

6
PHY

8
NRL

0
ARM

5
INI

15
FW

3
PHY

6
NRL

0
ARM

7
INI

8
FW

Illus. Marco Brunelleschi

CQC 15

2

ATHLETIC 13

2

HACKING 11

2

ATHLETICS 8

2

CUNNING 16

2

SURVIVAL 11

3

CUNNING 9

2

SURVIVAL 9

2

EVA 13

2

EVA 11

2

Alterant

Decisive and critical successes don't deal additional damage to the Alterant. Additionally, he can perform the following CQC actions against characters up to 10 metres away:

Grabbing: 0 damage.

If successful, target becomes grabbed. Grabbed characters can not move. If the Alterant is damaged or hacked, his attacker can choose one grabbed character and release him.

Slamming: 2 damage.

He gains one advantage against grabbed characters.

Squeezing: 0 damage and one advantage.

Only against grabbed characters. If successful, the target must discard two cards from his hand. If he can't, he becomes Traumatized.



USE THE LEFT FRONT SIDE OF THE CARD FOR THE ALTERANT, AND THE RIGHT FRONT SIDE FOR THE GREATER TECHNOS. USE AS MANY GREATER TECHNOS AS THE NUMBER OF CHARACTERS PARTICIPATING IN THE ENCOUNTER. BOTH THE ALTERANT AND THE GREATER TECHNOS HAVE THE RAVAGER CHARACTERISTIC.

Alterants are the drivers of Ravager evolution. They analyze and process all the genetic material harvested by the swarms, constantly looking for new mutations that can push the evolution of their species a step further. Alterants tend to keep to themselves, and spend most of their time conducting twisted experiments on the prisoners brought to them by the swarms. Their loyalty lies with their species first, and only then with their Queen. Under the right circumstances, they won't hesitate to dispose of a Queen unfit to lead its swarm.

Greater Techno

Action (Hacking). May be used to hack. It causes 2 points of ACS damage when performing a DoS action. LinkWave 50.

Activated. It suffers two neural damage to gain one advantage. While there is at least one Greater Techno alive, the Alterant can also use this Activated effect.

Hivemind

It ignores all neural damage penalties, and discards 2 neural damage points per Maintenance Phase, even if it suffered neural damage that Initiative Round.

Instant. Turn any amount of physical damage into neural damage.

Instant. Transfer any amount of neural damage from the Alterant to any non Traumatized Techno or Greater Techno up to 20 m. away.

Vines II Swarm

CARNIVOROUS GROVE

Spikes II Swarm



Illus. Arthur Haas

GRAPPLING 9

SURVIVAL 13

HITTING 11

SURVIVAL 13

CUNNING 17

CUNNING 17

Vines

Grappling: 1 neural damage and one advantage.
When they act as the triggering character, they target every opponent within 20 metres.

Swarm

The Vines can only suffer one point of damage as a result of an attack, regardless of the level of success; and they ignore all damage penalties.
The Vines do not lose their turn if they perform a counteraction.

CARNIVOROUS GROVE



USE THE LEFT SIDE OF THE CARD FOR THE VINES, AND THE RIGHT SIDE OF THE CARD FOR THE SPIKES. THEY ARE INDEPENDENT CREATURES, AND EACH HAS AS MUCH PHYSICAL HEALTH AS THE NUMBER OF CHARACTERS PARTICIPATING IN THE ENCOUNTER.

The carnivorous grove can be found in the alien woods of the planet, where its ability to hide in plain sight, appearing to be just another harmless thicket, turns it into a deadly hunter.
The carnivorous grove shapes its surrounding landscape, extending long roots that acidify the earth above them, sterilising it. This creates clear paths in the dense jungles around it, leading its unaware victims straight into its maw.

Spikes

Hitting: 1 physical damage.
They ignore one point of **armour**.
When they act as the triggering character, they target every opponent within 20 metres.
They gain one **advantage** against characters grappled by the Vines.
Damaged characters see their **Initiative Skill** reduced to 0 until the end of the next Initiative Round.

Swarm

The Spikes can only suffer one point of damage as a result of an attack, regardless of the level of success; and they ignore all damage penalties.
The Spikes do not lose their turn if they perform a counteraction.



