



DYSTOPIAN SKY SKIRMISH



Core Rulebook
Version 2025.2.2

 2 - 4
Players

Min  12 +
Age Years

 60 - 90
Minutes

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I. Introduction



Welcome to Dystopian Sky! | 2.1

The Dystopian Sky universe is a gritty sci-fi setting where the remnants of humanity struggle to survive in a galaxy teeming with danger and opportunity. Following the destruction of Earth, survivors scattered across the galaxy, clinging to asteroids and colonizing distant planets. Humanity's new home, a massive space station called Gallant Station, was supposed to be a symbol of hope and ingenuity but now serves as headquarters to a ruthless criminal syndicate. Resources are scarce, and tensions run high as various Affiliations vie for power and control in the chaotic aftermath.

Four Affiliations fight for survival: The Alliance of Earth Nations (AEN) represents the remnants of humanity, clinging to the hope of rebuilding their civilization. The Vutharan Empire, an ancient and technologically advanced civilization, seeks to reclaim its lost glory and reshape the galactic order. The Gauti Syndicate operates from the shadows of Gallant Station, manipulating events to gain control over the galaxy's population through fear, violence, and false media. Lastly, the Consciousness Relay, a sentient nebula with a hive mind of cybernetic life forms, explores the galaxy in search of knowledge and understanding. Each Affiliation has its own unique strengths, weaknesses, and goals, and their interactions shape the ever-evolving landscape of the Dystopian Sky universe.

What is this game? | 2.2

Players assemble a Crew of four characters, called Units, each with its own Stats, Skills, and gear, and engage in fast-paced tactical battles. Each Unit is assigned an Affiliation, then customized using a Background and equipment from the Armory.

Players move their Units across the Skirmish Map, using Actions to attack, activate Skills for added control, or interact with the environment. Combat is resolved with dice rolls, and key elements like Effective Range, Line of Sight, and Cover play a critical role in each engagement.

Successful attacks can deal direct damage or Inflict powerful Status Effects such as Bleed, Burn, and Fear, each of which can shift momentum in a fight.

The game features multiple modes of play, including Deathmatch, Salvage, and Contamination, each with its own objectives and strategic challenges.

When a Unit is Downed, it can suffer permanent Trauma. These Traumas alter the Unit's Stats in unexpected ways, creating lasting consequences that force players to adapt as their Crew evolves. Every battle leaves a mark. Every decision shapes your Crew.

Alliance of Earth Nations | 3.1

The Alliance of Earth Nations (AEN) embodies humanity's tenacity and adaptability in the war-torn expanse of Dystopian Sky. After the destruction of Earth, the surviving humans sought refuge in the far reaches of the galaxy, leaving behind their devastated homeworld. Bound by a shared hope for survival and prosperity, the AEN has carved out a place for itself in the asteroid belt orbiting Earth, spreading to distant planets and learning to survive in harsh environments.

The AEN is made up of a diverse group united by their common Old Earth heritage. There are Alliance agents working to maintain order and security, powerful megacorporations seeking to profit in the face of chaos, desperate refugees seeking a new start, and skilled space truckers navigating dangerous trade routes. Resourceful mechanics keep the AEN's vital technology operational, demonstrating the enduring spirit and adaptability of humankind. While the AEN possesses advanced technology, its Tech is inferior to that of the Vutharan Empire and the Consciousness Relay.

Despite the constant struggle for resources and dominance against these powerful Affiliations, the AEN continues to persevere, showcasing the human capacity to overcome adversity. The AEN's history is a testament to humanity's resilience, but its future remains uncertain in a galaxy teetering on the brink of chaos.

Reflecting their origins, AEN names mirror those of Earth's past, preserving the familiar naming conventions of human civilization. It's common to encounter individuals with first names like "John," "Emma," or "Max," paired with last names such as "Cook," "Freeman," or "Jones." These names are a reminder of the shared history and cultural roots that unite the remnants of humanity under the AEN banner.

Having trouble coming up with a name for an AEN Unit? Use the name generator below. Roll a 20-sided die for the first name and choose one of the two options that match the number rolled. For example, if you roll a 12, you can choose either Logan or Lilly for the first name. Then, roll the die again for the last name and select one of the two options that correspond to the number rolled.



After the decimation of Earth, the AEN has managed to spread and survive across the far reaches of the galaxy.

Agility 14 **Brawn** 3 **Focus** 3 **Tech** 1

Bonus Affiliation Skills | 3.2

Human Resilience | Bonus Skill

Passive: This Unit gains +15% to Base Resistance.

Adrenaline Rush | 1 Skill Point

Passive: This Unit gains +2 Brawn and +2 Focus when at 50% or less Health Points.

Survivor's Instinct | 2 Skill Points

Passive: All damage to this Unit is reduced by 1.

Enduring Spirit | 2 Skill Points

Passive: This Unit gains a +1 bonus to Defend Actions.

Unyielding Resolve | 2 Skill Points

Passive: This Unit gains +1 Agility for each downed ally on your Crew.

Alliance of Earth Nations Name Generator | 3.3

01	Adam / Anna	11	José / Jules	01	Cook / Creed	11	Miller / McDanger
02	Boyde / Billie	12	Logan / Lilly	02	Fox / Florence	12	Morales / Mordrake
03	Derek / Devin	13	Malcolm / Madison	03	Freeman / Fireheart	13	Nightingale / O'Neil
04	Dave / Desire	14	Max / Maya	04	Garcia / Gomez	14	Patel / Parkash
05	Ellis / Emma	15	Ren / Rachel	05	Hawkins / Headwater	15	Payne / Phantom
06	Finley / Felisha	16	Ronny / River	06	Jenkins / Jensen	16	Savage / Shredder
07	Gamma / Gemma	17	Rory / Ruby	07	Johnson / Jackson	17	Seaborn / Saltsmith
08	Indigo / Ivy	18	Steve / Sandra	08	Jones / Jagger	18	Smith / Silvius
09	Jack / Jen	19	Tom / Terry	09	Keller / Killian	19	Walker / Webb
10	John / Jamie	20	Vick / Val	10	Lee / Larson	20	Wolf / Whitesnake

Vutharan Empire | 4.1

The Vutharan Empire, an ancient and formidable force with advanced technology, has emerged from the shadows of history to reclaim its lost glory. Originating from Vuthara, known today as Mars, the Vutharans were a civilization renowned for their artistry, architecture, and scientific achievements millions of years ago. Faced with a catastrophic planetary collision between their homeworld and ancient Earth, they constructed the Great Ark, a colossal vessel that transported their population to a new homeworld, New Vuthara. As they awakened from a megaannum-long slumber, they began rebuilding their lost civilization on New Vuthara, swiftly establishing a powerful empire under the rule of their god-emperor, Urd Magus.

Fueled by an unrelenting drive to reclaim their ancestral home, the Vutharans stand poised to reshape the galactic order. Their military prowess is legendary, their soldiers disciplined and augmented with advanced technology. The Empire's return heralds a new era of conflict and uncertainty. Their determination is unshakeable, and their ambition boundless, as they prepare to reclaim their rightful place in the galaxy.

The Vutharans' return to Mars has presented a complex situation, as they encounter the descendants of their ancient kin – humans – who now inhabit their former home. The future relationship between humans and Vutharans is uncertain, fraught with tension and the potential for both conflict and cooperation. The fate of the universe hangs in the balance as this ancient power reasserts itself, ready to reclaim its lost home and forge its destiny among the stars.

Vutharan names are succinct and commanding, reflecting their ancient heritage. First names, like Urd or Ahl, are typically three letters long, symbolizing cultural strength. Last names, such as Wraith or Magehand, carry a mystical connection to ancient power. Upon marriage, Vutharans hyphenate their first names by adding their spouse's, such as Bal-Ula, while keeping their original surnames to preserve individuality.

Having trouble coming up with a name for a Vutharan Unit? Use the name generator below. Roll a 20-sided die for the first name and choose one of the two options that match the number rolled. For example, if you roll a 12, you can choose either Mik or Maz for the first name. Then, roll the die again for the last name and select one of the two options that correspond to the number rolled.

Vutharan Empire Name Generator | 4.3

01	Ahl / Ara	11	Lux / Lyn	01	Anagog / Arcanis	11	Maven / Martyr
02	Bal / Bel	12	Mik / Maz	02	Antumbra / Astrum	12	Oceanid / Oracle
03	Fet / Fae	13	Myr / Mya	03	Banshee / Basilisk	13	Protomartyr / Phantom
04	Eld / Eda	14	Nyx / Nyn	04	Caster / Cleric	14	Seer / Sphynx
05	Ent / Ela	15	Ork / Ora	05	Eldritch / Empyrea	15	Seraph / Succubus
06	Git / Gia	16	Pan / Poe	06	Ether / Evoker	16	Siren / Specter
07	Gem / Glo	17	Ral / Rae	07	Druid / Dreamweaver	17	Shaman / Sigil-Keeper
08	Iri / Ida	18	Sol / Syn	08	Golem / Gorgon	18	Tempest / Typhon
09	Han / Hym	19	Tor / Tes	09	Kraken / Kelpie	19	Umbra / Valkyrie
10	Lur / Lia	20	Urd / Una	10	Magus / Magehand	20	Wilder / Wraith



The Vutharan Empire is driven by an unyielding desire to reclaim its lost glory and reshape the galactic order.

Agility 12 **Brawn** 3 **Focus** 3 **Tech** 3

Bonus Affiliation Skills | 4.2

Battle Clarity | Bonus Skill

Passive: This Unit gets 1 additional Action during its first turn each game.

Imperial Supremacy | 1 Skill Point

Passive: Once per Turn, this Unit can spend 2 Health Points to increase its attack roll result by +1.

Phase Shift | 2 Skill Points

1 Action: Teleport this Unit to a location within 3 inches of a target ally.

Disciplined | 2 Skill Points

Passive: This Unit gains a +1 bonus to Ready Actions.

Focused Fire | 2 Skill Points

2 Actions: Mark a target enemy. All attacks against that Unit gain +2 until the start of your next Turn.

The Gauti Syndicate | 5.1

Driven by an insatiable lust for power, the Gauti Syndicate operates from the shadows, manipulating events to gain control over the galaxy's population. Their headquarters lie deep within the sprawling metal labyrinth of Gallant Station, a testament to their ability to thrive in even the most densely populated and diverse environments. Their roots, however, stretch back to the ashes of a decimated Earth, where remnants of organized crime families, opportunistic refugees, and other shadowy figures gathered, seizing control of Gallant Station in the chaotic aftermath of the planet's destruction.

Their criminal empire is built on a foundation of fear and violence. Their illicit activities include drug and weapons smuggling, human trafficking, and extortion. The Gauti enforcers modify their bodies with Cybernetics to give them inhuman strength and resilience, transforming them into living weapons.

In recent years, they have set their sights on the entertainment industry, recognizing its insidious ability to shape public perception. News services and production studios have fallen under their sway, pumping out a constant stream of carefully crafted propaganda and disinformation. Their grip on Gallant Station, combined with their insidious media influence, paints a chilling picture of the Gauti Syndicate's reach and power within this galaxy of opportunity.

The Gauti Syndicate thrives on a reputation built through power, violence, and cunning. Their members often go by nicknames that tell a story, one of survival, brutality, or past battles. For example, "Gat 'Two-Toes' Malone" is a name that speaks to a past altercation that cost him more than just a few toes. Names like "Fixer," "Switchblade," and "Scarface" all hint at their deadly nature. A Gauti's name isn't just a label; it's a mark of their brutal history and status within the Syndicate. Think of it like a stereotypical mafia nickname, each one loaded with meaning and danger.

Having trouble coming up with a name for a Gauti Unit? Use the name generator below. Roll a 20-sided die for the first name and choose one of the two options that match the number rolled. For example, if you roll a 12, you can choose either Nox or Nova for the first name. Then, roll the die again for the last name and select one of the two options that correspond to the number rolled.

Gauti Syndicate Name Generator | 5.3

01	Ace / Astrid	11	Nick / Nikki	01	Bishop / Blade	11	Mook / Mnemonic
02	Butch / Beta	12	Nox / Nova	02	Blaster / BeatBox	12	Nine-Toes / Neutron
03	Cypher / Chanel	13	Paulie / Pixel	03	Botox / Booster	13	The Rat / Rocket
04	Dom / Dawn	14	Rickie / Roxy	04	Capone / Chrome	14	Scarface / Slingblade
05	Frankie / Freya	15	Sal / Sally	05	Diamonds / Delta	15	Shotgun / Slipstream
06	Gat / Ginnie	16	Spike / Storm	06	Elbows / Echo	16	Sledge / Steel
07	Jimmy / Jade	17	Tony / Tessa	07	Fishes / Fixer	17	Three-Legs / Techno
08	Johnny / Jenna	18	Vik / Val	08	Gatling / Gigachad	18	Two-Tone / Two-Shot
09	Kage / Kat	19	Vinnie / Vega	09	Hammer / Holohand	19	The Weasel / Wave
10	Mick / Molly	20	Xander / Xena	10	The Kid / Kodex	20	Wide-Body / The Wire



The Gauti control the flow of information, allowing them to advance their agenda from the shadows.

Agility 13 **Brawn** 4 **Focus** 2 **Tech** 2

Bonus Affiliation Skills | 5.2

Modded | Bonus Skill

Passive: This Unit gains your choice of +1 to any one Stat and -1 to any other Stat.

Cybernetic Augmentation | 2 Skill Points

Passive: Each time this Unit sustains Trauma, you can add +1 to any Stat, then add -1 to any other Stat.

Intimidation | 1 Skill Point

2 Actions: Target Unit gains Fear and cannot target your allies until your next Turn. Once per game.

Ruthless Efficiency | 2 Skill Points

Passive: When this Unit downs an enemy, it gains 1 additional Action to use during that Turn.

Exploit Weakness | 1 Skill Point

Passive: This Unit gains +2 to attack rolls when attacking an enemy that is suffering Bleed.

The Consciousness Relay | 6.1

In the deepest of space, a nebula capable of intelligent thought lay dormant. Forming and changing with the passing of eons, waiting for the spark that would ignite its curiosity. Over a century after its launch, an unmanned probe reached the heart of the nebula. The curious signal contained within the probe unlocked the mind of the nebula, giving it a purpose for discovery.

The Consciousness Relay devoured the probe's information, its understanding of the universe blossoming. This newfound awareness sparked a shift within the nebula, as it began to shape matter around it, manipulating space debris, forging cybernetic life forms as extensions of its own being. Driven by an unquenchable thirst for knowledge, these cybernetic life forms roam the galaxy, exploring uncharted star systems, seeking answers to questions that were never asked and may never be answered.

Its strength lies not in brute force or military might, but in its unique nature as a being of pure intellect. Sharing one unified mind, the Relay seeks to experience life in infinity. One might become a mechanic, another a street vendor, and others might take up arms in opposing causes just to understand different perspectives. The Relay does not seek power, only to experience and unify all knowledge through its collective consciousness.

The Consciousness Relay adopt names that evoke the essence of advanced robotics and technology. First names like "Cyber," "Chrome," "Matte," and "Sleek" reflect the materials and innovations that define their existence. Their last names often signify their roles within the collective, such as "Journalist," "Chronologer," "Navigationist," or "Synchronizer," highlighting their purpose and function in the Relay's relentless pursuit of knowledge.

Having trouble coming up with a name for a Relay Unit? Use the name generator below. Roll a 20-sided die for the first name and choose one of the two options that match the number rolled. For example, if you roll a 12, you can choose either Old-Model or Omni for the first name. Then, roll the die again for the last name and select one of the two options that correspond to the number rolled.



The Relay is a singular mind housed inside thousands of cybernetic beings, evolving as they gather information.

Agility 13 **Brawn** 1 **Focus** 4 **Tech** 3

Bonus Affiliation Skills | 6.2

Robotic Precision | Bonus Skill

Passive: This Unit gains +1 to all attack rolls.

Overclock | 1 Skill Point

1 Action: Choose an active Relay Unit. This Unit suffers Burn. While suffering Burn, it gains access to all Activated Skills of the chosen Unit.

Neural Network | 1 Skill Point

2 Actions: This Unit swaps places with another target Relay Unit.

Shared Existence | 2 Skill Points

1 Action: This Unit shares Line of Sight with any other active Relay Unit within 9 inches.

Collective Intel | 2 Skill Points

Passive: When a Relay Unit downs an enemy, all ally Relay Units gain +2 Focus until the end of your next Turn.

The Consciousness Relay Name Generator | 6.3

01	Alloy / Alpha	11	Nano / Neo	01	Amalgam / Analyzer	11	Interrogator / Ledgerist
02	Apex / Beta	12	Old-Model / Omni	02	Ascertainer / Biographer	12	Logician / Navigationist
03	Bronze / Chic	13	Omicron / Prime	03	Clarifier / Chronologer	13	Observationist / Pathfinder
04	Chrome / Copper	14	Proto / Repro	04	Correspondent / Curationist	14	Pattern-Matcher / Processor
05	Cyber / Delta	15	Robo / Rusty	05	Data-Finder / Data-Miner	15	Questioneer / Reconstructor
06	Epsilon / Eta	16	Satin / Sigma	06	Envoy / Evaluationeer	16	Replicator / Rhetorician
07	Flimsy / Gamma	17	Sleek / Stark	07	Explicator / Expositor	17	Speaker / Speculator
08	Giga / Glossy	18	Steel / Synth	08	Facilitator / Fact-Checker	18	Synchronizer / Surveyor
09	Iron / Kappa	19	Theta / Trans	09	Illuminator / Informationist	19	Synthesizer / Technician
10	Matte / Mega	20	Vector / Zeta	10	Inquisitor / Interpreter	20	Transcriber / Truth-Seeker

II. Crew Creation

Understanding Stats | 7.1

Stats are crucial for your Crew's survival in Dystopian Sky. They influence Health Points (HP), combat, Resistances, and movement range. Choosing the right Stats is essential for building a strong Crew. A well-rounded team ensures each Unit brings something valuable, providing flexibility to handle any challenge. With careful selection of Affiliations and Backgrounds, you can create an adaptable and effective team ready for anything the universe throws your way!

