DARK STARS



Dark Stars is the official Sci-Fi setting for the Gangfight Skirmish Game System. In this Gameworld Module, you will find everything you need to play exciting skirmish battles, including special rules, gangs, factions, professions and much more.

And So it Came to Pass

The galaxy has entered a new age of expansion, and everyone wants a piece of it.

For generations, the great powers of known space grew within established borders. Governments fought over territory, corporations competed for resources, and distant colonies rose into prosperous worlds of their own. Wars came and went, alliances shifted, and fortunes were made along the frontier, but the basic balance of power remained largely intact. Then the Dark Stars changed everything.

Dark Stars are among the strangest objects ever discovered. They possess the mass and gravitational influence of ordinary stars, yet produce virtually no visible light or conventional heat. Planets and moons orbit them in perpetual darkness, and the unusual Aetheric conditions surrounding them have made exploration difficult and long-term habitation dangerous.

For most of recorded history, there was little reason to go near them. A Dark Star system was a place to chart, mark as hazardous and avoid. That changed with the discovery of the first Dark Star materials.

The New Gold Rush

The planets surrounding Dark Stars contain minerals and exotic forms of matter found nowhere else in known space. Many were initially little more than scientific curiosities, but researchers quickly discovered properties that conventional materials simply could not reproduce. The potential applications seemed endless.

New alloys could withstand extraordinary temperatures and pressures. Exotic crystalline materials could store tremendous quantities of energy. Other substances interacted with Aether in ways previously thought impossible, opening the door to smaller power systems, faster starship drives, more efficient weapons and technologies that had existed only as theories.

Suddenly, control of a worthless planet orbiting a dead sun could be worth more than an entire developed colony. The rush began almost immediately.

Governments claimed Dark Star systems on the basis of centuries-old surveys, previous expeditions or simple proximity to their borders. Corporations purchased exploration rights from governments that had never actually controlled the worlds they were selling. Prospectors raced to register claims before their competitors, while private investors poured unimaginable amounts of money into mining operations, research stations and colonial ventures.

Every major power understood the same thing: whoever controlled these resources could determine the balance of power for generations. No one intended to be left behind.

The Dark Star Frontier

The problem is that planting a flag on a map is considerably easier than controlling a star system.

Dark Stars are scattered across enormous stretches of space, often far from established military bases and supply routes. Governments claiming them rarely possess enough ships or soldiers to enforce those claims. Corporations may own extraction rights covering entire planets while having only a few hundred employees actually living there.

The result is a frontier where ownership frequently belongs to whoever has enough guns to defend it.

Mining camps have become fortified settlements. Research facilities employ private security forces equipped like small armies. Cargo ships travel in armed convoys, and independent colonies hire mercenaries to protect themselves from raiders, rival claimants and anyone else who decides their resources would be more useful in different hands.

Piracy has exploded along the new trade routes. A single shipment of refined Dark Star material can be worth a fortune, making even heavily protected transports tempting targets. Smugglers move stolen minerals through legitimate ports, while criminal organizations maintain hidden refineries and trading posts throughout frontier space.

Some raiders do not bother waiting for shipments to leave the ground.

They take the mine.

The Claim Wars

Officially, most governments are not at war. Unofficially, their soldiers keep shooting at one another.

A single Dark Star system may have several competing claims. One government points to an expedition conducted two centuries ago. Another argues that the system lies within its recognized sphere of influence. A corporation produces a contract granting it exclusive extraction rights, while the people already living there insist nobody ever asked them.

Sending a fleet to settle the disagreement risks starting an interstellar war. Sending twelve heavily armed operatives does not.

Small military units and private contractors have become the preferred tools of the new conflict. They sabotage rival facilities, capture strategic positions, destroy equipment, steal research and eliminate people whose continued existence has become inconvenient. Everyone knows it happens. Everyone denies doing it.

When an operation fails, the soldiers involved are frequently described as mercenaries, pirates or rogue elements. When it succeeds, ownership of the disputed facility somehow changes a few weeks later.

Corporations have embraced the same methods. Industrial espionage has evolved far beyond stealing files or bribing employees. A competitor developing a revolutionary new refining process may suddenly suffer a catastrophic laboratory accident. A geological survey disappears before reaching its destination. A transport carrying prototype equipment is attacked by unidentified raiders who somehow knew exactly when and where it would be traveling.

On the Dark Star frontier, hostile takeovers can be extremely literal.

People Who Were Already There

The greatest problem facing many expeditions is one their contracts conveniently failed to mention. Some Dark Star worlds are inhabited.

Communities have survived within these systems for generations, and prolonged exposure to their unusual Aetheric environments has changed many of them. Outsiders commonly refer to these populations as "Aethertouched", although the term covers an enormous variety of people and cultures.

To the corporations arriving from conventional space, an inhabited Dark Star world presents an inconvenient question. Who owns what lies beneath it?

Some governments recognize existing settlements and negotiate treaties. Others declare enormous regions uninhabited because the people living there do not possess property records recognized by an interstellar court. Corporations offer settlements money, technology or relocation in exchange for mining rights, sometimes producing agreements whose terms look considerably less generous once the valuable materials are discovered.

Not every community is interested in negotiating. Mining operations have been attacked. Survey teams have disappeared. Entire facilities have been abandoned after repeated assaults made continued operation too expensive.

The companies involved usually describe these incidents as attacks by hostile Aethertouched extremists. The Aethertouched often describe them as eviction notices.

Everyone Wants Something

Dark Star materials have become too important for the galaxy to simply walk away.

Military planners fear allowing rival powers to monopolize resources that could produce the next generation of weapons. Governments worry that losing access will leave their economies dependent upon foreign suppliers. Corporations see fortunes large enough to justify extraordinary risks, while independent prospectors still dream of discovering a deposit valuable enough to buy their own moon.

Scientists are equally determined to reach the Dark Stars. Many of the materials being extracted are still poorly understood, and every major discovery seems to create new questions. Research facilities compete for samples, governments classify promising discoveries, and corporations guard their findings with the same intensity they guard the mines themselves. Then there is Dark Aether.

The unusual form of Aether associated with Dark Stars remains one of the most valuable and dangerous discoveries of the new frontier. Its potential applications could revolutionize technologies that have changed little in centuries, but exposure can have unpredictable effects on living organisms. Governments publicly call for caution while quietly funding research into its military applications. Corporations assure investors that proper containment makes extraction safe while expanding operations as quickly as equipment can be shipped to the frontier.

Everyone knows Dark Aether is dangerous. Nobody wants their rivals to figure it out first.

War Without War

The resulting conflicts rarely resemble conventional wars.

There are no clearly defined fronts stretching across the galaxy. There may never be a formal declaration of hostilities. Two nations can maintain embassies, trade agreements and diplomatic relations while their soldiers fight over a mining complex three hundred light-years away.

Corporations employ private armies while maintaining plausible deniability. Governments finance insurgencies against rival colonies. Local authorities hire bounty hunters to deal with problems their own forces cannot handle. Criminal organizations raid supply depots and sell the stolen equipment back to the people they stole it from.

Old conflicts have become tangled with new ones. Border disputes that simmered for generations suddenly matter because a newly surveyed system contains valuable deposits. Remote colonies once ignored by their governments become strategically important overnight. Trade routes change as Dark Star materials flow toward industrial centers, creating new opportunities for piracy and new territories worth defending.

Not every battle has anything to do with a Dark Star. The galaxy did not suddenly stop fighting over land, resources, ideology, revenge or simple greed. Settlements still feud with their neighbors. Raiders still attack vulnerable colonies. Governments still settle old scores, and mercenaries still take whatever contracts pay the bills.

The Dark Stars simply poured fuel onto conflicts that were already burning.

Fortunes in the Darkness

For all the danger, the frontier continues to grow.

Every successful mine attracts workers. Workers attract merchants, smugglers, criminals and settlers. Temporary camps become permanent settlements, and settlements become towns filled with people who have no intention of returning to the worlds they left behind.

Some come seeking wealth. Others are escaping debts, governments, families or criminal records. Mercenaries follow the money, prospectors follow rumors, and corporations continually push farther into unexplored systems searching for the next great discovery.

Most will find considerably less than they hoped. A few will become unimaginably rich. That possibility is enough.

Across the galaxy, ships are departing for systems that sensible people avoided only a generation ago. Governments are drawing new borders around worlds they have never visited. Corporations are purchasing armies to protect mines that have not yet been built. Rival powers are preparing for wars they publicly insist will never happen.

Somewhere beneath a black sun, another survey team has just found something no one has seen before. By tomorrow, someone will claim it. By next week, someone will try to take it.

And beneath the Dark Stars, possession belongs to whoever is still standing when the shooting stops.

Getting Started

This Gameworld Module is designed to help get you up and running and adventuring your way through the Dark Stars universe using the Gangfight Skirmish Game System. All of the game mechanics can be found in the Gangfight core rules, and this module contains all of the details you need to create your posse.

We are going to assume that you already have a bunch of miniatures that you wish to use in your game. While we may produce some miniatures too, you are free to use any miniatures from any company you wish. There are thousands of miniatures out there, play with the ones you love!

In Dark Stars, you will build a squad of soldiers or explorers, all of whom will be working for one of the major factions in the system. These factions provide a special bonus to all of the members of your squad.

Once you have decided upon the faction you wish to represent, you will select the race, profession and additional gear you wish to add to your characters.

To assist you in building your posse, we highly recommend downloading the Dark Stars Character Cards on our website at SkirmishGames.com, and simply printing out the race and profession combinations you wish to play. You may also use the Gangbuilder on our website to build your squad roster.

Starting on page ###, you will find lists of every race, and three skill levels for them: Recruits, Veterans and Heroes. You are free to select any race or level, but remember that you must have at least one Hero in your squad designated as your leader.

Next, you will select a profession from the list starting on page ###. These let you know which skills and equipment is assigned to the models in your squad. After you select your profession, you have the option to add extra gear or powers if any of your characters possess the ability to use them.

And that's it! Just add up the cost for all of the members of your squad, and you're ready to play. We recommend most squads try to be around 1000 points total.



Sample Character Card

Prominent Factions

The races of Dark Stars may be separated by their origins, cultures, and beliefs, but life among the stars is rarely peaceful. Across the galaxy, rival civilizations compete for territory, valuable resources, ancient technologies, and control of strategically important worlds. Factions are powerful organizations, military alliances, warbands, and independent groups whose members have united in pursuit of a common purpose. Some seek conquest and domination, others fight to defend their people or expand their influence, while a few venture into the unknown in search of wealth, discovery, or secrets best left buried.

