

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

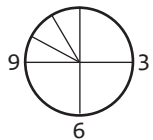
SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM

countdown

12



6

stabilized

when life becomes untenable:

- come back with -1hard
- come back with +1weird (max+3)
- change to a new playbook
- die

HX
help or interfere; session end

LANDFALL MARINE SPECIAL

If you and another character have sex, you both mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max cool+3)
- get +1hard (max hard+3)
- get +1sharp (max sharp+3)
- get +1hot (max hot+2)
- you develop tolerance to surface food and are no longer vulnerable to hunger
- you're no longer vulnerable to Ψ-harm
- you're no longer vulnerable to reflexive isolation.
- get a move from another playbook
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new playbook
- choose 3 basic moves and advance them.
- advance the other 3 basic moves.

LANDFALL MARINE

THE LANDFALL MARINE

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—you—grew up dreaming of blue skies and blue seas that no longer exist.

Today, the mission to reclaim Earth begins.

LANDFALL MARINE MOVES

● **Agent/combatant:** you get all of the landfall marine missions. You have contact with an orbital drop/echo platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with orders or with information relevant to your missions.

● **Walkingsuit calibration:** when you charge up a walkingsuit, roll+its power instead of roll+weird.

OTHER MOVES

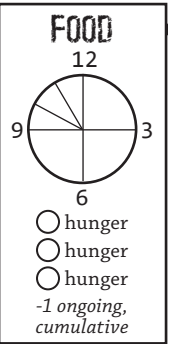
YOUR VULNERABILITIES

• **You're vulnerable to hunger:** you're unable to eat the contaminated food of the Earth's surface, and survive strictly on reclamation-provided rations.

At the beginning of each session, mark one food countdown segment. If your food countdown is at 12:00, mark hunger instead, until you've marked all 3 hunger. Hunger is -longoing, cumulative.

• **You're vulnerable to Ψ-harm:** each time you exit your walkingsuit on the Earth's surface, you suffer Ψ-harm.

• **You're vulnerable to reflexive isolation:** you're unable to voluntarily open your brain to the world's psychic maelstrom.



LANDFALL MARINE MISSIONS

- **Infiltration:** when you destabilize and disarm an armed population, without direct combat, seizing its position and resources, receive resupply.
- **Information & control:** when you parlay with the leader of an armed population, representing reclamation interests, and win material concessions or collaboration, receive resupply.
- **Reclamation:** when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.
- **Reconnaissance:** when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- **Relief & recovery:** when you come to the aid of a fellow landfall marine or other reclamation personnel in duress, or recover reclamation matériel, receive resupply.
- **Scout / survey:** when you identify and accurately report an area of the landscape with strategic value, receive resupply.
- **Spearhead:** when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

When you receive resupply, choose 1 of the following:

- **Ammo:** erase all of your walkingsuit's ammo countdown segments.
- **Bombardment:** for the rest of the session, you can use bombardment as a weapon. 8-harm far area messy.
- **Medical:** erase all of your harm countdown segments.
- **Rations:** erase all your marked hunger and food countdown segments.
- **Reinforcement:** the MC brings an NPC landfall marine into play as your reinforcement. Tell her to create them as a threat and to give them a walkingsuit.
- **Repair:** erase all of your walkingsuit's damage countdown segments.
- **Retrofit:** exchange one of your walkingsuit's systems for another of your choice.

BARTER

While you're vulnerable to hunger, you depend on your supply and resupply of rations to survive, not on barter. If or when you've removed your vulnerability to hunger, from then on, at the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Extort, rob, or raid a wealthy NPC or population.* • *Hire to a wealthy NPC as a mercenary.*
- *Serve a wealthy NPC as a bodyguard or enforcer.* • *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A LANDFALL MARINE

To create your landfall marine, choose name, look, stats, moves, vulnerabilities, walkingsuit, gear, missions, and Hx.

NAME

LT [LAST NAME], [FIRST NAME] [MI] or
LCDR [LAST NAME], [FIRST NAME] [MI].

