



Vs Factions Oktober Guard



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Oktober Guard Faction Overview and Traits

Oktober Guard Faction Overview

Faction Type: Soviet-Inspired Elite Military Unit

Tactical Focus: Tough, disciplined soldiers excelling in direct combat, tactical resilience, and battlefield adaptation

Common Traits: Hardened operatives, durable under fire, loyal to the mission above all. Equipped with older yet reliable military gear and trained in field improvisation

Weaknesses: Limited access to high-end gear or experimental tech; mission success often relies on discipline and grit over cutting-edge tools

Tone & Style: Cold War-era stoicism meets gritty modern realism. Tactical endurance, moral ambiguity, and battlefield honor dominate their narrative style. Think old-school military grit, brutal efficiency, and unwavering loyalty

Default Oktober Guard Operative Stats

(Balanced for frontline engagements, Oktober Guard operatives favor durability and fire discipline over high-speed maneuvers or deception.)

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

Oktober Guard Elites: Standard Upgrade Rules

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

- Elite Oktober Guard NPCs receive the following upgrades:
- +1 to Combat
 - +1 to Toughness
 - Access to superior Soviet-era or battlefield-modified weapons and gear

Oktober Guard AI Behavior in Combat

Oktober Guard operatives utilize a **disciplined, mission-first AI**, prioritizing cover, flanking, and strategic suppression.

Standard AI Behaviors:

AI Type	Behavior & Tactical Approach
Tactical	Focuses on cover, flanking maneuvers, and coordinated attacks
Aggressive	Pushes forward methodically, suppressing enemies and exploiting openings
Defensive	Holds ground firmly and reinforces allies under fire
Cautious	Avoids high-risk moves, prefers overwatch and reaction fire

Oktober Guard NPC AI Behavior Flowchart

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

1. Mission Objective Check

- ✔ If the mission includes a primary objective (e.g., eliminate HVT, hold territory), prioritize this over all else
-

2. Cover Check

- ✔ Is the operative in cover?
 - Yes: Proceed to step 3
 - No: Move to nearest viable cover before engaging unless AI type is Aggressive
-

3. Line of Sight (LOS) Check

- ✔ Can the operative see an enemy?
 - Yes: Proceed to step 4
 - No: Reposition toward cover or objective
-

4. Target Prioritization

- High-Value Targets (Specialists, Commanders)
 - Nearest Threat in Line of Sight
 - Suppressed or Injured enemies
-

5. Weapon Engagement Logic

- Melee Weapon: Charge only if forced into close combat
 - Ranged Weapon: Engage using tactic-specific modifiers:
 - Tactical: Use **Aimed Shot**
 - Aggressive: Use **Suppressive Fire** if available, else **Move and Fire**
 - Defensive/Cautious: Use **Overwatch** or stay in cover
-

6. Special Ability Check

- If specialist ability or gear (e.g., grenades, suppression zone, medical aid) is available and useful, deploy now
-

7. Post-Attack Check

- If movement remains, reposition to reinforce allies or secure objective area



8. End of Turn Adaptation

► If battlefield conditions shift (e.g., allies downed, enemies flanking), adjust tactics accordingly

Oktober Guard Faction Traits

(Tiered XP-based faction abilities reflecting the Guard's disciplined training, battlefield resilience, and Cold War-era tactical doctrine.)

Faction Trait	Effect (per level)
Steel Resolve	+1 per level to Reactions checks when under fire or resisting panic
Battlefield Endurance	+1 per level to Toughness checks vs. injury or environmental effects
Tactical Discipline	+1 per level to Tactical Planning and team coordination rolls
Old War Doctrine	+1 per level to defense rolls when holding a fortified or entrenched position
Combat Veterans	Once per mission, reroll a failed Combat roll for an Oktober Guard operative
Resupply Scavengers	+1 per level to post-mission equipment and ammo recovery rolls
Soviet Ingenuity	+1 per level to jury-rigging, repairs, and modifying outdated or damaged equipment

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.

Oktober Guard Specialists & Roles

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

Specialist Name	Role	Description	Abilities (Tiered Bonuses)
Field Commander	Command	Cold War veterans trained to lead with steel discipline and battlefield resolve.	<ul style="list-style-type: none"> • +1 per level to Tactical Planning and Leadership rolls. • +1 per level to Morale rolls when holding ground. • Once per mission, issue a free squad maneuver (Level 3+).
Tech Specialist	Digital/Intel Specialist	Soviet-trained operatives versed in intercepting, decoding, and disabling tech systems.	<ul style="list-style-type: none"> • +1 per level to Hacking and Tech Interference rolls. • +1 per level to Signal Jamming and Communications Control. • May override or disable one enemy device per mission (Level 3+).
Heavy Weapons	Heavy Combat	Specialists armed with machine guns, RPGs, and field-deployed artillery.	<ul style="list-style-type: none"> • +1 per level to attacks with Heavy Weapons. • +1 per level to Suppressive Fire effects. • Ignore movement penalties when stationary or braced (Level 3+).
Infiltration Operative	Infiltration Specialist	Covert saboteurs and deep-insertion agents trained for stealth behind enemy lines.	<ul style="list-style-type: none"> • +1 per level to Stealth, Sabotage, and Silent Movement. • +1 per level to Disguise or Urban Infiltration. • May bypass first alarm trigger per mission (Level 3+).
Sniper & Scout / Recon Specialist	Precision Elimination	Marksmen trained for long-range or political elimination missions.	<ul style="list-style-type: none"> • +1 per level to Aimed Shots, ignores cover at 18"+ range. • +1 per level to Spotting or Reactions



Specialist Name	Role	Description	Abilities (Tiered Bonuses)
			when stationary. • May deploy in an advanced concealed firing position (Level 3+).
Weapons Tech / Experimental Tech Spec.	Support Specialist	Medics, mechanics, and logistics crew critical to unit cohesion and survival.	<ul style="list-style-type: none"> • +1 per level to Repairs, Medical Treatment, and Field Equipment Use. • +1 per level to assist ally actions mid-mission. • Once per mission, reroll any support-based roll (Level 3+).
Aerial Assault / Driver-Pilot	Vehicle Specialist	Drivers, tankers, and pilots trained in harsh weather and hostile airspace.	<ul style="list-style-type: none"> • +1 per level to Driving or Piloting checks. • +1 per level to Evasion or Maneuvering in combat vehicles. • May reroll one vehicle-related failure per mission (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.

Oktober Guard Weapon Loadouts

Oktober Guard operatives are typically equipped with Soviet or Eastern Bloc-inspired firearms, favoring rugged rifles, durable sidearms, and battlefield-tested gear. Their loadouts emphasize practical, reliable weaponry suitable for harsh conditions, with occasional use of prototype tech or heavy weapons from state arsenals.

