



EVEN IN THE OUTER
REACHES OF SPACE

**WAR IS
HELL!**

WHAT IS A BASTARD?

Not every soldier in the Victory Corps can be the legendary Sargeant Xeru “Sarge” Freemax. Most recruits are just men, women, and others who have stepped up to do their galactic duty and fight galactic fascism. A rare few members of the Victory Corps are active malcontents, and those rare few earn the privilege of serving in the Corrective Action Battalion. The best of the worst, the Bastards.



THE MISSION

Kill or Capture Major Hayteblud

A member of Kabal High Command is taking a vacation at a stolen chateau in the Labelle countryside to host a party. This get together between Major Hayteblud and local traitor leadership presents the perfect opportunity for a crack team to enact some Alliance vengeance on a notable enemy commander. Kill Major Hayteblud in retribution for the Hill 441 Massacre or bring him in alive so the Alliance can extract some vital war information before his trial and execution.

The Location: Chateau Maison, Soliel Province, LaBelle

Chateau Maison is surrounded on 3 sides by sweeping fields of chest high cloverwheat and a forest to the north. The Chateau has hedge walls separating nature from the carefully kept lawns and buildings of the estate. The grounds consist of the Chateau, a garage, and a distilling house for making famous Labelle Fernwine. Despite the name Fernwine the beverage is actually a highly flammable spirit. A trio of Raptoid grenadiers can be found passed out drunk in the distilling house, having enjoyed too much Fernwine. A Very Difficult Brains test can reveal a secret tunnel that connects the distillery to the Fernwine cellar of the Chateau.

The Chateau itself houses a dozen bedrooms, a kitchen in the basement and second floor, a ball room, and several parlors. The Chateau has a main entrance, a garden entrance, and a staff entrance that connects to the basement kitchen.

The Enemy: Major Hayteblud and the 776nd Raptoid Grenadiers

Major Hayteblud has not travelled alone, his escort is the 45 troopers of the 776 Raptoid Grenadiers. Careful reconnaissance will reveal that the Grenadiers have a Type 46 Light Tank tucked away in the Chateau's garage alongside Major Hayteblud's personal car. Two Raptoid Squads guard the garage. Three Raptoids squads keep regular patrols around the hedge wall. Raptoid squads guard the main and garden entrances to the Chateau. If an alarm is sounded the entire Raptoid contingent will emerge from their quarters in the chateau's basement and move to protect Major Hayteblud. The Raptoid Grenadiers in the garage will also crew the Type 46 Light Tank.

The Party: Dozens of local leaders have gathered in the Chateau at the beckon of Major Hayteblud so he can inform them that the Kabal will soon be increasing the amount of agricultural goods being secured for the war effort, leaving the local farmers with very little. The guests are a mix of humans and LaBellens. These local dignitaries will flee at the first sign of danger. Famous Labellen singer Mitzi LaHare has also been hired to perform for the night and can be found singing in the main ballroom. Mitzi is a LaBellen Resistance member and if she can be spoken to alone will direct the Bastards to her suitcase in the Chateau's Fernwine cellar that contains 2 Satchel Charges.. Major Hayteblud will mingle at the beginning of the party, but spends most of the occasion in a second floor parlor overlooking the ballroom.

INFILTRATION & EXFILTRATION

Six kilometers south of the Chateau is the village of St. Orin, a stronghold of the LaBelle Resistance. The Bastards have been snuck into St. Orin via underground tunnels and can make their escape by returning to St. Orin.

QUICK PLAY RULES

How to GM for Bastards:

Use the Location and Enemy to create a sandbox for your Bastards to explore and fight within. If the mission is going too easily add some locks that require difficult tests to unlock and increase the Raptoid patrols. A mission that is too easy is no mission for the Bastards!

Assembling the Dice Pool:

To attempt a test create a pool of D12 dice equal to the relevant attribute level. There are items and abilities that may modify dice pools, such as guns that add additional dice when attacking.

***Example:** Private Harzoski is going to shoot at a Raptoid Grenadier. Shooting uses the Sharp Attribute. Harzoski has a Sharp of 5 and assembles a pool of 5 D12.*

Skills allow die manipulations:

For each point in a General Skill or Specialization Skill, a die result can be manipulated up or down by 1 per Skill level. Skill Levels can be used to manipulate multiple dice results.