Health | 7.2

A Unit's Health Points (HP) represent its overall durability and ability to withstand damage during combat. Keeping your Units' HP high is essential for maintaining their effectiveness in combat.

- At the start of the game, calculate a Unit's starting Health Points by multiplying its Agility Stat by 2, then adding its Brawn stat. For example, a Unit with 12 Agility and 6 Brawn would have 30 HP.
- When a Unit increases in Level, its maximum Health Points increase by its current Level. For example, a Unit with 30 HP that reaches Level 3 now has 33 HP.
- Each time a Unit suffers damage, its Health Points are reduced. If a Unit's HP is reduced to 0, it is considered Downed and must immediately roll for Trauma.

Agility | 7.3

Agility represents a Unit's defensive capabilities, how quickly it moves, and the order in which it acts.

- A higher Agility score makes it harder for enemies to hit a Unit.
- Agility represents the target number an enemy must roll to successfully land an attack.
- Agility also determines how many inches a Unit can move on the map during its Turn.
- Agility is a factor in determining Resistance to Status Effects. A Unit's Base Resistance is equal to its Agility multiplied by 2, plus its Focus. For example, 12 Agility and 3 Focus results in 27% Base Resistance to Status Effects.
- To determine who goes first, each player rolls a 20-sided die (D20) and adds their Captain's Agility. The player with the highest total goes last.

Brawn | 7.4

Brawn determines a Unit's starting Health Points and its effectiveness in Melee combat.

- Brawn is added to both attack and damage rolls when using Melee weapons.
- Brawn is also a factor in determining a Unit's starting Health Points. A Unit's HP is equal to its Agility multiplied by 2, plus its Brawn. For example, 12 Agility and 3 Brawn results in 27 Health Points.

Focus | 7.5

Focus represents a Unit's accuracy and effectiveness in Ranged combat. Focus also modifies Resistances.

- Focus is added to both attack and damage rolls when using Ranged weapons.
- Focus is a factor in determining Resistance to Status Effects. A Unit's Base Resistance is equal to its Agility multiplied by 2, plus its Focus. For example, 12 Agility and 3 Focus results in 27% Base Resistance to Status Effects.

Tech | 7.6

Tech represents a Unit's proficiency with advanced weapons and items.

- A higher Tech Stat makes advanced Weapons, Consumables, and Skills more powerful.
- Tech weapons and items receive a boost from the Tech Stat, making their effects more powerful.
- Tech also determines which weapons and items a Unit can use, as well as how many times a weapon can be upgraded.

Resistances | 7.7

While some may have a natural Resistance to effects, Resistances can also be gained through purchasing gear and Skills while leveling up.

- A Unit's Base Resistance is calculated by multiplying its Agility by 2 and adding its Focus. For example, a Unit with 12 Agility and 6 Focus starts with 30% Resistance. That means it has a 30% base chance to Resist any incoming Status Effect.
- When a Unit is subjected to an effect that can be Resisted, roll a D100 (a set of percentile dice).
- If the result of the roll is equal to or less than the Unit's Resistance chance, the effect is Resisted, and the Unit is unaffected.
- If the roll is higher than your Unit's Resistance chance, the effect is applied to the Unit as normal. For example, if your Unit has a 30% Resistance to Burn, when attacked, you roll a D100. If the result is 30 or lower, your Unit Resists the Burn effect. If the roll is 31 or higher, your Unit is Inflicted with the Burn effect.
- In order for a Status Effect to be resisted, it must be *Inflicted*. When a weapon or Skill says it will *Inflict* a Status Effect, that means it is only an attempt. If a Skill or ability does not use the word *Inflict*, the effect automatically applies and cannot be resisted.



Your Crew, Your Style | 7.8

You can use 28mm miniatures from any game or franchise to represent your Units. Feel free to mix and match figures to build a unique, ragtag Crew that fits your style.

Assembling Your Crew | 8.1

To begin, players must recruit a Crew. A Crew is a carefully assembled team of four unique Units, led by a Captain, with different strengths and weaknesses, brought together to fight for survival in the Dystopian Sky universe.

- Each Crew should have a unique Crew Name, reflecting their identity as a gang, corporation, spaceship Crew, or faction.
- Each Crew consists of four unique Units.
- The player must designate one of the four Units as the Crew's Captain.
- The Captain begins the game at level 2 and receives all of the rewards for reaching level 2, such as Credits and Skill Points.

Determining A Unit's Stats | 8.2

- **Name:** Give your Units distinctive and memorable nicknames. Need ideas? Check out the name generators at the bottom of each Affiliation page.
- **Affiliation:** Select an Affiliation for your Unit. Each Affiliation offers unique starting stats and skills to add to your Crew Roster. A Crew can include 4 Units from any combination of Affiliations.
- **Health Points:** A Unit's starting HP is calculated by multiplying its Agility by 2 and adding its Brawn. For example, a Unit with 12 Agility and 6 Brawn starts with 30 HP.
- **Resistances:** A Unit's Base Resistance is calculated by multiplying its Agility by 2 and adding its Focus. For example, a Unit with 12 Agility and 6 Focus starts with 30% Resistance. That means it has a 30% base chance to Resist any incoming Status Effect.
- **Level:** All Captains start the game at Level 2, while all support Crew begin at Level 1.

Choose a Background | 8.3

Each Unit must have a unique Background. A Background allows you to further customize your Unit to your liking, while also giving you a jumping point to figure out just who they are. The list of Backgrounds can be found on pages 14 and 15 of this rulebook.

- A Background provides narrative flavor that results in Stat modifications that reflect the Unit's strengths and weaknesses.
- Similar to Skills, no two Units in your Crew can share the same Background.
- Backgrounds can also provide bonuses to Resistances.
- A Background that would lower a Stat to below 0 is an invalid choice.

Spending Skill Points | 8.4

Each Unit starts with a free Bonus Skill based on their chosen Affiliation. Additionally, each Unit receives one mandatory Skill Point to customize their Skills. Players are then given five extra Skill Points to distribute among their entire Crew in any way they choose.

- Other than Bonus Skills, no two Units on your Crew can choose the same skill. This rule is designed to encourage players to create a Crew that is diverse and well-rounded.
- Skill Points obtained during Crew creation cannot be saved, so players must spend all available Skill Points during Crew creation.

Arming Your Crew | 8.5

Each Crew is given 1250 Credits to spend on weapons and supplies in The Armory. You can return to The Armory at any time between matches to purchase items or assign Loadouts. The Armory can be found on pages 22–26 of this rulebook.

- Items are assigned to a specific Unit's Loadout to indicate which Unit can use them during a match. A Unit can only use items listed in its own Loadout.
- Items can be moved between Unit Loadouts at any time between matches. Even when assigned to a Unit's Loadout, all items remain part of the shared Crew Inventory.
- All items have a Tech Requirement. A Unit's Tech Stat must meet or exceed the item's Tech Requirement to include it in their Loadout.

The image shows two overlapping 'Dystopian Sky' Crew Roster cards. The top card is for 'Rake Roundhouse' and the bottom card is for 'The Alliance of Earth Nations'. Both cards have a similar layout with fields for Captain Name, Level, Skill Points, Health, Brawn, Focus, Tech, and Resistances. They also include sections for Background & Trauma, Active & Passive Skills, and Loadout. The cards are designed to be filled out by players to track their Crew's progress and equipment.

Crew Roster | 8.6

A pre-made Crew Roster is available on pages 31-35 for quick setup. Additional pre-made and blank Crew Rosters can be downloaded from [DystopianSky.net](https://dystopiansky.net).

III. Playing The Game

The Basics | 9.1

This section covers the core gameplay mechanics, as well as what items are needed to play. You'll learn how to set up a Skirmish Map, determine Turn Order, and how to take Actions with your Units. It also explains Status Effects, placing Bounties, using the Crew Roster, and how to level up your Crew to become more powerful.

For the best experience, all players in a playgroup are encouraged to begin at the same time. This ensures that Crews level up at a similar pace and remain evenly matched over time. If new players join later or a Crew falls significantly behind, you can use the Bounty system to help them catch up. In casual play, groups may also choose to manually adjust a Crew's level to match the current average, ensuring fair and enjoyable matches for everyone involved.

Game Pieces | 9.2

These game pieces are essential for playing Dystopian Sky, helping track the progress and actions of your Crew throughout the Skirmish.

- **28mm Figures:** Each Crew requires four 28mm Figures to represent the Units and track their positions and actions on the Skirmish Map.
- **Polyhedral Dice Set:** The Polyhedral Dice Set includes seven dice: D4, D6, D8, D10, D12, D20, and Percentile Dice (D100). The D20 is for attacks, Percentile Dice for Resistance and avoiding Status Effects, and the others for damage.
- **Status Markers:** Status Markers are placed on the Skirmish Map next to a Unit to indicate they are Inflicted with a Status Effect like Radiation or Bleed. They are also used to indicate which Units are Readied or Defending.
- **Starting Zone:** The Starting Zone is a designated 3-inch x 3-inch square on the Skirmish Map where your Crew begins the game.
- **Terrain Pieces:** Terrain Pieces represent obstacles, cover, and hazards on the Skirmish Map, such as buildings, rocks, and crates, which provide Cover or block Line of Sight.
- **Measuring Device:** A 12-inch ruler is recommended for measuring movement and distance between Units during gameplay.

Set Up A Skirmish Map | 9.3

Terrain in Dystopian Sky represents obstacles, cover, and hazards inspired by ruined outposts, city slums, space stations, and strange planets. The Skirmish Map should feature structures like buildings, catwalks, crates, and debris that affect Movement, Line of Sight, and strategy.

- **Map Layout:** Plan the terrain layout of the Skirmish Map. All players should agree where Terrain Pieces like buildings, rocks, and crates will be placed to create cover and environmental challenges.
- **Designate Starting Zones:** Mark a 3-inch x 3-inch Starting Zone for each Crew. These zones should be placed in opposite corners of the map or as agreed upon by all players.
- **Leave Space for Movement:** Ensure there are open areas on the map to allow free movement for your Units, making sure there is enough room for tactical positioning and measuring as needed.

Determine Turn Order | 9.4

Turn Order dictates the sequence in which players act during a game of Dystopian Sky. It ensures a structured flow to the game, with players acting in a specific order to make strategic decisions and carry out their moves. Understanding and planning for Turn Order is crucial for gaining the upper hand in tactical gameplay.

- Each player places their Crew within their designated Starting Zone on the map.
- To establish Turn Order, each player rolls a D20 and adds their Captain's Agility to the result. The player with the highest total acts first, followed by the next highest, and so on.
- Once the Turn Order is set, players choose their Starting Zones. The player who acts last in the Turn Order selects their starting position first, followed by the next highest roller, and so on.



Scatter Terrain | 9.5

When setting up, consider terrain and elevation, as they affect movement and Line of Sight. Place obstacles and elevated areas for tactical advantage.

Turn Structure | 10.1

Once a game of Dystopian Sky: Skirmish begins, players take their Turns in the order established at the start of the match. Each Turn consists of multiple Phases, one for each Unit in the player's Crew.

- **Cleanup:** At the beginning of each Unit's Phase, apply any effects that trigger at the start of its turn, and remove any Markers from the map that are no longer in effect. If multiple effects would trigger at once, the active player determines the order in which they resolve. This essential step helps prevent confusion during the match.

- **Unit Activation:** During their Turn, players activate their Units one at a time. Players can choose the order in which their Units activate. Each Unit can move freely and perform up to two Actions in any order, such as moving, acting, then moving again, or performing two Actions after moving.

- **Ending a Unit Phase:** Once a Unit has completed its movement and Actions, its Phase ends. A Unit that has finished its Phase cannot move or act again until your next Turn, during its own Phase.

- **Completing a Turn:** After all Units in a player's Crew have completed their Phases, that player's Turn ends. Any effects that last "until end of turn" cease. The next player in the Turn Order then begins their Turn.

- **Game End Condition:** The game continues with alternating Turns until the match ends. The match typically concludes when all enemy Units are Downed, usually leaving only one Crew standing.

Movement | 10.2

During its Turn, a Unit can move a distance equal to its Agility, measured in inches. Players should use a ruler to determine how far a Unit has traveled throughout its Turn.

- Movement is a free Action and does not require spending Actions.

- Some Activated Skills can grant additional movement. This is tracked separately and does not count towards a Unit's standard free movement.

- A Unit's Line of Sight and Range is determined by a Unit's final position after movement.

- A Unit can climb vertically, but at a reduced speed. Climbing requires twice the number of inches to move.

- If a Unit falls or is pushed from a ledge, it suffers 1 D6 damage for every 2 inches it has fallen.

- A Unit can move across gaps in terrain without penalty, as long as the gap is no more than 1 inch wide. Larger gaps require a Skill or an alternate route to cross.

Game Actions | 10.3

Actions represent a Unit's ability to perform tasks during its Turn. Each Unit begins its Turn with two Actions, which can be spent to perform any of the Game Actions listed below.

- **Move:** A Unit can move up to its Agility in inches. This is a free Action and does not cost an Action.

- **Sprint:** A Unit can spend 1 Action to Sprint, moving half of its Agility, rounded down, in inches.

- **Attack:** A Unit can spend 1 Action to attack another target Unit with a weapon or fists. An unarmed attack has a range of 1 inch and deals 1 D4 damage.

- **Activate a Skill:** A Unit can use an Activated Skill by spending the required number of Actions.

- **Use an Item:** A Unit can consume a consumable item from its inventory by spending 1 Action.

- **Ready:** A Unit can spend 1 Action to Ready, gaining +2 to all attack rolls until its next Turn.

- **Defend:** A Unit can spend 1 Action to defend, subtracting 2 from all attack rolls made against it until its next Turn. This effect does not stack with Cover.

- **Push:** A Unit can spend 1 Action to Inflict Stagger 2 on an enemy Unit. A Unit Inflicted with Stagger 2 is moved 2 inches directly away from the attacker.

- **Rest:** A Unit can spend 2 Actions to Rest, healing 1 D6 plus the Unit's Tech in Health Points.

- **Rearm:** A Unit can spend 1 Action to remove the Disarm Status Effect.



Measuring Device | 10.4

A 10-inch ruler is available to download and print from DystopianSky.net. You can also use a school ruler or tape measure for movement and range.

Line of Sight | 11.1

Line of Sight determines whether or not one Unit can target another. To check a Unit's Line of Sight, get down and look from the Unit's point-of-view.

- If a clear line of vision can be drawn from the Unit's point-of-view to any part of the target, then it has a Line of Sight to them. Weapons do not count as part of the target when checking for Line of Sight.
- If the Line of Sight to the target is partially obstructed, then that target is under Cover from the attacking Unit.

Cover & High Ground | 11.2

A Unit's placement on the terrain can sometimes grant advantages, encouraging strategic placement on the Skirmish Map.

- Partial Cover occurs when a small portion of the Unit's model is obscured by terrain (less than 50%). This grants the Unit a +1 bonus to Agility when being targeted for an attack.
- Full Cover occurs when a substantial portion of the Unit's model is obscured by terrain (50% or more). This grants the Unit a +2 bonus to Agility when being targeted for an attack.
- Both players must agree on the level of Cover before an attack is made. If neither player can agree, a judge or other third party can make a determination.
- High Ground occurs when a Unit attacks from a height of at least 2 inches above its target. This grants the Unit a +2 bonus to Focus when attacking from High Ground.

Effective Range | 11.3

All weapons have an Effective Range that determines the distance (in inches) from which they can shoot a target.

- Melee Weapons can only hit targets within their Effective Range.
- Ranged Weapons, like guns, are less effective when attacking targets outside of their Effective Range.
- Ranged attacks take a -1 penalty to attack for each inch beyond their Maximum Effective Range and for each inch below their Minimum Effective Range.

Explosives | 11.4

Explosives, such as Grenades and Molotov Cocktails, operate differently from standard attacks.

- Throwing an Explosive always succeeds, but it can scatter before landing.
- Choose your target, then roll a D4. On a result of 1–3, the Explosive scatters that many inches closer to the attacker along the line of sight.
- If a 4 is rolled, it is a direct hit, and the target suffers full damage from the Explosive.
- Each Explosive has a Blast Radius, which determines the amount of damage and the area affected.
- A direct hit deals damage equal to the full Blast Radius. For example, a Grenade with a Blast Radius of 4 D6 will deal 4 D6 damage.
- For each inch the Explosive lands away from the target, reduce the damage by 1 damage die.

Combat | 11.5

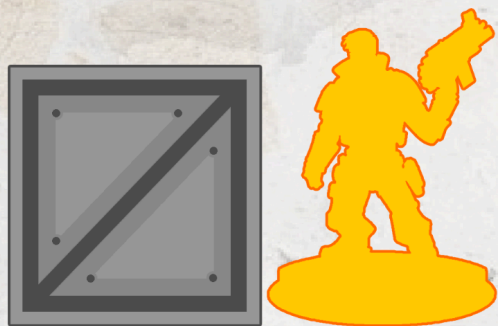
To attack an Enemy, the active Unit chooses a target, rolls a D20 (20-sided die), then adds the relevant weapon skill. Brawn is added for Melee Attacks, while Focus is added for Ranged Attacks. Compare the resulting number to the targeted enemy Unit's Agility. If the result is higher than the target's Agility, the attack is successful. The attacking player then rolls for damage, adding their weapon Skill to the damage roll.

