



# AFTERLIFE

CHARACTER RULES  
& PROFILES

VERSION 1.33

# NAMED CHARACTERS

## Designers Note:

These Character rules allow you to field powerful heroes in your games. The rules are great fun, but not fully play tested or balanced. In particular, the Credit values assigned to Character models are not necessarily accurate. If you play games using these rules we suggest both players should use at least one named character to keep things fairer. We would love your feedback on the character rules (or any other aspect of the game) as it is all very useful for continued development of the game.

## Characters and other Units

Each Character is a Unit in their own right, and can be Deployed and fight independently.

Additionally, they can also join another Unit, either before Deployment or during the game. The following rules apply:

- A Character can only join a Unit with the same Type (e.g. Madison Yoshida, an Exo-Mech Type Unit, can only join a Unit with the Exo-Mech Type)
- A Character can join a Unit midway through the game. Declare the Character and the Unit which they will join and Activate both at once. At the end of the newly combined Units Movement Phase, the Character must be in Coherency with the Unit.
- The new Unit will keep a Hidden Marker if both Character and Unit were Hidden. Suppressed Markers are kept and will affect the Unit as normal.
- Unless clearly stated otherwise, Special Rules/skills possessed by the Character do not apply to the Non-Character Figures, and vice versa.

A Character can also split from a Unit they are leading. Inform your opponent the Unit is splitting and Activate only the Character or the Unit. The remaining Character or Unit can then Activate separately later in the Game Turn.

Both Character and Unit keep a Hidden Marker if the combined Unit had one.

If a Character splits from a Unit which has a Suppressed Marker, the Character doesn't get one, but the Unit gets another Suppressed Marker and an Activation Marker (as their commander has just abandoned them).

## Example Character Profile

	Mv Move	Ev Evasion	Re Reaction	Bs Ballistics	Tn Toughness	Nv Nerve	Wds Wounds	FP Fate Points	Cred Credits
Ellenor Renard	8(12)	11	7	5(8)	9	11	1	8	120

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry	<b>Unit Size</b>	1
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Numbers in Brackets indicate an alternate stat that may be used if criteria in the rules are met.

## Armoury

Weapon	Rn Range	Bu Burst	Dm Damage	Special Rules
Serenity (Melee)	2	1	7	Critical Hit
Dag.50 Automatics (Small Arm)	12	2	4	

Weapon Types: ME (Melee), SA (Small Arm), SU (Support Weapon), HV (Heavy Weapon)

### Universal Character Special Rules

All Characters benefit from the following universal special rules. They may also have additional Character specific rules, which will be detailed in their profile.

**Resolute** - Characters operating independently never receive Suppression Markers.

A Unit which includes a Character can become Suppressed, but never counts as Fragile.

**Inspiring** - If a Character has joined a Unit, the Unit can use the Characters Nerve and Reaction Values for all tests, as long as the Character remains alive and with the Unit.

This Rule does not apply to Units with the Machine Type unless the Character also has the Machine Type.

**Fate** - All Characters have a certain number of Fate Points at the start of the game which can be expended to gain an advantage at a critical moment. Use a die or pen and paper to keep track of each Characters remaining Fate Points.

A Fate Point can be spent to gain one of the following effects.

During the Characters Activation:

- Move an extra 6" (or travel up or down one level in a building) after completing their Attack Phase. An attached Unit does not benefit.
- Add +1 to any Roll made by the Character, or a Roll made using the Characters Nerve or Reaction Value.

- Re-Roll any roll made on behalf of the Character (including Reaction/Nerve tests for a Unit they lead). The new result replaces the original roll. You cannot use this effect twice on the same roll, but could use a further Fate Point to add +1 to the new result.

**Destiny** - If a Character is allocated a Wound, roll a D10. On a result of 5 or more, the Character is completely unharmed through some stroke of luck, or grits their teeth and fights on - it's just a minor injury! The Wound is disregarded, as though it had never been inflicted. The controlling player should feel free to invent a suitably heroic/implausible reason why the Character has escaped harm on this particular occasion.

Destiny Rolls are made *after* Cover Saves have been attempted. If a Character suffers a Wound from a Critical Hit weapon and passes the Destiny Roll, the second Damage Roll is also blocked.

A Character can use Fate Points to Re-Roll or add +1 to a Destiny Roll, but you must expend **two** Fate Points for each effect instead of one.

Instead of attempting a Destiny Roll, a Character allocated a Wound can transfer it to a friendly Non-Character Figure within 3", so long as the chosen Figure is the same Unit type as the Character. The lucky victim does not have to be in the same Unit as the Character.

### Command Orders

Named Characters are born leaders, expecting total loyalty from the troops under their command.

While you have at least one surviving named character on the board, you can spend one of their remaining Fate Points to issue a Command Order during one of your Units Activations. Note you can only ever issue one order per Unit Activation.

### Universal Orders

**Marching fire**- This order can only be issued to Infantry Units. The chosen Unit can Run and only count as though they had Remained Stationary during their Attack Phase.

**Call of Duty**- An Infantry Unit which is under half its starting strength can perform a second Activation in the same Game Turn.

**Rally** - An Infantry Unit which is Suppressed may immediately discard its Suppressed Marker.

**Coordinated Assault** - This order allows you to Activate a second Unit at the same time as the Unit which is given this order.

During their Attack Phase, both Active Units *must* target the same opposing Unit.

In the event the target Unit reacts, it may only attempt to detect, and then Attack, *one* of the Attacking Units. The Attacking Player may make a Reaction Roll for each Unit, and use the best result for both Units.

Figures in the target Unit can only make Cover saves against either Active Units Attack if they are in Cover relative to both Units.



# RAUL TENNYSON

The nephew of the legendary Armand Tennyson and First Councillor of Unity, Raul's legacy looks set to be far less illustrious than his predecessor's. It was during Raul's tenure that the systematic regime of surveillance and brutality in the hyper-cities was introduced. Anyone suspected of being a dissident or anarchist would be dragged from their beds at night, never to be seen again. The 'Disappeared' were rumoured to have been tortured or killed, sold to black-market Afterlife surgeons as little more than living biological material, or even forced into slavery at the whim of corrupt Upworlders.

Raul Tennyson is concerned only for the rule of the Unity Council, and Unity City in particular. He is prepared to take any measure to protect the sanctity of Unity, even if the original Articles that so long ago promised a brighter future for mankind have long since been altered beyond recognition. By extending the remit of the Sphere network, Raul ensured the efficient running of world affairs, and solidified his own position of power, with scant thought for the human cost. It was this dissociative outlook that eventually proved the undoing of the Unity Council. When hard evidence of their barbaric and invasive peace-keeping methods was broadcast across the globe, the Council's iron grasp on world affairs was sundered by the resulting Cataclysm. And yet, Raul and his cabal of powerful corporations somehow managed to hold on to control of Unity City and many other major hyper-cities.

Raul's totalitarian rule has many secretly crying out for a new leader the likes of Raul's late, sainted uncle, Armand. Some believe that Armand never died, that he rebelled and now fights for the resistance. Others, however, speculate that his mind was wave-synced into the Afterlife mainframe, or even that he still rules in the body of the supposed sixty-year-old Raul. None, of course, would dare speculate thus publicly. To do so would be to invite the attention of Tennyson's Pacification Squads, and that, it is said, is a fate worse than death...

Raul's prized asset, the supposedly un-breachable Unity City, is a place of paranoia and fear for the citizens living in the shadows of the tall spires, and from this seat of power he plots to restore Unity control and destroy his rivals by any means necessary.