Rolling the Dice

The Difficulty Threshold (DT) is that many successes are needed to pass a Test.

Difficulty is the die result needed to count as a success. Unless specified otherwise 7 is the DT needed for success.

Each D12 result that meets or beats the DT counts as a success. The GM should increase or decrease the number of successes needed based on the difficulty of the Test. Use the following as a guide:

Simple: 2 Success ***Example:** Picking a lock unimpeded*

Challenging: 3 Successes ***Example:** Kicking down a wooden door*



Combat Tests

In a combat Test, the DT is 7 but can be adjusted by based on the situations applicable to the combat encounter. Examples of changing Difficulty in combat:

Attacking a target in cover: Increase DT to 10.

Attacking a surprised target: Decrease DT to 3

Critical Successes and Failures

Every die result of 1 is a Critical Failure. Critical Failures cannot be adjusted for any reason. The GM should use a Critical Failure to cause an unfortunate effect for the Bastard, such as dropping a weapon or breaking an important button.

Every die result of 12 is a Critical success. A Critical Success counts as two successes and adds a point to the Momentum Pool.

Momentum:

Gaining and keeping Momentum keeps your enemy on their toes, and a Kabal trooper on the backfoot is never a bad thing. Whenever a character rolls a natural 12, a point is added to their team's Momentum Pool. Any character may spend Momentum on their turn. The Momentum pool maximum is equal to the squad size. Momentum points do not carry over between missions. A Bastard's squadmates do not have to agree for Momentum to be spent, you are in the Corrective Action Battalion, not the Brotherhood and Charity Company! Below is a list of what a spent Momentum can be used for:

- Reroll a d12
- Add a point of damage
- Refresh a point of Stamina

Combat

At the start of a combat the GM rolls a D12. On a result of 1-6 enemies have initiative, on a result of 7-12 Players have initiative. If the players surprise their enemies they go first in initiative with no need for a roll. If the players are ambushed the enemies go first with no roll needed. The Players may decide who goes first amongst themselves. Enemies that operate in units all activate at the same time; the GM decides in what order enemies activate. Initiative alternates between Players and enemies, so that no Player may activate again until all Players have activated at least once; enemies must follow the same rule.

The Turn

Each character, Player and non-player alike, has two actions available. They may complete their actions in any order. A character may do the same action twice. The GM decides if an action requires a Test to succeed. Below is a list of actions:

Actions:

- Move
- Attack
- Reload
- Concentrate (Add 1d12 to next Test)
- Clear a jam
- Wake up an unconscious ally
- Use Something (May require a Test at GM discretion)
- Pilot a Vehicle (May require a Test at GM discretion)

Damage

When taking damage, you may remove Stamina before removing Health (HP). When a Bastard is at 0 HP or less, they are Out of Commission. The character falls unconscious and must roll on the Casualty Table. For each injury a Bastard currently has add 1 the Casualty roll.

When a unit that is being targeted, such as an enemy squad, damage is assigned to a single unit first. Any extra damage continues on to another individual.

Example: A unit of 3 Raptoid Grenadiers, 2 Armor and 2 HP each, takes 7 damage from an attack. One Raptoid is killed, taking 4 damage to do so. Another Raptoid takes the remaining 3 damage. After the attack the Raptoid Grenadier squad now consists of 2 Raptoid, one at full armor and health and the other at 1 HP.

When a single attack targets multiple Bastards each Bastard must use their Defence rating to determine if they were hit by the attack.

Example: A Kabal Machine gun targets 2 Bastards, Karvitz and Thompson, with rolls of 5, 7, 7, 11. Karvitz has a Defence rating of 7, three dice from the attack 7,7, and 11 are successful. Thompson has a Defence of 8, one dice from the attack 11 is successful.