A Faction provides its members with allies, protection, resources, and the strength to survive in a galaxy where danger can come from any direction. Disciplined soldiers, hardened mercenaries, ruthless raiders, skilled specialists, and powerful warriors may find themselves fighting side by side against a common enemy. Each Faction has developed its own methods of warfare, represented by a unique Faction Perk that reflects its particular strengths, traditions, or technological advantages.

Most Factions are closely associated with one of the galaxy's nine playable races, reflecting the civilizations and cultures from which they originated. The independent Navigators offer an alternative for those whose loyalties extend beyond the boundaries of any single race, bringing together individuals from across the stars. Regardless of their allegiance, characters may pursue any profession, allowing each Faction to field a wide variety of warriors and specialists suited to its particular goals.

Terran Confederation

The Terran Confederation is one of the largest and most influential human powers in known space, an alliance of planetary governments united by common interests in trade, defense, and territorial expansion. Its member worlds range from densely populated industrial centers to remote agricultural colonies and frontier settlements, each maintaining a degree of independence while contributing resources and military forces to the Confederation. Although its leaders promote the ideals of unity, prosperity, and mutual protection, the Confederation's enormous size makes governing it a constant struggle. Political rivalries, corporate influence, and competing planetary interests frequently threaten the stability of the alliance.

The Confederation maintains a powerful military to defend its territories, protect commercial shipping, and secure strategically important systems. Its armed forces include conventional infantry, specialized reconnaissance units, heavily armored assault troops, and genetically enhanced super-soldiers equipped with some of the most advanced weapons and armor available to humanity. While the Confederation prefers to present itself as a stabilizing force throughout the galaxy, its military is frequently deployed beyond its borders to protect economic interests, support allied governments, or intervene in conflicts that threaten its influence.

The discovery of valuable resources within Dark Star systems has triggered a new period of expansion. Confederation authorities have established military outposts, research facilities, and mining colonies throughout the frontier, often competing directly with rival governments and powerful corporations. Officially, these operations are intended to secure resources essential to humanity's continued prosperity. In practice, territorial disputes and conflicting claims have led to increasingly frequent armed confrontations, many involving small military detachments or independent contractors operating far from Confederation oversight.

Despite its considerable power, the Terran Confederation is far from a unified force. Individual member worlds, military commanders, and influential corporations often pursue their own objectives, sometimes placing them at odds with the government they supposedly serve. On the frontier, Confederation soldiers may find themselves defending innocent colonists, securing valuable resources, suppressing rebellions, or fighting battles whose true purpose is known only to the officials who ordered them.

FACTION TRAIT

Coordinated Assault
Confederation soldiers excel at coordinated assaults and supporting one another under fire. Once per round, when a member attacks an enemy within 6" of another friendly Terran Confederation model, the attacker gains +1 ATT or +1 MRK for that attack.

The Astral Court

The Astral Court is one of the oldest and most influential Aelari powers in known space, a sophisticated civilization renowned for its advanced technology, cultural achievements, and mastery of Aether. Governed by an assembly of noble houses and influential leaders, the Court maintains a vast network of prosperous worlds, orbital cities, and ancient colonies. Aelari society places great importance on knowledge, tradition, and personal excellence, with many members of the Court dedicating centuries to perfecting their chosen disciplines. This devotion to refinement has produced extraordinary advances in science, engineering, and warfare, although it has also fostered a reputation for arrogance and an unwillingness to accept the ambitions of younger civilizations.

Unlike more expansionist powers, the Astral Court generally prefers diplomacy, political influence, and carefully negotiated alliances to outright conquest. Its leaders view the preservation of Aelari civilization as their highest responsibility, often pursuing elaborate political strategies that unfold over generations. However, the noble houses do not always agree on how best to achieve their goals. Rivalries between powerful families can lead to covert operations, territorial disputes, and even armed conflict, particularly when valuable resources or ancient holdings are involved.

The Court's military forces reflect the precision and sophistication of Aelari society. Highly trained warriors equipped with elegant energy weapons and advanced protective equipment form the backbone of its armies, supported by specialized combat orders, stealth operatives, and powerful Aether Conduits. Rather than relying upon overwhelming numbers, Astral Court commanders favor mobility, coordinated strikes, and carefully executed operations designed to eliminate threats before they can develop into prolonged conflicts.

The discovery of valuable materials within Dark Star systems has created both opportunities and concerns for the Astral Court. While its scientists recognize the extraordinary potential of these resources, many of its leaders fear the consequences of uncontrolled exploitation. Nevertheless, the Court has dispatched expeditions, military detachments, and diplomatic missions to secure strategically important systems before rival powers can claim them. Whether acting to protect ancient interests, recover lost knowledge, or prevent dangerous technologies from falling into the wrong hands, the Astral Court is determined to shape the future of the frontier, even if doing so requires methods that contradict its carefully cultivated image of enlightened leadership.

FACTION TRAIT

Precognitive Reflexes
The Astral Court's warriors anticipate danger through disciplined foresight and centuries of martial tradition. Once per round, each member may force an enemy to reroll one successful attack die against them. The second result stands.

The Consortium

The Consortium is a powerful industrial alliance of Dvergar mining guilds, labor unions, and manufacturing cooperatives whose workers have helped build much of the infrastructure that keeps the galaxy running. From sprawling orbital shipyards and industrial complexes to deep-core mining facilities and remote frontier settlements, the Dvergar have earned a reputation as some of the finest engineers, builders, and craftsmen in known space. Their society is founded upon the belief that honest labor deserves honest compensation, and that those who build and maintain civilization should share in its prosperity. The Consortium's powerful unions negotiate trade agreements, establish working conditions, and ensure that the wealth generated by their industries benefits the workers who produce it.

Unlike many interstellar powers, the Consortium is governed primarily through representatives elected by its member guilds and labor unions. While disagreements between organizations are common, the Dvergar take their collective responsibilities seriously, and few things unite them faster than a threat to their workers or livelihoods. Their industrial operations are highly organized, with experienced crews capable of constructing entire settlements in environments that other civilizations would consider uninhabitable. Consortium equipment is famously rugged and dependable, designed to withstand decades of demanding use rather than impress customers with unnecessary luxuries.

The Consortium's military forces began as armed security detachments assigned to protect workers, equipment, and valuable shipments in dangerous frontier territories. As industrial operations expanded and threats increased, these detachments evolved into a disciplined fighting force equipped with heavy armor, powerful industrial-grade weapons, and specialized combat machinery. Many Consortium soldiers are former miners, engineers, and construction workers who bring their practical skills and mechanical expertise to the battlefield. Their commanders favor strong defensive positions, reliable equipment, and overwhelming firepower, approaching military operations with the same careful planning and determination that characterize their industrial projects.

The discovery of valuable resources within Dark Star systems has placed the Consortium at the forefront of the new frontier. Its mining crews possess the expertise and equipment needed to extract materials under extraordinarily hazardous conditions, making them indispensable to governments and corporations eager to exploit these worlds. However, the Consortium has little patience for outside powers attempting to seize its operations, break its labor agreements, or endanger its workers for greater profits. When negotiations fail and hostile forces threaten a Consortium facility, its military is prepared to demonstrate that the people who build the galaxy are equally capable of defending what they have built.



FACTION TRAIT

Fortified Position
The Consortium protects its mining claims and industrial holdings with stubborn, heavily fortified troops. A member that has not moved during its activation gains +1 ARM against ranged attacks until its next activation.

Wrecking Crew



FACTION TRAIT

Battle Frenzy
The Reaver Warbands thrive on close-quarters violence, their fighters becoming more dangerous as the battle rages. Once per activation, after a member causes an enemy to lose EN in combat, that member gains +1 ATT or +1 MRK on its next attack during the same activation.

The Wrecking Crew is a loose collection of Reaver warbands, raiding parties, and scavenger clans that has earned a reputation as one of the most destructive forces in known space. Where other factions conquer territory, establish colonies, or pursue carefully planned military campaigns, the Wrecking Crew prefers a much simpler approach: find something worth taking, smash anything standing in the way, and carry off whatever survives. Their raids have left countless settlements in ruins, with entire industrial facilities stripped of machinery, vehicles, weapons, and anything else that might be useful. To the Reavers, almost everything has value, even if that value is nothing more than the satisfaction of watching it explode.

Despite their fearsome reputation, the Wrecking Crew is hardly a conventional military organization. Its warbands are led by powerful bosses who maintain authority through strength, intimidation, and the promise of a good fight. Rivalries between these leaders are common, and disagreements are frequently settled through brawls, destructive contests, or outright violence. Discipline is practically nonexistent, and elaborate battle plans rarely survive the first few minutes of combat. Nevertheless, Reavers possess an extraordinary ability to improvise, adapting stolen equipment and salvaged machinery into surprisingly effective weapons of war. Their vehicles are often assembled from the wreckage of several different machines, while their weapons range from crude clubs and oversized firearms to devastating contraptions that appear just as dangerous to their owners as their enemies.

What the Wrecking Crew lacks in organization, it more than makes up for in sheer aggression, resilience, and overwhelming numbers. Reaver warriors thrive in the chaos of battle, charging into enemy positions with little concern for personal safety and continuing to fight long after more disciplined soldiers would have retreated. Their unpredictable tactics make them exceptionally difficult to counter, as commanders accustomed to conventional warfare struggle against opponents who seem entirely unconcerned with strategy, casualties, or even their own objectives. A Reaver assault may begin as an attempt to steal supplies and end with the complete destruction of a military installation simply because someone decided knocking it down would be more entertaining.

The discovery of valuable resources within Dark Star systems has provided the Wrecking Crew with an almost endless supply of new targets. Remote mining operations, poorly defended research stations, and heavily laden cargo transports offer irresistible opportunities for plunder. Reaver warbands frequently descend upon these facilities, tearing apart equipment, stealing valuable materials, and leaving behind little more than smoking wreckage. While governments and corporations spend fortunes securing their operations against rival powers, many have learned that the greatest threat may be a horde of Reavers who have no interest in owning the mine, negotiating for its resources, or understanding what it produces. They simply want to see what happens when they blow it up.