Standard Oktober Guard Operative Loadout

(Balanced for frontline infantry engagements in adverse environments, reflecting the Guard's emphasis on durability and battlefield efficiency.)

Weapon Type	Options
Primary Rifle	AK-74 Assault Rifle (1D8, Rugged, Burst Fire, 18" Range)
Sidearm	Makarov PM (1D6, Concealed, Quick Draw)
Melee Weapon	Bayonet Knife (1D6, +1 to Melee Attacks, Rugged)
Grenade / Explosive	RGD-5 Fragmentation Grenade (2D6, Blast Radius 3", Reliable Detonation)
Special Gear	Field Radio Pack (Grants +1 to Tactical Planning rolls once per mission)

Oktober Guard Equipment & Loot

Oktober Guard operatives rely on rugged military surplus, Soviet-era prototypes, and reliable field equipment to complete their missions in harsh, often unforgiving environments. Their loot reflects a blend of hardened battlefield tools, state-issued tech, and occasionally rare experimental gear recovered from black ops raids or Cold War stockpiles.



Oktober Guard NPCs

Use the characters and stats below to add extra Oktober Guard 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	Any Special Rules
Big Bear	Heavy Weapons / Shock Trooper	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Machine Gun (2D8, Armor Piercing, 36"), 9mm Handgun (1D6, Quick Draw)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3, Suppressive Fire (-1 to Enemy Reactions), Battlefield Veteran (Ignores Suppression Penalties once per mission)
Breacher	Demolitions Expert	Heavy Combat	3	4	4	4	4	3	2	Tactical	Grenade Launcher (2D8, Explosive, 24"), 9mm Handgun (1D6, Quick Draw)	Remote Detonator (3D6, Triggered), Heavy Body Armor (+2 Toughness, -1 Speed)	Demolitions Expert +3, Breach and Clear (+1 to Attack Rolls vs Fortified Targets), Explosive Entry (Ignore obstacle penalties once per mission)



Character Name	Specialty	Role	Specialist / Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Colonel Chikatilo	Tactical Analyst	Command	3	5	4	4	4	5	3	Tactical	Tactical Carbine (1D8, Versatile, 18”), .45 ACP Pistol (1D8, Stopping Power)	Smart Targeting Visor (+1 Aimed Shots, Ignores Partial Cover), Ballistic Helmet (+1 Toughness vs Headshots)	Tactical Analyst +4, Commanding Presence (One ally reroll per mission), No Step Back (+1 to Morale near cover)
Daina (Diana Janack)	Sniper & Scout / Recon Specialist	Precision Elimination	3	5	5	4	4	4	3	Tactical	Scoped Hunting Rifle (1D8, +1 to Long Range Shots), Combat Knife (1D6, +1 to Stealth Attacks)	Binoculars (+2 to Spotting Hidden Enemies), Climbing Gear (Negates Climbing Penalties)	Recon Specialist +3, Sharp Shooter (+1 Aimed Shots beyond 18”), Survival Instincts (Avoid damage from missed attack once/mission)
Dragonsky (Leonid Draconov)	Flame Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Flamethrower (2D6, Incendiary, 10”), .357 Magnum (1D8, Piercing)	Fire Suppression System (Once/mission), Heavy Body Armor (+2 Toughness)	Flame Weapons Specialist +3, Flame Control (Avoid friendly fire), Firestarter (+1 Damage vs Units in Cover)
Gorky (Mikhail Derenko)	Covert Ops Specialist	Infiltration Specialist	3	5	5	4	4	4	3	Tactical	Compact SMG (1D6, Suppressive Fire, 12”), Combat Knife (1D6, +1 to Stealth Attacks)	Lockpicking Kit (+2 to Lockpicking), Adaptive Camouflage Suit (+2 to Stealth Rolls)	Covert Ops Specialist +3, Urban Infiltrator (+1 Movement in Structures), Silent Takedown (Negates first failed Stealth Check per mission)



Character Name	Specialty	Role	Specialist / Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Horror Show (Stephan Druker)	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	2	2	Aggressive	Spiked Bat (1D8, Cleave on 6+), .45 ACP Pistol (1D8, Stopping Power)	Tactical Gloves (+1 Grappling/Melee), Combat Medkit (Removes 1 Stun Marker)	CQC Specialist +3, Brutal Enforcer (Force target reroll Dodge), Intimidating Roar (-1 Enemy Reactions within 3")
Kremlin	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Grenade Launcher (2D8, Explosive, 24"), 9mm Handgun (1D6, Quick Draw)	Heavy Body Armor (+2 Toughness, -1 Speed), Satchel Charges (3D6, Placed, Remote Detonation)	Heavy Weapons Specialist +3, Blast Zone Awareness (Reroll missed grenade once/mission), Shock & Awe (-1 to Enemy Reactions on hit)
Lt. Gorky (Mikhail Gorky)	Battlefield Commander	Command	3	5	4	4	4	4	3	Tactical	Battle Rifle (1D10, Armor Piercing), 9mm Compact Pistol (1D6, Quick Draw)	Binoculars (+2 Spotting), Combat Medkit (Removes 1 Stun Marker)	Battlefield Commander +3, Commander's Focus (Free squad maneuver/mission), Soviet Resolve (+1 Defense in cover)
Misha	Flame Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Incendiary Launcher (2D6, Burns on 5+, 12"), .357 Magnum (1D8, Piercing)	Fire Suppression Pack (Once per mission), Heavy Body Armor (+2 Toughness)	Flame Weapons Specialist +3, Incineration Tactics (Knockback on Flame hit 5+), Smoke and Cinder (Create 6" smoke screen once/mission)



Character Name	Specialty	Role	Specialist / Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Red Star (Ruslan Ulyanov)	Political Operative / Commander	Command	3	5	4	5	4	5	3	Tactical	Battle Rifle (1D10, Armor Piercing), Compact SMG (1D6, Suppressive Fire, 12")	Command Uplink Visor (+1 Tactical Planning), Heavy Body Armor (+2 Toughness, -1 Speed)	Battlefield Commander +4, Inspiring Patriotism (+1 Reactions to allies), Tactical Precision (Reroll 1 missed attack or tactic/mission)
Ruslan	Tech Specialist	Digital/Intel Specialist	3	4	4	3	3	5	2	Tactical	9mm Handgun (1D6, Quick Draw), Hacking Spike Tool (Disables devices on 4+)	Signal Jammer (Blocks enemy comms), Repair Kit (+2 Repair Rolls)	Tech Specialist +3, Systems Override (Reroll failed hack once/mission), Field Engineer (+1 to gear/vehicle repair)
Sergei)	Recon Specialist	Infiltration Specialist	3	5	5	4	4	4	3	Cautious	Scoped Lever-Action Rifle (1D8, Reliable, 20"), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Binoculars (+2 Spotting), Adaptive Camouflage Cloak (+2 Stealth)	Recon Specialist +3, Hunter's Patience (+1 Aimed Shots from concealment), Silent Watchman (Deploy in concealment before mission)
Stormavik	Aerial Assault / Driver-Pilot	Vehicle Specialist	3	5	5	4	4	4	3	Tactical	Compact SMG (1D6, Suppressive Fire, 12"), 9mm Compact Pistol (1D6, Quick Draw)	Flight Helmet (Negates Aim Penalty While Piloting), Emergency Beacon (Calls Reinforcements on 4+)	Driver/Pilot +3, Aerial Combat Veteran (+1 to Combat while piloting), Soviet Ace (Reroll failed vehicle/pilot check once/mission)



