



LANCER

L A N C E T

CORE RULEBOOK

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SECTION 0:**GETTING STARTED 8**

INTRODUCTION	10
The Cavalry	11
PLAYING LANCER	12
What You Need	12
The Golden Rules	12
Narrative Play and Mech Combat	12
Skill Checks, Attacks, and Saves	13
Missions, Downtime, and Scenes	14

SECTION 1:**BUILDING PILOTS AND MECHS 16**

LICENSE LEVELS	18
LL0	18
Leveling up	18
Reallocating Points	18
Level Chart	19
THE PILOT	20
Backgrounds	20
Triggers	25
Example Triggers	26
Pilots in Combat	28
Creating a Pilot	28
THE MECH	30
Mech Skills	30
Modular Mechs	31
General Massive Systems	31
Without Limits	31
MECH STRUCTURE	32
Frames	32
Size	32
Armor	32
Mounts	32
Weapons	33
System Points	33
Core Systems	33
Base Statistics	34
Core Bonuses	35
Talents	35
Creating a Mech	35
CREATION EXAMPLE	36

SECTION 2:**MISSIONS, UPTIME AND DOWNTIME 38**

THE STRUCTURE OF PLAY	40
The First Session	40
THE MISSION	42
Missions and Narrative Play	45
DOWNTIME	50
Downtime Actions	53

SECTION 3:**MECH COMBAT 56**

COMBAT BASICS	58
Characters and Objects	58
Space, Size, and Measurement	59
TURN-BASED COMBAT	60
Movement	62
Attacks	64
Harm	67
Actions	68
PILOTS IN MECH COMBAT	74
Piloting Mechs	74
QUICK COMBAT REFERENCE	76
STATUSES AND CONDITIONS	77
Combat Terminology	78
WEAR AND TEAR	80
Damage and Structure	80
Overheating and Stress	81
Repairs and Rest	82
Death	83
Quirks	84

SECTION 4:**COMPENDIUM 86**

TALENTS	90
GEAR AND SYSTEMS	104
Gear Tags	104
Valid Space and Direction	106
Artificial Intelligence	107
PILOT GEAR	108
Archaic Weapons	108
Alloy/Composite Weapons (Melee)	108
Signature Weapons (Ranged)	109
Hardsuits (Armor)	110
Limited Pilot Gear	112
Miscellaneous Gear	113
INTRODUCTION TO LICENSING	116
Leveling Up	116
Icon Primer	116
The Big Four	117
GENERAL MASSIVE SYSTEMS	118
GMS CORE BONUSES	118
GMS Mech Weapons	118
GMS General Market Systems	120
GMS Flight Systems	121
EVEREST	122
IPS-NORTHSTAR	126
IPS-N Core Bonuses	127
BLACKBEARD	128
DRAKE	132
LANCASTER	136
NELSON	140
RALEIGH	144
TORTUGA	148
VLAD	152
SMITH-SHIMANO CORPRO	158
SSC Core Bonuses	158
BLACK WITCH	160
DEATH'S HEAD	164
DUSK WING	168
METALMARK	172
MONARCH	176
MOURNING CLOAK	180
SWALLOWTAIL	184
HORUS	190
HORUS CORE BONUSES	191
BALOR	192
GOBLIN	196
GORGON	202
HYDRA	206
MANTICORE	210
MINOTAUR	214
PEGASUS	218

HARRISON ARMORY	224
HA Core Bonuses	225
BARBAROSSA	226
GENGHIS	230
ISKANDER	234
NAPOLEON	238
SALADIN	242
SHERMAN	246
TOKUGAWA	250

INDEX	254
BACKER CHARACTERS	257
CHARACTER SHEETS	258

ON CONTENT, DISCOMFORT AND LANCER

In this book there are some fraught, difficult, or otherwise uncomfortable themes and content discussed. *Lancer* takes place in a setting recovering from millennia of cruel anthropocentric rule – a fascist, imperial, Earth-first ideology that had little time, space, or care to acknowledge beings or perspectives that ran counter to their didactic tyranny.