STATS

Choose one set:

- Cool=0 Hard+2 Hot=0 Sharp+2 Weird-2
- Cool+2 Hard+2 Hot=0 Sharp=0 Weird-2
- Cool+1 Hard+2 Hot+1 Sharp+1 Weird-2
- Cool+2 Hard+2 Hot-1 Sharp+1 Weird-2

MOVES

You get all the basic moves. You get **agent/combatant** and **walkingsuit calibration**. In your walkingsuit, you get all the walkingsuit moves.

VULNERABILITIES

You are vulnerable to hunger, Ψ-harm, and reflexive isolation.

WALKINGSUIT

See **supplemental:walkingsuit**.

Make sure that the MC has a printout of **supplemental:reclamation**.

GEAR

In addition to your walkingsuit, your fatigues, and your flight suit, you get a 9mm sidearm (2-harm close loud).

If you'd like to start play with a prosthetic, get with the MC.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

IMPORTANT NOTE

If this playbook is not in play, do not consider any of its ideas binding.

LOOK

Man, woman, ambiguous, or concealed.
Fatigues, flight suit.

Disciplined face, expressive face, kind face, open face, resigned face, weird unlined face.

Guarded eyes, inquisitive eyes, lively eyes, piercing eyes, sharp eyes, wary eyes.

Compact body, muscular body, shrunken body, spare body, wiry body.

MISSIONS

Because you're an **agent/combatant**, you get all of the landfall marine missions.

During play, you can voluntarily **abandon your missions**, one by one. When you choose to abandon a mission:

- Cross the mission out. You no longer have it.
- Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
- You no longer receive resupply for completing it, even if you go on to do so.
- Mark experience.

Note: these rules for abandoning missions apply only to the landfall marine. They are not part of the agent/combatant move and do not apply to other characters who take agent/combatant as a move from this playbook.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, write Hx-2 for everyone. You have only limited intelligence about any of them.

On the others' turns, answer their questions as you like. Likely you'll answer none of them.

At the end, choose one of the other characters by whim (since they all have the same Hx on your sheet). Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

SUPPLEMENTAL: WALKINGSUIT

A walkingsuit has two operational modes: **baseline** and **charged up**. In baseline, it can walk at moderate speeds, lift and carry moderate loads, manipulate things with its hands, and use its basic comms and sensor systems. In order to sprint, leap, fly, exert powerful physical force, or use most of its systems, including its targeting and weapon systems, it must charge up. The charge countdown on your walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

Hard shutdown is a failure mode that walkingsuits are designed to avoid, but which may be inflicted on a walkingsuit under some circumstances.

WALKINGSUIT MOVES

When your walkingsuit is in baseline, erase 1 charge segment for each hour that passes.

When you charge up a walkingsuit, roll+weird. On a 10+, mark no charge countdown segments. On a 7-9, mark 1 charge countdown segment. On a miss, mark 2 charge countdown segments.

Once your walkingsuit's charge countdown has reached 12:00, it cools automatically down to baseline. Before you charge it up again, let it recover some charge segments.

When your walkingsuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7-9, choose 2. On a miss, choose 1:

- Your walkingsuit slows to a stop. Otherwise, it freezes immobile at this precise moment.
- Your walkingsuit lands in a stable, balanced position. Otherwise, it falls awkwardly.
- Your walkingsuit maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.

When you use your walkingsuit to cover ground, name your route and roll+agility. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- Do not mark a charge countdown segment. Otherwise, you must mark 1.
- You cover the ground very quickly: as a vehicle with speed equal to its agility. Otherwise, you cover it only at human running speed.
- You avoid impact with the ground or obstacles. Otherwise, your passage is noisy and you leave an unmistakable trail of battered scenery.
- You keep to the available cover. Otherwise you expose yourself to enemy attention and fire.

When you use your walkingsuit to force an entrance or exit, name your route and roll+power. On a hit, sweet, you're there, and anything that stood in your way has suffered whatever harm or impact necessary (MC's call). On a 7-9, mark 1 charge countdown segment. On a miss, mark 1 charge countdown segment, and you're hung up somewhere midroute or on some difficult threshold.