## SPECIAL RULES

**Inflated Ego** - Raul wont be rushed. He cannot Run, ever.

**VIP** - Raul doesn't like to take risks. If he is not part of a Unit, he is always Suppressed. If he has joined a Unit, it *must* always use his Nerve Value for Suppression Checks, but will never count as Fragile.

**'Inspirational' Leadership** - Raul expects total obedience, Council soldiers are more afraid of him than they are of the enemy. Unity Council Units within 12" of Raul do not have to test for Suppression. (This does not apply to a Unit Raul has joined).

**KILL THEM ALL!!!** - This special Command Order can be issued by Raul up to once per Game Turn, to any non-Machine Unit. The chosen Unit is personally instructed to destroy something Raul feels threatened by. It doubles the Burst Value of all its Weapons for the duration of its Activation, so long as Raul has LoS to the target the Unit is Attacking.



## Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Raul Tennyson	8	10	4	3	8	6	1	6	75
<b>Availability</b>	Unique		<b>Unit Type</b>	Character, Infantry				<b>Unit Size</b>	1



## ELLENOR RENARD

In the ongoing battle to restore Unity to the world, one woman has already made a name for herself as the 'perfect soldier' – Ellenor Renard – the media darling and poster child for the Unity Council's post-Cataclysm 'reunification' campaign.

Born into one of the wealthiest old families of Pan-Europa, Ellenor forged a life for herself in the cutthroat, up-tier society of Unity City. The Unity Council call her a self-made woman and model citizen, although in truth Ellenor has never had to work a day in her life. What makes her remarkable, however, is her utter dedication to her art – the art of war.

Ellenor is one of the few Upworlders to take an active role in combat, beyond piloting remote drones. Her skill at arms are a marvel to behold, and her combat missions have become the most-viewed vid-captures in the UC's public broadcast archives. Her wealth affords her the greatest in Afterlife care, instilling in her a near-disregard for death, while her prodigious skill with a blade has earned her almost legendary status in the Crimson Arena.

Her custom-fitted body-armour is adorned with the logos of sponsors and various endorsements, and drone-cams follow her every move, broadcasting her victories (and editing her failures) to a public hungry for good news in a time of strife.

Like many Upworlders, Ellenor Renard whiled away her seemingly endless youth in a series of pursuits, but she was always different from other socialites her own age. It is not unusual for young up-tier elites to learn a variety of skills to perfection before moving on to the next, though these rarely stray from art, sports or beautifying techniques. Unlike her fellows, however, Ellenor preferred to indulge in all forms of combat, ancient and modern, rather than the more socially acceptable pastimes of a bored up-tier débutante.

Using mnemonic chip implants, Ellenor was able to cram a lifetime of training into a few short years, training her body to accept each new doctrine and perform every combat manoeuvre with fluid grace. Like most Upworlders, Ellenor is older than she looks, but still relatively young by the standards of the societal elite.

Ellenor is an idealist. She believes in the dream of Unity, and refuses to accept that the claims against Tennyson and the Council are anything but fabrications, distributed by Federici and his cronies in a foiled attempt at a coup. Now, Ellenor puts her skills to the test, fighting with the Council's forces as a special operative. She has yet to meet her equal, but of course the real war is only just beginning.



## ELLENOR RENARD

*“Like many Upworlders, Ellenor Renard whiled away her seemingly endless youth in a series of pursuits, learning a variety of skills to perfection before moving on to the next. Unlike her fellows, however, she preferred to indulge in all forms of combat, ancient and modern, rather than the more socially acceptable pastimes of a bored up-tier débutante. Now, Ellenor puts her skills to the test, fighting for the Unity Council as a special operative. Her wealth affords her the greatest in Afterlife care, instilling in her a near-disregard for death, while her prodigious skill with a blade has already earned her almost legendary status.”*

### SPECIAL RULES

**Combat Master** - When attacking with Serenity, or using her Dag.50's against a target within 6", Ellenor has a Ballistics value of 8.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Ellenor Renard	8(12)	11	7	5(8)	9	11	1	8	120

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry	<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Serenity (Melee)	2	1	7	Critical Hit
Dag.50 Automatics (Small Arm)	12	2	4	





# GABRIELA AGUILAR

The Unity Marine Corps (UMC) and Unity Guard are a testing ground for innovation in military hardware and training. With the resources at the disposal of the Council, these fighting forces employ state-of-the-art weapons systems, exo-mechs, cybernetic and genetic enhancement, hololithic personal HUD systems and many other technological marvels. In turn, each soldier or peacekeeping officer is considered a valuable commodity, and usually undergo extensive cognitive conditioning and physical training to transform them from normal men and women to focused fighting machines.

Even in a world of elite soldiers, however, there is still room for improvement. The top one percent of the UC's trained combatants may – should they display sufficient dedication and aptitude – be selected to enter one of the secretive black ops training programs. Of these candidates, perhaps half, fall at the first hurdle; another quarter meet with some unknown end, joining the growing ranks of 'Disappeared'; while the remainder, if they're lucky, go on to become the best of the best, serving the Unity Council as part of an elite Spectre team. These special operatives are legendary – ghost-like stealth teams who specialise in lightning-fast raids, assassinations and surgical strikes.

Gabriela Aguilar is the daughter of a decorated UCMC colonel, and has spent all of her life in military schools and academies. Renowned as the best shot

in the Eastern Protectorate, and a marine first-class in all areas of her training, she was inducted into the top-secret Spectre training program where she continued to excel. The surgical, chemical and psychological treatments she has undergone have changed Gabriela into the perfect soldier, and her already quick mind and quicker reflexes led her to become a Spectre team sergeant after just three successful deployments – something never before achieved so rapidly. Although her training has prepared Sergeant Aguilar for all forms of combat and operations, her natural affinity is still for the sniper rifle – they say Aguilar can hit the weak spot in an exo-mech suit from half a mile away in high wind and poor visibility. Certainly, any enemy who falls within her sights is not long for this world.

## SPECIAL RULES

**Light footed** - Gabriela can move up to 4" and still count as having Remained Stationary.

**Whispering Death** - Gabriela's custom rifle can use a variety of different ammunition types. At the start of her Attack Phase, apply any **one** of the following Special Rules while resolving the shot: Critical Hit, Silenced, Thermal.

**Master Sniper** - On a Hit Roll of 9+, Gabriela can assign the Damage Roll (and any resulting Wound) to any target in LoS, overriding the usual Wound allocation Rules. Opposing Characters cannot reassign these Wounds



## Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Gabriela Aguilar	8(14)	12	8	7	9	10	1	4	160