Character Name	Specialty	Role	Specialist / Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Schrage	Weapons Tech / Experimental Tech Spec.	Support Specialist	3	4	4	4	4	5	2	Tactical	Pulse Pistol (1D6, Silent, No Recoil), 9mm Handgun (1D6, Quick Draw)	Prototype Drone (+1 Spotting or Remote Hack), Signal Booster (+2 Hacking Range)	Experimental Tech Specialist +3, Field Mechanik (Mid-mission repair/modify), Jury-Rigged Genius (Deploy one-use experimental gadget)
Vania	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Machine Gun (2D8, Armor Piercing, 36"), .45 ACP Pistol (1D8, Stopping Power)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3, Suppressive Juggernaut (Fire twice if stationary), Steel Resolve (Ignore first failed Reactions Check/mission)



Oktober Guard Weapon Tables

Oktober Guard Faction-Specific D10 Weapon Table

(Melee Weapons, Sidearms, and Rifles)

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Spetsnaz Combat Knife	Melee	1D6	N/A	N/A	Silent, +1 to Stealth Attacks	Common
2	Coldsteel Entrenching Tool	Melee	1D8	N/A	N/A	Cleave (Hits adjacent target on 6+), Heavy	Uncommon
3	Makarov PMM Tactical	Sidearm	1D6	12"	8	Quick Draw (+1 Initiative), Concealed	Common
4	TT-33 Silenced Conversion	Sidearm	1D8	10"	8	Silenced (No alert on 6), Armor Piercing	Uncommon
5	"Volk" SMG-89	Sidearm	1D6	12"	20	Suppressive Fire (-1 to enemy Reactions), Compact	Uncommon
6	AK-74M Infantry Rifle	Rifle	1D8	20"	30	Rugged (No jam/malfunction), Burst Fire	Military-Grade
7	Dragunov SVD Sniper Rifle	Rifle	1D10	36"	10	Scoped (+1 Aimed Shots), Armor Piercing	Military-Grade
8	Molot Tactical Shotgun	Rifle	2D6	10"	6	Spread (Hits adjacent target on 5+), Knockback	Uncommon
9	SKR-9 Urban Combat Carbine	Rifle	1D8	18"	30	Versatile (+1 Snap or Aimed), Reliable	Military-Grade
10	"Red Widow" Suppressed Rifle	Rifle	1D8	20"	12	Silenced, No Muzzle Flash, Armor Piercing	Black Market

Oktober Guard Faction-Specific Weapon Traits Glossary

Trait Name	Effect
+1 to Stealth Attacks	Grants a +1 bonus when performing melee or ranged attacks from stealth or concealment.
Armor Piercing	Ignores 1 point of enemy armor when calculating damage.
Burst Fire	Roll two attack dice and use the better result when firing; improves consistency and hit chance.
Cleave (Hits Adjacent Target on 6+)	On a melee attack roll of 6+, a second adjacent enemy is hit for the same damage.
Compact	Small enough to conceal easily; grants +1 to rolls to smuggle or hide the weapon.
Concealed	Hidden from casual searches; grants +2 to Deception or Disguise checks involving concealment.
Heavy	Weapon is bulky; may cause -1 Speed or require two hands. Typically used with high-damage melee.
Knockback	Pushes target back 1" on a successful hit; useful for disrupting cover or spacing.
No Jam / Malfunction (Rugged)	Weapon functions reliably in harsh conditions or bad weather; immune to misfire events.
No Muzzle Flash	Weapon produces no visible flash; makes the shooter harder to detect in darkness or stealth missions.
Quick Draw (+1 to Initiative)	When drawn first in combat, grants +1 to Initiative rolls. Ideal for ambush or fast response.



Trait Name	Effect
Reliable	Reduces penalties for reloading under pressure; never jams or misfires due to handling.
Scoped (+1 Aimed Shots)	Grants +1 bonus to Aimed Shots when firing at targets 12" or more away.
Silent	Weapon produces no audible noise. Only visual detection triggers enemy awareness.
Silenced (No Alert on 6)	On an attack roll of 6, the weapon remains undetected. Perfect for stealth ops.
Spread (Hits Adjacent Target on 5+)	Shotgun-style trait. On a 5+, also hits an adjacent target to the primary one.
Suppressive Fire (-1 to Enemy Reactions)	Reduces the target's Reactions by -1 for their next turn. Slows and disrupts enemy responses.
Versatile (+1 Snap Fire or Aimed Shot)	Grants +1 to either Snap Fire (quick attack) or Aimed Shot (precision), chosen before rolling.

Oktober Guard Faction-Specific D10 Energy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	MPL-4 Plasma Sidearm	Energy Pistol	1D6	12"	10	Silent, No Recoil, Vulnerable to EMP	Uncommon
2	Tesla Burst Pistol	Energy Pistol	1D6, Stun on 5+	10"	8	Non-Lethal, Vulnerable to EMP , Short-Range Disruption	Rare
3	T-17 Arc SMG	Energy SMG	1D6, Suppressive Fire	12"	20	No Recoil, Compact, Vulnerable to EMP	Uncommon
4	Protonic Rifle M91	Energy Rifle	1D8	18"	15	Rugged, Armor Piercing, Vulnerable to EMP	Military-Grade
5	KrayTech Laser Carbine	Energy Rifle	1D8	24"	12	Precision (+1 Aimed Shots), No Muzzle Flash, EMP Shielded	Rare
6	Red Hammer Ion Repeater	Energy Rifle	1D10	22"	10	Overpenetration (Hits 2 targets in a line), Vulnerable to EMP	Rare
7	RPK-Z Heavy Pulse Gun	Energy Heavy	2D8	30"	6	High Impact (Pushes Targets 2"), Vulnerable to EMP	Very Rare
8	"Molniya" Arc Cannon	Energy Heavy	2D6, Stun on 4+	24"	8	Ignores Cover, EMP Effect (Disables electronics on 5+), EMP Shielded	Very Rare
9	Katya's Thunderlance	Energy Sniper	2D10	48"	5	Silent, Armor Piercing (Ignores 2 Armor), No Muzzle Flash, EMP Shielded	Very Rare
10	Experimental Rail Repeater	Energy Heavy	3D10	60"	1	Extreme Penetration (Ignores 3 Armor), Cannot fire twice in a row, Vulnerable to EMP	Very Rare