When your walkingsuit's ammo countdown reaches 12:00, you're out of ammo. Do not use any of your weapon systems until you use resupply (or some other means, such as a savvyhead's workspace) to erase ammo countdown segments.

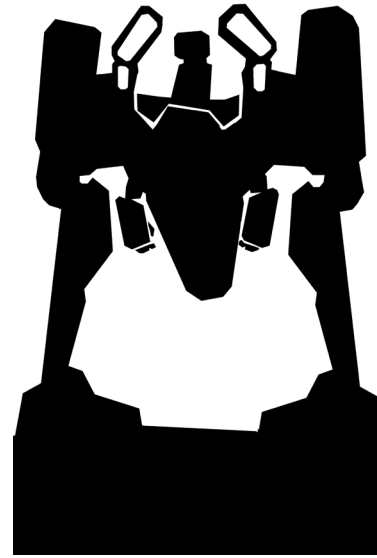
When you ram a person, a vehicle, or a structure intentionally, add your walkingsuit's power to its massive to determine the harm you inflict.

When you use your walkingsuit as a vehicle otherwise, use its agility for both its speed and its handling.

WALKINGSUIT

By default, your walkingsuit has power+2 agility+1 2-armor, massive=2, and a Ψ isolation rig. To create your walkingsuit, choose a configuration and then systems.

- **Assault configuration systems:** 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- **Incursion configuration systems:** 1 flight, 1 stealth, 1 weapon, 1 of your choice.



Armor systems

- Heavy armor (+1armor)
- Point-hardened laminate armor
Counters ap ammo.
- Ultra-light armor (+1agility)

Communication systems

- Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

- Jumpjets (loud)
Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.
- Glidewings
Allows high, quiet, slow-speed flight.

Life support system

- Integrated Ψ buffer rig
Protects you from Ψ-harm while inside the walkingsuit.

Reactor system

- Improved reactor (+1power)

Stealth systems

- Add +1 to all rolls to avoid notice.*
- Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
 - Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

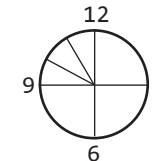
Targeting systems

- Target acquisition & lock system
Add +1 to all attack and combat moves.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Handheld weapon adapter
Allows you to aim and fire handheld weapons.
- Mounted weapons:
 - 50cal mg (5-harm far area messy)
 - 50cal sniper (5-harm far loud)
 - EMP pulsor (s-harm close loud)
Disables electronic systems. Puts target walkingsuit into hard shutdown.
 - Heavy antipersonnel weapon (3-harm close/far area loud ap)
 - RPG (6-harm far area messy)
For all mounted weapons, mark 1 ammo countdown segment for each firing.

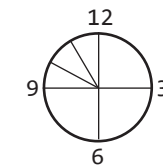
All walkingsuit systems are hi-tech.



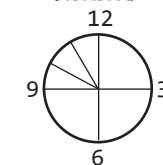
MOVES

- In baseline**
- Charge up**
- At charge 12:00**
- Hard shutdown**
- Cover ground**
- Force an entrance**
- At ammo 12:00**
- Ram something**
- Use as a vehicle**

CHARGE



AMMO



SELECTED HARM RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. When you suffer Ψ-harm, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*
- *You take a single concrete action of the MC's choosing.*

On a miss, you keep it together and overcome the Ψ-harm with no effect.

USING A WALKINGSUIT AS A WEAPON

Against a person:

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + massive.
- Ramming inflicts 3-harm ap + massive + power.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + massive, minus your target's massive + armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + massive + power, minus your target's massive + armor, but suffer only the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit inflicts 2-harm.
- A direct hit inflicts 3-harm + massive, minus the structure's armor. You suffer the same harm, 3-harm + massive - your own armor.
- Ramming inflicts 3-harm + massive + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + massive - your own armor.

V-HARM

V-harm as established is the attacking vehicle's massive minus the defending vehicle's massive or handling, defender's choice.