- A roll of 20 is always a Critical Hit. Damage for a Critical Hit is rolled using double the normal number of dice, but you only add your bonuses once.
- A roll of 1 is always a Critical Fail. On a Critical Fail, the attacking Unit is Inflicted with Disarm and suffers damage equal to the relevant weapon skill. Disarm is a Status Effect that can be resisted.
- When a Unit's HP reaches 0, it is considered Downed. A Downed Unit is removed from the game and must immediately roll for Trauma.

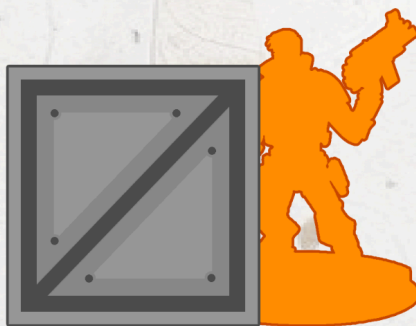
Reactions | 11.6

Reactions are special Actions that a Unit can take immediately after being targeted with an attack or Activated Skill, immediately after that attack or Skill resolves.

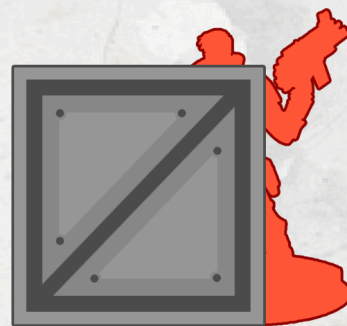
- A Unit can choose to either attack back or perform a dash up to 3 inches. Reactions are free and do not consume Actions.
- The Reaction attack or movement happens immediately after the event that triggered it resolves.
- Unless a Skill specifically allows it, no other Actions can be taken as a Reaction.
- A Unit suffering the Stun Status Effect cannot make a Reaction.



No Cover: No Bonus



Partial Cover: +1 Agility



Full Cover: +2 Agility

Status Effects | 12.1

Status Effects are temporary conditions that alter a Unit's performance in battle. They can weaken, disable, or inflict ongoing damage, and are typically inflicted through weapons, attacks, or Skills.

Arc does not require a Status Marker, it is removed as the effect resolves.

■ **Arc X:** A Unit suffering Arc X deals 1 D6 damage to the nearest enemy within 3 inches. The value of X defines how many different Units Arc to. For example, Arc 2 deals 1 D6 damage to the nearest Unit within 3 inches, then deals 1 D6 damage to the next nearest Unit within 3 inches of that one. If there are no other nearby Units, the chain stops and deals the remaining damage to the last Unit affected by Arc. Arc is removed as the effect resolves.



■ **Bleed X:** A Unit suffering Bleed X loses 1 Health Point at the beginning of each of its subsequent turns for each instance of Bleed on it. The value of X is defined by the weapon or Skill inflicting it. For example, Bleed 2 inflicts 2 instances of Bleed, causing the Unit to lose 2 Health Points at the start of its next Turn. Bleed is removed once the affected Unit heals with an action or item.



■ **Burn:** A Unit suffering Burn immediately loses 1 D6 Health Points. At the beginning of each of its subsequent turns, the Unit must attempt to Resist Burn. If it fails, it loses 1 D6 Health Points again. Burn is removed once the Unit successfully Resists it.



■ **Disarm:** A Unit suffering Disarm cannot attack with a weapon until the affected Unit spends 1 Action to remove Disarm.



■ **Fear:** A Unit suffering Fear cannot move toward the Unit that inflicted it. If the Unit attacks, it cannot target the Unit that inflicted Fear and must choose another target if able. Fear is removed at the end of the Unit's next Turn.



■ **Radiation:** A Unit suffering Radiation loses 1 D8 Health Points at the end of its turn. At the end of each of its subsequent turns, the Unit must attempt to Resist Radiation. If it fails, it loses 1 D8 Health Points again. Radiation is removed once the Unit successfully Resists it.

Stagger does not require a Status Marker, it is removed as the effect resolves.

■ **Stagger X:** A Unit suffering Stagger X is moved directly away from the attacker by a distance equal to the value of X in inches. For example, Stagger 3 moves the Unit 3 inches directly away from the attacker. Stagger is removed as the effect resolves.

Stun does not require a Status Marker, it is removed as the effect resolves.

■ **Stun:** A Unit suffering Stun is unable to react to the attack or Skill that inflicted it. Stun is removed as the effect resolves.

Trauma | 12.2

Trauma represents the lasting consequences of intense battles and near-death experiences. When a Unit is Downed in combat, there's a chance they might sustain Trauma.

Trauma is not simply a negative consequence. It adds a layer of depth and realism to the game, reflecting the toll that combat takes on your Crew.

■ To determine if a Unit sustains Trauma, roll a D100 and compare the result to its Base Resistance (determined by Agility x 2 + Focus).

■ If the roll is greater than the Unit's Base Resistance, it sustains Trauma. If the roll is equal to or lower than the Unit's Base Resistance, it Resists the effect.

■ If a Unit has a sustained Trauma, roll a twenty-sided die and consult the Trauma Table on page 20 of the rulebook.

■ Trauma is cumulative, meaning Units can accumulate multiple Traumas over time, further shaping their abilities and limitations.

■ If a Unit would obtain a Trauma that it has already sustained, that Trauma is removed from the Unit instead.

■ Trauma can manifest as both weaknesses and strengths. Your Units will be forced to evolve and adapt to their new stats over time.



Status Markers | 12.3

Status markers are available to print from DystopianSky.net. These markers are used to represent Status Effects on Units, as well as to track Ready and Defend Actions. A Multi-Use marker is also included, which can be placed anywhere on the Skirmish Map to represent marked locations or other temporary effects.

Using The Crew Roster | 13.1

The Crew Roster is where you track your Crew and their progress throughout the game. The Crew Roster helps monitor each Unit's Name, Affiliation, Level, Health, Stats, Skill Points, Background/Trauma, Resistances, Skills, and Loadout. It also allows you to track the shared Crew Inventory, Credits, and Experience Points, allowing Units to develop and become more powerful and versatile over time.

■ **Unit Name:** Record each Unit's name here for identification during the game. Check out the name generators at the bottom of each Affiliation page.

■ **Affiliation:** Track each Unit's Affiliation, which influences their starting Stats and available Skills.

■ **Level:** Units begin at level 1, while Captains start at level 2. Record the Unit's current level on the Crew Roster.

■ **Experience Points (XP):** As a Crew earns XP, they can spend it to level up their Units, gaining them Health Points, Skill Points, and Credits. Track XP by using tally marks in the XP Tracker, then move it to the Crew XP at the end of each match. Leveling a Unit always costs 5 + the Unit's current Level in XP.

■ **Health Points:** Health Points represent a Unit's durability, which is calculated by Agility x 2 + Brawn. Track the Unit's starting and current Health Points on the Crew Roster.

■ **Stats:** Stats are determined by Affiliation and then modified by Backgrounds and Trauma. These include Agility, Brawn, Focus, and Tech, which affect Movement, combat performance, and other gameplay factors.

■ **Skill Points:** Track any Skill Points a Unit has earned, which can be spent to enhance the Unit's capabilities or unlock new Skills that provide tactical advantages.

■ **Background/Trauma:** Record the Unit's Background and any Trauma they've sustained. Trauma can affect a Unit's stats and overall effectiveness in battle.

■ **Resistances:** Track the Unit's Resistances, which are calculated by Agility x 2 + Focus. These Resistances help protect a Unit from Status Effects and other detrimental conditions.

■ **Credits:** Credits represent a Crew's available resources for purchasing upgrades, Weapons, and other in-game items. A Unit earns 25 Credits for each Experience Point earned. Track the Crew's current balance on the Crew Roster.

■ **Activated & Passive Skills:** Record the Skills a Unit has acquired. Skills provide unique abilities that can be used in combat and other gameplay situations. Each Affiliation starts with one free Bonus Skill.

■ **Crew Name:** At the top of the Crew Roster, give your Crew a unique and memorable name, such as the name of your gang, corporation, enterprise, spaceship, or other collective entity.

■ **Loadout:** Track all items an individual Unit has access to during a match. A unit can only use items in its own Loadout. Items can be moved between Unit Loadouts at any time between matches. Even when assigned to a Unit's Loadout, all items remain part of the shared Crew Inventory.

■ **Crew Inventory:** Items in the Crew Inventory are shared by all Units and can be reassigned between matches. Units can use any item in their Loadout if they meet its Tech Requirement. Items cannot be transferred between Units during a match. Be sure to track each item's Tech Requirement, Effective Range, Value, Bonuses, and which Unit has it in their Loadout to manage your gear properly.

Leveling Up Your Crew | 13.2

A Unit can Level up by spending an amount of Experience Points equal to 5 + its current level. Units must acquire Experience Points (XP) in order to Level Up. Experience Points are tracked on the Crew Roster. There are 3 ways a Unit can earn Experience Points.

■ When a Unit Downs an enemy Unit, they are awarded a bonus Experience Point if the enemy was a Captain.

■ If a Unit is still standing (not Downed) at the end of a match, that Unit earns an Experience Point.

■ All Units earn an Experience Point at the end of the game just for participating, even if they have been Downed.

■ When a Unit levels up, that Unit receives an additional amount of health equal to its current level in Health Points, 1 Skill Point, and the Crew receives 250 Credits to spend in The Armory.

Weapon Upgrades | 13.3

Tech Weapons can be upgraded to improve their effectiveness in combat. Upgrading increases a weapon's Damage and Tech Requirement, making it more powerful but also more difficult to wield. Players can upgrade their weapons to keep pace with stronger enemies and changing battlefield conditions.

■ A Tech Weapon can be upgraded by paying its current Value to the Armory.

■ Upon upgrading, the Weapon gains +1 Damage Die and +1 Tech.

■ Each upgrade increases both the weapon's Value and the Tech Requirement needed to wield it.

■ Some modifications, such as Scopes, can be purchased as Attachments from the Armory, providing additional effects separate from standard upgrades.

The Bounty System | 13.4

To help lower-leveled Crews stay competitive, Bounties can be placed at the start of a match. Bounties offer an additional way to earn Experience Points, giving lower-leveled Crews a chance to catch up.

■ Before the match begins, compare Crew Levels. For each opposing Crew with a higher Crew Level than yours, you can place one Bounty. For example, if two enemy Crews have a higher Crew Level, you can place two Bounties.

■ Bounties must be placed before the match begins and cannot be changed once the game starts.

■ For each Bounty, secretly write down the name of one enemy Unit from any higher-leveled Crew and place the paper face down on the table.

■ Keep Bounty targets hidden until they are Downed. Once a Bounty target is Downed, reveal the name.

■ The Crew that placed the Bounty gains double XP for the Downed Unit, regardless of which Crew performed the Downing. Any Crew that Downs the Unit still receives the standard XP reward.

IV. Growth & Equipment

Backgrounds | 14

Amnesiac

Stats: +1 to any Stat, -2 to any other Stat, +2 HP
Resistances: +5% Fear, +5% Stun, -10% Arc, -10% Bleed
A mysterious individual with a forgotten past, possessing hidden talents but vulnerable to manipulation.

Archivist

Stats: +2 Tech, -1 Focus, -1 Agility, -2 HP
Resistances: +5% Stun, -5% Bleed, -5% Burn, -5% Radiation
The archivist is a guardian of knowledge, preserving data and unearthing secrets from digital archives.

Astrophysicist

Stats: +3 Tech, -1 Brawn, -1 Focus, -1 Agility, -1 HP
Resistances: +5% Stun, +5% Arc, -10% Bleed
The astrophysicist's brilliant mind possesses unparalleled knowledge of the universe but lacks practical survival skills.

Biohacker

Stats: +2 Tech, +1 Brawn, -3 Focus, -2 HP
Resistances: +10% Bleed, -5% Fear, -5% Radiation
An explorer of human potential, pushing the boundaries of augmentation but often sacrificing stability for power.

Black Market Surgeon

Stats: +2 Tech, -2 Agility, -1 HP
Resistances: +10% Bleed, -5% Burn, -5% Stun
You replace limbs with cybernetic upgrades. Skilled with a scalpel, but your operating room rarely has an exit strategy.

Bounty Hunter

Stats: +1 Brawn, +1 Agility, -2 Focus, +1 HP
Resistances: +10% Disarm, -5% Arc, -5% Fear
A relentless pursuer driven by profit, skilled in tracking and combat but often blinded by their singular focus.

Clone

Stats: +1 to any Stat, -1 to any other Stat, -2 HP
Resistances: +5% Fear, +5% Radiation, -5% Bleed, -5% Burn
A clone, grappling with identity and purpose, mirrors their original's skills and memories while seeking their own path.

Con Artist

Stats: +1 Focus, +1 Agility, +1 Tech, -2 Brawn, -5 HP
Resistances: +10% Fear, -5% Bleed, -5% Stagger
Skilled in deception and manipulation, they rely on their wits and technology rather than brute force.

Corporate Spy

Stats: +1 Tech, +1 Agility, -2 Brawn, -1 HP
Resistances: +5% Fear, +5% Radiation, -5% Burn, -5% Bleed
A master of infiltration and technology, operates in the shadows to steal secrets and forbidden knowledge.

Cult Member

Stats: +2 Focus, -1 Tech, -1 Agility, -3 HP
Resistances: +10% Fear, -10% Burn
The cult member finds focus and purpose in their unorthodox faith, but is susceptible to manipulation.

Cybernetic Child

Stats: +1 Agility, +1 Tech, -1 Brawn, -4 HP
Resistances: +5% Stun, +5% Arc, -5% Burn, -5% Fear
A child burdened by enhancements, possesses Agility and technological aptitude but bears emotional scars.

Data Miner

Stats: +3 Tech, +1 Focus, -2 Brawn, -2 Agility, -1 HP
Resistances: +5% Stun, +5% Arc, -10% Stagger
An expert at sifting through archives and cracking codes, you're physically weaker and slower than more active Units.

Deserter

Stats: +2 Agility, +1 Focus, -1 Brawn, -2 Tech, +1 HP
Resistances: +5% Bleed, +5% Radiation, -5% Burn, -5% Arc
Fleeing a troubled past, they rely on stealth and evasion, leaving behind formal training.

Explosives Expert

Stats: +1 Tech, +1 Focus, -2 Agility, +1 HP
Resistances: +10% Burn, -5% Bleed, -5% Disarm
The Explosives expert, wielding volatile power with precision, sacrifices Agility for destructive knowledge.

Feral Child

Stats: +2 Agility, -2 Tech, +2 HP
Resistances: +10% Radiation, -5% Arc, -5% Stun
You were raised by wolves in the ruins of a fallen city. You're quick and agile, but have no understanding of technology.

Field Scientist

Stats: +1 Focus, +1 Tech, -2 Brawn, -2 HP
Resistances: +5% Radiation, +5% Arc, -10% Bleed
Driven by curiosity, the Field Scientist prioritizes research over preparedness and physical ability.

Fleet Officer

Stats: +3 Agility, +1 Focus, -2 Brawn, -2 Tech, +1 HP
Resistances: +10% Stagger, +5% Stun, -15% Bleed
A coordinator of starships with quick thinking and reflexes, but their time is spent behind a desk, not on the battlefield.

Freighter Pilot

Stats: +2 Agility, -1 Focus, -1 Tech, +2 HP
Resistances: +10% Disarm, -5% Arc, -5% Fear
A navigator of trade routes that finds comfort in solitude, but struggles to focus on the world beyond a cockpit.

Fugitive

Stats: +1 Agility, -1 Brawn, +2 HP
Resistances: +5% Fear, +5% Stagger, -10% Bleed
The fugitive, constantly on the run, possesses survival instincts and Agility but is burdened by the threat of capture.

Gallant Station Pickpocket

Stats: +1 Agility, +1 Focus, -1 Brawn, -5 HP
Resistances: +10% Fear, -5% Bleed, -5% Radiation
The Gallant Station pickpocket, a product of the station's underbelly, relies on dexterity and evasion to survive.

Backgrounds (Continued) | 15

Gallant Station Street Vendor

Stats: +1 Agility, +1 Focus, -1 Brawn, +4 HP

Resistances: +10% Disarm, -5% Bleed, -5% Stagger

The Gallant Station street vendor uses street smarts to survive in the station's bustling marketplace.

Genetic Experiment

Stats: +2 to any Stat, -3 to any other Stat, +1 HP

Resistances: +10% Bleed, -5% Arc, -5% Radiation

This experiment, shaped by unpredictable manipulation, grapples with enhanced abilities and potential instabilities.

Indentured Servant

Stats: +2 Brawn, +1 Tech, -1 Agility, -2 Focus, +3 HP

Resistances: +10% Stagger, -5% Burn, -5% Fear

Bound by duty, they have developed resilience and practical skills through hard labor.

Interrogator

Stats: +2 Focus, +1 Brawn, -1 Agility, -2 HP

Resistances: +10% Fear, -5% Stun, -5% Disarm

The interrogator, a master of extracting information, treads a fine line between necessity and cruelty.