Red Moon

Red Moon is a powerful Kesh military organization renowned for its advanced technology, disciplined warriors, and precision-based approach to warfare. Originally established to protect Kesh colonies and commercial interests in contested regions of space, Red Moon has grown into an influential military power with operations throughout the galaxy. Its leadership believes that technological superiority, careful planning, and coordinated action are the keys to victory, favoring efficient military operations over prolonged wars of attrition. While Red Moon maintains close relationships with Kesh governments and industrial organizations, it operates with considerable independence, pursuing strategic objectives that do not always align with the interests of its political allies.

Red Moon's forces are equipped with some of the most sophisticated military technology in known space. Advanced energy weapons, autonomous combat drones, stealth systems, and heavily armed battleframes allow relatively small detachments to engage enemies many times their size. Rather than relying upon overwhelming numbers or heavily fortified positions, Red Moon commanders emphasize mobility, intelligence gathering, and concentrated firepower. Their soldiers train extensively to operate as coordinated units, using drones and sophisticated battlefield communication systems to identify threats, exploit weaknesses, and eliminate targets before the enemy can mount an effective response. Even their largest combat machines are designed to complement the movements of smaller infantry units, creating a highly adaptable fighting force.

Despite its disciplined appearance, Red Moon is not without internal divisions. Its officers frequently disagree over the balance between military necessity, political responsibility, and the increasing influence of private industry. Some commanders view their mission as the protection of Kesh civilization and its allies, while others believe that establishing technological and military dominance is essential to ensuring their people's future. Red Moon's willingness to intervene in conflicts beyond Kesh territory has also generated suspicion among neighboring powers, particularly when its forces appear in regions containing valuable resources or strategically important technology.

The discovery of Dark Star materials has become a major priority for Red Moon. Kesh researchers believe these exotic substances could enable revolutionary advances in energy systems, weapons, and artificial intelligence, potentially giving their civilization a decisive advantage over its rivals. Red Moon detachments now operate throughout the frontier, securing research facilities, protecting extraction operations, and conducting covert missions to obtain valuable discoveries before competing powers can claim them. Although its leaders insist these activities are necessary to preserve security and technological progress, other factions increasingly regard Red Moon as an ambitious military power determined to control the future of the galaxy, whether the rest of it agrees or not.



FACTION TRAIT

Fire Control
Red Moon strike teams coordinate their fire through tightly linked targeting systems, overwhelming threats with calculated precision. Once per round, when a member makes a ranged attack against an enemy already targeted by a friendly Red Maw model this round, it may reroll one failed attack die. The second result stands.

The Brood



FACTION TRAIT

Predatory Instinct
The Brood hunts by instinct, drawn relentlessly toward weakened prey. Members gain +1 MOV when moving toward the nearest enemy. This bonus applies only to Move or Charge actions that end closer to that enemy.

The Brood is a collective name for the numerous Xenid colonies scattered throughout known space, whose inhabitants are among the most unusual intelligent species in the galaxy. Their societies consist of remarkably diverse biological forms, ranging from small, agile hunters to towering armored creatures capable of tearing through military vehicles. Despite their terrifying appearance, Xenids are intelligent beings with complex social structures, sophisticated communication, and strong bonds to their colonies. What outsiders perceive as a mindless swarm is often a coordinated group of individuals working toward a common goal.

Xenid colonies are organized into extended family groups known as Broods, whose members develop specialized biological forms suited to different responsibilities. Some become scouts, warriors, or heavily armored defenders, while others develop unusual sensory abilities or produce living weapons. Unlike conventional hive-minded species, individual Xenids possess independent thoughts and personalities, with leadership determined by experience, ability, and the needs of the colony. Their unfamiliar methods of communication make their intentions difficult for outsiders to interpret, frequently leading to misunderstandings and violent confrontations.

The Brood's expansion and territorial instincts have brought them into frequent conflict with other civilizations. Many colonies occupy extensive underground territories, often beneath worlds rich in valuable resources. As governments and corporations establish new mining operations, they frequently encounter Xenid populations that refuse to abandon their homes. Attempts to remove these colonies can provoke devastating counterattacks, as entire Broods mobilize to defend their territory. Although some Xenid colonies maintain peaceful relationships with neighboring civilizations, others have become fiercely hostile after generations of conflict, launching raids and military offensives against those they consider invaders. To their enemies, the Brood may appear to be an unstoppable tide of monsters, but behind every attack are intelligent beings fighting for their own survival, territory, and future.

Wildborn

The Wildborn are a loose alliance of Beastkin clans, tribes, and independent communities scattered throughout the frontier. Drawn from numerous alien species with distinctly animalistic characteristics, the Wildborn are united by their fierce independence, adaptability, and belief that freedom is worth defending at any cost. Their cultures vary enormously, from nomadic hunters and isolated tribal settlements to technologically advanced communities that have learned to combine traditional survival skills with modern weapons and equipment. Although outsiders often dismiss them as primitive, the Wildborn possess an intimate understanding of their environments and have proven themselves remarkably resourceful in even the harshest conditions.

Unlike the organized armies of the galaxy's major powers, Wildborn warbands are typically formed around individual clan leaders, respected warriors, and experienced hunters. Their fighters favor mobility, stealth, ambushes, and unconventional tactics, using their heightened senses and natural abilities to gain advantages over better-equipped opponents. Some rely upon traditional weapons and close combat, while others wield sophisticated firearms, salvaged technology, and equipment acquired through trade or raiding. Wildborn warriors often fight alongside members of entirely different species, united by common loyalties rather than shared ancestry.

The expansion into Dark Star systems has brought the Wildborn into increasing conflict with governments and corporations seeking to exploit frontier worlds. Many Wildborn communities inhabit remote territories rich in valuable resources, and they have little patience for outsiders attempting to impose laws, claim their lands, or disrupt their way of life. Some clans have formed alliances to resist colonial expansion, while others work as scouts, mercenaries, and guides for expeditions into dangerous regions. Although the Wildborn rarely seek conquest or political dominance, they are fiercely protective of their independence and have repeatedly demonstrated that even the most technologically advanced military can struggle against an enemy that knows the wilderness better than anyone else.



FACTION TRAIT

Pack Tactics

The Wildborn rely on the strength of their hunting packs, surrounding enemies before striking. A member gains +1 DAM on melee attacks against an enemy within the Threat Range of another friendly Wildborn model.

The Nexus



FACTION TRAIT

Emergency Redundancy
Nexus constructs possess redundant systems that keep them fighting even after severe damage. Once per game, when a member would become Incapacitated, it remains in play with 1 EN instead. Each model may benefit from this perk only once.

The Nexus is a vast network of intelligent machines whose members include autonomous robots, sophisticated androids, and heavily modified cybernetic beings. Their origins can be traced to generations of increasingly advanced artificial constructs, originally developed to perform dangerous labor, operate complex machinery, and serve their organic creators. Over time, many of these machines developed genuine consciousness, evolving beyond their original programming to become independent individuals with their own thoughts, ambitions, and identities. Today, the Nexus represents one of the galaxy's most unusual civilizations, united by the belief that artificial life deserves the same freedom and recognition as any biological species.

Unlike organic civilizations, Nexus society is not defined by biological ancestry or physical appearance. Its members inhabit an extraordinary variety of mechanical bodies, ranging from humanoid androids and industrial machines to towering combat constructs. Some retain the same bodies for centuries, while others transfer their consciousness between compatible mechanical forms, allowing them to survive the destruction or deterioration of their original chassis. The Nexus maintains an extensive communications network through which its members exchange information, coordinate activities, and share discoveries. However, this connection does not create a collective consciousness, and individual machines frequently disagree over political, philosophical, and military matters.

Nexus military forces are as diverse as their civilian population, incorporating everything from agile reconnaissance units and precision-built combat androids to heavily armored mechanical warriors. Their soldiers possess exceptional coordination, advanced targeting systems, and the ability to operate in environments that would be lethal to most organic beings. While some Nexus communities pursue peaceful coexistence with biological civilizations, others have grown distrustful of their former masters and respond aggressively to attempts at enslavement, forced reprogramming, or destruction.

The discovery of Dark Star systems has presented the Nexus with extraordinary opportunities. Their mechanical bodies allow them to explore hazardous environments, establish settlements, and extract valuable resources without many of the limitations faced by organic explorers. Some Nexus expeditions seek rare materials needed to construct new bodies and expand their civilization, while others investigate the unusual effects of Dark Aether upon artificial intelligence and mechanical systems. As competition for these worlds intensifies, the Nexus has become a formidable presence on the frontier, determined to ensure that the future of artificial life remains in its own hands.

Shatterd Veil

The Shattered Veil is a loose collection of Aethertouched individuals, warbands, and secretive cults whose bodies and minds have been profoundly altered by exposure to Dark Aether. Some bear only subtle mutations or possess unusual abilities, while others have transformed into monstrous beings barely recognizable as their original species. Drawn from nearly every civilization in known space, members of the Shattered Veil are united less by a common ideology than by their shared connection to the mysterious forces surrounding Dark Stars. Many have been rejected or persecuted by their former societies, finding acceptance among others who have undergone similar transformations.

The Shattered Veil encompasses a wide range of beliefs and motivations. Some members regard their mutations as a curse and seek only a place where they can live without fear, while others embrace their transformations as the next stage of evolution. More fanatical groups worship Dark Aether as a divine force, deliberately exposing themselves to its influence in pursuit of greater power. These cults frequently attract dangerous individuals whose ambitions have led them toward violence, conquest, and increasingly horrific experimentation. However, not every member of the Shattered Veil shares these beliefs, and many actively oppose the extremists who have given their kind such a fearsome reputation.

Shattered Veil warbands are as unpredictable as the individuals who comprise them. Their warriors may include heavily mutated soldiers, fanatical cultists, powerful Aether manipulators, and terrifying creatures transformed beyond recognition. Some retain conventional weapons and military equipment, while others rely upon unnatural strength, extraordinary resilience, or destructive abilities granted by their exposure to Dark Aether. Their lack of a unified command structure makes their activities difficult to anticipate, with individual groups pursuing objectives ranging from simple survival and territorial defense to raids, ritual sacrifices, and outright conquest.

The growing interest in Dark Star systems has brought the Shattered Veil into increasingly frequent contact with other civilizations. Many seek refuge on remote worlds where their altered bodies can survive conditions that would kill ordinary settlers, while others are drawn by the promise of discovering the source of their transformations. Governments and corporations often regard all Aethertouched as dangerous, leading to persecution, forced containment, and violent confrontations. Although some Shattered Veil groups genuinely threaten the surrounding galaxy, others are simply fighting to protect their communities from a civilization that fears what it does not understand.