We want to acknowledge that many phenomena and acts touched on in *Lancer* – slavery, exploitation, racism, directed hate, genocide, the stealing of indigenous land – are real phenomena, are ongoing acts of injustice and cruelty, and are not simply “fantasy” or “interesting devices” to use in a roleplaying game. Their inclusion in *Lancer* is by no means a flippant choice, intended to be read as endorsement, or idle thought.

We think it important also to acknowledge that both Tom and I are writing from the perspective of straight, cis, able-bodied men. When writing *Lancer*, we wanted to create a setting where humanity is – in the narrative present – at once in a state of utopia and working to affect it. We imagine that Union isn’t burdened by the same cultural definitions of gender that oppress and malign so many people who live under the umbrella of capitalism and empire and, as such, there is a wide spectrum of expression and identity in Union and among its constituent worlds.

At the risk of enacting further violence by depicting worlds and cultures where there are regressive or discriminatory stances on gender baked-in, we have decided not to codify in the rules how players may express themselves – please do note that this absence of canonical definition is absolutely not meant to be read as exclusion, but is meant instead to avoid flattening all possible stories into one “canon” definition of what it means to be gendered, transgender, nonbinary – to have a body in *Lancer*. We encourage you to play your characters how you see them, and consider them to be in-canon.

We hope that you create narratives and characters that stand against terrible abuses and prejudices. *Lancer* features no easy aliens to pass these transgressions upon, only other human beings; humanity alone are the architects of terrible cruelties, but we can also be the architects of better, more just futures – and presents.

Lancer is a game that involves war, combat, and facing the terrors of the galaxy – human-made or otherwise – but this does not mean a GM should force their players to encounter scenarios or content that could be triggering or harmful. If there is any canon assumption that would cause you or your players to feel unsafe or distressed, then it does not need to be included. We recommend utilizing **the X Card** as a tool to establish boundaries if necessary (by John Stavropoulos, found at tinyurl.com/x-card-rpg).