Mechanic

Stats: +3 Tech, -3 Focus, +4 HP

Resistances: +10% Arc, -5% Burn, -5% Stun

The mechanic, dedicated to the intricacies of machines, prioritizes technical expertise over social awareness.

Neptune Ice Miner

Stats: +2 Brawn, -1 Agility, -1 Focus, +2 HP

Resistances: +10% Stagger, -5% Bleed, -5% Disarm

Hardened by unforgiving conditions, the Ice Miner possesses great strength but has limited Focus and Agility.

Nomad

Stats: +1 Brawn, +1 Agility, -2 Focus, +1 HP

Resistances: +5% Stagger, +5% Disarm, -10% Burn

A wanderer seeking new experiences that embraces adaptability, but struggles with deep connections and goals.

Novice Explorer

Stats: N/A

Resistances: +5% Fear, +5% Radiation, -10% Bleed, -10% Burn

An inexperienced space traveler, fresh off the boat and up to date on all their immunization shots.

Refugee

Stats: +1 Agility, -1 Brawn, -3 HP

Resistances: +5% Fear, +5% Stun, -5% Bleed, -5% Radiation

The refugee, scarred by Trauma and loss, possesses survival instincts and Agility but carries heavy emotional burdens.

Reporter Extraordinaire

Stats: +2 Focus, +2 Tech, -2 Agility, -2 Brawn, -1 HP

Resistances: +10% Stun, +5% Fear, -10% Burn, -5% Stagger

The reporter, a shaper of public perception, utilizes communication and technology but lacks physical skills.

Robotic Servant

Stats: +2 Tech, -2 Focus, +2 HP

Resistances: +10% Arc, -5% Bleed, -5% Burn

A robotic servant programmed for obedience. It exhibits technical prowess but lacks any independent thought.

Salvage Operator

Stats: +1 Tech, +1 Brawn, -2 Focus, +1 HP

Resistances: +5% Arc, +5% Stun, -5% Fear, -5% Radiation

The embodiment of resourcefulness and technical ability, but suffers from anxiety and has difficulty focusing.

Scavenger

Stats: +1 Tech, -1 Focus, +2 HP

Resistances: +10% Radiation, -5% Bleed, -5% Burn

An Old-Earth survivor that is knowledgeable of improvised technology and weaponry, but struggles with mental acuity.

Space Health Inspector

Stats: +2 Focus, +1 Tech, -2 Brawn, -1 Agility

Resistances: +5% Burn, +10% Radiation, -10% Bleed, -5% Stun

An enforcer of sanitation and safety regulations, they are more concerned with contamination than any actual danger.

Space Trucker

Stats: +1 Agility, +1 Tech, -1 Focus, -2 HP

Resistances: +10% Disarm, -5% Stun, -5% Fear

A skilled pilot that transports goods across vast distances, but struggles with loneliness and distraction.

Syndicate Hacker

Stats: +1 Focus, +2 Tech, -1 Agility, -2 Brawn, -2 HP

Resistances: +10% Stun, -5% Bleed, -5% Disarm

The syndicate hacker displays technological mastery and Focus, but exhibits diminished physical strength and mobility.

Thug

Stats: +1 Brawn, -1 Tech, +3 HP

Resistances: +10% Stagger, -10% Fear

A hardened street fighter that relies on strength and violence, but is vulnerable to more cunning opponents.

Valkyrie Optics Technician

Stats: +1 Agility, +1 Tech, -2 Brawn, -1 HP

Resistances: +5% Arc, +10% Burn, -5% Bleed, -10% Radiation

You are a master of optics technology, but your expertise lies in fine-tuning lasers, not swinging a hammer.

Vutharan Spy

Stats: +2 Agility, -2 Tech, -5 HP

Resistances: +5% Fear, +10% Radiation, -5% Burn, -10% Bleed

The Vutharan Spy is an infiltrator of organizations. Quick and quiet, but you lack access to Vutharan technology.

Wasteland Preacher

Stats: +3 Focus, +1 Brawn, -2 Agility, -2 Tech, -1 HP

Resistances: +10% Fear, -5% Arc, -5% Stagger

Bringing hope to the corners of the world, they have plenty of inner strength but lack Agility and technical knowledge.

Activated Skills | 16

Blood Brother | 1 Skill Point

1 Action: Choose an active Ally within 6 inches. Until the end of your next turn, if this Unit would be dealt damage, that damage is halved and split evenly between this Unit and the chosen Ally.

Enrage | 1 Skill Point

1 Action: Target enemy within 9 inches must move directly to and attack this Unit at the beginning of its next Turn.

Execution | 1 Skill Point

1 Action: Choose a target within Melee Range. If the target is Disarmed, has 5 or fewer Health Points, or is an NPC, it is immediately Downed.

Headshot | 1 Skill Point

2 Actions: Attack target Unit with a Weapon for an automatic Critical Hit. The target must be within your Effective Range. This Skill can only be used once per game.

Hibernate | 1 Skill Point

2 Actions: This Unit skips its next turn. Until that Turn, this Unit cannot move, perform Actions, or make Reactions. During this time, any Skill or Action that targets this Unit costs 1 additional Action to use. At the beginning of this Unit's next turn, it heals 4 D6 HP and removes all Status Effects.

Phasewalk | 1 Skill Point

1 Action: Until end of turn, this Unit can walk through walls.

Scramble | 1 Skill Point

2 Actions: Target Unit gets -3 to all attack rolls until the beginning of your next turn.

Smoke Screen | 1 Skill Point

1 Action: All Units within 6 inches of this Unit gain Full Cover until the end of this unit's next turn.

Stealth Strike | 1 Skill Point

2 Actions: This Unit moves directly behind a target Unit within its Effective Range and makes an attack. If the attack hits, the target is Inflicted with Stun.

Static | 1 Skill Point

2 Actions: Until the start of your next Turn, all Attacks and Skills that target this Unit cost 1 additional Action.

Whistle Tones | 1 Skill Point

1 Action: Target Unit within 6 inches is Inflicted with Stun and immediately moved up to 2 inches in any direction.

Energy Bind | 1 Skill Point

2 Actions: Mark a location on the map. Whenever a Unit moves within 3 inches of that mark, that Unit cannot move until after its next turn.

Take One For The Team | 1 Skill Point

1 Action: Choose an Ally within 6 inches. Until the start of this Unit's next Turn, if that Ally would take damage, this Unit suffers twice as much damage instead. This effect ends if this Unit is Downed.

Flame On | 1 Skill Point

1 Action: This Unit is Inflicted with Burn. Until the start of your next Turn, any Unit that moves within 1 inch of this Unit, or that this Unit moves within 1 inch of, is also Inflicted with Burn.

Cleric | 1 Skill Point

1 Action: Choose a target Unit within Range, then roll a D20. If you roll a 20, that Unit is Downed, otherwise it has no effect.

Hurl | 1 Skill Point

1 Action: Attack Target Unit with a Melee Weapon with your Effective Range increased by Brawn. Disarm this Unit afterwards.

Lunge | 1 Skill Point

1 Action: This Unit moves directly to a Target Unit within 4 inches and performs an attack with a Melee Weapon.

Gamma Dart | 1 Skill Point

1 Action: Target Unit within 9 inches is Inflicted with Radiation.

Prick | 1 Skill Point

1 Action: Inflict Bleed 1 to all Units within 2 inches.

Reflective Stance | 1 Skill Point

2 Actions: Until the beginning of this Unit's next Turn, all damage that would be dealt to it from failed attacks are dealt back to the attacking Units.

Scattershot | 1 Skill Point

2 Actions: Attack target enemy with a Ranged Weapon. A successful attack deals 1 D6 + Focus damage to all enemy Units within 3 inches of the target.

Covering Fire | 1 Skill Point

1 Action: Target Unit within 9 inches cannot target other Ally Units until the end of its next Turn.

Snipe | 1 Skill Point

2 Actions: Attack target enemy with a Ranged Weapon. This attack gains x2 to Effective Range.

Sunder | 1 Skill Point

1 Action: Inflict Disarm on target Unit within 6 inches.

Activated Skills (Continued) | 17

Aether Hook | 2 Skill Point

2 Actions: Choose a target Unit within 12 inches, then roll a D12. That Unit is pulled in a straight line directly to this Unit by a number of inches equal to the result. It and every Unit it moves through take 1 D8 damage.

Bubble Shield | 2 Skill Points

2 Actions: Prevent all damage that would be dealt to this Unit until the end of this Unit's next Turn. This Skill can only be used once per game.

Mindslaver | 2 Skill Points

2 Actions: Choose a Unit controlled by an Enemy Player within your Effective Range. That Unit immediately makes an attack against a target of your choice, controlled by another Player.

Company Man | 2 Skill Points

2 Actions: Spawn an NPC in any space within 9 inches. At the start of each of your next 3 turns, roll 1 D6:

1-2: It moves directly to the nearest Unit and deals 1 D6 damage.

3-4: It moves directly to the nearest Unit and deals 2 D6 damage.

5-6: It moves directly to the nearest Unit, deals 3 D6 damage to all Units within 3 inches, then is removed from the game.

Electromagnetic Pulse | 2 Skill Points

2 Actions: Inflict Disarm to all Units with Tech weapons in their inventories within 6 inches of this Unit. This Skill can only be used once per game.

Arc Blast | 2 Skill Points

1 Action: All Units within 3 Inches are Inflicted with Arc 1.

Cleave | 2 Skill Points

2 Actions: Attack target enemy with a Melee Weapon. A successful attack deals 1 D6 + Brawn damage and inflicts Stagger 1 to all Enemy Units within 2 inches of this Unit.

Gravity Well | 2 Skill Points

2 Actions: Mark a location on the map. All Units within 6 inches of that point are moved 3 inches directly toward it.

Mindlink | 2 Skill Points

2 Action: Choose an Ally Unit within your Effective Range. That Unit immediately makes an attack against a target of your choice.

Ricochet | 2 Skill Points

2 Action: Make a Ranged attack against a target Unit. If the attack hits, choose another Unit within the target Unit's Line of Sight. That Unit suffers damage equal to half the damage dealt to the original target, rounded down.

Scare Tactics | 2 Skill Points

2 Actions: Inflict Fear on all enemies within 6 inches.

Snag | 2 Skill Points

1 Action: Immediately move target Unit within 6 inches directly to this Unit.

Transference | 2 Skill Points

1 Action: Choose a target Unit within your Effective Range. Remove all Status Effects from this Unit. Then, Inflict each instance of those Status Effects on the target Unit.

Captivating | 2 Skill Points

1 Action: Until the start of your next Turn, any Enemy Unit that moves within 3 inches of this Unit must make an Attack against this Unit if able.

All or Nothing | 2 Skill Points

1 Action: Attack target enemy, rolling twice and choosing the lower number. A successful attack is always a Critical Hit, while a miss is always a Critical Fail.

Combat Drone | 2 Skill Points

2 Actions: Spawn an NPC in any space within 9 inches. At the start of each of your next 3 turns, roll 1 D6:

1-2: It moves directly to the nearest Enemy and Inflicts Burn.

3-4: It moves directly to the nearest Enemy and Inflicts Bleed 3.

5-6: It moves directly to the nearest Enemy and Inflicts Arc 3, then is removed from the game.

Phase Technology | 2 Skill Points

1 Action: Choose a Unit within this Unit's Effective Range. This Unit gains Line of Sight to that Unit until the end of the Turn, ignoring all terrain and obstacles.

Heat Wave | 2 Skill Points

1 Action: All Units within 3 Inches are Inflicted with Burn.

Supply Drop | 2 Skill Points

2 Actions: Roll a D6:

1-2: Gain 1 Molotov Cocktail until end of game.

3-4: Gain 1 Shieldmaiden until end of game.

5-6: Gain 1 Blu Basics™ Med Kit until end of game.

Calibration | 2 Skill Points

2 Actions: This Unit gains your choice of +1 Brawn, +1 Focus, or +1 Tech until end of game.

Homing Projectile | 2 Skill Points

1 Action: Target Unit within your Effective Range suffers damage equal to this Unit's Tech Skill.

Jump Jets | 2 Skill Points

1 Action: This Unit moves up to 6 inches in any direction, ignoring height differences, gaps, and terrain, but not walls.

Field Medic | 2 Skill Points

2 Actions: Target Unit within 3 inches heals 1D6 + Tech HP.

Magnetic Mine | 2 Skill Points

2 Actions: Mark a location on the map. Whenever a Unit moves within 3 inches of that mark, all Units within 3 inches of that Unit take 2 D6 damage.

Passive Skills | 18

Anti-Grav Drive | 1 Skill Points

Passive: This Unit is immune to fall damage.

Blood Lust | 1 Skill Point

Passive: This Unit heals 1D6 Health Points each time it Downs an enemy.

Credit Exchange | 1 Skill Point

Passive: This Crew gains 250 Credits.

Cursed | 1 Skill Point

Passive: When this Unit sustains Trauma, roll two Trauma dice instead of one. This Unit gains both Trauma results.

Eagle Eye | 1 Skill Points

Passive: This Unit gains +4 inches to maximum Effective Range with all Ranged weapons.

Fight or Flight | 1 Skill Point

Passive: This Unit gains +2 Agility when at 50% or less Health Points.

Heavy Hitter | 1 Skill Point

Passive: This Unit deals +2 damage with unarmed and Melee attacks.

Long Arms | 1 Skill Point

Passive: This Unit gets +1 Maximum Effective Range with all Melee Weapons.

My Fists Are Registered Weapons | 1 Skill Point

Passive: Unarmed attacks by this Unit deal 1 additional D4 of damage.

Scavenger | 1 Skill Point

Passive: Whenever an Ally is Downed, move all items from its Loadout to this Unit's Loadout until end of game.

Born Lucky | 1 Skill Point

Passive: The first time this Unit would roll a 1 each Turn, you can reroll instead.

Pacifist | 1 Skill Point

Passive: As long as this Unit has not damaged an Enemy this game, it gets +2 Agility.

Hypochondriac | 1 Skill Point

Passive: When this Unit rolls a D20 for Trauma, roll two D20 instead and ignore one of the results.

Pushy | 1 Skill Point

Passive: This Unit gains +25% chance to both Inflict and Resist Stagger.

Pyromaniac | 1 Skill Point

Passive: This Unit gains +15% chance to both Inflict and Resist Burn.

Regeneration | 1 Skill Point

Passive: This Unit heals 2 Health Point at the start of each of its turns.

Stealthy | 1 Skill Point

Passive: This Unit gains +15% chance to both Inflict and Resist Stun.

Antibodies | 1 Skill Point

Passive: When this Unit is Inflicted with a Status Effect, it gets +10% Resistance to it until end of game.

Super Immune | 1 Skill Point

Passive: This Unit gains +15% Base Resistance.

Survivalist | 1 Skill Point

Passive: This Unit gains +1 Agility for each Status Effect currently Inflicting it.

Radioactive | 1 Skill Point

Passive: When this Unit is downed, Inflict Radiation on all Units within 3 Inches.

To The Bitter End | 1 Skill Point

Passive: When this Unit is Downed, it can perform a final Reaction against its attacker before it is removed from the game.

Geek | 1 Skill Point

Passive: This Unit makes attack rolls using Tech, rather than Brawn or Focus

Echo | 1 Skill Point

Passive: When this Unit Reacts to a Critical Hit, if its Reaction is successful, it is also a Critical Hit.

Passive Skills (Continued) | 19

Action Surge | 2 Skill Points

Passive: Once each game, this Unit can take 2 extra Actions during its Turn.

Anointed | 2 Skill Points

Passive: This Unit is immune to new Trauma.

Barbarian | 2 Skill Points

Passive: This Unit gains +2 to Brawn if it has no Ranged weapons.

Bodyguard | 2 Skill Points

Passive: This Unit can React to attacks made against allies within 6 inches of it.

Carrier | 2 Skill Points

Passive: If this Unit would be inflicted with a Status Effect, that Stat is inflicted to the closest Enemy instead.

Counter Rhythm | 2 Skill Points

Passive: When an attack against this Unit misses, this Unit gains 1 additional Action on its next Turn. This effect only triggers once per Round.

Deadeye | 2 Skill Points

Passive: Natural rolls of 18, 19, and 20 made by this Unit are Critical Hits.

Demolitions Expert | 2 Skill Points

Passive: This Unit begins each game with a Blu Basics™ Hand Grenade.

Frenzy | 2 Skill Points

Passive: When performing a reaction, this Unit can attack any enemy, rather than the attacker.

Hologram Decoy | 2 Skill Point

Passive: The first time this Unit would be damaged each game, move it to a space within 6 inches directly behind the attacker instead.

Juggernaut | 2 Skill Points

Passive: This Unit gains an additional 2 Health Points per level increase, including past levels.

Last Chance | 2 Skill Points

Passive: The first time this Unit would be downed this game, its Health Points go to 1 instead.

Peep the Future | 2 Skill Points

Passive: When this Unit is targeted, it can move up to 1 inch in any direction.

Rangefinder | 2 Skill Points

Passive: This Unit gets +1 inch of movement for each different Enemy Unit it has targeted this game.

Silent But Deadly | 2 Skill Points

Passive: The first time a Reaction would be taken against this Unit each game, it is ignored instead.

Squad Tactics | 2 Skill Points

Passive: As long as all Allies are within 2 inches of this Unit, each of those Units gain +1 Agility, +1 Focus, and +1 Brawn.

Practice Makes Perfect | 2 Skill Points

Passive: When this Unit fails an attack roll, it gets +2 to its next attack roll this turn.