1d12	Casualty
1-3	Ventilated Uniform: You made it out of this without a scratch.
4-5	Concussed: Reduce all Attributes by 1 for the remainder of this mission.
6-7	Missing Eye: You lost an eye (1-6 Left, 7-12 Right). If you make it out of this the Corps will get you a replacement. Reduce Brains by 1.
8-9	Missing Leg: You lost a leg (1-6 Left, 7-12 Right). If you make it out of this the Corps will get you a replacement. Reduce Guts by 1.
10-11	Empty Sleeve: You lost an arm (1-6 Left, 7-12 Right). If you make it out of this the Corps will get you a replacement. Reduce Brute or Sharp by 1.
12	KIA: RIP in peace, Bastard

ENEMIES

Major Hayteblud

Major Hayteblud proudly displays vile red of the Kabal identifying him as a Korbol. He was assigned to oversee part of occupied Labelle only a few months prior after his victories on Judgement. Hayteblud is infamous amongst the Victory Korps for his actions leading Kabal forces in the battle of Hill 441. A company of PUA infantry attempted to surrender after being surrounded on Hill 441 by Major Hayteblud's armored forces only to be massacred instead.

HP: 5 | Stamina: 4 | Armor: 2

Brute	Guts	Sharp	Grit	Brains
3	5	5	4	5

Unit Size: 1

Ability:

Veteran Guidance - Each Kabal unit within line of sight of a Kolonel Wrike adds an additional point of damage to their attacks and may reroll 1D12 when attacking.

Armored Reinforcements - If Major Hayteblud is alerted to an attack he will use a radio to call for an additional 2 Type 46 Light Battle Tanks to arrive at the Chateau. The tanks take half an hour to arrive.

Mechanized Cavalry Sabre	Sharp	DMG: 2
-		
Custom Z25 Auto Pistol	Sharrp	DMG: 1
Roll 3 extra d12s when attacking with this weapon		

Raptoid Grenadiers

Raptoid Grenadiers have earned their reputation as fast and deadly soldiers that are just as likely to use their powerful battle rifles and grenades as they are their razor sharp claws. the 776th Raptoid Grenadiers were part of the initial invasion of Labelle and now serve an esteemed position as Major Hayteblud's personal troops.

HP: 2 | Stamina: 0 | Armor: 2

Brute	Guts	Sharp	Grit	Brains
3	2	3	2	3

Unit Size: 3

Ability:

Grenadiers - As long as at least two Raptoid Grenadiers are alive at the start of their activation, one Raptoid may attack with a Type 51 Grenade while still increasing the standard attack dice pool of the squad.

Raptoid Claws	Brute	DMG: 1
This attack ignores 1 point of Armor		
Type 17 Battle Rifle	Sharrp	DMG: 2
-		
Type 51 Stick Grenade	Brute	DMG: 2
Damages all targets within Short Distance of detonation		

When Major Hayteblud is captured or killed the Bastards can roll a D6 on the Battlefield Treasures table to aid them in escaping from the Chateau.

1d12 Battlefield Treasure

1-3 Lint and Air: Nothing

4-5 Prumbran Cigar: Smoke to regain 2 Stamina

6-7 Armor Patch: Your armor regains 1 hit, up to its listed maximum

8-9 My Brand: A pack of Lady Liberties. Smoke to regain 1 Stamina

10-11 It's Actually Pretty Good: Ration Pack, regain 1 HP or 3 Stamina

12 Same Size, Nice: Armor regains 3 hits, up to its listed maximum.

Type 46 Light Tank Crew

Kabal vehicle crews are most often made up of Humans and Korbals ranging from 1 to 5, as per the vehicle's description. Vehicle crews are well trained in the job, but far less effective outside of their armored vehicles.

HP: 2 | Stamina: 0 | Armor: 0

Brute	Guts	Sharp	Grit	Brains
2	2	3	2	3

Unit Size: 4

Type 1B Knife	Brute	DMG: 1
This weapon can be attached to any rifle as a bayonet.		

Type 11 Zuger Pistol	Sharp	DMG: 1
-		

46 Light Tank

Type 46 Light Tanks are rarely deployed into armored combat due to their relatively thin hulls and light armaments. What the Type 46 lacks in armor it makes up for in maneuverability with an ability to turn sharply that has caught many Victory Corps troops by surprise. Type 46s are most often garrisoned as part of an occupation force where the ability to navigate urban environments is essential and the chances of encountering anti-armor capable resistance is unlikely.