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry	<b>Unit Size</b>	1
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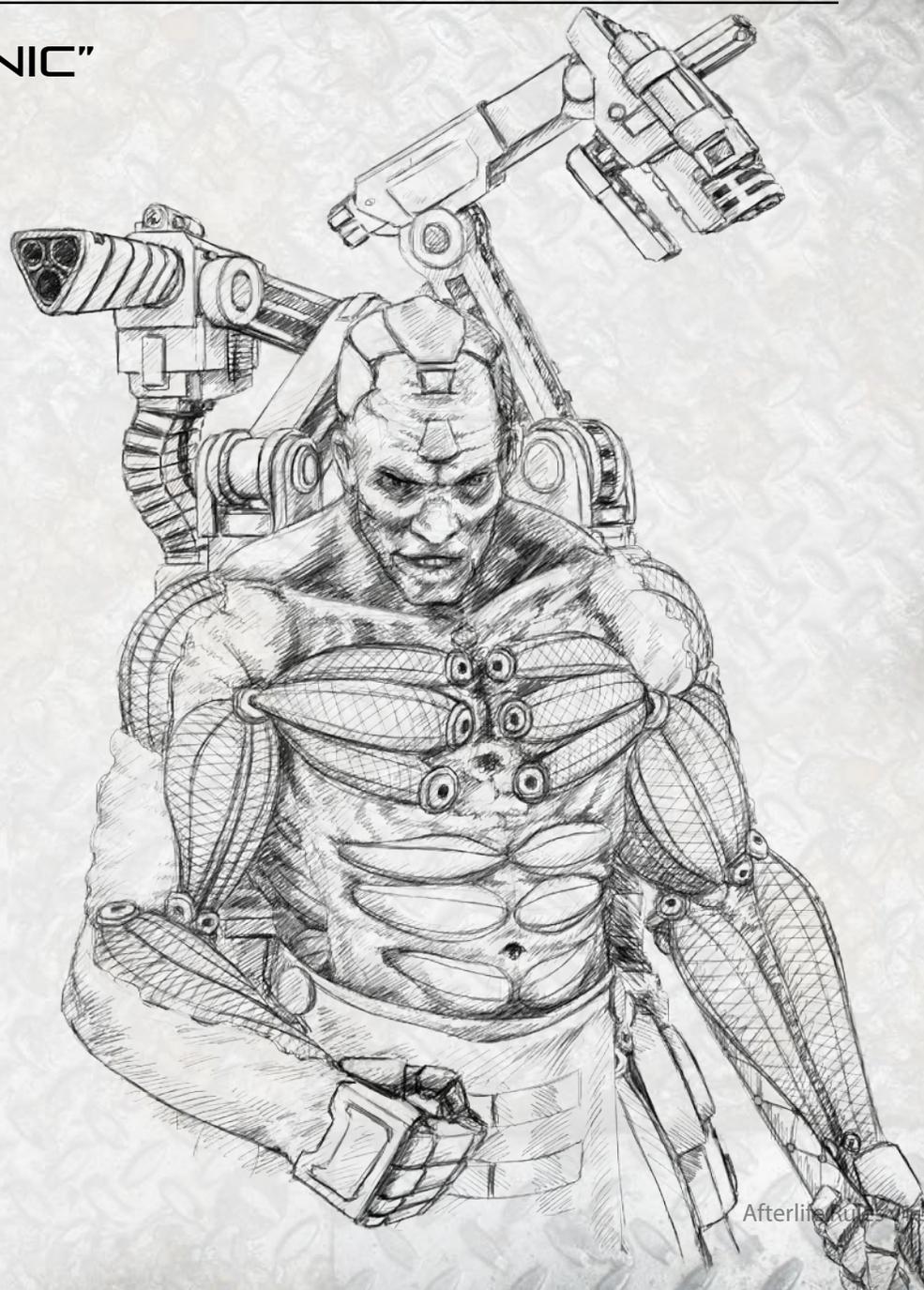
## Armoury

Weapon	Rn	Bu	Dm	Special Rules
Whispering Death (Support Weapon)	6-60	1	7	Sniper, plus Critical Hit OR Silenced OR Thermal
Combined Pistol (Small Arm)	12	1	4	



## EPHRAIM BOLIVAR "THE MECHANIC"

Outside an elite inner circle of CRANE Executives, virtually nothing is known of the origins of Ephraim Bolivar, known as 'The Mechanic'. Never seen in public prior to the outbreak of Civil War, the Mechanic has emerged from CRANE secret labs as a talented and widely feared developer of new weapon systems, regularly taking to the field to guide and test his creations. Ephraim has had a long standing collaborative relationship with Malik, the Technician, though the two have often been fierce rivals and that is unlikely to change.



### SPECIAL RULES

**Machine Whisperer** - Ephraim has a special understanding of the War machines deployed by the Council, and guides them in battle with almost paternal concern. All friendly Machine Units with a Figure within 8" of The Mechanic double their basic Reaction value.

**Mechnomancer** - If the Mechanic is leading a Unit with the Machine Type, Figures which are destroyed are not removed immediately. At the end of the Game Turn, Roll a D10 for each destroyed Figure - on a Roll of 8+ The Mechanic is able to restore one Wound, otherwise remove the Figure as a casualty. This ability does not work if the Mechanic himself is dead, and does not work against Wounds inflicted by Weapons with a Damage Value of 8 or more.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Ephraim Bolivar	6(10)	9	4	4	13	10	2	4	210

Availability	Unit Type	Unit Size
Unique	Character, Machine	1

### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Tri-Cannon (SA)	36	3	6	
Power-Limb (ME)	2	1	8	Critical Hit



## ALEXSANDER MALIK "THE TECHNICIAN", PREACHER & SURGICAL ASSISTANTS

A hundred storeys beneath Unity City's KronoTech headquarters lie the 'Black Laboratories', top secret research labs sequestered solely for the research of so-called 'dark tech'. Few know of the existence of such laboratories, and fewer still believe in them. But every piece of radical, unethical and 'heretical' research that falls by the wayside in the labs far above, experiments many times worse are conducted in the Black Laboratories. And over the labs, one man holds sway: Aleksander Malik, known by most simply as 'the Technician'.

Malik was once one of the brightest minds on KronoTech's Afterlife development team, tasked with creating a wide range of treatments. A true pioneer, Malik pushed Afterlife technology to its limits in the pursuit of scientific enlightenment. He became obsessed with cheating death; of prolonging life. He created a dazzling array of neural regeneration drugs, cellular replication techniques and, controversially, the process that would lead to quantum wave-synching of recently-dead brains onto cloned or even revived host bodies. Malik became inured to the ethics of his experiment, treating human test-subjects from the Warrens as little more than lab-rats in his search for immortality. His own self-administered augmentations were often experimental and highly dangerous, leading to him becoming less than human in some respects, and almost immune to physical pain. This numbing

of his senses only increased his callous disregard for life.

