanical parts. Provides 5 credits worth of random tools, gadgets, or vehicle parts that can be used in later missions.	Common



Dreadnoks Campaign & Mission Framework

How The Mission Antagonist System Works in Missions

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

D10 Mission Antagonist Random Table

(Roll 1D10 to determine the Mission Antagonist unless a mission specifies a Named NPC.)

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 FACTION opposition. Roll on a separate table to determine who it is.
8-10	Nobody (Blank Result)	This time, your faction is lucky—no key Dreadnoks figure is directly leading this mission!

D10 Dreadnoks Named Mission Antagonist Table

(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(s)	Default Role in Mission	Mission-Specific Stat Boost	Preferred Mission Themes
1	Zartan (Infiltrator)	Ambush & Stealth Operations	+1 to Stealth & Deception rolls	Covert Ops, Espionage, Sabotage
2	Burn Out (Heavy Weapons Specialist)	Suppressive Fire	+1 to Heavy Weapons, +1 to Reactions	Urban Combat, High-Impact Missions
3	Torch (Flame Weapons Specialist)	Area Denial	+1 to Flame Weapons, +1 to Suppressive Fire	Siege Tactics, Containment Operations
4	Monkeywrench (Saboteur)	Tech Disruption	+1 to Sabotage & Stealth rolls	Equipment Destruction, High-tech Interference
5	Gnawgahyde (Brawler)	Close Combat Engagement	+1 to Melee Attacks	Close Quarters Combat, Guerrilla Warfare
6	Heart-Wrencher (Psychological Warfare Expert)	Fear & Intimidation	+1 to Deception, -1 to enemy Reactions	Psychological Warfare, Ambush, Misinformation
7	Road Pig (Shock Trooper)	Frontline Assault	+1 to Combat, +1 to Toughness	Heavy Assault, Breakthrough Missions
8	Zartan & Zarana	Dual Infiltration & Psychological Warfare	+1 to Stealth, +1 to Deception	Covert Operations, Intel Gathering, Misinformation



D10 Roll	Named NPC(s)	Default Role in Mission	Mission-Specific Stat Boost	Preferred Mission Themes
9	Burn Out & Gnawgahyde	Heavy Assault & Melee Combat	+1 to Heavy Weapons, +1 to Melee Attacks	Close Combat, High-Intensity Combat
10	Torch & Road Pig	Area Denial & Shock Assault	+1 to Flame Weapons, +1 to Combat	Urban Combat, Aggressive Assaults

D10 You Vs. Dreadnoks Campaign Table

(Roll 1D10 to determine the campaign theme when fighting against Dreadnoks.)

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
1	Chaos Unleashed	Full-throttle assault	The Dreadnoks have initiated a full-throttle assault on a local town. Your mission is to stop their rampage before they take control.	Road Pig (Shock Trooper) - Gains a +1 bonus to Toughness and Combat rolls for this mission.	+1 to all Combat rolls when aggressively attacking.	The Dreadnoks set fire to key infrastructure, delaying reinforcements and causing chaos.
2	Biker Pursuit	High-speed chase	Dreadnoks have stolen vital intel, and it's up to you to track them down on their motorcycles. High-speed chase ensues.	Thrasher (Motorcycle Specialist) - Can reroll one failed Speed or Reaction check during the mission.	+1 to Speed and Reaction rolls when riding motorcycles.	The Dreadnoks evade you, causing a prolonged chase that makes reinforcements late.
3	Sabotage the Saboteurs	Explosive disarmament	The Dreadnoks are planting explosive devices in strategic locations. Disable their explosives before they detonate!	Monkeywrench (Saboteur) - Gains +2 to Sabotage rolls.	+1 to Stealth and Explosives rolls when defusing bombs.	The explosives detonate, causing widespread damage and alerting enemies.
4	A Dreadnok Raid	Heist prevention	The Dreadnoks are planning a violent heist. Stop them from plundering a weapons cache.	Zartan (Infiltrator) - Gains +2 to Deception and Stealth rolls.	+1 to all Deception and Disruption rolls during infiltration.	The Dreadnoks manage to escape with high-value loot, severely affecting morale.
5	Psychological Warfare	Counter psychological ops	Dreadnoks are using psychological tactics to destabilize the local population. Prevent their mind games from taking hold.	Heart-Wrencher (Psychological Warfare Expert) - Can force one enemy to reroll a successful action.	+1 to Deception and Persuasion rolls when countering Dreadnoks' psychological effects.	Dreadnoks manipulate a key ally, leading them to betray you in future missions.



D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
6	Heavy-Handed Warfare	Defend a stronghold	Dreadnoks have attacked a fortified position. Defend the stronghold from their violent assault.	Burn Out (Heavy Weapons Specialist) - Gains +1 to Reactions and Combat for the mission.	+1 to Heavy Weapon rolls for all operatives.	The Dreadnoks breach the defenses, and reinforcements arrive too late.
7	Wreckage and Ruin	Post-battle investigation	After a battle, Dreadnoks have left a trail of wreckage. Investigate their vehicles for intel while avoiding traps.	Gnawgahyde (Brawler) - Gains +1 to Melee and Grapple rolls.	+1 to Vehicle Handling and Loot rolls for retrieving Dreadnok equipment.	Dreadnoks plant traps that damage key equipment, reducing mission success rate.
8	Explosive Tactics	Minefield disarming	Dreadnoks have set up a minefield around a high-priority location. Disable the mines and take control of the area.	Buzzer (Demolitions Expert) - Gains a +2 bonus to Explosives rolls, and a failed disarm forces an immediate attack.	+1 to Explosives & Throwables rolls when disarming or planting explosives.	The mines explode, triggering a series of disasters and traps.
9	Dreadnok Outlaws	Retake a vehicle depot	The Dreadnoks have taken control of a vehicle depot. Retake it without letting them escape.	Torch (Flame Weapons Specialist) - Can deploy a fire trap in the mission, causing a -1 to enemy Reactions.	+1 to Combat rolls when fighting Dreadnoks in vehicles.	The Dreadnoks steal valuable vehicles, delaying your pursuit and reinforcements.
10	Dreadnok Showdown	Final showdown	A final showdown as Dreadnoks launch an all-out offensive against your team. Hold your ground and take them down.	Zarana (Psychological Warfare Expert) - Gains a +2 to Deception and an automatic morale hit for enemies near her.	+1 to all combat stats while within range of a Dreadnok vehicle.	Dreadnoks retreat, but the mission becomes more difficult due to their retreating tactics.