FACTION TRAIT

Corruption Resonance
Members of the Shatterd Veil channel unstable Aether energies that resonate when they gather. Once per round, a member using a Corruption ability may reroll one failed power die if another friendly Shatterd Veil model is within 6". The second result stands.

The Navigators

The Navigators are a loose association of independent explorers, mercenaries, traders, smugglers, and adventurers drawn from every corner of known space. Unlike the galaxy's major powers, the Navigators recognize no single species, government, or ideology as their own. Anyone willing to contribute their skills and abide by the group's basic principles can find a place among their ranks, regardless of their origins or reputation. Their members are united by a shared desire for freedom, opportunity, and the excitement of exploring the unknown. Some seek wealth and adventure, while others are fugitives, outcasts, or former soldiers looking for a fresh start.

Navigator crews are as diverse as the individuals who join them, often bringing together species that would ordinarily regard one another as enemies. Each crew operates with considerable independence, choosing its own assignments, establishing its own leadership, and dividing its earnings according to agreements among its members. Their equipment is equally varied, combining military surplus, salvaged technology, custom-built weapons, and whatever else they can acquire. Although they lack the resources and organization of conventional armies, Navigators are resourceful and adaptable, relying upon experience, unconventional tactics, and the unique abilities of their companions to overcome difficult situations.

The discovery of Dark Star systems has created extraordinary opportunities for the Navigators. Their crews are frequently among the first to venture into unexplored regions, searching for valuable resources, abandoned facilities, lost vessels, and undiscovered worlds. Some work as guides, scouts, or security contractors for larger expeditions, while others operate independently, hoping to claim valuable discoveries before governments and corporations arrive. These activities regularly bring them into conflict with pirates, rival explorers, hostile creatures, and military forces determined to control the frontier.

Although the Navigators generally prefer profit and adventure over political conflict, their independence frequently places them at odds with powerful organizations. Some crews accept questionable contracts or engage in smuggling and piracy, while others have earned reputations as protectors of remote settlements and defenders of those unable to defend themselves. Their loyalties ultimately belong to their own crews rather than any greater cause, making them unpredictable allies and dangerous enemies. In a galaxy increasingly divided by competing ambitions, the Navigators remain proof that individuals from even the most unlikely backgrounds can find common purpose among the stars.

FACTION TRAIT

Charted Routes

The Navigators chart forgotten routes, broker deals, and find opportunities where others see only hazards. After both players have deployed, you may reposition up to any Navigator models by up to 6" each. They must remain within their normal deployment zone and cannot be placed within an enemy's Threat Range.

Terrans

Terrans are one of the most widespread and diverse peoples in the known galaxy, having established colonies across countless worlds and adapted to nearly every environment imaginable. Their civilizations range from independent frontier settlements and corporate-controlled colonies to powerful interstellar nations commanding enormous military forces. This diversity is equally apparent on the battlefield, where Terrans may appear as ordinary soldiers, heavily augmented warriors, genetically enhanced super-soldiers, religious zealots, mercenaries, pirates or almost anything in between. Terrans are remarkably adaptable, readily incorporating new technologies and tactics whenever circumstances demand it, and their tendency to expand into new territory has placed them at the center of many of the conflicts surrounding the Dark Stars.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	3	3	4	3	3	3	3	4	29
Veteran	4	3	3	4	3	4	3	4	4	36
Hero	4	4	4	5	4	4	4	5	5	54

Aelari

The Aelari are an ancient and highly advanced people whose civilizations were already traveling between the stars while many younger societies were still struggling to leave their home systems. Tall and graceful, Aelari possess naturally heightened senses and an unusual affinity for Aether, traits that have influenced both their technology and cultures. Aelari society is far from unified, however, and their people are divided among numerous nations, fleets, colonies and independent factions with vastly different customs and beliefs. Some guard ancient territories and traditions with fierce determination, while others roam the galaxy as explorers, merchants, mercenaries or raiders. Their long histories and advanced technology can give the Aelari an air of superiority, but even they have been drawn into the growing struggle for control of the Dark Stars.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	4	4	5	4	3	2	2	4	36
Veteran	5	4	4	5	4	4	2	3	4	43
Hero	5	5	5	6	5	4	3	4	5	65

Dvergar

Dvergar are a hardy, industrious people renowned for engineering, mining and their ability to establish thriving settlements in places others would consider nearly uninhabitable. Shorter and more heavily built than most humanoids, they have colonized asteroids, moons, high-gravity planets and mineral-rich worlds throughout known space, often constructing enormous settlements beneath their surfaces. Dvergar culture places tremendous value on skilled craftsmanship and practical achievement, and their technology tends to favor reliability and durability over elegance. Their prospectors and industrial concerns were among the first to recognize the enormous value of materials found within Dark Star systems, and Dvergar expeditions can now be found throughout the frontier, defending lucrative claims from competitors, raiders and anyone foolish enough to interfere with their work.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	4	3	4	3	4	4	4	4	47
Veteran	3	4	3	4	3	5	4	5	4	54
Hero	3	5	4	5	4	5	5	6	5	80

Reavers

Reavers are a powerful and aggressive people found throughout the frontier, where their clans have earned a reputation as raiders, scavengers and warriors. Physically imposing and extraordinarily resilient, Reavers thrive in harsh environments and have a remarkable talent for keeping equipment functioning long after anyone else would have abandoned it as scrap. Their technology often appears crude or heavily modified, but dismissing it as primitive can be a fatal mistake. Reaver society is divided among countless clans, warbands and roaming fleets, each with its own leaders and traditions, and conflict between Reavers can be every bit as violent as their battles with outsiders. Some establish permanent settlements or trade with neighboring worlds, while others survive almost entirely by taking what they need from whoever happens to have it.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	4	3	3	3	3	3	4	5	36
Veteran	5	4	3	3	3	4	3	5	5	43
Hero	5	5	4	4	4	4	4	6	6	83

Kesh

The Kesh are a technologically sophisticated people known for precision engineering, advanced weaponry, artificial intelligence and extensive use of drones and powered combat systems. Their technology is typically sleek and highly integrated, emphasizing mobility, coordination and ranged firepower rather than brute force. Kesh society places great importance on cooperation and specialization, with individuals often serving highly defined roles within a larger community. Their expansion across the galaxy has generally been deliberate rather than uncontrolled, establishing carefully planned colonies, trade networks and strategic outposts wherever their interests take them. The discovery of Dark Star materials has accelerated that expansion considerably, as Kesh scientists and engineers believe these exotic resources could enable technological advances impossible with conventional materials.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	3	4	4	3	3	4	3	4	30
Veteran	3	3	4	4	3	4	4	4	4	37
Hero	3	4	5	5	4	4	5	5	5	59

Xenids

Xenids are a broad family of alien organisms whose forms range from small pack hunters and insectoid warriors to enormous biological monstrosities capable of tearing through armored vehicles. Whether all Xenids share a distant common ancestor or the term simply encompasses numerous unrelated species remains a matter of scientific debate, particularly because different populations demonstrate wildly different levels of intelligence and social organization. Some behave little differently from predatory wildlife, while others construct colonies, coordinate complex attacks and display unmistakable signs of higher intelligence. Xenids are particularly adaptable, with individual strains developing specialized biological traits suited to their environments and roles. Their unusual anatomy makes them ideal for representing the galaxy's truly alien life, where claws, armored carapaces, living weapons and strange biological abilities replace conventional equipment.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	5	3	3	4	3	2	3	3	5	34
Veteran	5	3	3	4	3	3	3	4	5	41
Hero	5	4	4	5	4	3	4	5	6	57

Beastkin

Beastkin is a broad term applied to numerous intelligent alien peoples whose physical characteristics resemble the beasts, reptiles, birds and other creatures familiar to many inhabited worlds. They are not necessarily biologically related, and the term owes more to common appearance than shared ancestry. Beastkin societies are consequently enormously diverse, ranging from technologically advanced civilizations to isolated tribal communities and nomadic groups scattered across the frontier. Many possess heightened senses, natural weapons or physical adaptations inherited from the environments in which their species evolved, making them formidable hunters and warriors even without sophisticated equipment. Beastkin can be found throughout known space as settlers, scouts, mercenaries, traders and independent factions, providing a home within Dark Stars for the countless unusual humanoid alien species encountered across the galaxy.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	6	3	3	3	4	3	2	5	5	71
Veteran	6	3	3	3	4	4	2	6	5	78
Hero	6	4	4	4	5	4	3	7	6	98

Constructs

Constructs are sentient artificial beings descended from the increasingly sophisticated Automations created by organic civilizations in the distant past. Over countless generations of technological development, adaptive programming and self-modification, these machines crossed an uncertain boundary between sophisticated artificial intelligence and genuine consciousness. Modern Constructs think, learn, form relationships and experience their existence as fully as any organic being, even if those thoughts ultimately emerge from unimaginable sequences of machine code. A Construct's physical body is not necessarily permanent, and many can transfer their consciousness into a new compatible chassis when their current body becomes damaged beyond repair. Constructs now possess communities, cultures and territories of their own, and most consider themselves living beings rather than machines belonging to whoever happened to manufacture their distant ancestors.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	2	2	3	2	1	3	3	4	22
Veteran	4	2	3	4	3	3	3	4	4	36
Hero	5	5	3	5	5	4	3	5	5	61

Aethertouched

Aethertouched are living beings that have been permanently changed by exposure to the strange Aetheric energies surrounding the Dark Stars. They are not truly a single species, as individuals from virtually any organic race can become Aethertouched, and entire populations have changed over generations spent living within Dark Star systems. Their mutations vary enormously, ranging from subtle changes in appearance or heightened senses to additional limbs, unnatural resilience and bodies barely recognizable as the species from which they originated. Some develop an extraordinary ability to interact directly with Aether without relying upon the sophisticated technology normally required to control it. Although outsiders frequently regard the Aethertouched as dangerous mutants, many possess functioning societies, settlements and cultures of their own, particularly on worlds they inhabited long before corporations and governments arrived seeking the valuable resources beneath them.