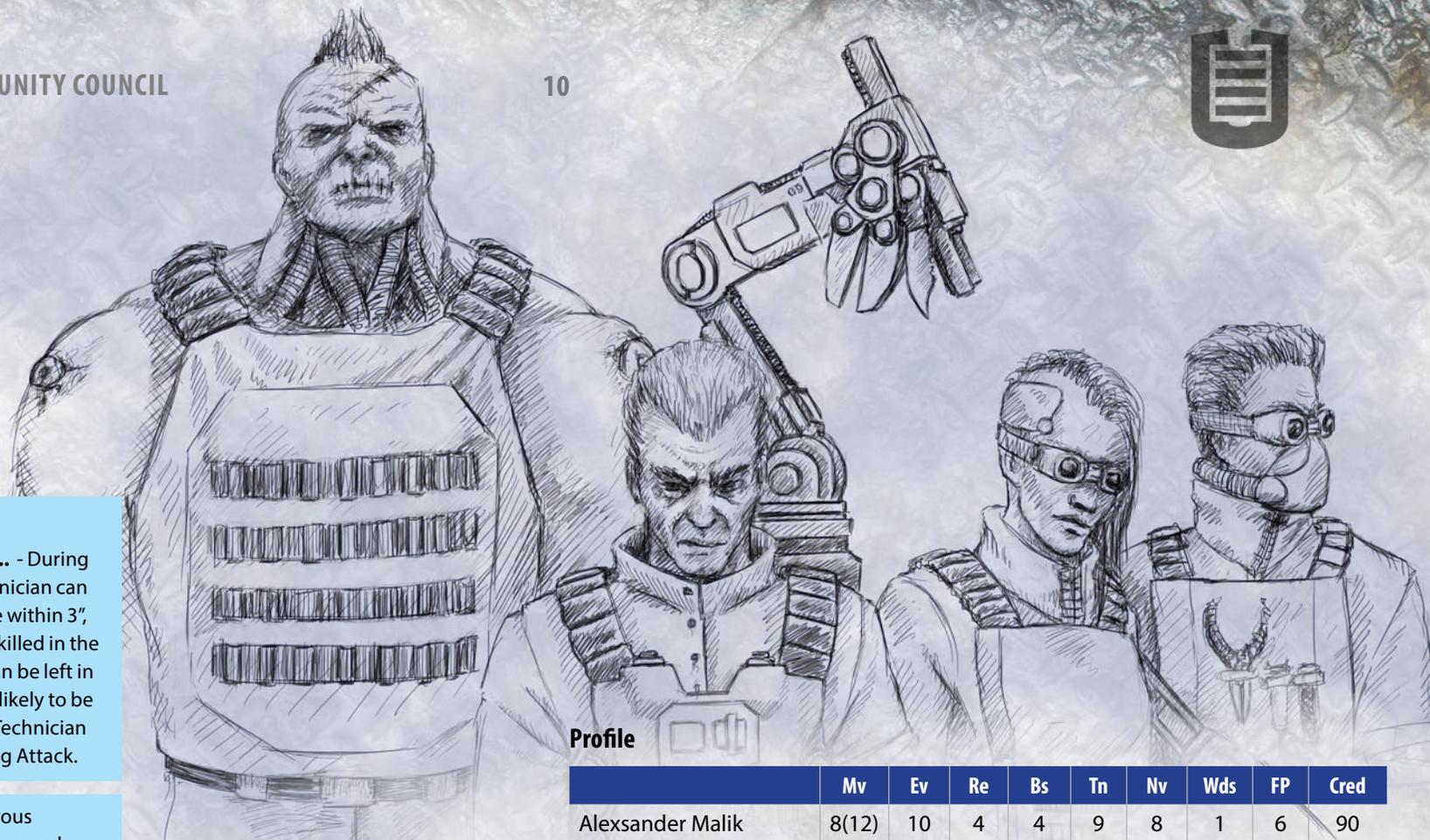
Prior to the Cataclysm, Malik's work was beyond top secret, and mostly illegal. After the Council began to regulate Afterlife development, Malik was granted a secret mandate to continue his research, receiving funding from the highest authority, such that even his employers at the KronoTech corporation had no idea what was going on in their own Black Labs. As long as new, legal treatments filtered from the Black Labs periodically to fill their coffers, KronoTech was willing to turn a blind eye to Malik's studies. Some believe that many of the wealthiest Upworlders – including Raul Tennyson himself – benefited directly from Malik's experimental Afterlife procedures, though none would dare make this claim publicly.

After the Cataclysm, with the Council's forces fighting for every advantage

over rebels and dissidents, they have turned once more to 'the Technician'. His programs are now funded by Tennyson himself, and with no restrictions on his genius, Malik has descended further into madness, inflicting untold misery on his subjects, both vat-grown and Disappeared. In the labs, the Technician is surrounded by his surgical staff – researchers, nurses, and surgeons, all modified by Malik's twisted experiments so that they no longer empathise with their patients. They carry out the Technician's orders without question, no matter how horrifying or immoral they may be. Always in the background stands Malik's prized creation, called 'Preacher'. This hulking, bio-monstrosity may once have been human, but now serves as Malik's bodyguard and servant. Preacher is often sent into war-zones to retrieve dead and dying military personnel for regeneration surgery – or simply to provide fresh bio-matter for

the labs. Where Preacher walks, even hardened soldiers quake with fear, for he is a monstrous harbinger of death, immensely powerful and seemingly indestructible.

**For now, the Council enjoys the fruits of Malik's labours. But soon, they may learn to regret what they have unleashed on the world...**



**SPECIAL RULES**

**The Doctor will see you now..** - During his Movement Phase the Technician can restore one Wound to a Figure within 3", including a Figure which was killed in the current Game Turn (Figures can be left in play, lying down, if this rule is likely to be used). If this Rule is used, the Technician cannot Run or make a shooting Attack.

**^Prize Possession** - A monstrous bodyguard creature who never speaks, except with his fists and if needed, a powerful Grenade Launcher. Preacher must always remain within 3" of Malik. While Malik is alive, any of his remaining Fate Points can be assigned to Preacher.

**Bullet Soak** - Preacher is all but immune to pain, and no one but Malik truly understands what has been done to a once fragile human body to make it so durable. While Preacher is alive, all attacks against the Unit use his Evasion/ Toughness and all Wounds must be allocated to him.

**\*Vaccinator** - A Needle Gun with a range of vicious concoctions of Malik's devising, The Vaccinator can only be used against human targets with a toughness of 12 or less.

A Figure killed by the Vaccinator can be rendered unconscious if desired, replace the target Figure with the Victim on a Stretcher Figure.

**Entourage** - Malik is always accompanied by Preacher and 2-4 Surgical Assistants. They form a Unit. Malik cannot leave or join other Units.

**Profile**

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Alexsander Malik	8(12)	10	4	4	9	8	1	6	90
Preacher	8(12)	9	4	5	12	10	3	^	240
Surgical Assistant	8(12)	9	3	3	8	8	1	-	20

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Infantry				<b>Unit Size</b>	4
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**Armoury**

Weapon	Rn	Bu	Dm	Special Rules
Vaccinator (SA)	12	1	8	Malik Only, Vaccinator *
Auto-Knife (ME)	2	2	6	Malik Only, Critical Hit against non-Machines
Mouth Piece (SU)	24	1	8	Preacher Only, Fragmenting (3)
Fists (ME)	2	3	6	Preacher Only
Rifle (SA)	30	1	4	Surgical Assistants Only



## SENATOR JAKYS THORNE

The Unity Council is a den of intrigue, and a tangled web of bureaucracy and regulatory bodies that would be unfathomable to the average upworlder – which is precisely why many of the world’s wealthiest corporate figures rarely pay attention to what goes on in the boardrooms that they supposedly control. The Council is also surprisingly bloated, with the most banal tasks delegated to overpaid councillors, sub-directors and ministers. Competition for positions is cutthroat, as seats on the Council represent real power, and an opportunity to place one’s own corporate interests front and centre – often above the ideological demands of the Unity Council.

Mitigating the somewhat serpentine organisational design of the Council is the Chamber – Raul Tennyson’s inner circle. These few men and women are the most powerful, influential and ruthless figures in the Council. Admission into the Chamber is by secret ballot, and positions appear but rarely. Some councillors aren’t even aware that the Chamber exists. Those that are will stop at nothing to manoeuvre their way into it.

Such was the case with Jakys Thorne, an ostensibly elderly patriarch of the Rand Corporation, who has substantial interests in over a dozen other mega-corps. How Thorne came to such a position of power is a mystery, as he and Raul Tennyson have never seen eye-to-eye. What is for sure is that no-one has ever played the political game quite as well as he. His corporation holds the key to the finances – and financial

secrets – of almost every member of the Council, and his network of contacts, spies, allies and mercenaries is extensive and far reaching. Thorne is present for every meeting of the Chamber, always making his voice heard, always forging new allegiances and calling in favours from long ago to feather his own nest. His words are honeyed, his temperament as steely as his cold grey eyes, and his ambition boundless. Some whisper that Thorne holds some great bargaining chip over Tennyson, or else is in league with secret power blocs across the globe. None would dare suggest such a thing to his face, however – whilst Raul Tennyson adds his enemies to the growing lists of ‘Disappeared’, the ignominious public ruination of Thorne’s opponents are seen by many as an even worse fate...