PHY 2
NRL 1
ARM 0
INI 8
FW 2

PHY 1
NRL 1
ARM 2
INI 1
FW 5

Electroshock

Illus. Marco Brunelleschi

HITTING 3

SURVIVAL 7

CUNNING 8

EVA 13

Jellyfish

Hitting: 0 damage and 1 advantage. If successful, its target gains three sticky counter, minus one per damage point suffered by the Jellyfish. Each sticky counter on a character reduces all his Skills by one point. When there's as many sticky counters on a character as his Athletic Skill, a **cocoon** is created around him.

When they act as the triggering character, they target every opponent within 20 metres.

Swarm

The Jellyfish can only suffer one point of damage as a result of an attack, regardless of the level of success; and they ignore all damage penalties.

The Jellyfish do not lose their turn if they perform a counteraction.

Cocoon



USE THE LEFT SIDE OF THE CARD FOR THE JELLYFISH. THERE ARE AS MANY JELLYFISH AS THE NUMBER OF CHARACTERS PARTICIPATING IN THE ENCOUNTER. USE THE RIGHT SIDE OF THE CARD FOR THE COCOONS. THERE ARE NO COCOONS AT THE BEGINNING OF THE ENCOUNTER.

These seemingly harmless creatures are among the most successful hunters on the face of Ujara. They favor humid environments and tend to form large flocks, capable of taking down even the largest of preys.

They use their luminescent bodies to lure their preys into their lair and, once there, they wrap them in resilient electrical filaments to form cocoons capable of shocking the unfortunate victims until they are unconscious. When they are done devouring their victims, only their bones remain.

A Cocoon has as much health as the number of sticky counters on the character inside of it. Causing physical damage to the Cocoon will remove the same amount of sticky counters from the character inside of it.

The character inside of it cannot move or perform Dexterity,

Electroshock



Each Maintenance Phase, the Cocoon deals as much neural damage to the character inside of it as its health. It ignores armour.

10
PHY

8
NRL

2
ARM

12
INI

18
FW

0
PHY

1
NRL

0
ARM

8
INI

11
FW

Illus. Marco Brunelleschi

HITTING 19

GRAPPLING 16

HITTING 14

CONSUMING 14

ATHLETIC 17

EVA 18

CUNNING 15

SURVIVAL 16

Tzix

She can move 10 metres.
She ignores physical damage penalties. Additionally, her armour cannot be reduced or ignored by any means.
She gains 2 advantages towards all her Agility actions. If she avoids an attack that could also damage her appendages, the appendages avoid it as well.

Strike

Hitting: 3 damage and two advantages.
She ignores one point of armour.

Ravager

If she is hacked, she will fail her action, or suffer a **disadvantage** towards her next action.

Appendage

It always discards 2 neural damage points per Maintenance Phase, even if it suffered neural damage that Initiative Round.
Ranged weapons always suffer one disadvantage against it.

Stab

Hitting: 2 damage.
It ignores one point of armour. It reaches up to 10 metres away.
Damaged targets become pierced. Pierced characters cannot move and suffer one disadvantage towards Dexterity, Constitution, and Agility actions per appendage piercing them. Additionally, the appendage can consume them.
Consuming: 1 damage.
It ignores armour. If successful Tzix discards one point of physical damage, else the target is not pierced anymore.

USE THE LEFT SIDE OF THE CARD FOR TZIX, AND THE RIGHT SIDE FOR HER APPENDAGES. SHE STARTS THE ENCOUNTER WITH FOUR APPENDAGES, AND CAN NEVER HAVE MORE THAN FOUR. EACH OF THEM ACTS AND RECEIVES DAMAGE INDEPENDENTLY FROM THE OTHERS. TZIX CAN CONFRONT ANY ACTION TARGETING ANY OF HER APPENDAGES, AND IF SHE DIES, THEY ALSO DIE.
DURING THE MAINTENANCE PHASE, TZIX CAN CHOOSE TO SUFFER ANY AMOUNT OF PHYSICAL DAMAGE TO GAIN THE SAME NUMBER OF APPENDAGES.

As a leader, Tzix is cunning and patient, capable of planning her every move carefully and waiting for as long as necessary for the right time to strike. However, once she enters battle her arrogance and her contempt for her enemies make her reckless, something that might someday prove her downfall.