Oktober Guard Faction-Specific Energy Weapon Traits Glossary

Trait Name	Effect
Armor Piercing (Ignores X Armor)	Bypasses X points of enemy armor when calculating damage. Effective against heavily armored targets.
EMP Effect (Disables Electronics on X+)	On a roll of X+, disables enemy electronics (e.g., drones, turrets, energy shields) within range.
EMP Shielded	Immune to EMP effects. Weapon or system continues functioning even when exposed to EMP attacks.
Extreme Penetration (Ignores 3 Armor)	Completely negates up to 3 points of enemy armor. Devastating against tanks, power armor, or mechs.
High Impact (Pushes Targets X")	Pushes enemy X inches back on a successful hit. Disrupts positioning or forces movement out of cover.



Trait Name	Effect
Ignores Cover	Attacks bypass terrain-based cover bonuses. Targets receive no cover-based protection.
No Muzzle Flash	Weapon produces no visible flash when fired. Shooter is harder to detect, especially in low-light areas.
No Recoil	Weapon does not suffer accuracy penalties when fired multiple times or while moving.
Overpenetration (Hits 2 Targets in a Line)	If damage exceeds the first target's armor, the shot continues to hit a second target in the same line.
Precision (+1 to Aimed Shots)	Grants a +1 bonus when making an Aimed Shot, improving accuracy and long-range threat.
Silent	Weapon makes no detectable noise. Does not trigger enemy alerts unless the shooter is visually seen.
Stun on X+	On a roll of X+, target is stunned—cannot act on their next turn unless they pass a Reactions Check.
Suppressive Fire (-X to Enemy Reactions)	Lowers enemy Reactions by X if hit, reducing their ability to respond or take effective action.
Vulnerable to EMP	Weapon is susceptible to EMP effects and may be disabled if exposed to an EMP blast.

Oktober Guard Faction-Specific D10 Explosives & Throwables Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	RGD-5 Fragmentation Grenade	Explosive	2D6, Blast Radius (3")	12"	1	Reliable Detonation, Shrapnel (+1 vs Unarmored)	Common
2	RDG-2 Smoke Canister	Throwable	N/A	12"	1	Creates 6" Smoke Cloud, Grants +2 to Stealth Rolls inside	Common
3	Zarya-4 Flash Charge	Explosive	N/A	12"	1	Stun (Forces Reactions Check or lose turn), No Sound Alert	Uncommon
4	Krokodil Thermobaric Charge	Explosive	3D6	8"	1	High Explosive (Ignores Cover), Causes Panic (Reactions Check 4+)	Rare
5	Svetlo-3 EMP Disruptor Grenade	Explosive	N/A	12"	1	EMP Effect (Disables electronics on 5+), Vulnerable to EMP	Rare
6	Shmel Incendiary Pod	Explosive	2D6, Burns Targets on 5+	10"	1	Fire Effect (Area Burns for 2 Turns), Knockback (1")	Uncommon
7	Molniya Concussion Charge	Explosive	2D6, Stun on 4+	12"	1	Knockback (2"), Disorients (-1 to next action)	Uncommon
8	KGB-9 Remote Mine Pack	Explosive	3D8, Placed	1	1	Detonates on Trigger, High Explosive, Ignores Cover	Very Rare
9	Peregruzka Anti-Tank Satchel	Explosive	3D6, Armor Piercing	Placed	1	Ignores 2 Armor, High Explosive, Timed Detonation	Rare
10	Experimental Cryo-Charge	Explosive	2D6, Slows Movement on 4+	10"	1	Cold Effect (Targets suffer -2" Move for 1D3 turns), Experimental	Very Rare



Oktober Guard Faction-Specific Explosives & Throwables Traits Glossary

Trait Name	Effect
Armor Piercing (Ignores X Armor)	Bypasses X points of enemy armor when calculating explosive or concussive damage.
Blast Radius (X")	Affects all units within X-inch radius of the detonation. Targets must be within line of sight.
Causes Panic (Reactions Check X+)	Enemies within blast must pass a Reactions Check (e.g., 4+) or suffer -1 to their next action or flee.
Cold Effect	On a successful hit, affected units suffer -2" Movement for 1D3 turns due to freezing exposure.
Creates X" Smoke Cloud	Deploys a smoke screen of X-inch radius, blocking line of sight and granting +2 to Stealth rolls inside.
Detonates on Trigger	User may choose when to activate the explosive, allowing for tactical detonation timing.
Disorients (-1 to Next Action)	Targets hit suffer a -1 penalty to their next attack, move, or defense roll due to disorientation.
EMP Effect (Disables Electronics on X+)	On a roll of X+, disables electronic devices and energy weapons within the blast area.
Experimental	⚠ May require a malfunction roll or special handling. Effects are powerful but less stable.
Fire Effect (Burns Area for X Turns)	Affected area stays on fire for X turns. Any unit entering or remaining in it takes 1D6 fire damage.
High Explosive (Ignores Cover Bonuses)	Targets behind cover do not gain defensive bonuses against this explosive.
Ignores Cover	Targets are treated as fully exposed. Cover bonuses to defense or Toughness are ignored.
Knockback (Pushes Target X")	On hit, target is physically pushed X inches away from the blast center. May break formations or cover.
Planted / Placed	Must be manually positioned before detonation. Usually requires 1 action to set up.
Reliable Detonation	Explosive always functions correctly without risk of duds or misfire.
Shrapnel (+X Damage vs Unarmored)	Deals +X bonus damage to targets with no armor or soft cover.
Slows Movement on X+	On a roll of X+, affected targets suffer reduced movement speed due to terrain or condition effects.
Stun on X+	On a roll of X+, target loses their next turn unless they pass a Reactions Check.
Timed Detonation	Explosive activates after a set delay (usually 1–2 turns), allowing trap-like deployment.
Vulnerable to EMP	Explosive device can be disabled by EMP attacks or effects if triggered before use.