### SPECIAL RULES

**The Edicts of Unity** - Thorne is a great orator, able to effortlessly convince others to give their lives in the pursuit of his ambitions. Once per Game, a Unit nominated by Thorne can Activate a second time in the same Game Turn it has already Activated. During this Activation, and for the rest of the Game, the Unit suffers a -2 Toughness penalty.

**Prudent** - Thorne always ensures he is protected by the best troops available. One Unit of Marine Corps or Unity Guard can be nominated as his body Guards, they must remain within 12" of Thorne, and gain +1 Ballistics, Evasion and Reaction. Additionally a Force which includes Thorne can count one Unit of Ajax Exo-Mechs as a Core Unit.



### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Senator Jakys Thorne	8(12)	10	4	3	8	8	1	4	120
<b>Availability</b>	Unique		<b>Unit Type</b>	Character, Infantry				<b>Unit Size</b>	1



## LUCRETIA CHANG

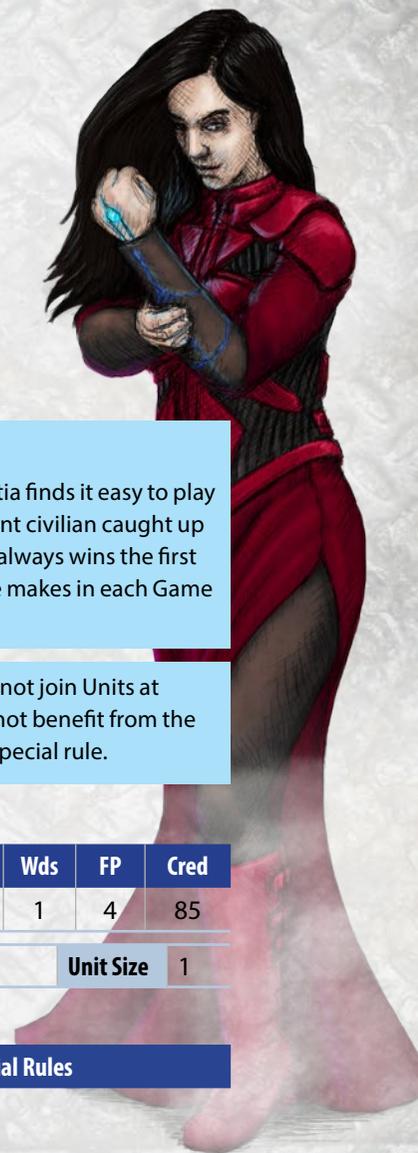
In the Null Zone, there are many legends and superstitions that seem anathema to the technological paradise enjoyed by those who live in the hyper-cities. One such tale is that of Lucretia, the Shadow Demon, who plucks children from their beds at night and steals them away for her own ends. Parents use this story to frighten their children into obedience. The oldest and wisest, however, know there to be truth to the tale.

Lucretia Chang is an up-tier heiress, whose father oversaw one of the largest mergers in mega-corp history when KronoTech bought a controlling stake in Shangzhou-based Cellular Dynamic. That was long before the Cataclysm, before strict legislation was introduced to reign in the burgeoning Afterlife industry. Lucretia, however, had already benefited greatly from Afterlife tech before the legislation was enforced, to a degree rarely seen in Unity City. Nano-molecular surgery had given her remarkable regenerative abilities, while extensive cybernetic enhancement had transformed her into something more than human. Unfortunately, Lucretia also became addicted to that other branch of fringe-science – recreational quantum wave-synching, or mem-stimm. With her body enhanced beyond normal human maximums, and her mind filled with memories and experiences that weren't truly hers, Lucretia slowly but surely lost her grip on reality... and sanity.

Rumours persisted in the highest echelons of the Unity Council that Lucretia Chang had not given up her indulgences – that she regularly broke the law to top up her Afterlife therapies using black-market donors, while her mem-stimm habit was thought to be behind a string of disappearances in the city's Warrens. Lucretia was not without friends in high places, however, and anyone who threatened to expose her activities was bought off – or themselves 'disappeared'. That Lucretia had maintained youthful vigour and great beauty long past the regulation age limits was undeniable, and yet she remained above the law, her inexplicable hold over the great and the good proving vice-like time and again.

After the Cataclysm, Lucretia's need for secrecy – at least amongst her peers – has dissolved along with the absolute power of the Council. Now she is afforded a new-found freedom, a freedom she enjoys by taking frequent, secret forays

into the Null Zone, where she terrorises the inhabitants of the so-called 'free cities' as a shadow in the night. Run-ins with security drones or even PCR patrols are often short-lived, as the array of formidable weaponry hidden within Lucretia's cybernetic arm, coupled with her enhanced physical abilities, make her deadly when discovered. Children are indeed stolen from their beds, dragged bodily back to Unity City and handed to Lucretia's benefactor, the mysterious 'Technician', who treats her as a living work of art. If that was the worst of her crimes, she would still be beyond redemption. Yet there are those who dare whisper that Lucretia is capable of worse things still, and is driven by an insatiable hunger that cannot be filled by murder alone...



**SPECIAL RULES**  
**Double Take** - Lucretia finds it easy to play the part of an innocent civilian caught up in the cross-fire. She always wins the first Reaction Roll-Off she makes in each Game Turn.

**Aloof** - Lucretia may not join Units at any point, and does not benefit from the Inspiring Character special rule.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Lucretia Chang	8(14)	10	6	4	8	10	1	4	85

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Infantry	<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
A Charming Smile..* (Small Arm)	24	1	8	

\*..and a compact railgun concealed in her synthetic arm.



## ISAIAS CORTEZ

Isaias Cortez is a high ranking commander in the Unity Guard, the Council's elite internal security organisation. Having risen through the ranks over a decades long career, Cortez is a veteran of hundreds of battles and often leads a unit personally, wherever the fighting is thickest. He is inspirational to his men and holds an unshakable faith in the righteousness of the Council.



### SPECIAL RULES

**Commander of the Guard** - Isaias Cortez is an inspiration to the Unity Guard, always leading from the front. Any Unit of Unity Guard within 18" and LoS, including his Unit, will automatically pass Nerve Tests.

Cortez has been injured or killed in battle countless times and has the scars and extensive mechanical replacement parts to prove it, this grants him an unusually high Toughness.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Isaias Cortez	8(12)	10	5	5	12	10	1	6	110

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Infantry	<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Enforcer Shotgun (Small Arm)	20	1	4	



## VARGO FEDERICI

To millions across the globe, Vargo Federici is a liberator, a visionary, a humanitarian. The most high-profile defector from the Unity Council, Federici is now First Senator of the new Pan-Continental Republic. When he fled Unity City, he carried with him the tattered parchment upon which were written the original Articles of Unity, before the Council's many amendments bastardised their intent beyond recognition. Due to Federici's influence, wealth and business acumen, many independent corporate states have since flocked to the PCR's cause; advanced military tech breakthroughs and even knowledge of Afterlife procedures now lie tantalisingly within the Republic's grasp. Federici himself, as one of the former ruling Council, is something more than human, though just how far his physical form has been genetically and cybernetically enhanced is a matter of utmost secrecy.