HP: 35 | Stamina: 0 | Armor: 25

Brute	Guts	Sharp	Grit	Brains
2	2	3	2	-

Unit Size: 1

Crew: 1 Human Kabal Gunner; 1 Korbol Driver; 1 Human Kabal Loader, 1 Korbol Commander

Ability:

Armored Bulk - This vehicle cannot fire Tank weapons on the same activation that it moves.

Loadout:

Front Facing Hull Mounted Twin Type 71 Light Cannons; Turret Mounted Type 24 Light Machine Gun

Weapons:

Grinding Treads	Brute	DMG: 6
-		
Mounted Type 24 Machine Gun	Sharp	DMG: 2
Roll three extra d12s when attacking with this weapon. Heavy Weapon. Becomes a standard Type 24 MG if removed from mount.		
Twin Type 71 Light Cannons, Tank	Sharp	DMG: 7
Roll 2 Extra D12s when attacking with this weapon, Damages all targets within Short Distance of detonation.		

THE

BASTARDS

Captain Quiv LaCoste

Having a great mind is a terrible burden, so says Captain LaCoste. LaCoste refuses to fit any mold he does not like, including the stereotype of Corbols being dutiful and humble. LaCoste has not just the mind, but the natural charisma to get what he wants. LaCoste's appetites have landed him a spot in the Corrective Action Battalion, which is perfect as he now has easier access to far from reputable markets.

Sgt. Kormak MacBlair

MacBlair was raised in the rolling hills of Gaulu where the prize for winning an inter-family raid was what ever you could carry back to your own settlement. The right to keep what you have won lead MacBlair to see no issue with helping himself to loot from fallen Kabal troops, the homes of newly liberated territories, and even unguarded supplies within Victory Corps camps. The Gallusaur sergeant enjoys having fewer limitations to what he can pocket after a battle, but is also looking forward to returning to normal service after his Corrective Action Battalion tour is finished.

Cprl Buck Thompson

Buck Thompson used his skill with explosives to serve the Victory Corps in an Engineering Company, until his proclivity for naps earned him a spot in the Corrective Action Battalion. Thompson has taken this change as a bonus, as he now gets to use his beloved explosive with much less oversight.

Pvt. Chester Harzowski

Chester Harzowski is not afraid of violence, he just prefers for that violence to be at a distance. Unfortunately Harzowski's desire to battle Kabal tyranny from afar was not viewed as acceptable by a commanding officer and the Wyrmulon was sentenced to a tour in the Corrective Action Battalion. So long as Kabal troopers stay in his scope, and not in his face, Harzowski is happy to do his part.

Pvt. Ritt Majeer

Ritt Majeer is a Wyrmulon of few words with a preference for violence to do her speaking. Officially Majeer was condemned to the Corrective Action Battalion due to striking a captain in the heat of battle. Those that served with Majeer know that she struck her superior officer to stop him from calling in an artillery strike on a friendly position, but the Wyrmulon never speaks on this incident. Or any other incident.



D-Company Personnel Docket

Name Captain Quiv LaCoste

Race Corbol

Specialization Face

Stamina 6

HP 2

Defense 7

Armor 5

ATTRIBUTES

Brute	2	Guts	2	Sharp	4	Grit	5	Brains	4
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SKILLS

Athletics (Brute)		XL Arms (Brute)		Small Arms (Sharp)		Deftness (Sharp)	1
Hand to Hand Combat		Launchers		Pistols		Sneaking	
Throwing		Machine Guns		Rifles		Sleight of Hand	
Melee Weapons		Megarifle		Shotguns		Lockpicking	
				Submachine Guns			
Yapping (Grit)	1	Determination (Grit)		Tinkering (Brains)		Senses (Brains)	1
Lying	2	Calm Under Fire		Repair		Sight	
Inspiring		Resist Interrogation		Medic		Sound	
Singing	1	Leadership		Hacking		Smell	

ABILITIES & TRAITS

Aesthetic Traitor: For an action you may change the color of your skin from Corbol Orange to Korbol Red. For an action you may change it back again.

Debauchery: Double the benefit of a consumable

Smooth as Cosmoline: Increase your Yapping General Skill by 1 to a maximum of 2.