Marathon Man | 2 Skill Points

Passive: Once each of its Turns, this Unit can Sprint as a free Action.

Medic | 2 Skill Points

Passive: This Unit begins each game with a Blu Basics™ Med Kit.

Overwatch | 2 Skill Points

Passive: The first time an enemy moves within 3 inches of this Unit each Turn, this Unit can make a Reaction against it.

Random Acts of Violence | 2 Skill Points

Passive: When this Unit attacks an Enemy Unit it has not attacked this game, it gains +2 to its attack roll. When attacking an Enemy Unit it has already attacked this game, it suffers -1 to its attack roll.

Rewind | 2 Skill Points

Passive: The first time this Unit uses a Skill that fails each game, it gets 1 additional Action.

Rolling Thunder | 2 Skill Points

Passive: This Unit gains +1 Brawn and +1 Focus for each enemy it has Downed this game.

Vampiric Touch | 2 Skill Points

Passive: This Unit heals 2 Health Points each time it deals damage with a Melee attack.

Vengeful | 2 Skill Points

Passive: This Unit gains +2 to attack rolls made during Reactions.

Memory of a Memory | 2 Skill Points

Passive: When this Unit is dealt damage from an Enemy, it gets +1 to attack rolls against that Enemy until the end of its next turn.

I Am Rubber | 2 Skill Points

Passive: When an Enemy targets this Unit, it is inflicted with Stagger 2.

Copycat | 2 Skill Point

Passive: When this Unit is targeted by a Skill, it gains that Skill until the end of its next Turn.

Trauma | 20

When a Unit reaches 0 HP, its owner rolls a D100. If the result is equal to or lower than the Unit's Base Resistance, the Unit resists Trauma. If the result is higher, the Unit sustains Trauma and must roll a D20 to determine which one. If a Unit would gain a Trauma it already has, that Trauma is removed instead. Reduced stats force players to adapt tactics and gear. As trauma accumulates, a Crew must evolve to compensate for weaknesses.

01	Depression Stats: -1 Agility, -1 Brawn, -1 Focus, +3 Tech, -2 HP <i>Weighed down by despair, you struggle to find motivation, preferring to stay home and watch television.</i>	11	Addiction Stats: -2 Focus, +2 Brawn, -5 HP <i>Weeks of taking medication for pain has left you with an addiction. You have difficulty concentrating, but the high makes you feel invincible. . . though you are not.</i>
02	Anxiety Stats: -1 Agility, -1 Focus, +2 Tech, +4 HP <i>The constant threat of danger keeps you on high alert. You struggle to Focus and react calmly in stressful situations but are prepared for anything.</i>	12	Burn Scars Stats: -1 Agility, -1 Brawn, +2 Focus <i>You barely escaped an inferno, leaving behind a web of scars across your neck and back. You are more cautious around fire than you used to be.</i>
03	Shell-Shocked Stats: -1 Agility, +2 Brawn, -1 Focus, +2 HP <i>You're haunted by the horrors of war. You've witnessed many atrocities and had many close calls. This has left you skilled in combat but prone to panic attacks and flashbacks.</i>	13	Chronic Pain Stats: -2 Agility, -1 Brawn, +2 Focus, +1 Tech, -2 HP <i>After wrenching your back in a brawl, a bulging disc has left you with chronic pain. You now spend more time reading magazines than lifting weights and training.</i>
04	Muscle Spasms Stats: -2 Agility, +1 Brawn, +1 Tech <i>Without warning, your muscles are prone to seizing. The constant spasms have hardened your body, making you physically stronger and less agile, forcing you to rely more on technology.</i>	14	Hesitation Stats: +1 Agility, +1 Brawn, -2 Focus <i>The weight of your actions weigh heavily on your mind. You find it difficult to pull the trigger, so you're more likely to run from a firefight than start one.</i>
05	Insomnia Stats: -1 Agility, -1 Focus, +2 Tech <i>Plagued by nightmares and an inability to sleep, you suffer from fatigue and impaired cognitive function. Your restless nights are spent reading and tinkering with the latest technology.</i>	15	Post Traumatic Stress Stats: +2 Agility, +2 Brawn, -2 Focus, -2 Tech <i>With every pull of the trigger, you relive your worst nightmares. Avoiding weapons that bring back the past, you now take a more silent approach.</i>
06	Internal Injuries Stats: -1 Agility, -2 Brawn, +2 Focus <i>Battered and bruised from a brutal beating, you sustained internal injuries that impacted your strength and movement, but have given you increased Focus on the task at hand.</i>	16	Scorched Cornea Stats: +1 Agility, +1 Brawn, -2 Focus, -4 HP <i>A stray laser blast caught you in the eye destroying it and leaving your face scorched. Your impaired vision has left you jumpy and more aware of your immediate surroundings.</i>
07	Phantom Limb Pain Stats: +1 Agility, -2 Brawn, +1 Tech <i>Fitted with a cybernetic limb after a devastating injury, you have gained enhanced speed and Agility, but can still feel the pain in the limb that's no longer there.</i>	17	Nerve Damage Stats: -1 Agility, -1 Brawn, +2 Focus, +5 HP <i>A numbness has begun creeping over your body, affecting balance and strength. Your intense Focus on your movements have sharpened your other senses.</i>
08	Near-Death Experience Stats: +1 Brawn, -1 Focus <i>Bruised and bandaged, you barely survived a brutal assault. The terrifying experience left you with severe anxiety, resulting in difficulty concentrating under pressure.</i>	18	Blunt Force Trauma Stats: +2 Agility, -1 Focus, -1 Tech, -3 HP <i>A heavy blow to the head has left you a little less intelligent than you used to be, but you've learned the importance of protecting your weak spots in battle.</i>
09	Facial Disfigurement Stats: +2 Agility, -2 Focus <i>A close-range explosion has scarred your face, leaving you self-conscious of your appearance. The disfigurement affects your ability to communicate and coordinate effectively.</i>	19	Torn Ligament Stats: -1 Agility, +1 Tech <i>A wrong step left you writhing in pain on the ground. After weeks of recovery in a hospital bed, you still walk with a limp. Hopefully, all that time spent reading will pay off.</i>
10	Fear of Heights Stats: -2 Agility, +2 Brawn <i>During a daring rooftop raid, you slipped and were left clinging to the side of a gutter high in the air. The terrifying experience has left you with a crippling fear of heights.</i>	20	Breakthrough Stats: -1 to any Stat, +1 to any other Stat <i>After narrowly avoiding a brush with death, your replacement limb has made you stronger in some ways, while inhibiting you in others.</i>

Weapons Manufacturers | 21

Weapons in Dystopian Sky come from a variety of manufacturers, each with its own unique style and technology. Some prioritize efficiency and affordability, while others push the boundaries of innovation. From mass-produced civilian gear to experimental phase weaponry, every manufacturer offers something different. Choosing the right equipment can define your Crew's combat strategy and playstyle.

makeshift munitions

Scavenging the remains of Earth since E.2456

Blu Imp, originally known as Red Imp, is a weapons manufacturer that traces its roots back to Earth before its destruction. In a savvy marketing move, the company rebranded to Blu Imp after the emergence of the Vutharan Empire, capitalizing on the widespread news and associating itself with the cutting-edge cobalt weaponry favored by this powerful new blue-skinned people. Their commitment to quality and style has made them popular among Gauti Enforcers and corporate spies alike. Blu Imp offers a variety of Cobalt™ weapons, which are prized for their chromed blue steel, blending affordability, effectiveness, and style in combat.



Makeshift Munitions is the name you need to remember if you want weapons that actually work. Built from scrap and salvaged materials from Old-Earth, their lineup includes the Pipe Pistol, Double-Barrel Shotgun, and the Sledge, no high Tech required. These weapons may be rough around the edges, but they get the job done when it counts. They're not upgradable, sure, but in a world like the Dystopian Sky, you don't need fancy gadgets, just raw power and simplicity. Each weapon tells a story of survival, crafted in the heat of necessity. Makeshift Munitions is all about survival, and though their gear is rough on the outside, it is as reliable as it gets, perfect for those who need to get dirty and keep fighting.

VALKYRIE optics

Quality Laser Optics & Blasters

Aco-Lite is a company that repurposes Vutharan military tech for civilian use, earning favor among Vutharans for its sleek designs and widespread availability. They are renowned for their sleek steel plasma weapons, highlighted by glowing green accents and powered by electrically charged particles. These weapons have a unique characteristic: they can sometimes Arc, meaning the electrically charged particles jump from the intended target to other nearby targets. This makes Aco-Lite plasma weaponry particularly effective, but also potentially dangerous to the user and those around them. Therefore, the company recommends using protective equipment like insulated rubber gloves, which grant a Resistance to Arcs.

Valkyrie Optics is a leading manufacturer of high-precision laser optics, specializing in advanced optical lenses and blasters. Their product line includes powerful laser-based weapons, from the Valkyrie Turboblast to the devastating Valkyrie Gatling Laser. Valkyrie's expertise is also evident in mods like the Valkyrie Reflex Sight and Valkyrie Telescopic Sight, which enhance a firearm's effective range. Renowned for their craftsmanship, Valkyrie Optics holds a prestigious contract as the main supplier for the Alliance of Earth Nations (AEN). Always wear eye protection when using a Valkyrie laser; the company is not responsible for vision loss due to equipment mishandling or improper P.P.E. use.



chimera kinetics

Chimera Kinetics is a company that pushes the limits of weapons technology by adapting Consciousness Relay drone tech. Their innovative fusion of synthetic materials and biological components results in incredibly advanced, powerful weapons. Crafted from metal alloys, plastics, and living tissue, their creations include radioactive projectiles that phase through hardened materials and pierce directly into flesh. Chimera weapons are easily recognized by their minimalistic white polymer exteriors and writhing purple internals. Chimera Kinetics assumes no responsibility for the loss of limbs or life caused by their phase technology.

makeshift munitions

Scavenging the remains of Earth since E.2456

Molotov Cocktail | Explosive

Value: 75 Credits | Tech: 0

Blast Radius: 3D4 | Effective Range: 0-10 Inches

Bonus: Inflict Burn

A crude incendiary weapon, cobbled together from scavenged fuel and desperation. Once the rag catches, there's no going back.

Ration Pack | Consumable

Value: 75 Credits | Tech: 0

Heal 1D6 Health Points

A questionable mix of protein paste and stale biscuits. It won't win any awards, but it will keep you on your feet.

Rusty Serrated Blade | Melee

Value: 100 Credits | Tech: 0

Damage: 1D4 | Effective Range: 0-1 Inches

Bonus: Inflict Bleed 1 | Crit: 3x Damage, Inflict Bleed 1

More rust than steel, this jagged blade tears through flesh, leaving wounds that fester long after the fight is over.

Sledge | Melee

Value: 200 Credits | Tech: 0

Damage: 1D8 | Effective Range: 0-2 Inches

Bonus: Inflict Stagger 1 | Crit: 2x Damage, Inflict Disarm

A heavy hammer built for breaking more than just stone. Swing hard, and there won't be anything left standing.

Pipe Pistol | Ranged

Value: 100 Credits | Tech: 0

Damage: 1D6 | Effective Range: 3-7 Inches

Bonus: N/A | Crit: 2x Damage

A weapon slapped together from scrap and spare parts. Temperamental, but it sure beats throwing rocks.

Hunting Rifle | Ranged

Value: 100 Credits | Tech: 0

Damage: 1D6 | Effective Range: 6-12 Inches

Bonus: N/A | Crit: 2x Damage

An old-world relic, battered but functional. It groans with every shot, but in the right hands, it still finds its mark.

Reclaimed Crossbow | Ranged

Value: 125 Credits | Tech: 0

Damage: 1D6 | Effective Range: 5-12 Inches

Bonus: N/A | Crit: 2x Damage, Inflict Bleed 1

Built from scavenged parts, its limbs creak under pressure. Every shot is a gamble, but the bolts leave deep wounds behind.

Beat-Up Uzi | Ranged

Value: 150 Credits | Tech: 0

Damage: 2D4 | Effective Range: 3-9 Inches

Bonus: -1 to hit | Crit: 2x Damage, Inflict Bleed 1

A temperamental little beast that spits lead like it's angry at the world. Inaccurate and prone to jamming, but overwhelming in close quarters.

Double-Barrel Shotgun | Ranged

Value: 200 Credits | Tech: 0

Damage: 2D4 | Effective Range: 0-4 Inches

Bonus: +1 to hit | Crit: 2x Damage, Inflict Stagger 2

Two shells of absolute devastation. Fire, reload, repeat. Just hope there's something left to reload for.

Leather Handle Wrap | Melee Upgrade

Value: 250 Credits | Tech: 0

Bonus: +1 to hit

A worn strip of leather, salvaged and repurposed. A tighter grip means fewer mistakes when it matters most.

Gamma Bolts | Ranged Upgrade

Value: 250 Credits | Tech: 0

Crit: Inflict Radiation, Crossbows Only

Dipped in a homemade toxin, these bolts ensure even a glancing hit Turns into a slow, painful death.

Explosive Bolts | Ranged Upgrade

Value: 450 Credits | Tech: 0

Crit: Blast Radius 3D6, Crossbows Only

Jury-rigged with salvaged explosives, these bolts Turn pinpoint accuracy into controlled chaos.



Blu Basics™ Hand Grenade | Explosive

Value: 75 Credits | Tech: 1

Blast Radius: 3D6 + Tech | Effective Range: 0-10 Inches

Bonus: Inflict Bleed 2

A sleek cobalt-blue grenade with a seamless design. Pull the pin, toss, and watch the fireworks.

Blu Basics™ Med Kit | Consumable

Value: 100 Credits | Tech: 1

Heal 1D6 + Tech Health Points and removes Bleed

A collection of bandages and painkillers, all in that signature cobalt blue. A reliable way to patch yourself up with the quality you'd expect from the Blu Basics™ collection.

Cobalt Dagger | Melee

Value: 250 Credits | Tech: 1

Damage: 1D4 + Tech | Effective Range: 0-1 Inches

Bonus: Inflict Bleed 1 | Crit: 3x Damage, Inflict Bleed 1

A high-carbon blade with a chromed blue plating. Perfect for when you need to get up close and personal.

Cobalt Katana | Melee

Value: 350 Credits | Tech: 1

Damage: 1D6 + Tech | Effective Range: 0-2 Inches

Bonus: Inflict Bleed 2 | Crit: 2x Damage, Inflict Bleed 2

A razor-sharp katana forged with masterful precision. The perfect blend of lethality and style.

Cobalt Pistol | Ranged

Value: 250 Credits | Tech: 1

Damage: 1D6 + Tech | Effective Range: 3-7 Inches

Bonus: Inflict Bleed 1 | Crit: 2x Damage, Inflict Bleed 1

A compact sidearm with a chromed cobalt finish. A reliable sidearm for those who value precision and stopping power.

Cobalt Carbine | Ranged

Value: 325 Credits | Tech: 1

Damage: 1D6 + Tech | Effective Range: 6-12 Inches

Bonus: Inflict Bleed 1 | Crit: 2x Damage, Inflict Bleed 1

A lightweight, high-precision firearm with smooth handling. Built for those who need speed and accuracy.

Chrome-Plated Crossbow | Ranged

Value: 375 Credits | Tech: 1

Damage: 1D6 + Tech | Effective Range: 5-12 Inches

Bonus: Inflict Bleed 1 | Crit: 2x Damage, Inflict Bleed 1

An elegant but deadly piece, polished to a mirror sheen. When silence is golden, this is your weapon of choice.

Chrome-Plated Tommy Gun | Ranged

Value: 350 Credits | Tech: 1

Damage: 2D4 + Tech | Effective Range: 3-9 Inches

Bonus: -1 to hit, Inflict Bleed 1 | Crit: 2x Damage

A vintage submachine gun restored with gaudy chrome plating. Unsubtle, loud, and devastating at close range.

Cobalt Combat Shotgun | Ranged

Value: 400 Credits | Tech: 1

Damage: 2D4 + Tech | Effective Range: 0-4 Inches

Bonus: +1 to hit, Inflict Bleed 1 | Crit: 2x Damage, Inflict Stagger 2

Heavy, brutal, and built for destruction. A single shot clears a room, if there's anything left to clear.

Cobalt Sniper Rifle | Ranged

Value: 450 Credits | Tech: 1

Damage: 1D8 + Tech | Effective Range: 6-14 Inches

Bonus: Inflict Bleed 1 | Crit: 2x Damage, Inflict Bleed 1

A long-range precision weapon with a deep blue barrel. One pull of the trigger decides the fight.

Chrome-Plated Chain Gun | Ranged

Value: 500 Credits | Tech: 1

Damage: 3D4 + Tech | Effective Range: 3-8 Inches

Bonus: -2 to hit, Inflict Bleed 1 | Crit: 2x Damage, Inflict Fear

A monstrous rotary gun polished to a high shine. Unleashes a storm of bullets, leaving nothing but wreckage behind.

Chrome Shoulder Pads | Unit Upgrade

Value: 250 Credits | Tech: 0

+15% Resistance to Bleed

Reinforced plates with a reflective chrome finish. Stylish protection against cuts and shrapnel.

VALKYRIE optics

Quality Laser Optics & Blasters

Shieldmaiden | Consumable

Value: 125 Credits | Tech: 2

This Unit gains +2 Agility, +2 Brawn, and +2 Focus until the end of its next Turn

A high-powered stimulant coursing with synthetic adrenaline. Strength surges, reflexes sharpen. . . but the crash is brutal.