Though the common people of the PCR view Federici as a saviour, and even some in the Null-Zone states pin their hopes of a unified Earth on his shoulders, Federici is a businessman first and foremost, and head of the Radoni mega-corp. While he holds the tenets of the original Articles dear, and believes wholeheartedly in a democratic union of the world's disparate states, his motives are not entirely altruistic. Federici desires to leave a legacy as great perhaps as that left by Armand Tennyson so long ago – greater, in fact, for he hopes his legacy will be incorruptible. He envisages a world where the lowest workers can raise themselves up through ambition and hard work and where, perhaps most importantly, free trade will allow the Radoni Corporation to build the greatest corporate empire ever seen.

When news of the UC's regime of oppression and cruelty went public, Federici was quick to speak out against

his former peers. His defection from the Council was swift, and struck a blow against Unity perhaps more devastating than the anarchy and rioting engulfing the hyper-cities. It was his opposition to the UC's brutality that won over the hearts and minds of the new republic. There are some within the PCR's hierarchy who whisper that Federici banked on that reaction, and that perhaps his hands are not as clean as he would have the Republic believe.

Regardless of what might have transpired in the past, Federici is now the figurehead of the Pan-Continental Republic, and holds himself beyond reproach. His level head mitigates the Republic's fanaticism somewhat, but even he knows that they will never stop fighting until the Unity Council is overthrown, however long that may take, and however many must suffer for the ideal to become a reality.

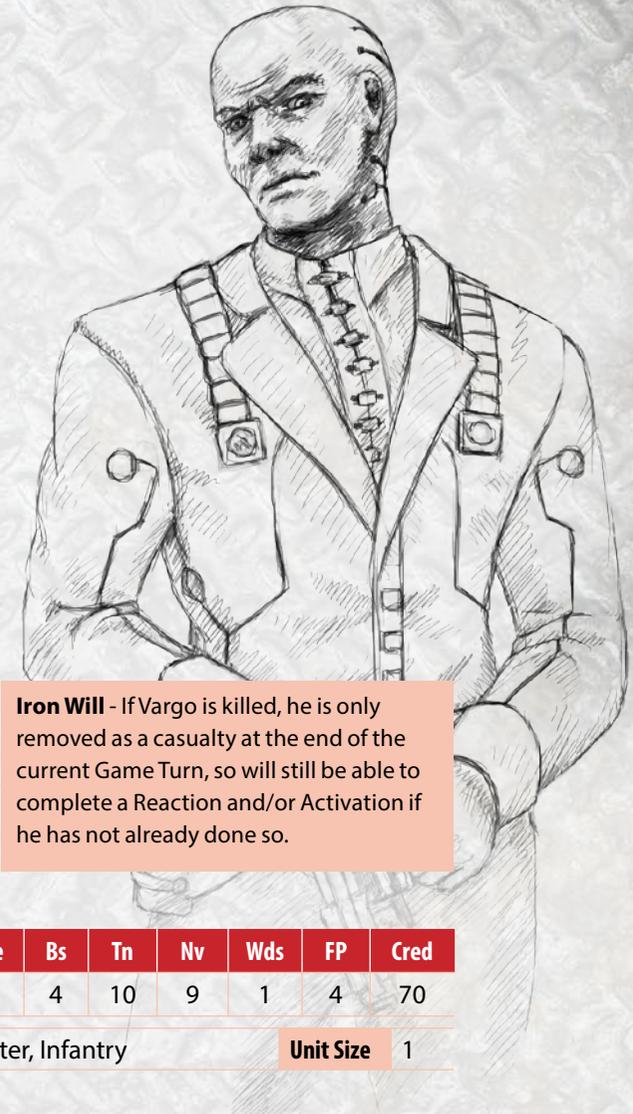
Now, Federici plots the end of the Unity

Council once and for all, through the audacious opportunity presented by the Shard Initiative. If the plan succeeds, humanity can rejoice in a new age of prosperity, free from the shackles of tyranny. Only by stamping out the old regime can mankind move forward, with Federici and Radoni Corp. at its head.

### SPECIAL RULES

**For the Republic!** - Vargo inspires intense loyalty and devotion in his Forces. As long as Vargo is on the Table, Units on Vargo's side never count as Fragile.

**Iron Will** - If Vargo is killed, he is only removed as a casualty at the end of the current Game Turn, so will still be able to complete a Reaction and/or Activation if he has not already done so.



### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Vargo Federici	8(12)	10	4	4	10	9	1	4	70
<b>Availability</b>	Unique		<b>Unit Type</b>	Character, Infantry				<b>Unit Size</b>	1

### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Custom Revolver (Small Arm)	12	1	5	



## IDAHO & MADISON YOSHIDA

When their parents were executed by Unity Council Pacification Squads for alleged sedition, the infant twins Idaho and Madison Yoshida were institutionalised in Unity City's brutal state regime. Narrowly avoiding transportation to rad-zone work colonies, or even black-market purchase by unscrupulous Afterlife pioneers, Ida and Madison ended up as property of the Councils' Unity Guard, the feared domestic military institution that would aim to transform the twins into the very thing that had shattered their young lives.

Through many years of mental conditioning, and psychosomatic suggestion, the twins set aside the pain of their youth and, on the surface at least, became obedient soldiers – among the finest, in fact, that the Unity Guard had ever produced – but they never forgot. Though they never spoke openly of their past, Idaho and Madison worked their way through the ranks of the Unity Guard with ruthless precision for one purpose only: revenge. They were the first to every drill and the last to leave; they pushed their bodies beyond their pain thresholds, and exhibited a unique aptitude for warfare that had them at the top of their academy class by their 18th birthday. They were also inseparable, with a near-psychic understanding of each other's intentions and battlefield manoeuvres.

Ida was the stronger of the two – a perfect ground trooper whose skills at unarmed combat and light weaponry made him ideally suited to special ops. Though subject to fits of rage, these only served to amplify Ida's combat prowess. Madison, on the other hand, was unusually gifted in wave-synch control, taking to strike zones as an exo-mech pilot where her cool head and Zen-like balance allowed her perfect control of her mech's weapon systems. Despite their differences, Ida and Madison often found themselves deployed side-by-side, where their uncanny understanding and battle-sense allowed their skills to perfectly complement each other, fighting as one fluid unit against any and all odds.

On the day the Cataclysm began, when riots flared across Unity City and brother fought brother in the streets, Madison realised the time had come to begin her vendetta – seeing her team about to turn their weapons on innocent civilians, she executed them in cold blood and set about making her escape, cutting through any Council loyalists she came across. In an ensuing fire-fight, Madison's Ajax suffered critical damage. Escaping the wrecked mech, she continued to fight on foot against her former comrades. Idaho realising the danger his sister was in, also turned rogue and cut a bloody path through the Unity Guard to reach her. In the anarchy of the first days of the Cataclysm, they were able to escape the hyper-city to plan their personal war against the Council.

Nicknamed 'the Dragons', Idaho and Madison have become valued members of the PCR army. Driven by a burning hatred of the Unity Council, they have participated in dozens of surgical strike missions and proven their loyalty time and again. Now, as the time of the Shard strikes is at hand, the Dragons have volunteered to lead the strikes on Unity City. Their knowledge of the city's defences and Unity Guard combat tactics makes them the perfect choice for the mission. Though it will likely be a one-way ticket, Ida and Madison remain stoically determined to succeed. The fate of the republic rests on their shoulders.



## MADISON YOSHIDA

Madison Yoshida is a strong and skilled fighter even unarmed. Encased in the power enhancing bulk of a Pulse-Mech suit, she is almost unstoppable. Her Zen like concentration in the most intense fire-fights allowing her near perfect control of her Mech and its weapon systems. Dropping into the Shard Strike landing zones, Madison carries with her the hopes of the Republic, and a custom warblade aptly named "Vengeance".