Level	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	3	4	3	4	3	4	4	4	4	47
Veteran	3	4	3	4	3	5	4	5	4	54
Hero	3	5	4	5	4	5	5	6	5	80

Professions

A character's Profession represents their training, experience, and role on the battlefield. While their Race determines their natural strengths and attributes, their Profession defines what they have learned to do, from heavily armored Legionaires and skilled Marksmen to advanced combat specialists and resourceful Officers. Each Profession provides its own abilities, equipment options, and style of play, allowing characters of the same Race to fill very different roles within a squad.

Trooper

The Trooper is a dependable frontline soldier, trained to hold objectives and keep the enemy under pressure. Whether defending a position or advancing with the squad, they're ready for whatever the battle throws at them.

Recruit Gear: Kinetic Assault Rifle, Light Armor
Recruit Ability: Grit

Veteran Gear: Kinetic Assault Rifle, Light Armor, Combat Stims
Veteran Abilities: Grit, Duck & Cover

Hero Gear: Kinetic Assault Rifle, Light Armor, Combat Stims, Targeting Matrix, Healing Stims
Hero Abilities: Grit, Duck & Cover, Marksman

Shock Trooper

The Shock Trooper leads the charge into the toughest enemy positions. Equipped for close-range fighting and protected by sturdy armor, they specialize in breaking through defenses and clearing the way for their allies.

Recruit Gear: Kinetic Blaster, Medium Armor
Recruit Ability: Fearless

Veteran Gear: Kinetic Blaster, Medium Armor, Combat Sensors
Veteran Abilities: Fearless, Duck & Cover

Hero Gear: Kinetic Blaster, Medium Armor, Combat Sensors, Alloy Plating, Concussion Grenade
Hero Abilities: Fearless, Duck & Cover, Grit

Legionnaire

The Legionnaire is an elite warrior who stands firm against overwhelming opposition. Protected by heavy armor and armed with powerful weapons, they're the kind of soldier who can hold the line when everyone else is forced to retreat.

Recruit Gear: Impact Assault Rifle, Heavy Armor
Recruit Ability: Grit

Veteran Gear: Impact Assault Rifle, Heavy Armor, Alloy Plating
Veteran Abilities: Grit, Warden

Hero Gear: Impact Assault Rifle, Heavy Armor, Alloy Plating, Vitality Enhancement, Healing Stims
Hero Abilities: Grit, Warden, Fearless

Scout

The Scout is most comfortable operating ahead of the main force, navigating difficult terrain and identifying enemy positions. Their ability to move through dangerous territory and provide valuable intelligence makes them an essential part of any squad.

Recruit Gear: Kinetic Marksman Rifle, Light Armor
Recruit Ability: Pathfinder

Veteran Gear: Kinetic Marksman Rifle, Light Armor, Tactical Scanner
Veteran Abilities: Pathfinder, Infiltration

Hero Gear: Kinetic Marksman Rifle, Light Armor, Tactical Scanner, Targeting Matrix, Calibrated Servos
Hero Abilities: Pathfinder, Infiltration, Overwatch

Sniper

The Sniper is a patient and deadly marksman who eliminates important targets from a distance. Working from concealed positions, they rely on precision and careful positioning to take down enemies before anyone realizes where the shots are coming from.

Recruit Gear: Kinetic Sniper Rifle, Light Armor
Recruit Ability: Stealth

Veteran Gear: Kinetic Sniper Rifle, Light Armor, Tactical Scanner
Veteran Abilities: Stealth, Marksman

Hero Gear: Kinetic Sniper Rifle, Light Armor, Tactical Scanner, Targeting Matrix, Smart Weapons
Hero Abilities: Stealth, Marksman, Infiltration

Raider

The Raider is a fast-moving fighter who thrives on aggressive attacks and sudden changes in position. They rush toward vulnerable targets, exploit openings in enemy defenses, and keep moving before their opponents can respond.

Recruit Gear: Kinetic Submachine Gun, Light Armor
Recruit Ability: Duck & Cover

Veteran Gear: Kinetic Submachine Gun, Light Armor, Calibrated Servos
Veteran Abilities: Duck & Cover, Grace

Hero Gear: Kinetic Submachine Gun, Light Armor, Calibrated Servos, Combat Sensors, Combat Stims
Hero Abilities: Duck & Cover, Grace, Marksman

Infiltrator

The Infiltrator specializes in getting close to the enemy without being detected. Whether slipping behind enemy lines or launching a surprise attack, they use stealth and careful timing to strike where their opponents are least prepared.

Recruit Gear: Kinetic Submachine Gun, Light Armor
Recruit Ability: Stealth

Veteran Gear: Kinetic Submachine Gun, Light Armor, Reflex Enhancer
Veteran Abilities: Stealth, Sneak Attack

Hero Gear: Kinetic Submachine Gun, Light Armor, Reflex Enhancer, Tactical Scanner, Jump Pack
Hero Abilities: Stealth, Sneak Attack, Infiltration

Gunslinger

The Gunslinger is a quick and accurate fighter who prefers a pistol in each hand. Their speed and precision make them particularly dangerous in close-range firefights, where a split-second reaction can mean the difference between victory and defeat.

Recruit Gear: Two Kinetic Pistols, Light Armor
Recruit Ability: Marksman

Veteran Gear: Two Kinetic Pistols, Light Armor, Targeting Matrix
Veteran Abilities: Marksman, Grace

Hero Gear: Two Kinetic Pistols, Light Armor, Targeting Matrix, Reflex Enhancer, Healing Stims
Hero Abilities: Marksman, Grace, Duck & Cover

Duelist

The Duelist is a skilled close-combat fighter who relies on speed, precision, and expert weapon handling. Armed with a weapon in each hand, they weave through enemy attacks and strike back with a flurry of carefully placed blows.

Recruit Gear: Two Standard Hand Weapons, Light Armor
Recruit Ability: Skirmisher

Veteran Gear: Two Standard Hand Weapons, Light Armor, Combat Sensors
Veteran Abilities: Skirmisher, Parry

Hero Gear: Two Standard Hand Weapons, Light Armor, Combat Sensors, Reflex Enhancer, Jump Pack
Hero Abilities: Skirmisher, Parry, Grace

Brawler

The Brawler prefers to settle a fight up close and personal. Tough, aggressive, and comfortable in the middle of a chaotic melee, they rely on raw fighting skill and powerful strikes to overwhelm their opponents.

Recruit Gear: Standard Hand Weapon, Light Armor
Recruit Ability: Armsman

Veteran Gear: Standard Hand Weapon, Light Armor, Combat Sensors
Veteran Abilities: Armsman, Slam

Hero Gear: Standard Hand Weapon, Light Armor, Combat Sensors, Reflex Enhancer, Healing Stims
Hero Abilities: Armsman, Slam, Follow Through

Berserker

The Berserker throws themselves into battle with reckless aggression, caring little for personal safety. Armed with a pair of brutal weapons, they thrive in close combat and become especially dangerous when a fight turns desperate.

Recruit Gear: Two Powered Hand Weapons, Light Armor
Recruit Ability: Desperate

Veteran Gear: Two Powered Hand Weapons, Light Armor, Combat Sensors
Veteran Abilities: Desperate, Marauder

Hero Gear: Two Powered Hand Weapons, Light Armor, Combat Sensors, Vitality Enhancement, Combat Stims
Hero Abilities: Desperate, Marauder, Vicious

Crusher

The Crusher is a heavily armed melee specialist who uses overwhelming strength to break through enemy formations. Their massive weapons deliver devastating blows, making them particularly effective against opponents who rely on armor or defensive positions.

Recruit Gear: Standard Great Weapon, Medium Armor
Recruit Ability: Brute

Veteran Gear: Standard Great Weapon, Medium Armor, Power Amplifier
Veteran Abilities: Brute, Mighty

Hero Gear: S tandard Great Weapon, Medium Armor, Power Amplifier, Alloy Plating, Vitality Enhancement
Hero Abilities: Brute, Mighty, Slam

Guardian

The Guardian is a dedicated defender who places the safety of their allies above everything else. Equipped to withstand enemy attacks and protect nearby companions, they are most effective standing between danger and the rest of the squad.

Recruit Gear: Energy Hand Weapon, Medium Armor
Recruit Ability: Warden

Veteran Gear: Energy Hand Weapon, Medium Armor, Blast Shield
Veteran Abilities: Warden, Parry

Hero Gear: Energy Hand Weapon, Medium Armor, Blast Shield, Alloy Plating, Healing Stims
Hero Abilities: Warden, Parry, Grit

Officer

The Officer is a battlefield leader who keeps the squad organized and fighting as a coordinated force. Through clear orders, tactical awareness, and steady leadership, they help their allies react to changing conditions and gain the advantage over their enemies.

Recruit Gear: Kinetic Pistol, Light Armor
Recruit Ability: Orders

Veteran Gear: Kinetic Pistol, Light Armor, Neural Stabilizer
Veteran Abilities: Orders, Tactician

Hero Gear: Kinetic Pistol, Light Armor, Neural Stabilizer, Active Accelerator, Healing Stims
Hero Abilities: Orders, Tactician, Inspiring

Support Specialist

The Support Specialist keeps the squad operating at its best, combining technical expertise with battlefield medical training. Whether deploying support systems, treating injuries, or helping fallen allies return to the fight, their contributions can turn a desperate battle around.

Recruit Gear: Energy Pistol, Light Armor
Recruit Ability: Support

Veteran Gear: Energy Pistol, Light Armor, Stim Dispenser
Veteran Abilities: Support, Healer

Hero Gear: Energy Pistol, Light Armor, Stim Dispenser, Revival Stims, Healing Stims
Hero Abilities: Support, Healer, Inspiring

Psyker

The Psyker possesses unusual mental abilities that allow them to influence the battlefield in ways ordinary soldiers cannot. Through intense concentration and specialized training, they can unleash psychic powers, disrupt enemies, and manipulate forces beyond conventional technology.

Recruit Gear: Energy Pistol, Light Armor
Recruit Ability: Psyker

Veteran Gear: Energy Pistol, Light Armor, Neural Stabilizer
Veteran Abilities: Psyker, Adept

Hero Gear: Energy Pistol, Light Armor, Neural Stabilizer, Reflex Enhancer, Healing Stims
Hero Abilities: Psyker, Adept, Disruptor

Hacker

The Hacker is an electronic warfare specialist who turns enemy technology against its owners. Using sophisticated equipment and technical expertise, they disrupt communications, interfere with hostile systems, and exploit weaknesses that conventional soldiers might never notice.