Oktober Guard Faction-Specific D10 Heavy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	RPK-87 Squad LMG	Heavy Weapon	1D8	24"	100	Suppressive Fire (-1 Enemy Reactions), Rugged (No Jam)	Uncommon
2	KPV-14 Heavy Machine Gun	Heavy Weapon	2D8	36"	60	Armor Piercing (Ignores 2 Armor), Heavy Kick (-1 Follow-Up Shot)	Rare
3	AGS-38 Grenade Launcher	Heavy Weapon	2D8	24"	6	Explosive (Area Damage on 5+), Versatile (Fires multiple grenade types)	Rare
4	Tunguska Rotary Minigun	Heavy Weapon	3D8	36"	200	High ROF (May fire twice per turn), Heavy Kick (-1 Follow-Up Shot)	Very Rare
5	KSZ-9 Rocket Launcher	Heavy Weapon	3D10	36"	1	High Explosive (Ignores Cover), Armor Piercing (Ignores 3 Armor)	Rare
6	ZH-72 Flamethrower	Heavy Weapon	2D6	10"	5	Incendiary (Burns on 5+), Fire Effect (Burns Area for 2 Turns)	Uncommon



D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
7	DShK-50 Anti-Materiel Rifle	Heavy Weapon	2D10	48"	5	Armor Piercing (Ignores 2 Armor), Precision (+1 Aimed Shots)	Very Rare
8	Vulcan-K Mortar Tube	Heavy Weapon	3D6	30"	3	Indirect Fire, Explosive (Area Damage on 5+), Knockback (2")	Rare
9	BARS-22 Auto-Cannon	Heavy Weapon	2D8	30"	12	Saturation Fire (Roll extra attack on 6), Suppressive Fire	Rare
10	Experimental Coil Repeater	Heavy Weapon	3D10	60"	1	Extreme Penetration (Ignores 3 Armor), Overheat (Cannot fire twice in a row), Vulnerable to EMP	Very Rare

Oktober Guard Faction-Specific Heavy Weapons Traits Glossary

Trait Name	Effect
Armor Piercing (Ignores X Armor)	Ignores X points of enemy armor when calculating damage. Ideal against heavily armored foes or vehicles.
Explosive (Area Damage on X+)	On a roll of X+, affects all targets within a 3" radius of impact. Great for crowd control.
Extreme Penetration (Ignores 3 Armor)	Completely negates up to 3 points of armor. Devastating against bunkers, mechs, and tanks.
Fire Effect (Burns Area for X Turns)	The area remains on fire for X turns. Units entering or ending a turn inside take additional damage.
Heavy Kick (-X to Follow-Up Shot)	Weapon recoil imposes a -X penalty to your next attack roll after firing unless mitigated by bracing.
High Explosive (Ignores Cover Bonuses)	Targets behind cover do not gain defense bonuses. Explosive impact treats all enemies as in the open.
High ROF (May Fire Twice per Turn)	If the shooter does not move, they may fire twice in one activation. Applies only to ranged attacks.
Incendiary (Burns Targets on X+)	On a roll of X+, targets catch fire and take 1D6 fire damage per turn until extinguished or treated.
Indirect Fire	Can fire without direct line of sight. Targets may only receive partial cover from obstacles.
Knockback (Pushes Target X")	Target hit is physically pushed back X inches. May disrupt formations or force enemies out of cover.
Overheat (Cannot Fire Twice in a Row)	After firing, the weapon must cool down before it can be used again. Skips next turn or attack.
Precision (+X to Aimed Shots)	Grants a +X bonus to accuracy when making Aimed Shots, especially effective at long range.
Rugged (No Jam / Malfunction)	Weapon does not jam, overheat, or misfire under stress or poor battlefield conditions.
Saturation Fire (Roll Extra Attack on 6)	On a natural roll of 6, the weapon makes an additional attack against the same or adjacent target.
Suppressive Fire (-X to Enemy Reactions)	Enemy hit suffers a -X penalty to Reactions rolls, reducing their ability to return fire or maneuver.
Versatile (Fires Multiple Grenade Types)	Can switch between grenade types (e.g., frag, smoke, stun) between attacks. Adds tactical flexibility.
Vulnerable to EMP	Weapon may be disabled if caught in an EMP effect. Requires special shielding to avoid system shutdown.



Oktober Guard Faction-Specific D10 Special Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Spetsnaz Entrapment Net	Special	N/A – Entangles Target	10"	1	Entangling (Reactions Check to escape), Silent	Uncommon
2	Cryo-Burst Launcher	Special	2D6, Slows on 4+	12"	3	Cold Effect (-2" Move for 1D3 turns), Area Denial	Rare
3	Shashka Shock Blade	Melee	1D8, Stun on 5+	Melee	N/A	Electrified (Forces Reactions Check), Cleave on 6+	Uncommon
4	ARS-3 Sonic Disruptor	Special	2D6, Forces Reactions Check	12"	1	Ignores Cover, Stun on 4+, No Sound Alert	Rare
5	PK-12 Breaching Lance	Melee	2D6 vs Obstacles	Touch	N/A	Armor Piercing vs Structures, Knockback (2")	Uncommon
6	Zmey Incendiary Gel Sprayer	Special	2D6, Burns on 5+	10"	5	Incendiary, Fire Effect (Burns Area 2 Turns), Non-Lethal Option	Rare
7	Flashburst Tactical Shield	Special	1D4 Melee + Blinding Effect	Melee	N/A	+2 Toughness vs Front Attacks, Stun Flash (Reactions Check 4+)	Uncommon
8	RG-PM Remote Satchel Dispenser	Special	3D6 (Placed Explosive)	Placed	1	High Explosive, Remote Detonation, Ignores Cover	Very Rare
9	Dragun Grapple Launcher	Special	N/A (Mobility/Utility)	12"	3	Can reposition user 6", disarm target on 6+	Rare
10	Experimental EMP Coil Halberd	Melee	1D8, Disables Electronics on 5+	Melee	N/A	Armor Piercing, EMP Effect, Vulnerable to EMP	Very Rare

Oktober Guard Faction-Specific Special Weapons Traits Glossary

Trait Name	Effect
+2 Toughness vs Front Attacks	While facing enemies, the user gains +2 Toughness against ranged or melee attacks from the front arc.
Armor Piercing	Ignores 1 point of enemy armor (or structure durability, if targeting walls/barriers).
Blinding Effect	Affected targets must pass a Reactions Check (usually 4+) or are stunned and unable to act next turn.
Cleave on 6+	On a roll of 6+, melee attack also hits an adjacent enemy for full damage.
Cold Effect	On hit, target's movement is reduced by -2" for 1D3 turns due to freezing or cryo-stasis effects.
Disables Electronics on X+ (EMP Effect)	On a roll of X+ (typically 5+), shuts down electronic gear, weapons, or systems for 1 turn.
Disarm Target on 6+	On a roll of 6+, target must pass a Strength check or drop their held weapon/item.
Electrified (Forces Reactions Check)	Target must pass a Reactions Check or be stunned and unable to act next turn.
EMP Effect (Disables Electronics on X+)	As above. Affects drones, energy weapons, security systems, etc.
Entangling	Target is restrained and cannot move until they pass a Reactions Check. While entangled, they are -2 to defense.
Fire Effect (Burns Area for X Turns)	Area remains on fire for X turns. Units entering or ending a turn within it take 1D6 fire damage.
High Explosive (Ignores Cover Bonuses)	Targets behind cover do not benefit from defense bonuses. Treats all as exposed.