Campaign Missions

Campaign Special Rule:

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

The Primary Antagonist may appear in campaign-specific missions, reinforcing their presence as a key challenge.

Each campaign will have **mission-specific encounters** that allow Named NPCs to interact directly with the ongoing events.

D10 Dreadnoks Campaign-Specific Missions

(Missions where the player faction is fighting against Dreadnoks operatives.)

D10 Roll	Mission Title	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
1	Burning the Road	Sabotage	The Dreadnoks are laying waste to vital supply routes with explosives. Stop them before they destroy everything.	Biker's Wrath - All Dreadnoks in this mission get +1 to combat rolls when on motorcycles.	+1 to Loot rolls for recovering any supplies left behind.	The route is compromised, causing a -1 penalty to Speed and Maneuverability in the next mission.
2	Engine Failure	Stealth Infiltration	The Dreadnoks are using stolen vehicles in their raid. Disable their engines to prevent their escape.	Motorcycle Mayhem - Dreadnoks get +1 to Speed when in vehicles, allowing faster escape.	+1 to combat rolls against vehicles during future missions.	The stolen vehicles are used in an ambush, forcing a -1 penalty to all combat rolls in the next mission.
3	Dreadnok Infestation	Search and Destroy	Dreadnoks have hidden in an abandoned factory, using it as a base. Clear them out before they fortify it further.	Chaos Inside - Dreadnoks in this mission get +1 to Reactions while inside the factory.	+1 to all combat rolls against future Dreadnok fortifications.	The factory is booby-trapped; enemy reinforcements arrive with a +1 bonus to combat in the next mission.
4	Poison in the Water	Disruption	Dreadnoks have poisoned the water supply. Purify the source and stop them from spreading further toxins.	Chemical Spread - Dreadnoks gain +1 to Explosives rolls to increase the area of contamination.	+1 to Defense against poison attacks for the remainder of the Campaign.	Poison leaks spread, causing a -1 penalty to Reactions for the next mission due to weakened morale.



D10 Roll	Mission Title	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
5	Shattered Peace	Strategic Strike	A high-ranking Dreadnok operative is visiting a local town. Eliminate the target before they rally the gang.	Dreadnok Command - The mission antagonist gets +1 to Reactions rolls, allowing better coordination among Dreadnoks.	+1 to Reactions and Luck in the next mission against Dreadnoks.	The Dreadnoks rally and reinforce, causing enemy units to gain +1 to their combat rolls in the next mission.
6	Wheel of Fire	Rescue	Dreadnoks have captured a local scientist. Rescue them before the Dreadnoks can extract valuable information.	Chase the Wheels - Dreadnoks on motorcycles get +1 to Speed for the mission.	+1 to Medical rolls for stabilizing any injured NPCs or allies in future missions.	The scientist is tortured for information, causing a -1 to morale checks in future missions.
7	Minds in the Dirt	Recon and Intelligence	Dreadnoks are digging up intel hidden in a remote location. Intercept their operation before they recover the data.	Dirt Trail - Dreadnoks gain +1 to Hacking and Sabotage rolls during the mission.	-1 to each roll checking for Experimental Weapon/Item malfunctions for the remainder of the Campaign.	Dreadnoks escape with a small portion of the intel, giving them +1 to all Deception rolls in the next mission.
8	Terror on Wheels	Combat Assault	The Dreadnoks have launched an attack on a heavily defended supply depot. Repel the attack and take out their leader.	Terrorizing the Road - Dreadnoks gain +1 to Suppressive Fire rolls for the mission.	+1 to all combat rolls when defending future supply depots.	The Dreadnoks manage to steal critical equipment, reducing your available supplies for the next mission 1 less Unit will be available.
9	Gravel and Grit	Rescue and Extraction	A local militia member has been kidnapped by the Dreadnoks. Find and extract the prisoner from their clutches.	Biker Outlaws - All Dreadnoks get +1 to Speed during the extraction phase.	+1 to Stealth and Extraction rolls in a future mission where subtlety is needed.	The prisoner is injured during the escape, causing a -1 penalty to any medical rolls in the next mission.
10	The Final Showdown	Last Stand	The Dreadnoks are mounting a final assault on your base. Hold the line and defeat them.	Savage Rampage - Dreadnoks get +1 to all combat rolls during the final assault phase.	+1 to all defense rolls in 1D3 future battles, including fortifications.	The base is damaged, causing a penalty to future mission effectiveness due to compromised defensive infrastructure. -1 Combat and -1 Morale for the next 1D3 missions.



Dreadnoks Elites: Standard Upgrade Rules

Some missions introduce Dreadnoks Elites—a tougher variant of standard Dreadnoks NPCs.

Elite Dreadnoks NPCs receive the following upgrades:

- +1 to Combat
- +1 to Toughness
- Access to **superior weapons** or **gear** tailored to their specialized combat style.