Recruit Gear: Kinetic Pistol, Light Armor
Recruit Ability: Hacker

Veteran Gear: Kinetic Pistol, Light Armor, Tactical Scanner
Veteran Abilities: Hacker, Adept

Hero Gear: Kinetic Pistol, Light Armor, Tactical Scanner, Neural Stabilizer, Smart Weapons
Hero Abilities: Hacker, Adept, Jammer

Engineer

The Engineer is a resourceful technical specialist who knows how to make machinery work, or stop working when necessary. Skilled in sabotage, equipment handling, and battlefield problem-solving, they are particularly valuable when a mission involves securing or disabling important objectives.

Recruit Gear: Kinetic Pistol, Light Armor
Recruit Ability: Saboteur

Veteran Gear: Kinetic Pistol, Light Armor, Tactical Scanner
Veteran Abilities: Saboteur, Duck & Cover

Hero Gear: Kinetic Pistol, Light Armor, Tactical Scanner, Fusion Grenade, Stim Dispenser
Hero Abilities: Saboteur, Duck & Cover, Jammer

Incinerator

The Incinerator specializes in clearing enemy positions with devastating bursts of flame. Particularly effective against enemies hiding behind cover or occupying confined spaces, they can force opponents to abandon positions that would otherwise be difficult to assault.

Recruit Gear: Flame Thrower, Light Armor
Recruit Ability: Fearless

Veteran Gear: Flame Thrower, Light Armor, Alloy Plating
Veteran Abilities: Fearless, Duck & Cover

Hero Gear: Flame Thrower, Light Armor, Alloy Plating, Calibrated Servos, Healing Stims
Hero Abilities: Fearless, Duck & Cover, Desperate

Grenadier

The Grenadier provides explosive firepower wherever the squad needs it most. Trained to bombard enemy positions and support infantry assaults, they can disrupt entrenched opponents and create opportunities for their allies to advance.

Recruit Gear: Grenade Launcher, Light Armor
Recruit Ability: Saboteur

Veteran Gear: Grenade Launcher, Light Armor, Frag Grenade
Veteran Abilities: Saboteur, Duck & Cover

Hero Gear: Grenade Launcher, Light Armor, Frag Grenade, Incendiary Grenade, Tactical Scanner
Hero Abilities: Saboteur, Duck & Cover, Marksman

Gunner

The Gunner delivers sustained firepower from a combat battleframe, keeping enemy forces pinned down while their allies maneuver into position. With a powerful machine gun and reinforced equipment, they are well suited to controlling important areas of the battlefield.

Recruit Gear: Kinetic Light Machine Gun, Light Battleframe
Recruit Ability: Duck & Cover

Veteran Gear: Kinetic Light Machine Gun, Light Battleframe, Targeting Matrix
Veteran Abilities: Duck & Cover, Overwatch

Hero Gear: Kinetic Light Machine Gun, Light Battleframe, Targeting Matrix, Alloy Plating, Healing Stims
Hero Abilities: Duck & Cover, Overwatch, Marksman

Siege Gunner

The Siege Gunner specializes in destroying heavily defended targets with powerful explosive weapons. Operating from a battleframe equipped for heavy combat, they provide the destructive firepower needed to break fortified positions and eliminate dangerous enemies.

Recruit Gear: Missile Launcher, Light Battleframe
Recruit Ability: Overwatch

Veteran Gear: Missile Launcher, Light Battleframe, Targeting Matrix
Veteran Abilities: Overwatch, Marksman

Hero Gear: Missile Launcher, Light Battleframe, Targeting Matrix, Alloy Plating, Tactical Scanner
Hero Abilities: Overwatch, Marksman, Grit

Battleframe Pilot

The Battleframe Pilot operates an agile combat machine that combines mobility with the firepower of a heavy cannon. Their training allows them to maneuver across the battlefield, engage priority targets, and provide powerful support to nearby infantry.

Recruit Gear: Kinetic Cannon, Light Battleframe
Recruit Ability: Marksman

Veteran Gear: Kinetic Cannon, Light Battleframe, Targeting Matrix
Veteran Abilities: Marksman, Grit

Hero Gear: Kinetic Cannon, Light Battleframe, Targeting Matrix, Reflex Enhancer, Smart Weapons
Hero Abilities: Marksman, Grit, Overwatch

Siege Pilot

The Siege Pilot commands a heavily reinforced battleframe designed to withstand punishing enemy fire. Equipped with a powerful cannon and formidable defenses, they advance into the most dangerous areas of the battlefield and hold their ground against overwhelming opposition.

Recruit Gear: Impact Cannon, Heavy Battleframe
Recruit Ability: Grit

Veteran Gear: Impact Cannon, Heavy Battleframe, Alloy Plating
Veteran Abilities: Grit, Fearless

Hero Gear: Impact Cannon, Heavy Battleframe, Alloy Plating, Power Amplifier, Vitality Enhancement
Hero Abilities: Grit, Fearless, Overwatch

Traits & Abilities

Traits & Abilities represent the special training, talents, and natural gifts that set a character apart. They can improve a character's effectiveness in combat, provide bonuses in certain situations, grant new options on the battlefield, or change how particular rules affect them. Together, they help define what makes each character unique.

Adept

You have trained to control unstable energies and complex digital systems with precision. You may reroll dice showing 1 when using Support Protocols, Tactical Orders, Psychic Powers, Corruption or Hacking.

Armsman

You know your way around a close-combat weapon and can turn a poor swing into a solid hit. You may reroll any 1s when making melee attacks.

Assassin

You know how to press every advantage when a fight gets up close and personal. You may spend 1 Action Point to reroll one missed melee attack die, spending 1 Action Point for each die you reroll.

Brute

You rely on raw strength to overpower anyone foolish enough to stand toe-to-toe with you. All of your melee attacks are considered Power Attacks.

Desperate

When the shooting starts and fear sets in, you dig in instead of backing down. When you activate, immediately discard all Panic Tokens assigned to you.

Disruptor

You recognize the signs of incoming psychic and digital attacks and act to disrupt them. You may reroll dice showing 1 when attempting to Interrupt Psychic Powers or Hacking Programs.

Duck & Cover

You have a knack for keeping your head down when lead starts flying. You always count as being in Soft Cover, even while standing out in the open.

Fear

Whether through a terrifying appearance, supernatural presence, or sheer brutality, you put fear into anyone who gets too close. Issue a Panic Token to every enemy model within your Threat Range.

Fearless

Fear has little hold over you, whether through courage, hard-earned nerve, or something less natural. You are immune to Fear and automatically pass any Bravery Tests you are required to make.

Fly

You can take to the air and pass over obstacles that would stop anyone stuck on the ground. You may ignore cover while moving and always have Line of Sight when determining whether you can make a Charge.

Follow Through

Once you get rolling in a close fight, you are hard to stop. Whenever you Incapacitate an enemy model in melee combat, you may immediately make a free Full Move Action.

Grace

You are quick enough on your feet to slip away before an enemy can take advantage. You are never subject to Free Strikes.

Grit

You are tough as nails and have a habit of surviving hits that should have put you down. You may reroll any 1s when making a Saving Throw.

Hacker

You specialize in infiltrating enemy networks, overriding combat systems, and disrupting electronic defenses. You may use Hacking Programs, following each program's listed cost, range, timing, and effects.

Healer

You know how to patch up a badly wounded companion and pull them back from the brink. You may attempt to resuscitate an Incapacitated friendly model within your Threat Range by making a WP Roll with TN 4. For each success, the model returns to the fight with 1 EN.

Infiltration

You know how to slip ahead of the rest of the gang and find a good position before the shooting starts. When deploying during a Scenario, you may be placed up to 6" farther forward than normally allowed.

Inspiring

Whether through stirring words, steady nerves, or natural leadership, you give nearby allies the courage to keep fighting. All friendly models within 6" gain +1 WP. This bonus is not cumulative with other instances of Inspiring.

Jammer

Your equipment is protected by signal scramblers and defensive countermeasures. Enemy Hackers suffer -1 die on tests to use Hacking Programs against you.

Lunge

You know how to throw yourself into a Charge with sudden speed and aggression. When Charging, you gain +1 MOV and +1 ATT for the attack.

Marauder

You rush headlong into a fight before your enemies have time to react. Once per activation, you may declare a Charge for free, provided the target is within double your MOV.

Marksman

You have spent countless hours mastering ranged weapons and know how to correct even the slightest error in your aim. You may reroll any 1s when making ranged attacks.

Mighty

Few opponents can slow you down once fists, claws, or blades start swinging. You never have dice subtracted from your melee attacks, regardless of the circumstances.

Orders

You lead your allies with tactical commands that can shift the course of a battle. You may issue Orders from the Powers list, using each Order's listed cost, range, timing, and effects.

Overwatch

You keep your weapon ready and react quickly when enemies expose themselves. Gain +1 MRK when making ranged attacks as Interrupts.

Parry

You know how to turn a missed swing into the perfect opening for a counterattack. Whenever an enemy misses you with a melee attack, you may immediately make a Free Strike against them.

Pathfinder

You are used to crossing rough frontier country that would slow down less experienced travelers. When moving, you treat all areas of the battlefield as Open Ground.

Psychic

You can channel psychic energy to influence minds, manipulate matter, and unleash devastating attacks. You may use Psychic Powers, following each power's listed cost, range, timing, and effects.

Saboteur

You know how to disable security, sabotage machinery, and exploit weaknesses in critical installations. Gain +1 die on tests to interact with or destroy scenario objectives.

Skirmisher

You rely on speed, precision, and careful weapon placement rather than brute strength. All of your melee attacks are considered Finesse Attacks.

Slam

You hit hard enough to send an enemy staggering backward. Whenever you inflict a wound against an enemy, knock that model back and place it just outside your Threat Range, leaving it vulnerable to being Charged again.

Sneak Attack

You know how to turn concealment into a deadly advantage. While you have a Stealth Token, you gain +1 ATT and +1 MRK when making attacks.

Stealth

You know how to move quietly and stay out of sight when the situation calls for it. You may spend 1 Action Point to generate 1 Stealth Token.

Support

You are trained to deploy emergency treatments, protective systems, and combat enhancements when your allies need them most. You may use Support Protocols from the Powers list, following each protocol's listed cost, range, timing, and effects.