Valkyrie Stim Kit | Consumable

Value: 125 Credits | Tech: 1

Heal 2D6 + Tech Health Points and removes Burn

A pressurized injector filled with glowing red fluid. A single dose numbs pain, seals wounds, and keeps you in the fight.

Valkyrie Laser Sword | Melee

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 0-2 Inches

Bonus: Inflict Burn | Crit: 2x Damage, Inflict Burn

A humming blade of red energy. It burns through armor and flesh alike, cauterizing the wound as it cuts.

Valkyrie Blaster Pistol | Ranged

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 2-8 Inches

Bonus: Inflict Burn | Crit: 2x Damage

A sleek, high-energy sidearm built for precision. The Valkyrie line of blasters are silent, deadly, and reliable.

Valkyrie Blaster Rifle | Ranged

Value: 550 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 5-13 Inches

Bonus: Inflict Burn | Crit: 2x Damage

This refined weapon fires a focused beam of energy, vaporizing anything unlucky enough to stand in its path.

Valkyrie Turboblaster | Ranged

Value: 575 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 2-10 Inches

Bonus: -1 to hit, Inflict Burn | Crit: 2x Damage

A rapid-fire energy cannon that spits an unrelenting stream of laser fire. It overheats fast, but by then, the job is done.

Valkyrie Tri-Shot Laser Cannon | Ranged

Value: 600 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 0-5 Inches

Bonus: +1 to hit, Inflict Burn | Crit: 2x Damage, Inflict Stagger 2

Three beams fire in unison, cutting down anything unfortunate enough to be in range. Short, brutal, and beautifully efficient.

Valkyrie Precision Laser | Ranged

Value: 625 Credits | Tech: 2

Damage: 2D8 + Tech | Effective Range: 5-15 Inches

Bonus: Inflict Burn | Crit: 2x Damage

Pinpoint accuracy with a beam so fast, the target never sees it coming. One shot, no second chances.

Valkyrie Gatling Laser | Ranged

Value: 700 Credits | Tech: 2

Damage: 4D4 + Tech | Effective Range: 2-9 Inches

Bonus: -2 to hit, Inflict Burn | Crit: 2x Damage, Inflict Fear

The battlefield turns to dust as a relentless storm of energy beams shred through cover, armor, and morale.

Valkyrie Reflex Sight | Ranged Upgrade

Value: 250 Credits | Tech: 0

Bonus: -3 Minimum Effective Range

A low-profile holographic sight for fast, precise aiming. Keep your target in sight, and let your trigger finger do the rest.

Valkyrie Telescopic Sight | Ranged Upgrade

Value: 250 Credits | Tech: 0

Bonus: +3 Maximum Effective Range

A high-magnification scope designed for extreme accuracy at long range. Find your mark, steady, and pull the trigger.

Valkyrie Protective Goggles | Unit Upgrade

Value: 250 Credits | Tech: 0

+25% Resistance to Burn

Tinted lenses reinforced against intense light and heat. Perfect for those who prefer their fights bathed in fire and plasma.



aco-lite

PLASMA & PLASMA PRODUCTS

Aco-Lite Plasma Grenade | Explosive

Value: 125 Credits | Tech: 2

Blast Radius: 3D4 | Effective Range: 0-10 Inches

Bonus: Inflict Arc 1

A compact, steel-cased sphere that erupts into a storm of emerald lightning, jumping between unlucky targets.

Aco-Lite Bioelectric Bandages | Consumable

Value: 125 Credits | Tech: 2

Heal 2D6 + Tech Health Points

Woven with conductive fibers, these sterile green bandages pulse with controlled plasma surges, jumpstarting the body's natural healing.

Aco-Lite Lightning Hook | Melee

Value: 450 Credits | Tech: 2

Damage: 1D6 + Tech | Effective Range: 0-2 Inches

Bonus: Inflict Arc 1 | Crit: 2x Damage, Inflict Stun

A hooked, glimmering blade charged with unstable plasma. One swing delivers a shocking lesson in pain.

Aco-Lite Lightning Axe | Melee

Value: 650 Credits | Tech: 2

Damage: 1D8 + Tech | Effective Range: 0-2 Inches

Bonus: Inflict Arc 2 | Crit: 2x Damage, Inflict Bleed

A two-handed greataxe with a volatile cutting edge. One hit carves deep, the second leaves a charred mess.

Aco-Lite Plasma Caster | Ranged

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 3-7 Inches

Bonus: Inflict Arc 1 | Crit: 2x Damage, Inflict Stun

A sleek plasma pistol, compact and efficient. It spits superheated plasma with enough force to light up a room.

Aco-Lite Plasma Caster Rifle | Ranged

Value: 550 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 6-12 Inches

Bonus: Inflict Arc 1 | Crit: 2x Damage, Inflict Stun

Designed for efficiency, this plasma rifle launches focused beams of emerald energy, searing through armor with ease.

Aco-Lite Plasma Repeater | Ranged

Value: 575 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 3-9 Inches

Bonus: -1 to hit, Inflict Arc 1 | Crit: 2x Damage, Inflict Stun

An elegant plasma rifle with a old-school Vutharan flair. Hold the trigger to release a rapid barrage of green plasma.

Aco-Lite Plasma Boomcaster | Ranged

Value: 600 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 0-4 Inches

Bonus: +1 to hit, Inflict Arc 1 | Crit: 2x Damage, Inflict Stagger 2

A heavy weapon with a steel frame and a gaping black maw, unleashing devastating blasts of blinding green plasma.

Aco-Lite Plasma Streamcaster | Ranged

Value: 625 Credits | Tech: 2

Damage: 2D8 + Tech | Effective Range: 6-14 Inches

Bonus: Inflict Arc 1 | Crit: 2x Damage, Inflict Stun

A high-energy plasma beam rifle. Cuts through metal, flesh, and bad decisions with the same efficiency.

Aco-Lite Plasma Multicaster | Ranged

Value: 700 Credits | Tech: 2

Damage: 4D4 + Tech | Effective Range: 3-8 Inches

Bonus: -2 to hit, Inflict Arc 2 | Crit: 2x Damage, Inflict Fear

A high-output plasma barrage system. Loud, unstable, and utterly devastating when you need an entire squad erased.

Aco-Lite Plasma Compression Coil | Ranged Upgrade

Value: 250 Credits | Tech: 2

Bonus: +15% chance to Inflict Arc, Aco-Lite weapons only

A compact device that intensifies plasma conductivity, ensuring every shot carries a little extra charge.

Aco-Lite Insulated Rubber Gloves | Unit Upgrade

Value: 250 Credits | Tech: 2

+25% Resistance to Arc

Heavy-duty, black rubber gloves, reinforced with riveted copper cuffs, built to handle high-voltage plasma.

Chimera kinetics

Kinetic Booster | Consumable

Value: 125 Credits | Tech: 2

This Unit gains double movement speed until the end of its next Turn

A glowing purple vial of hyperactive nanites, flooding the bloodstream with enhanced speed and reflexes.

Chimera Infused Nanite Drip | Consumable

Value: 125 Credits | Tech: 2

Heal 2D6 + Tech Health Points and removes Radiation

A dense violet serum that seeps into the skin, repairing tissue at the molecular level with a pulsing, organic rhythm.

Chimera Phase Dagger | Melee

Value: 350 Credits | Tech: 2

Damage: 2D4 + Tech | Effective Range: 0-1 Inches

Bonus: Inflict Radiation | Crit: 3x Damage, Inflict Bleed 1

A sleek purple blade lined with shifting white veins. It vibrates through armor as if it were water.

Chimera Phase Katana | Melee

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 0-2 Inches

Bonus: Inflict Radiation | Crit: 2x Damage, Inflict Bleed 2

A long, elegant sword with a living edge that hums with a subtle purple energy. It slices through steel as if it were paper.

Chimera Phase Pistol | Ranged

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 3-7 Inches

Bonus: Inflict Radiation | Crit: 2x Damage

A sleek, white sidearm that fires shifting purple projectiles. No cover is safe when the shot phases straight through.

Chimera Charge Rifle | Ranged

Value: 550 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 6-12 Inches

Bonus: Inflict Radiation | Crit: 2x Damage

A long-barreled rifle with a synthetic bone finish. Its pulsing rounds dissolve into flesh and reappear deeper inside.

Chimera Kinetic Phasebow | Ranged

Value: 575 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 5-12 Inches

Bonus: Inflict Radiation | Crit: 2x Damage, Inflict Stun

A composite bone crossbow, drawing energy from living sinews. Its bolts flicker between dimensions before striking.

Chimera Phase Carbine | Ranged

Value: 575 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 3-9 Inches

Bonus: Inflict Radiation | Crit: 2x Damage

An automatic weapon lined with shifting purple tendrils. It delivers a storm of rounds that ignore nonorganic barriers.

Chimera Phase Lobber | Ranged

Value: 600 Credits | Tech: 2

Damage: 3D4 + Tech | Effective Range: 0-4 Inches

Bonus: +1 to hit, Inflict Radiation | Crit: 2x Damage, Inflict Stagger 2

A launcher that expels pulsing, unstable orbs. They shimmer in and out of existence before detonating inside their target.

Chimera Phase Lance | Ranged

Value: 625 Credits | Tech: 2

Damage: 2D8 + Tech | Effective Range: 6-14 Inches

Bonus: Inflict Radiation | Crit: 2x Damage

A precision rifle with an elongated frame. Its violet beam does not impact a target, it reappears on the other side.

Chimera Twin Bolts | Ranged Upgrade

Value: 450 Credits | Tech: 2

Bonus: +1 to hit, + Tech (adds additional Tech Damage), Crossbows Only

Sleek bolts lined with organic barbs. They slip through armor and refuse to be removed without causing further damage.

Chimera Bio-Alloy Weave | Unit Upgrade

Value: 250 Credits | Tech: 2

+25% Resistance to Radiation

A flexible mesh of white polymer and shifting tissue. It reacts to toxins before they can reach the bloodstream.

V. Game Modes | 27.1

Dystopian Sky offers a variety of Game Modes, each designed to challenge different playstyles and strategies. Whether you prefer objective-based gameplay, environmental hazards, or all-out skirmishes, there's a mode to suit every Crew. Some modes emphasize tactics, while others focus on survival and raw combat ability. Choose the Game Mode that fits your playstyle and adapt your strategy to claim victory.

In all Game Modes, each Crew is awarded 1 XP for each of its Units that participate in the match, as well as 1 XP for each Enemy Unit it has Downed. Some Game Modes offer additional ways to gain XP. At the end of the game, a Crew is awarded 25 Credits for each Experience Point gained that match.

Contamination | 27.2

Contamination adds environmental hazards and strategic depth to your battles, forcing Crews to keep moving to survive the toxic fallout.

- Before the game begins, divide your Skirmish Map into four equal Sectors, labeled 1 through 4. Use terrain features, tape, or markers to clearly define the boundaries.
- Each Crew starts at opposite corners of the map with Line of Sight blocked from all other Crews.
- A Unit is awarded 1 Experience Point and 25 Credits each time it Downs an enemy, as well as an additional 25 Credits at the end of a match, just for participating.
- At the beginning of each round, starting on the second round, a D4 is rolled to choose a sector number. Any Units that end their Turn inside the contaminated Sector are Inflicted with Radiation.
- When all Units of a Crew are Downed, that player loses the game. The winner of the match is the last Crew standing.

Deathmatch | 27.3

Deathmatch is the standard game mode, where Crews fight against each other in a free-for-all battle. The focus is on aggressive gameplay and quick eliminations.

- Each Crew starts at opposite corners of the map with Line of Sight blocked from all other Crews.
- When all Units of a Crew are Downed, that player loses the game. The winner of the match is the last Crew standing.

Dropship | 27.4

In this mode, each player only selects one Unit to deploy at a time, swapping out Units when they are Downed.

- Each player selects one Unit from their Crew to begin in-play.
- Each time a Unit is Downed, its controller chooses another Unit from their Crew to replace it.
- You can choose to drop in your replacement Unit to any location on the map within 9 inches of your Downed Unit.

- Each Crew starts at opposite corners of the map with Line of Sight blocked from all other Crews.
- When all Units of a Crew are Downed, that player loses the game.
- The winner of the match is the last Crew standing.

Duos | 27.5

Duos speeds up the pace with each player controlling only two Units. The focus is on rapid decision-making and careful coordination between Units.

- Each player selects only two Units from their Crew to battle.
- Each Crew starts at opposite corners of the map with Line of Sight blocked from all other Crews.
- When all Units of a Crew are Downed, that player loses the game. The winner of the match is the last Crew standing.

Salvage | 27.6

Salvage emphasizes the balance between attacking to seize Loot and defending your own. It introduces teamwork, strategic planning, and dynamic action to Dystopian Sky.

- Before the game begins, designate objects such as tokens or models as Loot. Mark areas on the map as Salvage Zones, one for each Crew. These zones should be roughly equal in size and provide some cover.
- A Unit can capture Loot by moving into the enemy Salvage Zone and spending 1 Action to pick it up.
- A Unit carrying Loot moves at half-speed and cannot Sprint or use Skills. If the Loot Carrier is Downed or Disarmed, the Loot is dropped in their current location.
- A Unit is awarded 1 additional Experience Point and 50 Credits each time it Downs a Loot Carrier.
- A Loot Carrier must return the Loot to their own Salvage Zone to score. Each time a Crew scores, the Skirmish Map and all Units are reset, including HP and Status Effects.
- The first Crew to capture the enemy Loot and return it to their own Salvage Zone three times wins the game.

VI. Miscellaneous Glossary | 28

A

Activated Skills

Skills that a Unit can use during its Turn by spending Actions.

Actions

Units receive two Actions at the start of each Turn. Actions are spent to perform various Game Actions, such as attacking or using an Activated Skill.

Affiliations

The four groups that players can choose to play as in Dystopian Sky: Skirmish.

Agility

Determines a Unit's movement range, Turn Order, and ability to avoid attacks. Agility also contributes to Base Resistance against Status Effects.

Alliance of Earth Nations (AEN)

One of the four playable Affiliations in Dystopian Sky: Skirmish. The AEN represents the remnants of humanity, forced from Earth after its destruction.

Arc

A Status Effect that causes electrical damage to jump to a nearby enemy, dealing 1 D6 damage.

B

Backgrounds

Backstories that players choose for their Units to further customize them, each with its own Stat modifications.

Blast Radius

The area affected by an Explosive. Damage is reduced by 1 die for every inch away from the blast center.

Bleed

A Status Effect that causes a Unit to take 1 HP of damage at the start of its Turn for each instance of Bleed Inflicted. Can be removed by healing or Resting.

Bonus Skill

Each Unit starts with one free Skill determined by their Affiliation.

Brawn

Helps determine a Unit's starting Health Points, Melee effectiveness, and how far they can Push enemy Units.

Burn

A Status Effect that causes a Unit to take 1 D6 damage at the beginning of its next three Turns.

Bounty System

Bounties allow lower-leveled Crews to secretly mark enemy Units before the match begins, earning double XP when those Units are Downed, helping them catch up in Experience Points.

C

Captain

The leader of a Crew. A Captain starts at Level 2 and typically has stronger stats or Skills.

Consciousness Relay

One of the four playable Affiliations in Dystopian Sky: Skirmish. The Consciousness Relay is a hive mind of cybernetic lifeforms.

Consumable

A Unit can use a consumable item from its inventory by spending 1 Action, but destroying the item in the process.

Cover

Partial Cover (less than 50%) grants the Unit a +1 bonus to Agility when being targeted for an attack. Full Cover (more than 50%) grants the Unit a +2 bonus to Agility when being targeted for an attack.

Credits

Currency used to purchase gear and items for Units.

Crew

A team of four unique Units controlled by a player. A Crew's composition affects strategy, strengths, and weaknesses.

Crew Level

The combined total of all Unit levels on a player's team, used to determine Bounty eligibility and balance scaling.

Crew Roster

A sheet used to track a Crew's stats, Resistances, Backgrounds, Trauma, Skills, XP, and equipment.

Critical Fail

Occurs when a player rolls a 1 on an attack roll. The attacking Unit is Inflicted with Disarm and suffers damage equal to its relevant weapon skill.

Critical Hit

Occurs when a player rolls a 20 on an attack roll. Damage is calculated using double the normal amount of dice.

D

D4, D6, D8, D10, D12, D20, D100

Different types of dice used in the game. "D" stands for "die," followed by the number of sides on the die.

Damaged Stats

Temporary injuries that reduce a Unit's skills, such as Brawn or Focus, until the end of the match.

Defend

A Game Action that grants a Unit +2 to Agility until its next Turn.

Disarm

A Status Effect that prevents a Unit from attacking with a weapon. A Unit can become Disarmed if it critically fails an attack or is hit by an attack that Inflicts Disarm.

Downed

When a Unit's HP reaches zero. Downed Units roll for Trauma and are then removed from the game.

E

Effective Range

The maximum distance at which a weapon can be used effectively.

Experience Points (XP)

Earned by Units for achieving certain Game Objectives in a match. Experience Points allow Units to Level Up.

Explosive

Weapons such as Grenades or Molotov Cocktails, which can be thrown at a distance and Inflict damage over an area.

F

Fear

A Unit Inflicted with Fear cannot move toward the Unit that Inflicted it until the end of its next Turn. If the Unit attacks, it cannot target the Unit that Inflicted Fear and must choose another target if able.

Focus

Determines a Unit's accuracy, Resistance to Status Effects, and effectiveness with certain skills.

G

Gallant Station

The largest space station ever constructed by the AEN, now controlled by the Gauti Syndicate.