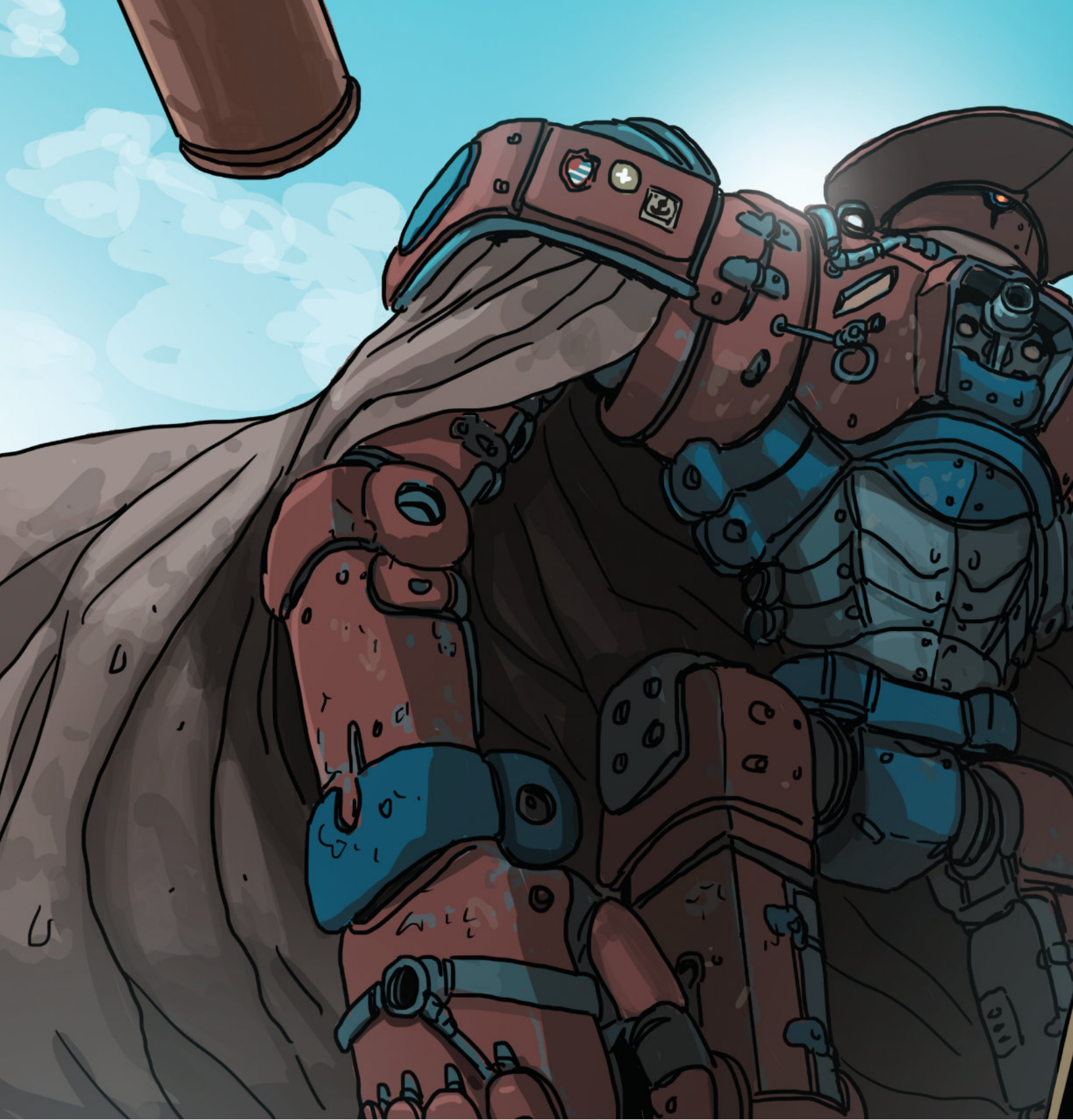
We believe that ideas of liberation, of radical antifascism and anti-hate, can begin around the table with friends and end in the streets, at the ballot box, and in all of our hearts. Sometimes around the table with friends is the only place where liberation – where fighting back – can happen. This does not diminish the impact that it can have.

That’s why we made *Lancer*: to help people fight back, if nowhere else then around the table with friends.

In solidarity,

Miguel Lopez and Tom Parkinson Morgan.





SECTION 0

GETTING STARTED



INTRODUCTION
PLAYING LANCER

10
12

INTRODUCTION

It is 5016u, and the galaxy is home to trillions. At the core of humanity's territory there is a golden age, but outside of this newly won utopia the revolutionary project continues.

You are a lancer, an exceptional mech pilot among already exceptional peers, and you live in a time where the future hangs as a spinning coin at the apex of its toss – the fall is coming, and how the coin lands is yet to be determined.

Far now from our humble beginnings, humanity has spread out among and between the stars for thousands of years. We have set empty worlds and barren moons alight with civilization, tamed asteroids and gas giants – even built lives in the hard vacuum of space itself. We have taken root in our arm of the Milky Way; life – in its infinite diversity – thrives and expands.

For some, life in this time is as a river – forever moving, with the land and time of their birth left somewhere far behind. For most, life is spent on their home world, moon, or station, linked to the rest of humanity via fantastic technologies, or isolated to the politics, stories, and histories of their own lands. The trillions that make up humanity live, for the most part, as you or I do now.

But wonders tie the galaxy together in this age.

Connecting all worlds is blinkspace – an unknowably vast and strange plane parallel to the one in which we live, pierced by blink gates that allow us to travel with speed and safety. Thanks to these massive, star-bound doors, every corner of space is open to the daring. These portals are common wonders: thousands of ships travel through them every day seeking trade, migration, travel, war, and myriad other aims.