WEAPONS

Main / Pistol

M3 Service Pistol	Attribute: Sharp	DMG: 1
Mag: 5	Special: silenced	

Pistol

	Attribute:	DMG:
Mag:	Special:	

Melee

M3 Combat Knife	Attribute: Brute	DMG: 1
Special: This weapon can be attached to any rifle as a bayonet.		

GEAR

Lady Liberties: Immediately regain 1 Stamina

Mk 34 Light Battle Armor: 5 Armor



D-Company Personnel Docket

Name Sgt. Kormak MacBlair

Race Gallusaur

Specialization Natural Leader

Stamina 4

HP 4

Defense 7

Armor 8

ATTRIBUTES

Brute	4	Guts	5	Sharp	3	Grit	3	Brains	2
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SKILLS

Athletics (Brute)		XL Arms (Brute)		Small Arms (Sharp)	1	Deftness (Sharp)	
Hand to Hand Combat		Launchers		Pistols		Sneaking	
Throwing		Machine Guns		Rifles		Sleight of Hand	
Melee Weapons		Megarifle		Shotguns	1	Lockpicking	
				Submachine Guns			
Yapping (Grit)		Determination (Grit)	1	Tinkering (Brains)		Senses (Brains)	
Lying		Calm Under Fire		Repair		Sight	
Inspiring		Resist Interrogation		Medic		Sound	
Singing		Leadership	1	Hacking		Smell	

ABILITIES & TRAITS

Galluzerk: Spend one action to Galluzerk. While Galluzerked, you can only move and use Athletic Skills. When making a Galluzerked melee attack action, you may add two d12 for each Stamina spent. While Galluzerked, decrease damage taken by 2, to a minimum of 0.

Pillaging: When rolling on Battlefield Treasures, you may roll twice and keep both results.

Frontline Officer: Passive: When making an attack you may add an additional d12 for every 2 Squadmates within Short distance of you.

WEAPONS

Main / Pistol

M5 Service Shotgun "Old Man"	Attribute: Sharp	DMG: 1
Mag: 4	Special: Increase Damage to 3 if within a short distance of target	

Pistol

M3 Service Pistol	Attribute: Sharp	DMG: 1
Mag: 5	Special:	

Melee

M3 Combat Knife	Attribute: Brute	DMG: 1
Special: This weapon can be attached to any rifle as a bayonet.		

GEAR

Lady Liberties: Immediately regain 1 Stamina

Mk 31 "Infantryman's Tuxedo" Battle Armor: 8 Armor

Purple Smoke Bomb: After deploying this an airstrike will arrive soonish.



D-Company Personnel Docket

Name Cprl Buck Thompson

Race Human

Specialization Demo Expert

Stamina 4

HP 4

Defense 7

Armor 8

ATTRIBUTES

Brute	4	Guts	3	Sharp	3	Grit	2	Brains	5
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SKILLS

Athletics (Brute)		XL Arms (Brute)		Small Arms (Sharp)		Deftness (Sharp)	
Hand to Hand Combat		Launchers		Pistols		Sneaking	
Throwing	1	Machine Guns		Rifles		Sleight of Hand	
Melee Weapons		Megarifle		Shotguns		Lockpicking	
				Submachine Guns			
Yapping (Grit)		Determination (Grit)		Tinkering (Brains)	1	Senses (Brains)	
Lying		Calm Under Fire		Repair	1	Sight	
Inspiring		Resist Interrogation		Medic		Sound	
Singing		Leadership		Hacking		Smell	

ABILITIES & TRAITS

Adaptability: Once per Mission you may reroll any or all dice on a Test

Falling Asleep on Guard Duty: You may take a Power Nap once per day even during loud and chaotic situations.

Prime Placement: Passive: All Explosive weapons cause 1 extra damage,

WEAPONS

Main / Pistol

Name: M7 "Rattlejack" Assault Rifle	Attribute: Sharp	DMG: 1
Mag: 5	Special: Roll an extra d12 when attacking with this weapon	

Pistol

M3 Service Pistol	Attribute: Sharp	DMG: 1
Mag: 5	Special:	

Melee

M3 Combat Knife	Attribute: Brute	DMG: 1
Special: This weapon can be attached to any rifle as a bayonet.		