### SPECIAL RULES

**Blood Bond** - Madison and Idaho have a near total understanding of each others preferred battle tactics. So long as both Idaho and Madison are still alive, you can use a "Co-ordinated" Command Order to Activate them both together (including any attached Units) without spending a Fate Point.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Madison Yoshida	10(16)	10	5	6	12	10	1	8	245
<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Exo-Mech					<b>Unit Size</b>	1

### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Vengeance • Rail Rifle (Support Weapon) • Blade (Melee)	36 2	2 3	8 7	Choose which weapon profile to use each time Madison Attacks
Compact Thermal Lance (Small Arm)	4	1	6	Blast 2, Thermal, Critical Hit.

Equipment	Special Rules	Cred
Flight Pack	If Madison is equipped with a Flight Pack, she can use it at the start of her Movement Phase, granting the "Flight" Unit Type. If she uses her Flight Pack she automatically loses her Hidden Marker at the end of the Activation.	25



## IDAHO YOSHIDA

Idaho Yoshida's skills at unarmed combat and light weaponry make him ideally suited to special ops, and he has excelled in Radoni Corporations Commando Special Forces. Though subject to fits of rage, these only serve to amplify his combat prowess. Idaho has been offered the opportunity to use a Pulse-Mech suit many times, but has trouble trusting the technology, preferring to rely on his own strength and wits to destroy his enemies. Idaho, along with his sister Madison, volunteered to lead the Shard Strikes on Unity City, knowing that it represented both certain death, and the opportunity to take revenge for terrible crimes which have haunted them throughout their lives.



### SPECIAL RULES

**Comrades in Arms** - Idaho must be deployed with a Commando Unit at the start of the Game, and cannot leave it. If his Unit is wiped out, he can only join other Commando Units.

**\*Keep your enemies close** - Idaho's Crisis Carbine has a Damage value of 5 when used against a target within 6". Do not apply any further Damage modifiers.

**Rage** - If Idaho and his Unit become Suppressed, they are instead Enraged for the duration of their next Activation. This means they **must** Move toward and attack the closest visible enemy Unit, even if this takes them out of Cover/into greater danger.

**Blood Bond** - See Madison Yoshida

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Idaho Yoshida	8(14)	11	6	6	10	8	1	8	100
<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry					<b>Unit Size</b>	1

### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Crisis Carbine (Small Arm)	18	2	3(5*)	Small Arm +1 Damage bonus applies within 12" rather than 8"
Sword (Melee)	2	1	7	Critical Hit



## KIRA AND DAKOTA

Kira and Dakota are members of the 'Dragons', a group of elite warriors hand-picked by Idaho and Madison Yoshida to accompany them on the most dangerous missions.

Most current Dragons members are drawn from Radoni corporation special forces, but a select few, Kira and Dakota included, originally served alongside Idaho in the Unity Guard. They fled Unity City with him when he defected, taking nothing but civilian clothing and their beloved Katana Blades, visually similar to the ancient name-sake weapon, but made of a far stronger, lighter and sharper composite alloy.

### SPECIAL RULES

**Sword Sisters** -Kira and Dakota are purchased and fielded as a pair, they cannot be separated. They each use the same profile, and have 6 Fate Points which are shared between them. They always form a mini unit of two while both survive, but can join and leave other Units as normal.

**\*Crouching Tiger** - Kira and Dakota have never taken a great liking to ranged weapons, preferring to practice for hours each day with their Blades. When Attacking with their Blades, they have a Bs Value of 5, and can Roll an extra Hit Dice every time they score a Hit, up to a maximum of 6 Hits per Attack.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred	
Kira / Dakota	8(14)	11	6	3(5)	9	8	1	6	140	
<b>Availability</b> Unique	<b>Unit Type</b> Character, Light Infantry						<b>Unit Size</b> 2			

### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Blades (ME)	2	3	4	Crouching Tiger*
Shotgun (SA)	20	1	4	





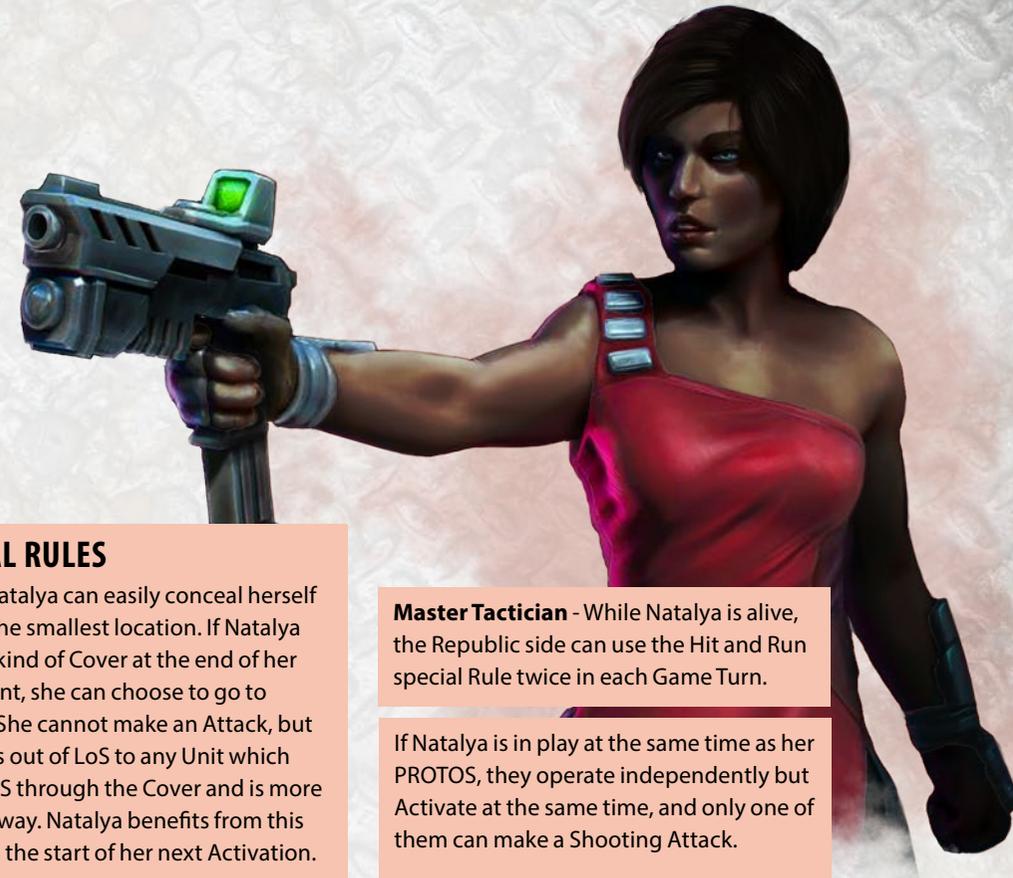
## NATALYA FEDERICI

Natalya Federici, Vargo’s daughter, is the security director at Radoni Corp, and chief military tactician in the Pan-Continental Republic’s fledgling army. Natalya’s rise to prominence has been nothing less than meteoric, prompting dissent from senior security operatives, who believe that her father’s influence has bought and paid for Natalya’s position.