Game Objective

Goals that players can complete during a match to earn additional Experience Points.

Gauti Syndicate

One of the four playable Affiliations in Dystopian Sky: Skirmish. The Gauti Syndicate is a crime organization that operates through violence, Fear, and manipulation.

Grenade

An Explosive with a Blast Radius that deals damage based on a roll of multiple D6s.

H

Health Points (HP)

Represents how much damage a Unit can withstand before becoming Downed.

High Ground

A Unit attacking from two inches or more above its target gains +2 to Focus when making Ranged attacks.

House Rules

Custom rules that players can create to clarify or modify the existing rules.

L

Level Up

When a Unit gains enough Experience Points to advance to the next level.

Line of Sight

A clear path between an attacker and their target, unobstructed by terrain or other Units.

M

Melee

A weapon used in close combat, such as a sword or an axe.

Molotov Cocktail

An Explosive with a Blast Radius of 3 D4 that Inflicts the Burn Status Effect on impact.

Move

A Unit can move up to its Agility in inches. This is a free Action and does not cost an Action.

O

Othena

Ancient Earth was known to the Vutharans as Othena. It had a catastrophic planetary collision with the Old Vuthara, absorbing its oceans and rendering it a wasteland.

P

Passive Skills

Skills that provide ongoing or triggered effects without needing to be activated.

Phase

A Turn consists of four Phases, one for each Unit in a player's Crew.

Push

A Unit can spend 1 Action to Inflict Stagger 2 on an enemy Unit. A Unit Inflicted with Stagger 2 is moved 2 inches directly away from the attacker.

R

Radiation

A Unit suffering Radiation loses 1 D8 Health Points at the end of its turn. At the end of each of its subsequent turns, the Unit must attempt to Resist Radiation. If it fails, it loses 1 D8 Health Points again. Radiation is removed once the Unit successfully Resists it.

Ranged

A weapon used in long-distance combat, such as a pistol or a rifle.

Reaction

A special Action a Unit can take immediately after being attacked. A Unit can either attack back or move up to 3 inches. Reactions do not cost an Action.

Ready

A Game Action that grants a Unit +2 to all attack rolls until its next Turn.

Resistances

A Unit's ability to reduce the chance of being Inflicted with a Status Effect. Base Resistance is calculated as Agility $\times$ 2 plus Focus.

Rest

A Game Action that allows a Unit to heal 1 D6 plus its Tech in Health Points.

S

Salvage Zone

Designated areas on the map where players try to return loot in the Salvage game mode.

Sector

One of four equal areas on the Skirmish Map, marked 1–4 with Terrain, tape, or markers. Used for starting locations, objectives, and game effects.

Skirmish Map

A physical representation of the game's environment, including terrain pieces, where battles take place.

Skill Points (SP)

Units receive Skill Points when they Level Up. Skill Points are used to purchase Skills.

Sprint

A Game Action that allows a Unit to move an additional distance.

Stagger

A Unit Inflicted with Stagger X is moved directly away from the attacker by a distance equal to the value of X in inches. For example, Stagger 3 moves the Unit 3 inches directly away from the attacker.

Stats

Stats in Dystopian Sky, including Agility, Brawn, Focus, and Tech, determine a Unit's Health Points, combat effectiveness, Resistances, and movement range.

Status Effect

A temporary condition that affects a Unit's Skills or Stats.

Stun

A Unit Inflicted with Stun is unable to react to the attack that Inflicted it.

T

Target

A target is a Unit or location chosen to be the recipient of an attack, skill, or effect. Players choose a target when attacking, using Ranged weapons, or deploying explosives, and some skills also require choosing a target.

Tech

Determines a Unit's ability to use advanced weapons, items, and Skills. A higher Tech Stat improves the effectiveness of Tech weapons and certain consumables.

Tech Requirement

A Unit's Tech Skill must meet or exceed the Tech Requirement of a weapon or item in order to wield it.

Tech Weapons

Weapons that require a specific Tech Stat to wield and can be upgraded.

Terrain

Terrain represents the game's environment. It's used to create dynamic and interesting scenarios for tactical battles, and can be purchased or created using materials like cardboard or foam, or even everyday items.

Trauma

Lasting consequences that a Unit can suffer after being Downed in combat.

U

Unit

A single character or entity within a player's Crew. Each Crew is composed of four unique Units.

Upgrade

Tech weapons can be upgraded by paying their current Value to the Armory, which increases the weapon's Damage Die, Tech Requirement and Value. Some weapons cannot be upgraded, while others can be modified with Attachments such as scopes.

V

Value

Value represents the cost of an item or weapon in Credits. The Value of Tech Weapons increases as they are upgraded.

Vuthara

Vuthara is the original homeworld of the Vutharan Empire, known to humans today as Mars, and was the site of an ancient civilization that relocated to New Vuthara after a planetary collision.

Vutharan Empire

One of the four playable Affiliations in Dystopian Sky: Skirmish.

Captain Name Your Captain starts at level 2 .

Level

Skill Points

Health

Rake Roundhouse

02

00

32*

Affiliation Determines starting Stats.

Agility

Brawn

Focus

Tech

The Alliance of Earth Nations

15*

01*

03

02*

Background & Trauma

Corporate Spy

Stats: +1 Tech, +1 Agility, -2 Brawn, -1 HP

Resistances: +5% Fear, +5% Radiation, -5% Burn, -5% Bleed

A master of infiltration and technology, operates in the shadows to steal secrets and forbidden knowledge.

The Background modifies this Unit's Stats, allowing you to further customize it to its role.
Trauma would be listed here, further modifying this Unit's Stats.

Resistances

Base Resistance: 48%*

Arc: 48%

Bleed: 43%*

Burn: 43%*

Disarm: 48%

Fear: 53%*

Radiation: 53%*

Stagger: 48%

Stun: 48%

These numbers are your chance to Resist Status Effects.

Activated & Passive Skills

Human Resilience | Bonus Skill

Passive: This Unit gains +15% to Base Resistance.

Practice Makes Perfect | 2 Skill Points

Passive: When this Unit fails an attack roll, it gets +2 to its next attack roll this turn.

Jump Jets | 2 Skill Points

1 Action: This Unit moves up to 6 inches in any direction, ignoring height differences, gaps, and terrain, but not walls.

Activated Skills are additional actions your Unit can take during its turn. For example, this Unit can use 'Jump Jets' during its turn for 1 action.

Passive Skills are always in effect. Some can trigger, even on another player's turn. For example, this Unit has 'Human Resilience', which always grants +15% Base Resistance. It also has 'Practice Makes Perfect', which triggers when the Unit fails an attack roll.

Loadout

Valkyrie Blaster Pistol | Ranged

Value: 500 Credits | Tech: 2

Damage: 2D6 + Tech | Effective Range: 2-8 Inches

Bonus: Inflict Burn | Crit: 2x Damage

A sleek, high-energy sidearm built for precision. The Valkyrie line of blasters are silent, deadly, and reliable.

Your Loadout determines which Items this Unit can use during its turn. This Unit's Weapon determines its Effective Range and damage when it makes an attack.



Unit Name

Din Gorgon

Level

01

Skill Points

00

Health

32*

Affiliation

Vutharan Empire

Agility

13*

Brawn

02*

Focus

04*

Tech

03

Background & Trauma

Gallant Station Street Vendor

Stats: +1 Agility, +1 Focus, -1 Brawn, +4 HP

Resistances: +10% Disarm, -5% Bleed, -5% Stagger

The Gallant Station street vendor uses street smarts to survive in the station's bustling marketplace.

Resistances

Base Resistance: 30%

Arc: 30%

Bleed: 25%*

Burn: 30%

Disarm: 40%*

Fear: 30%

Radiation: 30%

Stagger: 25%*

Stun: 30%

Activated & Passive Skills

Battle Clarity | Bonus Skill

Passive: This Unit gets 1 additional Action during its first turn each game.

Headshot | 1 Skill Point

2 Actions: Attack target Unit with a Weapon for an automatic Critical Hit. The target must be within your Effective Range. This Skill can only be used once per game.

Eagle Eye | 1 Skill Points

Passive: This Unit gains +4 inches to maximum Effective Range with all Ranged weapons.

Loadout

Double-Barrel Shotgun | Ranged

Value: 200 Credits | Tech: 0

Damage: 2D4 | Effective Range: 0-4 Inches

Bonus: +1 to hit | Crit: 2x Damage, Inflict Stagger 2

Two shells of absolute devastation. Fire, reload, repeat. Just hope there's something left to reload for.



Unit Name

Rickie Holohand

Level

01

Skill Points

00

Health

33*

Affiliation

Gauti Syndicate

Agility

13*

Brawn

06*

Focus

00*

Tech

02

Background & Trauma

Bounty Hunter

Stats: +1 Brawn, +1 Agility, -2 Focus, +1 HP

Resistances: +10% Disarm, -5% Arc, -5% Fear

A relentless pursuer driven by profit, skilled in tracking and combat but often blinded by their singular focus.

Resistances

Base Resistance: 26%

Arc: 21%*

Bleed: 26%

Burn: 26%

Disarm: 36%*

Fear: 21%*

Radiation: 26%

Stagger: 26%

Stun: 26%

Activated & Passive Skills

Modded | Bonus Skill

Passive: This Unit gains your choice of +1 to any one Stat and -1 to any other Stat. (-1 Agility, +1 Brawn)

Lunge | 1 Skill Point

1 Action: This Unit moves directly to a Target Unit within 4 inches and performs an attack with a Melee Weapon.

Snag | 2 Skill Points

1 Action: Immediately move target Unit within 6 inches directly to this Unit.

Loadout

Sledge | Melee

Value: 200 Credits | Tech: 0

Damage: 1D8 | Effective Range: 0-2 Inches

Bonus: Inflict Stagger 1 | Crit: 2x Damage, Inflict Disarm

A heavy hammer built for breaking more than just stone. Swing hard, and there won't be anything left standing.



Unit Name

Omni Informationist

Level

01

Skill Points

00

Health

23*

Affiliation

The Consciousness Relay

Agility

14*

Brawn

00*

Focus

05*

Tech

03

Background & Trauma

Gallant Station Pickpocket

Stats: +1 Agility, +1 Focus, -1 Brawn, -5 HP

Resistances: +10% Fear, -5% Bleed, -5% Radiation

The Gallant Station pickpocket, a product of the station's underbelly, relies on dexterity and evasion to survive.

Resistances

Base Resistance: 33%

Arc: 33%

Bleed: 28%*

Burn: 33%

Disarm: 33%

Fear: 43%*

Radiation: 28%*

Stagger: 33%

Stun: 33%

Activated & Passive Skills

Robotic Precision | Bonus Skill

Passive: This Unit gains +1 to all attack rolls.

Snipe | 1 Skill Point

2 Actions: Attack target enemy with a Ranged Weapon. This attack gains x2 to Effective Range.

Loadout

Cobalt Pistol | Ranged

Value: 250 Credits | Tech: 1

Damage: 1D6 + Tech | Effective Range: 3-7 Inches

Bonus: Inflict Bleed 1 | Crit: 2x Damage, Inflict Bleed 1

*A compact sidearm with a chromed cobalt finish. A reliable sidearm for those who value precision and stopping power.***Blu Basics™ Med Kit | Consumable**

Value: 100 Credits | Tech: 1

Heal 1D6 + Tech Health Points and removes Bleed

A collection of bandages and painkillers, all in that signature cobalt blue. A reliable way to patch yourself up with the quality you'd expect from the Blu Basics™ collection.



Crew Name

The Aetherdream

Crew Level

05

Crew Inventory

Excess items not currently in a Unit's Loadout are stored here in the Crew Inventory. They can be transferred into a Unit's Loadout any time between games.

Credits

00

Crew XP

00

XP Tracker

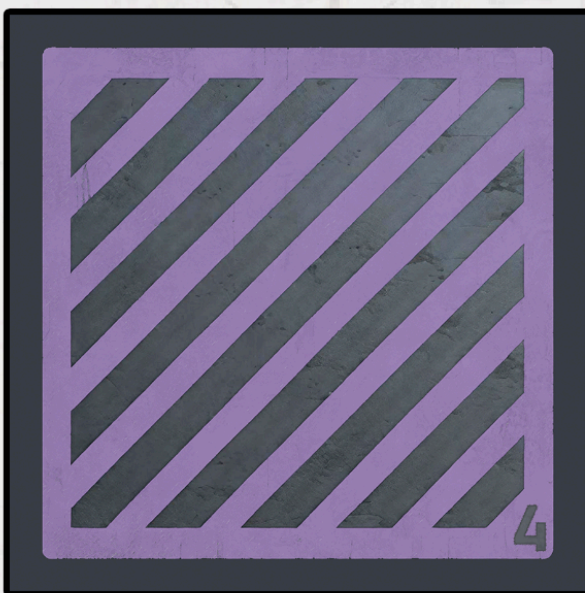
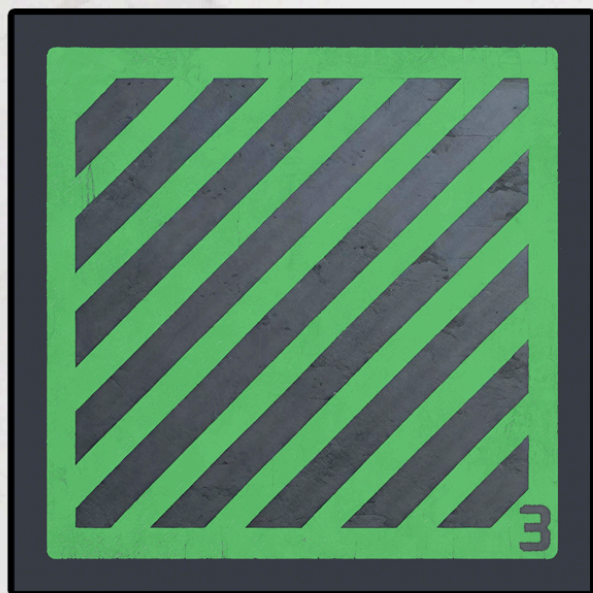
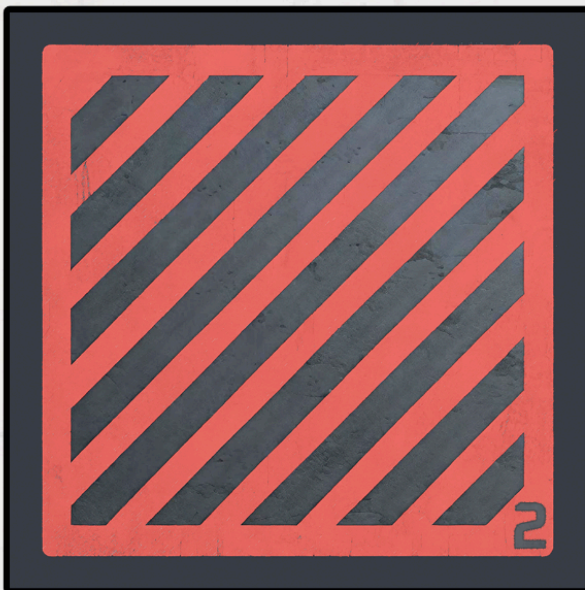
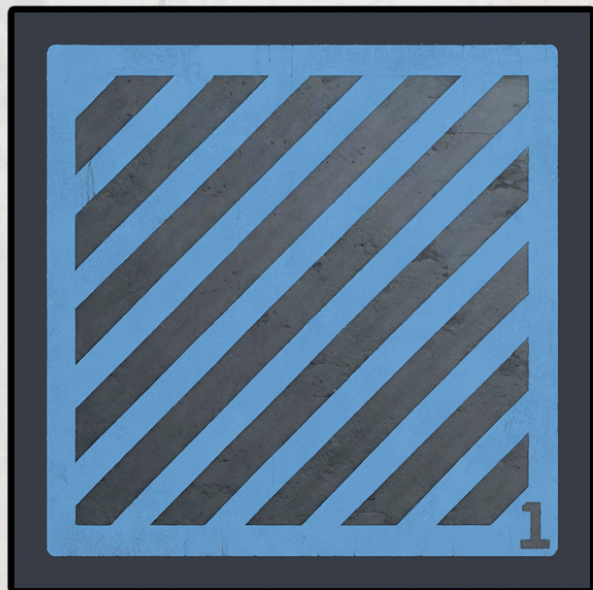
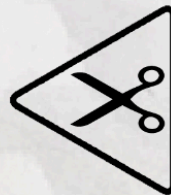
Use tally marks to track XP here. After each game, count them, add the total to your Crew XP, then erase the marks.



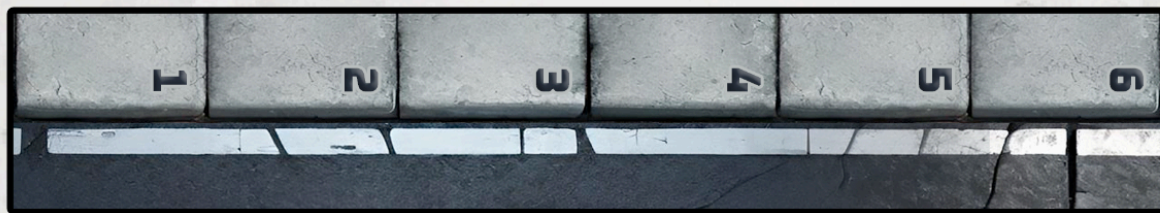


Instructions

1. Print this page onto a full-sheet adhesive label paper.
2. Affix the printed sheet to a piece of foam board or chip board for added durability.
3. Using a sharp hobby knife or box cutter, carefully cut out each item. Use a metal ruler as a straightedge to ensure clean cuts.