GEAR

M3 Hand Grenade X2: Damages all targets for 2 within short distance of detonation

Mk 31 "Infantryman's Tuxedo" Battle Armor: 8 Armor

Mk 33 "Brain Bucket" Heavy Helmet: May be worn with other Armor. Reduce all incoming damage by 1



D-Company Personnel Docket

Name Ritt Majeer

Race Wyrmulon

Specialization Brawler

Stamina 3

HP 5

Defense 8

Armor 8

ATTRIBUTES

Brute	4	Guts	5	Sharp	3	Grit	4	Brains	2
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SKILLS

Athletics (Brute)	1	XL Arms (Brute)		Small Arms (Sharp)		Deftness (Sharp)	
Hand to Hand Combat		Launchers		Pistols		Sneaking	
Throwing		Machine Guns		Rifles		Sleight of Hand	
Melee Weapons	2	Megarifle		Shotguns		Lockpicking	
				Submachine Guns			
Yapping (Grit)		Determination (Grit)		Tinkering (Brains)		Senses (Brains)	
Lying		Calm Under Fire		Repair		Sight	
Inspiring		Resist Interrogation	1	Medic		Sound	
Singing		Leadership		Hacking		Smell	

ABILITIES & TRAITS

BURROW!: As an action you may burrow underground, so long as the ground is soft enough to burrow in.

Richmond Slugger: Passive: All Brute based melee attacks inflict 1 more damage.

Struck an Officer: Once per Mission you may do a Brute attack action that causes damage equal to your target's Grit rating for the first success and one additional damage for each additional success.

WEAPONS

Main / Pistol

M1 "Cheesecutter" Fighting Blad	Attribute: Brute	DMG: 2
Mag:	Special: Roll 1 extra d12 when attacking with this weapon	

Pistol

M3 Service Pistol	Attribute: Sharp	DMG: 1
Mag: 5	Special:	

Melee

	Attribute:	DMG:
Special:		

GEAR

Combapal I "Punch Punch": Increase Brute by 1 for this combat.

Mk 31 "Infantryman's Tuxedo" Battle Armor: 8 Armor

Combapal II "Trooper's Delight": Immediately regain 1 HP, cannot exceed max HP.

Mk 33 "Brain Bucket" Heavy Helmet: May be worn with other Armor. Reduce all incoming damage by 1



D-Company Personnel Docket

Name Pvt. Chester Harzowski

Race Wyrmulon

Specialization Marksman

Stamina 5

HP 3

Defense 9

Armor 5

ATTRIBUTES

Brute	2	Guts	2	Sharp	6	Grit	3	Brains	4
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SKILLS

Athletics (Brute)		XL Arms (Brute)		Small Arms (Sharp)	1	Deftness (Sharp)	
Hand to Hand Combat		Launchers		Pistols		Sneaking	
Throwing		Machine Guns		Rifles	2	Sleight of Hand	
Melee Weapons		Megarifle		Shotguns		Lockpicking	
				Submachine Guns			
Yapping (Grit)		Determination (Grit)		Tinkering (Brains)		Senses (Brains)	1
Lying		Calm Under Fire		Repair		Sight	
Inspiring		Resist Interrogation		Medic		Sound	
Singing		Leadership		Hacking		Smell	

ABILITIES & TRAITS

BURROW!: As an action you may burrow underground, so long as the ground is soft enough to burrow in.

Sighted In: Action: When doing a Concentrate action followed by a ranged attack you may add an additional 2d12 instead of just one.

Retreated without Permission: You may act first, even out of initiative, so long as you spend both actions moving away from danger.

WEAPONS

Main / Pistol

M1 "Cheesecutter" Fighting Blad	Attribute: Brute	DMG: 2
Mag:	Special: Roll 1 extra d12 when attacking with this weapon	

Pistol

M3 Service Pistol	Attribute: Sharp	DMG: 1
Mag: 5	Special:	

Melee

M3 Combat Knife	Attribute: Brute	DMG: 1
Special: This weapon can be attached to any rifle as a bayonet.		

GEAR

M3 Binoculars: See 200 meters further

Mk 34 Light Battle Armor: 5 Armor

Lady Liberties: Immediately regain 1 Stamina