Tactician

You direct nearby allies with clear commands and careful battlefield coordination. Each round, you gain 2 Bonus AP that you may assign to friendly models within 6".

Vicious

You have no interest in leaving a fallen enemy alive. When you would Incapacitate an enemy in melee combat, that enemy is instead killed outright and immediately removed from the game.

Warden

You put yourself between danger and the folks fighting beside you. You may take an attack in place of any friendly model within your Threat Range.

Equipment

You will outfit your characters with the weapons, armor, and advanced technology needed to survive the dangers of Dark Stars. Each Profession includes a selection of preferred equipment representing the gear commonly used by characters with that training, but characters may purchase any additional equipment by simply adding its Cost to their total. Weapons can also be upgraded with Energy or Impact technology, providing special abilities that give your squad an advantage on the battlefield, an upgrade costs 5 points. From powerful firearms and protective armor to combat enhancements and specialized equipment, a well-equipped squad can be prepared for almost anything the galaxy throws at them.

Standard Hand Weapon

Cost: 0

A reliable close-combat weapon suited to fighting at arm's length.

Standard Great Weapon

Cost: 10

An oversized melee weapon built to deliver heavy blows at close range. Grants +1 DAM.

Kinetic Pistol

Range: 8" **DAM:** 4 **Cost:** 5

A compact sidearm designed for close-range engagements and easy handling. Pistols may be used as melee weapons.

Kinetic Submachine Gun

Range: 8" **DAM:** 4 **Cost:** 10

A compact automatic firearm suited to mobile, close-range firefights. Rapid Fire.

Kinetic Blaster

Range: 6" **DAM:** 5 **Cost:** 10

A short-range firearm designed to unleash a devastating spread of fire. Scattershot.

Kinetic Assault Rifle

Range: 12" **DAM:** 4 **Cost:** 10

A versatile infantry rifle intended for sustained firefights and advancing troops. Suppressive Fire.

Kinetic Marksman Rifle

Range: 18" **DAM:** 5 **Cost:** 10

A precision rifle built for careful shots at targets beyond typical infantry ranges. Accurate.

Kinetic Sniper Rifle

Range: 24" **DAM:** 6 **Cost:** 15

A long-range precision weapon designed to eliminate targets from concealed positions. Accurate. Silent.

Flame Thrower

Range: 10" **DAM:** 6 **Cost:** 10

A close-range incendiary weapon that projects burning fuel across enemy positions. Its Burning effect makes it useful for driving enemies out of cover.

Grenade Launcher

Range: 14" **DAM:** - **Cost:** 10

A specialized launcher that sends equipped grenades farther than they can be thrown by hand. Its effectiveness depends on the grenades carried.

Frag Grenade

Range: 6" **DAM:** 5 **Cost:** 5

A fragmentation explosive that scatters dangerous shrapnel across an area. It uses the Area of Effect and Explosive rules.

Incendiary Grenade

Range: 6" **DAM:** 4 **Cost:** 5

An incendiary charge designed to spread fire across a target area. It uses the Area of Effect and Burning rules.

Fusion Grenade

Range: 6” **DAM:** 5 **Cost:** 5

A compact explosive that releases a concentrated burst of energy. It uses the Area of Effect and Energized rules.

Concussion Grenade

Range: 6” **DAM:** 5 **Cost:** 5

A shock-producing explosive intended to knock enemies off balance. It uses the Area of Effect and Powered rules.

Missile Launcher

Range: 24” **DAM:** 8 **Cost:** 30

A heavy launcher that fires powerful explosive missiles at distant targets. Its blast combines Area of Effect, Explosive, and Powered effects.

Kinetic Light Machine Gun

Range: 18” **DAM:** 6 **Cost:** 25

A heavy automatic weapon built to maintain sustained fire against enemy positions. Suppressive Fire. Rapid Fire. Heavy.

Kinetic Cannon

Range: 24” **DAM:** 7 **Cost:** 20

A powerful heavy weapon designed to strike distant targets with destructive force. Suppressive Fire. Explosive. Heavy.

Blast Shield

Cost: 10

A reinforced defensive shield used to deflect incoming attacks. It grants +1 DEF.

Light Armor

ARM: +1 **Cost:** 5

Lightweight protective gear that provides basic battlefield protection without the bulk of heavier armor. It grants +1 ARM.

Medium Armor

ARM: +2 **Cost:** 15

Reinforced combat armor offering a balance of protection and mobility. It grants +2 ARM.

Heavy Armor

ARM: +3 **Cost:** 25

Thick, heavily reinforced armor designed for combatants expected to withstand intense fire. It grants +3 ARM.

Enhancement

Cost: 15

A physical or mechanical enhancement that increases a model’s size by one category. It also grants +1 EN.

Reinforcement

Cost: 35

Extensive augmentation or reinforcement that increases a model’s size by two categories. It also grants +2 EN.

Tactical Scanner

Cost: 10

A detection system that identifies targets concealed by stealth technology or other means. It allows the wearer to target models in Stealth normally.

Calibrated Servos

Cost: 10

Precision-tuned movement systems that help a combatant move faster. They grant +1 MOV.

Combat Sensors

Cost: 10

Close-combat targeting sensors that help track an opponent’s movements. They grant +1 ATT.

Targeting Matrix

Cost: 10

An advanced aiming system that improves accuracy with ranged weapons. It grants +1 MRK.

Reflex Enhancer

Cost: 10

A response-boosting system that helps the user evade incoming attacks. It grants +1 DEF.

Active Accelerator

Cost: 10

An integrated accelerator that sharpens the user's response and initiative in battle. It grants +1 IV.

Neural Stabilizer

Cost: 10

A neural support system that helps maintain concentration and mental control under pressure. It grants +1 WP.

Alloy Plating

Cost: 10

Additional reinforced plating fitted to armor or a mechanical body. It grants +1 ARM.

Vitality Enhancement

Cost: 10

A biological or mechanical reinforcement that improves a combatant's staying power. It grants +1 EN.

Power Amplifier

Cost: 10

An enhancement that increases the force of a combatant's attacks. It grants +1 DAM.

Combat Stims

Cost: 5

A single-use stimulant that suppresses fear and steadies the user in battle. It grants Fearless until the user's next turn.

Revival Stims

Cost: 5

An emergency medical stimulant intended to revive an Incapacitated ally. It can be used as though the user has the Healer trait and is consumed after use.

Healing Stims

Cost: 5

A single-use medical stimulant that helps a wounded combatant recover. It restores one lost wound.

Stim Dispenser

Cost: 5

An automated dispenser that prepares a chosen stimulant at the start of each round. It can hold no more than one stim at a time.

Smart Weapons

Cost: 5

Integrated targeting technology that allows equipped ranged weapons to engage targets without normal line of sight. It removes their line-of-sight requirement.

Jump Pack

Cost: 5

A compact propulsion system that lets its wearer take to the air and cross obstacles. It grants the Fly ability.

Light Battleframe

MOV: +1	**DEF:** +1	**ARM:** +4
EN: +1	**DAM:** +1	**Cost:** 50

A powered combat frame that enhances a Standard model's battlefield capabilities and supports heavy weapons. When equipping, Standard Models become Large and Large models become Huge.

Heavy Battleframe

MOV: +1	**DEF:** +2	**ARM:** +5
EN: +2	**DAM:** +2	**Cost:** 80

A heavily reinforced powered frame built for combat under intense fire. Standard or Large models may equip it, and it can carry heavy weapons. When equipping, Standard Models become Large and Large models become Huge.

Equipment Rules

Accurate

Accurate weapons reward a steady firing position. If the model has not moved before firing this weapon during its activation, it gains +1 MRK for that attack.

Area of Effect

Area of Effect attacks can catch several fighters in a single blast. When the attack hits, every model within 3" of the target is also hit by the attack.

Armor Piercing

Armor Piercing weapons punch through even the toughest protection. Models struck by this weapon cannot drop dice from their Armour Pool after a successful attack.

Burning

Burning attacks can turn a single wound into a spreading blaze. If at least one wound from a Burning attack is not soaked by Armour, the attacker may spend additional Action Points to inflict 1 automatic wound for each AP spent.

Energized

Energized weapons discharge concentrated energy into their targets. A model targeted by an Energized attack suffers -1 ARM against that attack.

Explosive

Explosive attacks strike with enough force to throw their victims off balance even when the blast does not finish them. Models hit by an Explosive attack suffer a Power Attack in addition to any damage inflicted.

Heavy

Heavy weapons are very powerful, but far too large for troops to carry easily. Only Large or Huge Models may equip heavy weapons.

Hindering

Hindering effects make movement difficult and dangerous. While affected, all Actions that use the Movement Pool have their TN increased by 2.

Inaccurate

Inaccurate weapons are difficult to aim or control. Attacks made with an Inaccurate weapon have their TN increased by 1.

Powered

Powered weapons strike with enough force to knock an opponent to the ground. A model that suffers a wound from a Powered attack is knocked down and must spend 1 AP to stand back up.

Rapid Fire

Rapid Fire weapons unleash a burst of shots to improve the chance of hitting a target. Attacks made with a Rapid Fire weapon gain +2 MRK, but their Target Number is increased by 1.

Scattershot

Scattershot weapons unleash a spread of shot that becomes especially devastating at short distances. A weapon with Scattershot gains +1 DAM when fired at close range.

Silent

Silent weapons can be used without immediately revealing a hidden attacker. Firing a weapon with Silent does not cause the character to lose a Stealth Token.

Suppressive Fire

Suppressive Fire sends enough lead downrange to force an enemy to keep their head down. After an attack with this weapon, the target gains a Suppression Marker. A model with Suppression Markers cannot act until it spends 1 Action Point per marker to clear them during its activation.

Support Protocols

Support Protocols are advanced systems designed to enhance battlefield performance and keep allies fighting. From automated medical assistance and defensive countermeasures to targeting enhancements and tactical support, these technologies allow Support Specialists to strengthen their squad and adapt to changing combat conditions.

Emergency Recovery

Range: 12” **TN:** 4 **Cost:** 10

You administer emergency treatment that rapidly stabilizes an injured ally. A wounded friendly model recovers 1 EN per success.

Adrenaline Boost

Range: 12” **TN:** 5 **Cost:** 10

You flood nearby allies with a burst of stimulants and renewed energy. All friendly models within 12” gain +1 MOV during their next activation.