When you **suffer v-harm**, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- *You crash and tumble.*
- *You fall and slide.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, you're forced to swerve. Your attacker chooses 1:

- *You give ground.*
- *You're driven off course, or forced onto a new course.*
- *Your walkingsuit takes 1-harm ap for mechanical stress.*

On a miss, you swerve but recover without disadvantage.

WHEN A WALKINGSUIT SUFFERS HARM

When a walkingsuit suffers regular harm, there are two considerations: how much damage the walkingsuit itself suffers, and how much harm blows through to the pilot inside.

v-harm (for NPC walkingsuits): *stumble, skid, swerve out of the way. No harm to pilot.*

1-harm: *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to pilot.*

2-harm: *functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. 1-harm can blow through to pilot.*

3-harm: *serious damage. Functional damage affecting multiple systems, but can be field-patched. 2-harm can blow through to pilot.*

4-harm: *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to pilot.*

5-harm and more: *total destruction. Full harm can blow through to pilot, plus they can suffer additional harm if the vehicle explodes or crashes.*

Whether harm blows through to the pilot, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances, the walkingsuit, and the source of the damage.

WHEN A BUILDING SUFFERS HARM

As with vehicles, when a building suffers harm, there are two considerations: structural damage to the building itself, and how much of the harm blows through to the people inside.

Harm to buildings and other structures is non-cumulative. Don't bother tracking a building's harm on a countdown. Shooting a building 3 times with your 3-harm shotgun doesn't add up to 9-harm and make the building collapse.

When a building or structure suffers...

1-harm – 3-harm: *cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. 0-harm can blow through to inhabitants.*

4-harm – 6-harm: *severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.*

7-harm – 8-harm: *Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. 4-harm can blow through to inhabitants. Further structural damage can lead to full collapse.*

9-harm and more: *destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.*

Whether harm actually does through to a building's inhabitants depends on the MC's judgment of the circumstances and the building. Don't stand near the windows!

SUPPLEMENTAL: RECLAMATION

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving literal billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—including the PC landfall marine—grew up dreaming of blue skies and blue seas that no longer exist.

The PC landfall marine is a military officer (LT or LCDR), a walkingsuit pilot, and an agent/combatant in the mission to reclaim Earth.

ESSENTIAL THREATS

The echo/drop platform:

The landfall marine has contact through their walkingsuit with an orbital echo/drop platform. Whenever they complete one of their missions, they can contact the orbital platform and call for their choice of resupply.

Create the orbital echo/drop platform as a **landscape: breeding pit** (*impulse: to generate badness*). Put it on your threat map in the **up** octant, on the **farther** side of the line.

The landfall marine's immediate superiors:

During play, you can have the landfall marine's superiors contact them with orders or with information relevant to their missions.

The landfall marine's immediate superiors don't have the ability to withhold resupply when the landfall marine completes a mission and calls for it. However, if it serves their agenda, they might threaten to do so. They're bluffing.

Create the landfall marine's immediate superiors as *your choice of brutes*, as a connected threat to the echo/drop platform.

When they provide orders or intelligence, use their threat impulse to guide you.

The landfall marine's task group commander:

As play begins, every landfall marine, including the PC landfall marine, represents their own independent mission task group. However, as a resupply option, they can call for reinforcements. If and when they do so, those additional NPC landfall marines are attached to their mission group.

The PC landfall marine and their immediate superiors, therefore, fall under the command of a mission task group commander.

Create the landfall marine's task group commander as *your choice of warlord*, as a connected threat to the echo/drop platform and the landfall marine's superiors.

When the landfall marine's superiors provide orders or intelligence, they may be acting under the task group commander's instructions, on their threat impulse instead.

Task group policy:

Create task group policy as *your choice of affliction*, as a connected threat to the rest. The entire task group suffers from it.

NPC landfall marines:

NPC landfall marines can come into play as reinforcements for the PC landfall marine or as the marines of other task groups. Either way, create them as *your choice of warlords, grotesques, or brutes*, as connected threats. Create their walkingsuits as well, as follows.

PACING RECLAMATION

The pace designed into the landfall marine playbook is slow, playing out over many sessions. You can step it up with aggressive orders and intelligence, and with meddlesome other task groups, or else allow it to develop in its own time.