Trait Name	Effect
Ignores Cover	Target receives no benefit from terrain-based cover (walls, crates, barriers, etc).
Incendiary (Burns on X+)	On a roll of X+ (usually 5+), target catches fire and takes 1D6 additional damage each turn.
Knockback (X")	On a hit, target is pushed back X inches. Can knock them out of cover or into hazard zones.
No Sound Alert	Use of the weapon does not trigger enemy alert unless visually spotted. Great for stealth operations.
Non-Lethal Option	Weapon may be set to stun/incapacitate instead of dealing lethal damage. Useful for capture missions.
Remote Detonation	Explosive can be manually triggered at the user's discretion rather than on impact or timer.
Reactions Check (X+) to Escape or Resist	Target must pass a Reactions Check or suffer an effect (e.g., stun, restraint, panic).
Silent	No audible sound; doesn't alert enemies unless visually detected.
Slows on 4+	On a 4+, target loses movement speed (e.g., -2") for 1D3 turns.
Vulnerable to EMP	Item can be disabled by EMP effects unless protected. May cease to function if caught in an EMP blast.

Oktober Guard 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 Oktober Guard Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Spetsnaz Tactical Harness	Utility	Once per mission, reroll a failed Reactions Check	Common
2	AK-Body Armor Vest	Armor	+1 Toughness vs ballistic damage (standard bullets and projectile weapons)	Uncommon
3	Field Medic Kit (Soviet)	Medical	Removes 1D3 Stun markers and can stabilize a downed ally once per mission	Uncommon
4	Soviet-Issue Rebreather	Utility	Grants immunity to gas-based effects for one full mission	Uncommon
5	Cold Weather Gear Set	Utility	Negates terrain movement penalties in snow/frost missions	Common
6	Red Star Binoculars	Utility	+2 to spotting hidden units beyond 18"; may reroll failed long-range spotting once	Common
7	Combat Engineer's Toolkit	Utility	+2 to disarming traps or explosive devices	Uncommon
8	RUS-Hammer Breaching Tool	Utility	+2 to forced entry or locked-door breaching attempts	Common
9	Soviet Signal Flare Kit	Utility	Once per mission, may call in a narrative reinforcement or distraction event	Rare
10	Ballistic Face Shield	Armor	+1 Toughness ; suffers -1 to Reactions due to reduced field of vision	Rare



D10 Oktober Guard Experimental Weapons & Equipment Table

D10	Name	Type	Effect	Ammo	Availability
1	Vostok Electro-Burst Rifle	Experimental Weapon	1D8 damage, target must pass Reactions Check (4*) or be Stunned for 1 turn	12	Rare
2	Red Sun Thermite Torch	Experimental Tool	Melts through walls, locks, or armored panels; usable once per mission	N/A	Rare
3	Krylov Coil Pistol	Experimental Weapon	1D6 damage, Silent , ignores 1 point of armor; Overheats on roll of 1	8	Experimental
4	Stalnik Adaptive Armor Panel	Experimental Gear	+1 Toughness , and once per mission, may negate one hit completely	N/A	Experimental
5	Molniya Arc Pack	Experimental Gear	Activate to cause 1D6 electrical damage to all targets in 2" radius; once per game	N/A	Rare
6	Volkov Magnetic Suppression Gun	Experimental Weapon	1D6 damage; hit enemies suffer -1 to Combat rolls for 1 turn (magnetic interference)	10	Rare
7	Kirov Shock Glove	Experimental Melee	1D6 damage, Stun on 4* ; may disable electronic devices on contact (5*)	N/A	Uncommon
8	Zarya Recoil Dampener	Experimental Gear	May reroll one Combat attack involving a two-handed weapon once per mission	N/A	Uncommon
9	Kazbek Sonic Disruptor	Experimental Weapon	2D6 damage, ignores cover bonuses ; affects all targets in 3" cone	6	Experimental
10	Coldfront Cryo Grenade Launcher	Experimental Weapon	2D8 damage, target and nearby enemies lose 1" movement for next turn (frozen area)	4	Very Rare

Oktober Guard Experimental Traits Glossary

Trait Name	Effect / Description
Stun (Reactions Check X*)	Target must pass a Reactions Check (usually 4*) or lose their next turn (can't act).
Silent	Weapon makes no audible sound; does not trigger enemy alerts unless visually spotted.
Ignores Armor (X)	Reduces enemy armor by the specified amount (e.g., ignores 1 point of armor).
Overheat (on 1)	If a natural 1 is rolled when firing, the weapon overheats and cannot be used next turn .
Negate One Hit	Once per mission, may fully prevent damage from one successful enemy attack.
Area Effect (X" Radius)	The effect applies to all enemies (and possibly allies) within X inches of the target.
-1 to Combat Rolls	Target suffers a -1 penalty to their Combat rolls for 1 turn.
Disables Electronics (on 5*)	On a roll of 5+ when used in melee or close contact, disables drones, turrets, or gear.
Combat Attack Reroll	Allows one reroll of a failed Combat attack roll with a two-handed weapon.
Ignores Cover Bonuses	Target does not receive bonuses from being in cover when calculating damage.
Movement Penalty (-1")	Target(s) lose 1 inch of movement during their next movement phase.

D10 Oktober Guard Gear Table

D10 Roll	Item Name	Type	Effect	Availability
1	Siberian Survival Kit	Gear	Once per mission, ignore terrain penalties from cold, ice, or snow	Common
2	Field Entrenching Tool	Gear	Grants +1 to cover-based defense when stationary for a full turn	Common
3	Red Army Signal Mirror	Gear	Once per mission, may distract or blind a target (Reactions Check 4* or lose action)	Uncommon
4	Kozlov Combat Map Case	Gear	Once per mission, may reroll a failed movement-based terrain check (e.g. climbing)	Uncommon
5	Portable Ration Pack	Gear	Allows the user to recover 1 lost Luck point once per mission	Common



D10 Roll	Item Name	Type	Effect	Availability
6	Steel Grip Climbing Harness	Gear	Grants +2 Speed when climbing or rappelling	Uncommon
7	Combat Gas Mask (OG-Issue)	Gear	Provides immunity to gas-based effects for entire mission	Uncommon
8	Iron Discipline Syringe	Gear	Once per mission, ignore the effects of Panic or Morale loss for 1 turn	Rare
9	Solo Recon Marker Beacon	Gear	Once per mission, delay an enemy reinforcement roll by 1 round	Rare
10	Soviet Blast Shield Panel	Gear	Grants +1 Toughness vs explosive weapons when carried (2 hands to deploy)	Rare