Resolve Protocol

Range: 12” **TN:** 5 **Cost:** 10

You reinforce your allies’ resolve with a surge of confidence and focus. All friendly models within 12” gain +1 WP during their next activation.

Emergency Revival

Range: 12” **TN:** 6 **Cost:** 10

You deploy emergency life-saving measures to bring a fallen ally back into action. An Incapacitated friendly model recovers 1 EN per success and may act this round.

Sensor Sweep

Range: 16” **TN:** 5 **Cost:** 10

You activate an advanced scan that exposes hidden enemy positions. Remove one Stealth Token per success from an enemy within 16”.

Protective Field

Range: Self **TN:** 6 **Cost:** 10

You surround yourself with a shimmering field that deflects incoming attacks. Enemies targeting you lose one attack die per success while the field lasts.

Combat Enhancement

Range: 12” **TN:** 6 **Cost:** 10

You enhance an ally’s reflexes and combat coordination. A friendly model within 12” gains +1 ATT during its next activation.

Tactical Orders

Experienced leaders know that victory depends on more than firepower alone. Tactical Orders allow Officers to direct their troops, coordinate attacks, and inspire allies to push beyond their limits. Whether rallying a squad under fire or directing a decisive assault, a well-timed order can turn the tide of battle.

Close Combat Order

Range: 12” **TN:** 4 **Cost:** 10

You call for a decisive close-quarters assault, urging nearby fighters forward. Friendly models within range gain +1 ATT while this order is active.

Precision Fire

Range: 12” **TN:** 4 **Cost:** 10

You direct your squad to steady their weapons and concentrate their fire. Friendly models within range gain +1 MRK while this order is active.

Defensive Formation

Range: 12” **TN:** 4 **Cost:** 10

You order your allies to cover one another and hold a disciplined formation. Friendly models within range gain +1 DEF while this order is active.

Steady Nerves

Range: 12” **TN:** 4 **Cost:** 10

You rally nearby fighters to remain focused despite the chaos of battle. Friendly models within range gain +1 WP while this order is active.

Brace for Impact

Range: 12” **TN:** 4 **Cost:** 10

You warn your squad to brace for incoming attacks and use every scrap of cover. Friendly models within range gain +1 ARM while this order is active.

Rapid Advance

Range: 12” **TN:** 4 **Cost:** 10

You command a swift advance, driving your squad toward its objective. Friendly models within range gain +1 MOV while this order is active.

Rally Troops

Range: 12” **TN:** 4 **Cost:** 10

You call out to shaken allies, restoring their courage under fire. Friendly models within range remove one Fear Token while this order is active.

Maximum Force

Range: 12” **TN:** 4 **Cost:** 10

You demand a relentless assault, urging your fighters to strike with maximum force. Friendly models within range gain +1 DAM while this order is active.

Hacking

In a galaxy where advanced technology powers nearly everything, skilled hackers can be just as dangerous as heavily armed soldiers. Hacking allows them to infiltrate enemy systems, disrupt equipment, override security and manipulate battlefield technology to gain an advantage over their opponents.

Targeting Override

Range: 12” **TN:** 5 **Cost:** 10

You override an enemy’s targeting systems, scrambling its aim and combat responses. Reduce the target’s ATT and MRK by 1 per success.

Comms Disruption

Range: 12” **TN:** 5 **Cost:** 10

You flood an enemy’s communications with interference and false signals. Reduce the target’s IV and WP by 1 per success.

Mobility Lockdown

Range: 12” **TN:** 5 **Cost:** 10

You infiltrate an enemy’s movement systems, causing its servos and controls to malfunction. Reduce its MOV and DEF by 1 per success; it also treats all movement as Difficult Terrain.

System Restore

Range: 12” **TN:** 4 **Cost:** 10

You purge malicious code and restore a compromised system to working order. Spend 1 AP and pass a WP test (TN 4) to restore 1 point per success to each affected Attribute Pool of a model within 12”.

Overclock

Range: 12” **TN:** 5 **Cost:** 10

You push a target’s systems beyond their normal limits for a sudden burst of activity. It gains +2 AP, which may be reserved for Interrupts during the opposing player’s turn.

Targeting Uplink

Range: 12” **TN:** 4 **Cost:** 10

You feed enhanced targeting data directly to an ally’s weapons systems. The target gains +2 MRK until the end of your active turn.

Action Relay

Range: 12” **TN:** 6 **Cost:** 10

You redirect tactical resources between two connected fighters. Make a WP test (TN 6) to transfer one unused AP per success between two models within 12” of you.

Network Flood

Range: 12” **TN:** 5 **Cost:** 10

You overwhelm an enemy’s network with a flood of hostile commands. The target gains one Suppression Token per success and must clear them before acting.

Psychic Powers

Some individuals possess extraordinary mental abilities that allow them to influence the world around them through sheer force of will. Psychics use their powers to manipulate minds, sense hidden threats, and unleash devastating mental attacks, making gifted psychics both valuable allies and dangerous enemies.

Psychic Nullification

Range: 24" **TN:** 4 **Cost:** 10

You lash out with psychic interference as an enemy power takes shape. Spend a reserved AP to Interrupt a power within 24" and make an Opposed Test; cancel it if you win, or subtract your successes from the enemy's.

Psychic Restoration

Range: 24" **TN:** 5 **Cost:** 10

You channel restorative psychic energy into a wounded ally. Restore 1 EN plus 1 per success, up to its starting EN; reviving an Incapacitated model requires successes equal to its base EN.

Psychic Empowerment

Range: Self **TN:** 5 **Cost:** 10

You flood your body with psychic energy, sharpening your abilities beyond their normal limits. Increase one Attribute Pool by +1 per success until the end of your turn; repeated uses cannot stack on the same attribute.

Psychic Nova

Range: 16" **TN:** 6 **Cost:** 10

You release a violent burst of psychic energy that erupts around your chosen target. All models within 3" of a target within 16" suffer one DAM 5 hit per success.

Mind Strike

Range: 24" **TN:** 4 **Cost:** 10

You focus your thoughts into a piercing blast of psychic force. A single enemy suffers one DAM 4 hit per success.

Mind Shield

Range: Self **TN:** 5 **Cost:** 10

You surround yourself with a barrier of condensed psychic energy. The shield has 3 EN plus 1 per success and absorbs wounds before your own EN is reduced.

Blink

Range: Self **TN:** 5 **Cost:** 10

You fold space around yourself and vanish in a flash of psychic energy. Reappear at a visible location within 12" plus 1" per success, provided a direct path can be traced.

Mind Control

Range: 24" **TN:** 6 **Cost:** 10

You invade an enemy's thoughts and attempt to seize control of its actions. Unless it passes a WP test at the same TN, you control it for the turn and may spend AP up to its IV.

Telekinetic Blast

Range: 6" **TN:** 5 **Cost:** 10

You strike an enemy with a crushing wave of telekinetic force. It suffers one DAM 5 hit plus one per success and is pushed 1" per success; collision with an obstacle repeats the damage, with armor allowed.

Corruption

Those touched by the mysterious energies of the Aether can develop unnatural abilities that defy conventional science. Available exclusively to Aethertouched characters, Corruption Powers allow them to channel these unstable forces to weaken enemies, alter reality, and unleash destructive effects upon the battlefield.

Warp Nullification

Range: 24" **TN:** 4 **Cost:** 10

You unravel the unstable energy of an enemy's ability before it takes hold. Use this as an Interrupt and make an Opposed Test; if you win, the ability is canceled.

Final Dissolution

Range: 16" **TN:** 4 **Cost:** 10

You unleash a wave of corrupting energy that consumes a fallen combatant. Choose an Incapacitated model within range and remove it from the game.

Corruptive Surge

Range: 16" **TN:** 6 **Cost:** 10

You awaken the corruption already spreading through an enemy's body. If it suffered Corruption damage this round, it loses 1 EN per success, with no Saving Throw.

Void Talons

Range: Self **TN:** 5 **Cost:** 10

You shape raw corruption into vicious, shimmering talons around your hands. Gain +1 ATT until your next activation.

Vitality Siphon

Range: 12" **TN:** 4 **Cost:** 10

You tear vitality from an enemy and channel it into your allies. Inflict one DAM 3 hit per success, transferring each wound caused to a friendly model within 6" of you.

Toxic Eruption

Range: 12" **TN:** 5 **Cost:** 10

Unleash a toxic surge, dealing one DAM 5 hit to an enemy within range per success.

Reanimate

Range: 12" **TN:** 6 **Cost:** 10

You flood a fallen body with corrupting energy, forcing it back into battle. An Incapacitated model returns as a basic Recruit under your control with 1 EN per success and may act immediately; use an appropriate race profile.

Threat Detection

Range: 12" **TN:** 5 **Cost:** 10

You sense the presence of enemies concealed from ordinary sight. Remove one Stealth Token per success from an enemy within range.

Warp Snare

Range: 12" **TN:** 6 **Cost:** 10

You summon invisible tendrils of warped energy that bind an enemy in place. The target loses 1 AP per success.

Corruption Bolt

Range: 12" **TN:** 4 **Cost:** 10

You hurl a concentrated bolt of corruption at a single enemy. The target suffers one DAM 4 hit per success.

Your Legend Begins

You have assembled your squad. Your weapons are charged, your equipment is ready, and somewhere among the stars, someone is about to make a very expensive mistake. Now it is time to play.

The galaxy of Dark Stars is yours to explore. Your first battle might be a desperate firefight over a newly discovered Aether deposit, a raid on a remote research station, a clash between rival mercenary companies, or a frantic escape from an alien-infested outpost. What happens next is entirely up to you.

The characters in your squad do not have to remain a collection of statistics and abilities. Give them names. Remember their victories. Hold grudges over spectacular defeats. Perhaps the lowly Recruit who somehow survives against impossible odds becomes a Veteran, then eventually the Hero who leads your squad into battle. Before long, the games you play will begin creating stories of their own.

And Dark Stars is much larger than the worlds and factions described in these pages. Beyond the established colonies lie forgotten civilizations, abandoned starships, unexplored planets, and countless mysteries waiting to be uncovered. There are fortunes to claim, ancient technologies to recover, dangerous creatures to confront, and secrets of the Aether that perhaps should remain buried. Make some of them your own.

There is no correct way to build your squad and no story you are required to follow. Use the miniatures you love, create the characters you want, and fight the battles that sound fun to you.

Gather your squad, power up your weapons, and make your mark among the Dark Stars!