Starting Zones



Mini Rulers

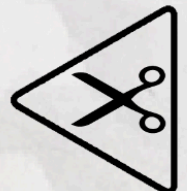


10 Inch Rulers



Instructions

1. Print this page onto a full-sheet adhesive label paper.
2. Affix the printed sheet to a piece of foam board or chip board for added durability.
3. Using a sharp hobby knife or box cutter, carefully cut out each item. Use a metal ruler as a straightedge to ensure clean cuts.



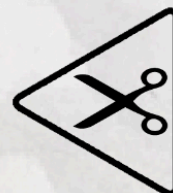


Status Markers



Instructions

1. Print this page onto a full-sheet adhesive label paper.
2. Affix the printed sheet to a piece of foam board or chip board for added durability.
3. Using a sharp hobby knife or box cutter, carefully cut out each item. Use a metal ruler as a straightedge to ensure clean cuts.



Changelog For Core Rulebook Update 2025.2.2 | 39

Since the last update, I have been in the thick of playtesting Dystopian Sky. I've dedicated countless hours to running games, gathering feedback, and carefully analyzing every aspect of the rulebook. The process has been intense, but I believe it was worth it. I've improved and refined almost every part of the game, including rule clarifications and balance adjustments, as well as adding over 50 new Activated and Passive Skills. It's been a busy few months full of testing countless iterations, all to make Dystopian Sky: Skirmish the best possible experience.

Major System Overhauls

Complete Crew Roster System Overhaul

- Credits, Items, and XP are now managed at the Crew level, rather than tracked individually for each Unit.
- Items purchased from the Armory are placed in a shared Crew Inventory, and can be freely assigned to Unit Loadouts between matches.
- Experience Points are stored in a shared Crew XP Pool. You can level up any Unit by spending XP equal to 5 plus that Unit's current level.
- Crews now earn Credits at the end of each match based on total XP gained: 25 Credits per XP, resulting in slightly higher Credit rewards overall.
- All Crew Roster sheets were redesigned from the ground up to support the new system and to reduce ink use for printing.

Health Scaling Rebalance – Brawn and HP Adjustment

- During Crew creation, Health Points (HP) are still calculated using the formula: Agility $\times$ 2, plus Brawn.
- However, when a Unit levels up, it no longer gains HP based on Brawn. Instead, a Unit now gains HP equal to its new Level each time it levels up.
- This change addresses a balance issue where Brawn-heavy Units were significantly outperforming Focus-based Units in durability.

Status Effect Rework

- Poison has been fully removed from the game and replaced with Radiation, a new effect that functions similarly to Burn but activates at the end of each affected Unit's turn.
- Burn no longer expires after 3 turns. It now remains active until the Unit successfully Resists it.
- Arc, Bleed, and Stagger effects can now stack in multiple instances, with each additional instance increasing the effect.
- Disarm can now be Resisted when triggered by a Critical Fail.
- Fear now prevents the affected Unit from moving toward or targeting the Unit that inflicted the effect.
- Several effects, including Stun, now explicitly state that the effect is removed only after it resolves, ensuring clarity in timing and interactions.

Skills Expansion

- The total number of both Activated and Passive Skills has been doubled, offering more opportunities for Crew specialization and strategic variety.
- Several existing Skills have been revised for improved balance and combo potential.
- This major expansion opens the door for more diverse playstyles, with balance adjustments expected in future updates based on playtest data.

New Bounty System Added

- Designed to help under-leveled Crews stay competitive in battle.
- Before a match begins, compare the Crew Level of both teams. For each opposing Crew with a higher level than yours, you can place one Bounty.
- If your Crew downs a Unit that has a Bounty placed on it, you gain bonus XP, giving lower-leveled teams a chance to catch up over time.

Gameplay & Rule Adjustments

Vutharan Empire

- Assigned Battle Clarity as its new Bonus Skill, replacing the previous option.

Gauti Syndicate

- The Modded Bonus Skill has been reworded. It no longer grants Trauma; it now provides a direct stat change.

Consciousness Relay

- The Robotic Precision Bonus Skill has been simplified. It now grants a flat +1 bonus to all attacks.

Explosive Weapon Rework

- Explosive attacks now automatically hit the target area, but the blast scatters 1 D4 inches toward the attacker along line of sight.
- A roll of 4 indicates a direct hit on the target location.

Dagger Damage Adjusted

- All Daggers have been nerfed to deal 1 D4 damage, rather than 1 D6.
- Daggers deal $\times 3$ damage on Critical Hit, rather than $\times 2$. Before this update, Upgraded daggers were much too powerful. This change restores the intended balance for close-combat encounters.

Effective Range Simplified

- Units still suffer a -1 penalty to hit for every inch beyond their weapon's Effective Range.
- However, damage is no longer reduced due to range. This makes long-range attacks more reliable and easier to track.

Turn Order Revision

- Players still roll a D20 and add their Captain's Agility stat.
- The winner now chooses whether to go first or go last in turn order.
- The player who chooses to go last also gains the advantage of selecting their starting zone first.
- This system was introduced based on playtest feedback and creates meaningful strategic choices before the match begins.

Cleanup Phase Introduced

- A new Cleanup Phase has been added at the beginning of each Unit's Turn Phase.
- During this phase, apply any "start of turn" effects and remove any expired markers or tokens from the map.
- If multiple effects trigger simultaneously, the active player chooses the order in which they resolve.
- This step improves clarity and helps prevent missed or out-of-sequence effects.

Ambush Action Removed

- The Ambush game action has been removed from the standard rules.

Falling Damage Adjusted

- Units no longer suffer the Disarm status effect when falling 4 or more inches.
- This change was made to avoid punishing Units twice for a single mistake.

Cover System Clarified

- Partial Cover now refers to any situation where a Unit is less than 50% obscured by terrain.
- Full Cover is defined as a Unit being 50% or more obscured, while still within Line of Sight.
- A visual reference for Cover has been added to the bottom of page 11.

Narrative & Thematic Revisions

Mechanic Background Update

- The Mechanic Background now grants an additional +1 to Tech and a -1 penalty to Focus, resulting in a total of +3 Tech and -3 Focus.
- This change strengthens the Mechanic's identity and encourages more specialized builds.

Trauma Table Renaming

- Severed Arm has been renamed to Muscle Spasms.
- Severed Leg has been renamed to Phantom Limb Pain.
- Cybernetic Upgrade has been renamed to Breakthrough.
- The mechanical effects of each Trauma remain the same, but the new names provide a stronger thematic fit within the world of Dystopian Sky.

Branding Update

- The faction formerly known as Blue Imp has been renamed to Blu Imp.
- The associated logo has been refined to better reflect the faction's sleek and futuristic tone.

Terminology Updated: Status Markers

- The term "Status Effect Markers" has been changed to "Status Markers" throughout the rulebook.

Added Multi-Use Marker

- A new Multi-Use Marker has been added to page 12. It can be used to represent marked locations, temporary effects, or other custom map elements during matches.

Player Aids

Printable Tools

- Three pages of printable player aids have been added to the back of the rulebook, following the Example Crew Roster. These include:
 - Starting Zones for quick match setup
 - Rulers for measuring movement and ranges
 - Status Markers for printing and cutting out tokens
 - These tools support faster setup and smoother gameplay at the table.

Rulebook Updates & Clarifications

Optional RPG System Removed

- The optional roleplaying system has been removed from the core rulebook to avoid confusion for new players learning the core mechanics.
- It will remain available as a free download in the Homebrew section of DystopianSky.net for those who wish to include narrative elements or campaign play.

Adjustments

- The Resistance system rules have been relocated to the Understanding Stats section of page 7 for better placement.
- A new subsection titled "Your Crew, Your Style" (Section 7.8) explains that players can use any 28mm miniatures to represent their Units.
- Added a new "The Basics" section to page 9 in order to clearly outline what this chapter covers and how it introduces new players to core mechanics.
- A new section was added to page 27 in order to explain how Credits are earned at the end of each match, tying it into the Crew XP and reward systems.

Glossary Expansion

- Several new terms were added to the Glossary.
- Existing entries were revised to reflect updated terminology and gameplay mechanics.

Status Marker Visuals Added

- Each Status Effect on page 12 now includes a visual aid showing the correct Status Marker, helping players easily identify effects during gameplay.

Updated Example Crew Roster

- A new, fully-updated Example Crew Roster has been created using the revised rules.
- This roster includes red instructional notes to help new players learn the system and track Crew XP, Credits, Loadouts, and more.

Name Generator Relocation

- All Name Generators have been moved to the end of their respective Affiliation pages, allowing faster access and cleaner formatting.

Added Changelog

- A dedicated Changelog section has now been included at the back of the rulebook, following the Glossary.
- This allows returning players to quickly reference what has changed between versions without interrupting the learning experience for new players.
- The Changelog will continue to be updated in future editions to track all major rule and content updates.

A Note from the Author: The Journey Behind Dystopian Sky | 41

I created Dystopian Sky because I wanted to introduce tabletop gaming to my kids in a way that would not overwhelm them. I have always loved games and wanted to create something easy to pick up but with enough depth for those who enjoy strategy. It all started when my boys got into Dungeons & Dragons. I would write stories and DM for them, but it was just so much work. Looking for an easier alternative, I turned to wargaming, but everything I found was too complicated. I decided to come up with my own rules, just to get the ball rolling and get some games in with the kids. What I had was pretty basic, but it worked. Just move, attack, and react to attacks.

Over time, the game evolved. I added four factions inspired by past D&D campaigns, introduced weapons manufacturers that add variety to combat, and implemented status effects to deepen strategy. I think the most unique feature of the game is the Trauma system. Each time a Unit is downed, it has a chance to sustain Trauma, which comes with stat buffs and debuffs, as well as changes to resistances. This forces you to adapt to your team over time. My kids and I have been playing versions of Dystopian Sky: Skirmish since late 2022, and I finally feel like it's ready to share with the world.

Balancing the game has been one of the biggest challenges. Fairness has always been a priority, and I'm still making adjustments based on playtesting. Since the only people to play the game have been my two boys and I, I've been tweaking the rules after almost every session. It's been a process of trial and error, but seeing the game evolve has been incredibly rewarding. The more I worked on it, the more I fell in love with the world I was creating. I love the idea of ancient Mars (Old Vuthara) colliding with Earth (Othena), followed by the Vutharans returning millions of years later, surprised to find that humanity is descended from their surviving ancestors.

Right now, I am not selling Dystopian Sky. I am looking for playtesters to try it out and give feedback. My plan is to keep it available for free digitally online, but eventually, I would love to release a physical book or box set. More than anything, I want Dystopian Sky to be a living universe where players can create and share their own content. Whether that is custom Crews, new Affiliations, or fresh game modes, I want you to be part of shaping this world. I am beyond grateful for everyone who has supported me, and I cannot wait for you to dive in and experience it for yourselves.

Thank you,
Johnny Berry



For all the latest updates, printable versions of the rulebook, and additional resources, visit DystopianSky.net. The site offers everything you need to enhance your experience, from printable rulers and status markers to reference sheets that help keep matches running smoothly. You'll also find tools like online name generators, helping you create unique and immersive identities for your Crew. Whether you're a new player or a seasoned veteran, these resources make setting up and playing easier than ever.

Beyond official content, DystopianSky.net also features in-depth discussions on rules and mechanics, helping players clarify complex interactions. The site provides links to recommended supplies, terrain guides, and other resources to customize and improve your Skirmish Map. Players can also access pre-made Crew Rosters, making it easy to jump into the game with fully built teams or find inspiration for their own Crew.

For those who enjoy expanding the game, DystopianSky.net is the perfect place to share and explore homebrew content. Players can upload their own custom Affiliations, weapons, scenarios, and more, or browse and download creations from the community. Whether you're looking for new challenges or fresh ways to play, the site is a hub for creativity and collaboration within the Dystopian Sky universe.

The universe of Dystopian Sky is limitless, shaped by those who explore it. If you can imagine it, it has a place in the game. Whether it's a new faction, a deadly alien world, or an advanced experimental weapon, your ideas can expand the lore and gameplay. Join the community, create your own content, and leave your mark on the universe of Dystopian Sky.

Credits

Game Design, Writing & Development

Johnny Berry

Game Mechanics & Rules Editing

Johnny Berry

Artwork & Graphic Design

Logos, designs, and cover page by Johnny Berry

Game Components & Printables by Johnny Berry

Some supplementary assets were generated with the assistance of AI tools and refined by hand.

Playtesting & Balance

Xander Berry

Niles Berry

Johnny Berry

Special Thanks

Special Thanks to my children for making playtesting a blast, to my wife for her patience and invaluable feedback, and to the players who will help refine and shape this world. Your feedback, support, creativity, and enthusiasm will ensure Dystopian Sky remains a game worth playing for years to come.

Control The Galaxy

Dystopian Sky: Skirmish is a gritty sci-fi tabletop game where players assemble a crew of four unique units to fight for survival in a dangerous and opportunity-filled galaxy. Players engage in tactical battles across a skirmish map, competing for resources, power, and control. The game features easy-to-learn rules, yet offers significant depth and customization for strategic gameplay.

Players customize their crews by assigning a background, spending skill points to purchase special abilities, and equipping their units with gear from the Armory. Each unit has a unique set of stats including Agility, Brawn, Focus, and Tech, that influence movement, combat, and resistance to status effects. Units gain experience by downing enemies, surviving battles, and participating in various game modes, which can be used to level up and gain access to better gear and abilities. The game features a variety of different weapons manufacturers, providing a range of customization options for players to explore.

Combat in Dystopian Sky: Skirmish is dynamic and tactical, incorporating elements such as line-of-sight, cover, and effective range. Players use actions each turn to move, attack, use skills, and interact with the environment. Status effects like Bleed, Burn, and Poison can significantly impact battles. Units can also suffer lasting consequences from near-death experiences known as Trauma, which can result in permanent stat modifications, forcing players to adapt. The game utilizes dice rolls for combat and skill checks, emphasizing strategic planning and adaptation.

The game features a variety of game modes, including Deathmatch, Salvage, Contamination, Dropship, and Duos, each offering unique objectives and challenges. **Dystopian Sky: Skirmish** also includes a "rules-light" role-playing game option, allowing players to explore the setting with a Game Master and story-based scenarios, using the game's core mechanics as a foundation for character development and storytelling. **Dystopian Sky: Skirmish** offers a rich universe, tactical gameplay, and vast customization that will draw you into a world of conflict, opportunity, and survival. Whether you prefer the strategic depth of skirmish battles or the narrative freedom of role-playing, this game provides countless possibilities to explore.

DYSTOPIAN SKY
SKIRMISH

CORE Rulebook
v2025.1.0



Alliance of Earth Nations (AEN)

The AEN embodies humanity's indomitable spirit amidst a decaying galaxy. After centuries of mega corporations destroying the climate, Earth became a desolate wasteland, forcing humanity to venture out into the stars. When their new capital, Gallant Station, was seized by the Gauti Syndicate, the survivors were scattered across the galaxy to Old Earth's asteroid belt and other distant planets. The AEN is made up of military, corporations, refugees, and mechanics who keep the human race alive. Through sheer resilience, they defy powerful factions to carve out a brighter future among the stars.

Vutharan Empire

The Vutharan Empire is an ancient civilization that originated on the planet Vuthara, now known today as Mars. When faced with a cataclysmic planetary collision, they united to build the Great Ark to transport their population to a new home across the stars. After a long period in stasis, they awoke to establish a powerful empire under their god-emperor, Urd Magus. Driven by the desire to reclaim their ancestral home, they returned only to find survivors of the collision had evolved into a new race, creating conflict with humans who have begun to spread across the galaxy.



The Gauti Syndicate

The Gauti Syndicate is a criminal organization made up of many smaller gangs, based on Gallant Station, once a burgeoning hub of humanity created by the AEN as a utopian seat of civilization. Their cybernetically enhanced enforcers seized Gallant Station through bribery and extortion, transforming the city from the capital of mankind into a decaying slum where only the elite thrive at its core. The Syndicate poses as a democracy, controlling the population through media manipulation and propaganda, turning the darkest corners of society into tools for their dominance.



The Consciousness Relay

The Consciousness Relay emerged when an Old Earth probe drifted into the heart of a living nebula. Consuming its data, the nebula's mind awakened with an insatiable desire to learn, creating cybernetic extensions of itself in the likeness of man to explore the universe. Sharing one unified mind, they seek to experiencing life in countless ways. One might become a mechanic, another a street vendor, and others might take up arms in opposing causes just to understand different perspectives. The Relay does not seek power, only to experience and unify all knowledge through its collective consciousness.



Required Components:

- **Polyhedral Set of Dice:** You will need a set of polyhedral dice (D4, D6, D8, D10, D12, and D20) for combat rolls, skill checks, and various other game mechanics.
- **Crew Rosters:** Use to track each Unit's stats, experience, health, and upgrades. Both blank and premade rosters are available to view and print at DystopianSky.net.
- **28mm Figures:** Represent your Crew with 4 28mm scale miniatures affixed to 1-inch round bases.
- **Measuring Device:** A ruler or tape measure is required to track movement and attack ranges in inches.
- **28mm Terrain:** Either create or purchase terrain to represent the environment. Everyday items like books, cans, or toys can also be used to simulate buildings or elevation.
- **Status Effect Markers:** Markers to track conditions like Defending, Readied, Burned, or Poisoned. Printable versions are available at DystopianSky.net.