D10 Oktober Guard Loot Table

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

D10	Name	Type	Effect	Notes
1	Torn Photograph from Afghanistan Raid	Story Loot	May be used once in a story mission to gain favor or unlock hidden backstory with an NPC	Solo-useable; invokes personal stakes
2	Prototype AK-102 Silencer Rifle	Weapon	1D8, Silent , Armor Piercing (Ignores 1 Armor), Ammo: 12	Traced to a secret Spetsnaz division
3	Stolen Crimson Guard Briefcase	Gear	May contain 1 random rare equipment from another faction (roll or pick)	"Red on red" operation success
4	Zhukov's Vodka Flask	Story Loot	If kept by a squad leader, grants +1 Luck permanently after surviving 3 full missions	Legacy item tied to fallen comrade
5	Cobra Communications Interceptor	Utility Gear	Once per mission, may delay Cobra reinforcements by 1 round	Blocks Cobra comms for 1 turn
6	Captured Flamethrower Pack (Cobra Model)	Weapon	2D6, Burns on 5+, Ammo: 6; risk of malfunction on natural 1	Black market-modified
7	Victory Banner from Sierra Gordo	Story Loot	+1 Morale to all Oktober Guard units next campaign mission (narrative only)	Recovered after defending the embassy
8	Iron Bear's Medal of Valor	Trophy	When equipped by a named NPC, gain +1 to Reactions for the first turn of each battle	Awarded posthumously in canon
9	Captured Dreadnok Boom Crate	Explosive	Contains 1 random throwable explosive from any faction's table	Found after ambushing a convoy
10	Top Secret Warsaw Pact Files (Burned)	Story Gear	Useless for intel, but can be traded to certain NPCs or factions for gear or favors	Potential story hook



D10 Oktober Guard Mission Rewards Table

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

D10	Reward Name	Type	Effect	Notes
1	Brekhov's Field Journal (Water-Damaged)	Story Loot	Can be turned over to a rival faction or historian NPC for gear access or a faction favor	Includes maps, unit logs, and morale notes
2	Dragonsky's Burned Exo-Suit Core	Salvaged Tech	May be traded to a tech-based faction for experimental armor research or gear	Unique but permanently consumed
3	Captured Hero: Daina Interrogated	Campaign Effect	Successfully interrogating Daina results in -1 to enemy Reactions for the rest of the campaign	May trigger revenge missions
4	Horror Show's Rocket Pack (Damaged)	Heavy Weapon	3D10, Ammo: 1, High Explosive (Ignores Cover); Variable 1D3 To Hit Penalty when firing, must be repaired between missions , succeeds on 1-4 (1D6)	Unstable battlefield relic
5	Oktober Guard Uniform Disguise Kit	Gear	Grants +2 to Disguise rolls during missions involving Soviet, Cobra, or black-market actors	Based on authentic stolen kit
6	Dog Tags of Sgt. Schrage	Personal Item	Can be used for emotional leverage . -1 to Oktober Guard Morale for the next 1D3 missions	Return or keep for story impact
7	Crate of Soviet Issue Explosives	Gear Cache	Gain 2 random explosives from the Explosives Table (Cobra, Dreadnok, or Oktober Guard)	Captured from a failed sabotage op
8	Confiscated Red Star Commlink	Gear	Allows a single unit to cancel a failed Reactions Check on 1 future mission	Limited-use, hardened comms gear
9	Intercepted Oktober Guard Battle Orders (Translated)	Story Asset	Use once to reroll a failed mission event table result	Excellent for solo narrative control
10	Oktober Guard Insignia Banner (Bloodied)	Trophy	Hang in base for +1 Morale next mission; or sell to black market for rare item reroll	A grim but symbolic reward

Oktober Guard Campaign & Mission Framework

How The Mission Antagonist System Works in Missions

- 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 Oktober Guard Named Mission Antagonist Table**.
 - Nobody?** Your faction lucked out—no direct Oktober Guard 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 Oktober Guard 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
1-2	Campaign Primary Antagonist	This antagonist makes a rare appearance, reinforcing their importance to the overall campaign.
3-7	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 Oktober Guard figure is directly leading this mission!

D10 Oktober Guard 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	Colonel Brekhov (Command Officer – Level 4)	Leads the mission personally to ensure strategic success against all odds.	All Oktober Guard NPCs gain +1 to Morale rolls. One squad may reroll a failed attack each turn.	Assault, Sabotage, Rescue
2	Daina (Sniper & Scout – Level 3)	Provides overwatch and long-range elimination of high-value targets.	Gains a free Aimed Shot at the beginning of Turn 1. All Guard snipers ignore cover penalties this mission.	Assassination, Infiltration, Intel Extraction
3	Schrage (Weapons Tech – Level 3)	Oversees testing of new prototype weapons in a live combat zone.	Guard energy weapons gain +1 to Damage and ignore the first Overheat failure.	Skirmish, Bomb Planting, Sabotage
4	Horror Show (Heavy Weapons – Level 3)	Arrives with a portable artillery unit to provide shock and awe.	Starts with a Heavy Weapon of choice. First explosive attack each turn gains +1 Blast Radius.	Assault, Skirmish, Extraction
5	Stormavik (Aerial Assault Specialist – Level 3)	Deploys via gunship, coordinating rapid insertion and air support.	All Guard units may enter from any board edge on Turn 1. Guard units gain +1 Speed this mission.	Escape, Skirmish, Asset Extraction
6	Dragonsky (Flame Weapons – Level 3)	Unleashes firestorm tactics to flush out enemy units and fortifications.	Flame weapons used by the Guard ignore Fire Control penalties and inflict Stun on 5+.	Bomb Planting, Assault, Rescue
7	Red Star (Political Operative – Level 4)	Ensures ideological compliance and battlefield discipline among troops.	Guard NPCs ignore the first failed Morale check. Enemy characters suffer -1 to Deception and Disguise rolls.	Intel Extraction, Infiltration, Sabotage
8	Volga (Infiltration Operative – Level 3)	Was already in position before the mission began. Strike teams follow her intel.	Enemy units suffer -1 to Stealth. Guard units gain +1 to rolls during the Infiltration phase.	Infiltration, Intel Extraction, Bomb Planting
9	Big Bear (Shock Trooper – Level 3)	Leads the frontline charge and breaks defensive lines through brute force.	Guard gains +1 to Combat rolls during the first round of engagement.	Skirmish, Assault, Rescue
10	***“The Operative” (Unknown – Level ?) **	A classified agent with no known dossier. Always watching. Always adapting.	At the start of each phase (Infiltration, Objective, Escape), roll D6: on 4+, The Operative alters the Guard’s tactics — reroll one Guard unit's failed action.	Any Mission Type (Wildcard NPC)