However, Natalya has long learned to stand on her own two feet, and despite the grumbling of old soldiers has proven time and again her aptitude for warfare. Natalya has studied every form of combat, the tactics employed in every battle in history, and the philosophies of the greatest commanders to have ever lived. Beyond that, her position on the executive board at the Radoni Corporation – coupled with her family privileges and tremendous wealth – have allowed her to receive some of the most advanced neuro-augmentation surgeries available. Natalya carries prototype military interfaces within her neural cortex, allowing for the processing of battlefield information a hundred times faster than a normal human. When hooked up to a PROTOS mind-sync unit, Natalya becomes almost omnipresent on the battlefield, conducting troop movements and relaying information to the central mainframe effortlessly. No-one can explain how she alone

can control the experimental PROTOS systems so effortlessly, but without her many of the Republic’s surgical strikes would surely have failed. As such, Natalya has become invaluable to the Republic at both tactical and strategic levels – her encyclopaedic knowledge of battlefield strategy combined with her intuitive ability to apply them to any situation, and to improvise when things go wrong, has increased the PCR’s success rate in military matters tenfold.

In the flesh, she is beautiful, headstrong and to the point – a woman not to be trifled with. Her movements are graceful and practised, and more than one academy cadet has underestimated her during combat training exercises. Were it not for her father’s strict protocols she would have joined a SHARD strike team herself, putting to the test her mental and physical augmentation in the fires of war. Instead she will participate through a PROTOS-link, remotely piloting an Exo-Drone on the ground from relative safety.



### SPECIAL RULES

**Lithe** - Natalya can easily conceal herself in even the smallest location. If Natalya is in any kind of Cover at the end of her Movement, she can choose to go to ground. She cannot make an Attack, but counts as out of LoS to any Unit which draws LoS through the Cover and is more than 6” away. Natalya benefits from this rule until the start of her next Activation.

**Master Tactician** - While Natalya is alive, the Republic side can use the Hit and Run special Rule twice in each Game Turn.

If Natalya is in play at the same time as her PROTOS, they operate independently but Activate at the same time, and only one of them can make a Shooting Attack.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Natalya Federici	8(12)	10	5	5	8	9	1	5	70

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry	<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
DU Pistol (Small Arm)	12	1	4	



## NATALYA'S PROTOS AVATAR

Natalya fights on the front line through her PROTOS battle Avatar. She occupies the PROTOS as though it were her own body, experiencing the world and slaying her foes through its eyes.

The PROTOS avatar is one of a number of advanced prototype units developed by Xian Corporation at their Null Zone research facility. The Avatar is capable of functioning independently with its onboard AI, but is most effective when controlled by Natalya through the Neural Link. Normally an Avatar pilot must be hard-wired into a remote control station, rendering their physical body immobile. Natalya is highly unusual, as her military neural cortex upgrades make it possible for her to control the PROTOS while remaining fully conscious and mobile.

### SPECIAL RULES

The PROTOS can join and lead a squad of Pulse Mechs, it cannot join any other Units.

**Disposable** - The PROTOS is only a replaceable extension of Natalya's human body. It does not have Fate Points and cannot make Destiny Rolls, but still benefits from other Character Special rules.



### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	Cred
PROTOS	12(18)	9	5	6	13	10	3	295

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Exo-Mech, Machine				<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
Dual Mag Exterminators (Small Arms)	30	4	8	



## LENA PETROVA

Until the outbreak of civil war, Lena Petrova worked as an Electronic Intelligence Specialist in a secretive division of Xian Industries. Her in-depth knowledge of the Sphere network and skills as a hacker made her the perfect candidate to accompany the Shard Strike mission to destroy the central Sphere Node. Lena has undergone extensive military training to prepare her for a roll which could change the course of the war.



### SPECIAL RULES

**Digi-Field** - Lena dislikes violence, particularly when it is directed towards her. Lena projects a customised Digi-Field 6" around her at all times which scrambles the systems of incoming ordnance. If a Weapon with the Missile or Fragmenting rule Hits a Figure within the Digi-Field, Lena can roll a D10, a result of 7+ blocks the weapon completely. Lena can use Hand of Fate Re-Rolls with this ability if available.

**Spectral Scanner** - Machine or Exo-Mech Type Units which Activate within 18" of Lena lose their Hidden Marker automatically, LoS is not required.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Lena Petrova	8(12)	11	4	4	8	8	1	3	45
<b>Availability</b>	Unique		<b>Unit Type</b>	Character, Light Infantry				<b>Unit Size</b>	1



## ELLION HESP

In the years before the Cataclysm, the period that most people know as ‘the long peace’ was anything but. Across the globe, battles were fought in secret, as anarchists, rioters, resistance fighters and Null Zone raiders made frequent strikes against Unity Council holdings. Within the walls of the hyper-cities, knowledge of such events was ruthlessly suppressed. Outside, however, the job of defending UC resources and territory fell to discrete contractors; men for whom war was a way of life, and killing was a trade.

Ellion Hesp is a contract hire operative – a mercenary who cares about two things: money, and getting the job done as efficiently as possible. Not only that, but after twenty years in the field he considers himself the best. A contractor is distinguished by two things – their age, and the value of the equipment they carries into hostile zones. Hesp is older than your average merc. – not that anyone could tell thanks to his rejuvenation treatments – and he has some of the best gear available, some of it so experimental that it may as well be unique. Hesp favours the MX-20 multi-launcher – an impossibly expensive prototype grenade launcher, linked to Hesp’s brain via wave-synch implants. With a variety of specialist rounds selected and fired with the merest thought, Hesp is feared across a dozen warzones as a one-man army.

It takes a lot of money to buy the loyalty of a man like Hesp, and he’s never been short of bidders lining up at his door. Hesp has worked almost exclusively for the Radoni Corporation since the 3rd Null Zone Pacification. There, in some of the most brutal fighting experienced since the Rad Wars, Hesp proved himself beyond compare. The things he did for cold, hard cash would give most men nightmares – but not Ellion Hesp. At night he sleeps like a baby, and with a clear conscience, perhaps thanks in part to his luxurious surroundings and memory suppressants.

After the Cataclysm, when the Radoni Corp split from the Unity Council, Hesp was approached personally by Vargo Federici to fight for the new Republic. The signing-on fee was the biggest pay-cheque Hesp had ever received, but it represented something more to the

grizzled merc. Hesp saw an opportunity to prove himself in real war, fighting against advanced exo-mechs and stealth teams rather than tin-pot dictators and their guerrilla fighters. He smiled when he signed the contract, and so did Federici – the Senator knew he’d hired the best merc money can buy.

Thanks to the Radoni Corporation, Hesp has received a lifetime’s salary in Afterlife treatments alone, healing every wound and rejuvenating his aging flesh and muscle – all except for his scars. He keeps those as testament to his many victories, one for each campaign. With the wealth he has accumulated, Hesp could retire to a life of up-tier luxury at any time, but the lure of battle pulls him back time and again – it’s all he knows. It’s what he lives for.



## ELLION HESP



### SPECIAL RULES

**Get the Job Done** - If Hesp is killed, after completing the Activation which caused his death, Hesp staggers to his feet, determined to complete his Mission and more importantly collect a fat pay cheque. Hesp immediately completes a bonus Activation, during which he is invincible, then he is removed as a casualty.

**\*Black Market Ammo** - When using his Rifle or GX-2 against Non-Vehicle targets, a Damage Roll of 6+ always counts as a success.

### Profile

	Mv	Ev	Re	Bs	Tn	Nv	Wds	FP	Cred
Ellion Hesp	8(12)	11	6	7	10	11	1	10	145

<b>Availability</b>	Unique	<b>Unit Type</b>	Character, Light Infantry	<b>Unit Size</b>	1
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### Armoury

Weapon	Rn	Bu	Dm	Special Rules
GX-2 Multi Launcher (SU)	6-36	2	7	Black Market Ammo*
Rifle (SA)	24	1	4	Black Market Ammo*
Shock Maul (ME)	2	3	4	