Filling the lonely void is the omninet, a data-sharing network built off the blink that connects every computer, every server – everything – to everything else. The omninet is much more than a way to send messages or a means for people on far-flung worlds to read the galaxy's news; it overlays all human communications, facilitating government, industry, culture, and realms more esoteric still. Data is the new wealth, and the omninet means that all wealth can be shared.

The form of that wealth is manna. Uniting the disparate nations of the human diaspora outside the Core, manna is the universal currency accepted by every market on every planet. When a galaxy's wealth of raw resources are available for exploitation, a community's wealth comes from both its past and its potential.

The vast mass of humanity is administered by a single sprawling government: Union, the galactic hegemony. Luna and Mars, Mercury and Venus. Saturn, Jupiter, Neptune, and Uranus. Phobos and Deimos. Io, Europa, Ganymede, and Callisto. Titan and Enceladus. These worlds strung in their orbit around Sol are the diadem atop which Cradle rests, the seat of Union's power and humanity's ancient heart. From Cradle, Union controls the three levers of the galaxy: the blink gates, the omninet, and manna. Without these levers, and without Union, the galaxy would fall into chaos.

Union is a new kind of utopia. A new state – communal and post-capital – for a New Humanity. Union was born from the ashes and ice of the Fall: the collapse that felled Old Humanity, boiling Cradle and withering her colonies entirely. Though it has been thousands of years since Union was founded – and thousands more since the Fall – New Humanity knows only one truth among ten thousand unknowns: if we are to survive, then we must come together in solidarity and mutual aid.

Despite Union's conviction – and despite its successes so far – the sheer size of this collective project is daunting. Union is distant to most people: fictionalized in omninet dramas and novels; dreamed about by children and wanderers; hailed as the promised kingdom or damned as the pit by religions across the galaxy. For all its authority, Union prefers to rule from a distance. Few have ever seen one of Union's administrators, let alone suffered one of its naval campaigns. For those who have never seen its flag, Union is all but a myth; for those whose skies have been darkened by Union's ships, the hegemony may have brought liberty – but it brought death first.

The galaxy remains a dangerous place outside the Core. Rebellions, insurrections, piracy, wars – civil and interplanetary – continue to flare and burn their way through space, though only the most desperate conflicts require Union's intervention. Disputes between Union's subject states are common enough that there is still a need for militaries, militias, and mercenaries. Five major suppliers offer arms and armor to states and entities outside the Core that desire them. These manufacturers exist in delicate balance with Union: though the administrators regulate and the suppliers comply, these two philosophies – one of post-capital utopia and the other of permanent and wild growth – rush toward an irreconcilable end.

You are one person, alive in this time of tumult and peace – a time of promise that was built on the sacrifice of those who came before and is threatened still by the heirs of old adversaries. You are one whose life is lived in the great river, where lives cross stars and time; where one person in the right place at the right time can divert the course of history; where the collective action of comrades can save worlds, lives, and better define Union’s utopian dream.

You are a mech pilot – one of the best, a lancer – and yours is the story of this spinning coin at the apex of its toss. At this pivotal moment in history, what will you and your comrades do when fate, foresight, and luck – good or bad – puts you in the right place at the right time?

On which side will you fall?

THE CAVALRY

Your character in the world of *Lancer* is a mechanized cavalry pilot of particular note – a lancer. Whatever the mission, whatever the terrain, whatever the enemy, your character is the one who is called in to break the siege or hold the line. When the drop klaxons sound, it’s up to them to save the day.

Your lancer hails from a world and culture of your choice, but is human. They might come from Earth – or Cradle, as it is now called – but to hail from Earth in the age of Union is exceedingly rare. No, it is far more likely that your pilot hails from somewhere in the vastness of the human diaspora. In *Lancer*, it has been millennia since we left Earth, and most of humanity lives among the stars in our arm of the Milky Way.