EXCAVATORY BOMBARDMENT

One of the landfall marine's missions is **reclamation**: *when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.*

Excavatory bombardment isn't supposed only to blast gigantic holes in the landscape, destroying everything. Reclamation theory is that the resultant shockwaves will disrupt the world's psychic maelstrom there. It's your choice as MC whether this theory is correct.

In any case, excavatory bombardment DOES blast gigantic holes in the landscape and destroy everything that used to be there. In threat terms, it creates a powerful *landscape:furnace*, lasting days, to be replaced by *your choice of landscape and terrains*.

AS RECLAMATION PROCEEDS

Several of the landfall marine's missions involve defeating or subverting local populations and seizing or winning their positions and resources as concessions. As this happens, reclamation personnel and matériel are attached to the landfall marine's task group and dropped from orbit to proceed with the process of reclamation.

Reclamation personnel:

Create reclamation personnel as *your choice of warlords, grotesques, or brutes*, as connected threats. They bring with them their package of mission policy and ideology, as *your choice of affliction*.

There's a further danger that some or all of them may suffer Ψ -harm. For those who do, the Ψ -harm rules say to choose any or all:

- *They aggressively pursue their threat impulse. Make moves on their behalf as hard and as direct as you can.*
- *Their sanity shatters. They're incoherent, raving, raging or unresponsive, alive but gone.*
- *They abruptly change threat type.*

Reclamation matériel:

Some reclamation matériel will be simple rations or supplies worth jingle, but much of it should be exotic, useful, and/or technically sophisticated. Scour the playbooks for possibilities, such as:

- *Medical supplies that count as stock for an angel kit.*
 - *An exotic weapon you create using the battlebabe's custom weapon rules.*
 - *A helmet or mask that works as a brainer's deep ear plugs.*
 - *An advanced vehicle, capable of flight or other technical feats.*
 - *An artificially intelligent expert system that gives access to **insight**.*
 - *A device designed to probe the world's psychic maelstrom that gives access to **augury**.*
- You'll find more.

One of the landfall marine's missions is to recover reclamation matériel. This means recovering it for the mission, of course, not for personal use.

What's at stake, and how might it go:

Once you've figured out for yourself what the reclamation mission's policy is, what challenges it faces, and how well-equipped the mission is to succeed, write stakes questions and create countdown clocks and custom moves as appropriate.

Good luck, and enjoy.

NPC WALKINGSUITS

You can create an NPC landfall marine's walkingsuit by following the full rules in **supplemental: walkingsuit** or else by choosing one of these shortcut configurations. For NPC walkingsuits, don't track their ammo or charge. Instead, make MC moves with them as you would with other threats.

WHEN A WALKINGSUIT SUFFERS HARM

Hard shutdown: slows to a stop or freezes immediately, lands in a stable position or falls awkwardly, remains comms-live or shuts sensors and comms down completely.

v-harm (for npc walkingsuits): stumble, skid, swerve out of the way. No harm to pilot.

1-harm: cosmetic damage. Bullet holes, broken glass, smoke. *0-harm can blow through to pilot.*

2-harm: functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. *1-harm can blow through to pilot.*

3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. *2-harm can blow through to pilot.*

4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. *3-harm can blow through to pilot.*

5-harm and more: total destruction. *Full harm can blow through to pilot,* plus they can suffer additional harm if the walkingsuit explodes or crashes.

WHEN A WALKINGSUIT INFLECTS HARM

Against a person:

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + massive.
- Ramming inflicts 3-harm ap + massive + power.

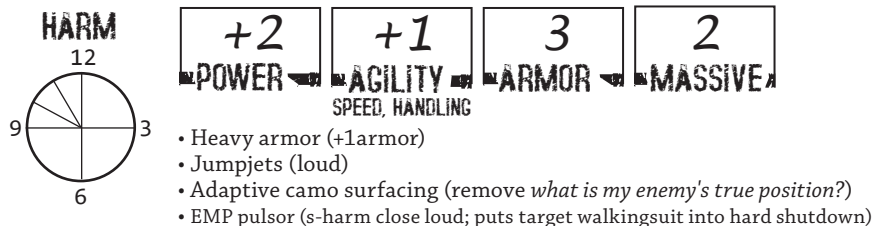
Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + massive, minus your target's massive + armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + massive + power, minus your target's massive + armor, but suffer only the harm of a glancing hit (v-harm).