D10 You Vs. Oktober Guard Campaign Table

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

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
1	Crimson Ice	Infiltration / Recovery	Recover a prototype weapon lost in Siberia before Oktober Guard secures it permanently.	Sgt. Alexei Borzakov	+1 Loot Roll (Campaign end)	One unit begins next mission with a Wounded token.
2	Black Box, Red Lies	Espionage / Counterintel	An intercepted message hints at a mole in your faction—expose them before the Guard exploits it.	Major Danya Volkov	Reroll one failed Savvy-based check on a future mission.	One operative starts next mission with -1 Savvy.
3	Steel Curtain Rising	Sabotage / Assault	The Guard is constructing an armored railgun platform. Destroy it before it goes online.	Captain Irina Kazakova	+1 to Heavy Weapon damage rolls for the next campaign.	Enemy receives +1 Cover during next campaign.
4	Ghosts of Volgograd	Psychological Warfare	The Guard is staging “ghost” attacks using disguised operatives. Uncover and expose the ruse.	Agent Zhenya Volkov	Enemy units suffer -1 Morale during next 1D3 mission.	Your team suffers -1 Reactions in first 1D3 turns of next mission.
5	Hammer of the Tundra	Defensive / Last Stand	Hold a key location from waves of Oktober Guard commandos.	Sgt. Pyotr Dragunov	Gain 1D3 bonus equipment rolls post-campaign.	Suffer -1D3 penalty on your next Reinforcement roll.
6	Operation Icebound Fury	Heist / Theft	Steal encrypted blueprints from an Oktober Guard listening post deep in Arctic territory.	Lt. Natalia Denikina	On a future mission, may reroll a failed Stealth check.	Enemy gains +1 to all Perception checks for one mission.
7	Red Signal, Silent City	Recon / Surveillance	Intercept Oktober Guard data transmissions from a hidden uplink tower in a dead zone. Guard patrols sweep the zone regularly.	Agent Yelena Kurylenko (Signal Ops)	+1 to Savvy-based checks when interacting with enemy tech for 1 future mission.	Cannot use Tech-based equipment in next mission.
8	Wintertrap Echo Protocol	Infiltration / Rescue	A captured contact claims to have Oktober Guard security bypass codes. Extract them from a fortified outpost. Guard counter-patrols are randomized.	Lt. Natalia Denikina	+1 to Reaction checks during Escape Phases for the campaign.	All enemy units gain +1 to Combat for next mission.
9	Ghost Convoy	Ambush / Hit-and-Fade	An Oktober Guard convoy transporting black market gear travels a lonely road. Time the strike right to hit them and vanish.	Captain Vasily Antonov (Mechanized)	Gain one free roll on the Oktober Guard Equipment Table.	Enemy forces act first in the next mission.



D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
10	The Warrant	Targeted Elimination	Oktober Guard has placed a kill order on one of your operatives. Before they strike, eliminate their field commander.	Colonel Ivan Rostov	Designate one operative to gain +1 Combat for the next mission.	That operative begins next mission Injured (must test Toughness).

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 Oktober Guard Campaign-Specific Missions

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

D10 Roll	Mission Title	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
1	Red Winter Siege	Assault	The Oktober Guard is entrenched in a fortified ice compound. Your team must breach the defenses before reinforcements arrive.	Guard defenders gain +1 to Toughness if near cover.	+1 to Breaching or Demolition rolls on your next mission.	Next mission begins with -1 to Reactions for the first round (fog of war).
2	Vodka and Vengeance	Asset Extraction	A rogue Oktober Guard officer is willing to defect. Secure and extract them before their former comrades catch up.	Enemy agents may disguise as civilians. Roll Savvy or suffer ambush.	Gain 1 item from the D10 Rare Equipment Table.	Lose access to 1 Specialist for your next mission.
3	Operation: Snowblind	Intel Extraction	An encrypted communications relay hidden in a mountain bunker holds intel on future Guard operations. Infiltrate and download the files.	Guard Tech Specialist gains +1 to Hacking or Device Defense.	Start next mission with 1 extra Equipment item of your choice.	Guard gains +1 to Hacking/Device Defense for the next 2 missions .
4	The People's Justice	Bomb Planting	Disrupt a propaganda facility spreading misinformation across Eurasia. Plant explosives and escape unnoticed.	Guard AI may deploy sabotage traps. Roll D6; on 4+, delay during Escape phase.	Gain 1 Disguise or Sabotage item as loot.	1 random operative starts the next mission Stunned.



D10 Roll	Mission Title	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
5	Steel Curtain Down	Infiltration	Sabotage a key train bridge used for Guard armor division transport. The mission relies on stealth and timing.	Guard base includes tripwire alarms. Reactions Check (4+) required to bypass.	Gain +1 to all Stealth checks in the next mission.	Guard units gain +1 to Reactions in the next mission.
6	Cold Front Engagement	Skirmish	A supply convoy escorted by Oktober Guard elite units is crossing a dangerous region. Set up an ambush and hit them hard.	Guard elites use Suppressive Fire on the first round.	Roll once on the D10 Heavy Weapons Table as recovered loot.	Lose 1D3 gear items due to battlefield loss or destruction.
7	Legacy of the Motherland	Rescue Mission	A captured ally is being held at a forward Oktober Guard facility. Their knowledge is critical to the war effort—bring them home.	Guard Leader gains +1 Luck and is immune to Stun on the first turn.	Rescued ally provides a one-time +1 to any roll in the next mission.	Guard morale rises—enemy gains +1 Combat for the next 2 missions.
8	Operation Broken Scythe	Sabotage	Oktober Guard engineers are testing a prototype anti-satellite weapon. Disable or destroy it before it goes operational.	Guard engineers activate auto-defense turrets on alert. Roll D6 each turn on alarm.	Recover a Prototype Device or roll once on the D10 Experimental Gear Table.	Enemy receives +1 to Equipment-related rolls for next mission.
9	Iron Resolve	Escape	After a failed recon mission, your team is trapped behind enemy lines. Survive the pursuit and reach extraction.	Guard terrain advantage grants them +1 Speed during pursuit.	Recover a terrain map: +1 to Evasion or Ambush rolls next mission.	1 operative is captured—unavailable for 2 missions .
10	Comrade's Last Stand	Assassination	One of the Oktober Guard's legendary heroes is rallying forces for a final offensive. Eliminate them before their momentum spreads.	Antagonist is Level 4 and may reroll 1 failed attack per turn.	All operatives gain +1 Luck for the duration of the next mission.	Guard gains +1 to Combat and Morale in all remaining campaign missions.

Oktober Guard Elites: Standard Upgrade Rules

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

Elite Oktober Guard NPCs receive the following upgrades:

- +1 to Combat
- +1 to Toughness
- Access to superior Soviet-era or battlefield-modified weapons and gear