Against a building or structure:

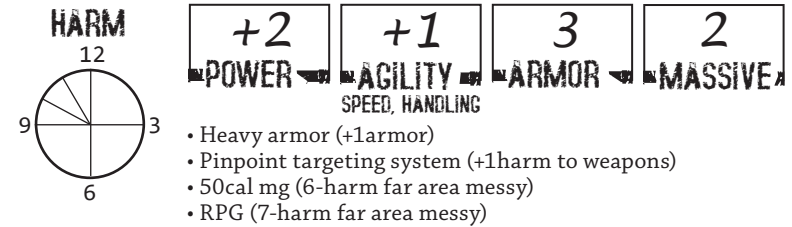
- A glancing hit inflicts 2-harm.
- A direct hit inflicts 3-harm + massive, minus the structure's armor. You suffer the same harm, 3-harm + massive - your own armor.
- Ramming inflicts 3-harm + massive + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + massive - your own armor.

ENFORCER / MP



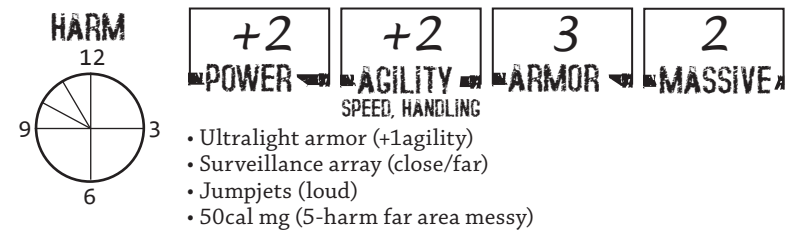
Threat type: alpha wolf (*impulse: to hunt & dominate*) / relentless fucker (*impulse: to keep coming*)

DIRECT ASSAULT



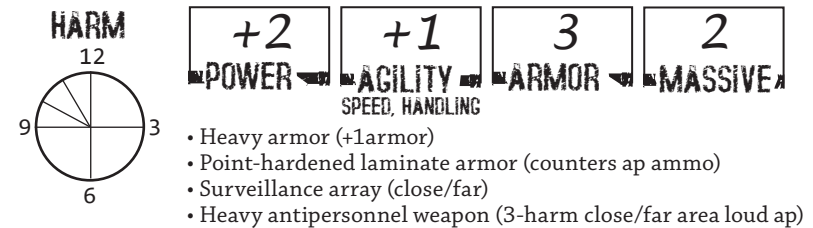
Threat type: dictator (*impulse: to control*) / vicious beast (*impulse: to kill and destroy*)

TACTICAL SUPPORT



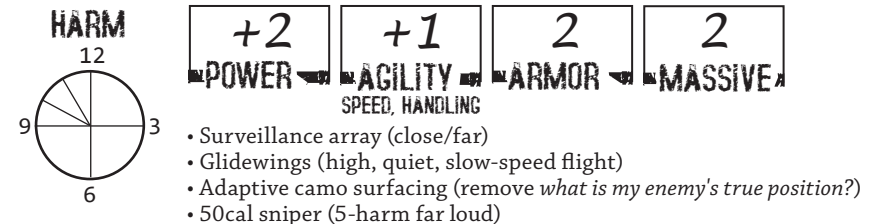
Threat type: prophet (*impulse: to denounce & overthrow*) / bold fucker (*impulse: to dominate*)

OCCUPATION AND SECURITY



Threat type: slaver (*impulse: to own people*) / bold bastard (*impulse: to dominate*)

RECON AND TACTICAL ENGAGEMENT



Threat type: hunting pack (*impulse: to victimize the vulnerable*) / cagey devil (*impulse: to protect what it carries*)