This humanity is familiar and strange in equal measure. As far as we know, the only sentient, sapient beings in our stellar neighborhood are other humans, but don’t take this as a limitation – there are many roads to becoming a lancer. Your character might be the product of significant technological and capital investment on the part of their employers; or, they could be a born prodigy – a wunderkind who commands a mech with innate grace and ability, perhaps discovered by a secretive recruiter. Your character might be a lucky conscript – a battle-proven draftee who managed to survive their first drop, promoted by desperate commanders looking for a hero. They could also be the scion of an ancient, atemporal monarchy, destined to inherit the chassis of their polypatriarch. Your character could be a jaded volunteer from a Union liberator team, motivated by a closely-guarded ember of hope for a better future; or an anointed Loyal Wing of the Albatross; or a facsimile of a long-dead pilot, grown in batches of

thousands; a spacer who has spent too long listening to the deep whispers of the void.

Whatever led your character to the cockpit of their mech, they are the sum of many parts: enhanced through a combination of training, natural skill, battle-field experience, and neural or physical augmentation, a lancer is the equivalent of a knight of old, a flying ace, or another class of elite warrior.

Lancers, many proudly declare, are a cut above other pilots.

They aren’t entirely wrong. The recruitment, training, and maintenance of a mech pilot demand the investment of much more time and capital than your average soldier. To operate a mech at peak efficiency, a pilot needs extensive physical and mental training, or advanced (and expensive) physiological and ontological augmentations. Washout and injury rates are high thanks to the demanding training process, but a high bar is necessary: once a candidate attains their final certifications and ships out to their first posting, they face only the most dangerous missions. Mechs aren’t sent in to keep the peace – they’re sent in when all other options have failed. Your character, a lancer, represents the best of this exceptional corps.

Remember, whatever their history, your pilot is ultimately human. They’re just as flawed as the rest of us, just as perfect. Pilots are heroes and villains; brave souls and cowards; lovers and fighters, all. Some of them stand strong when everyone else runs, or are the first to face danger – our best and brightest. But they, too, break under the pressure; they fail; they kill, even when they could have spared a life.

Pilots and lancers are from all walks of life. Every station, criminal history, and economic class is represented in their ranks.

PLAYING LANCER

Your character in *Lancer* is, first and foremost, a pilot – a dynamic, larger than life presence on and off the battlefield who inspires and terrifies in equal measure – but your character also has a second component: your mech. Though you can define their identities separately, pilot and mech are two parts of the same whole.

The first section of this book (p. 16) talks you through **Building Pilots and Mechs**.

The second section, **Missions, Uptime and Downtime** (p. 38), is about narrative play, choosing missions, and playing during downtime.

The third section, **Mech Combat** (p. 56), is about fighting in and with mechs.

The fourth section is the **Compendium** (p. 86), in which all character options can be found.

WHAT YOU NEED

This game uses two sorts of dice: twenty-sided dice (**d20**) and six-sided dice (**d6**). You'll roll these dice to determine the outcome of uncertain situations, such as firing a weapon, hacking a computer, or climbing a sheer cliff face. When the rules call for you to make a roll, it will also tell you how many dice to roll. For example, **1d20** means you need to roll a single **d20**, whereas **2d6** means you need to roll two **d6s**.

Sometimes the rules will call for you to roll **1d3**. That's just a shorthand way of saying you should roll **1d6 and halve the results** (rounded up). When you're called on to roll **1d3**, a result of 1 or 2 on a **d6** equals 1, 3 or 4 equals 2, and 5 or 6 equals 3.

Lancer is best played with 3-6 players, but can be played with as little as two or as many as you feel comfortable with. Each player needs at least one **d20**, **a number of d6s**, and **some paper or a character sheet** to write down information. If you're playing online, or welcome computers at the table, the **COMP/CON CHARACTER BUILDING TOOL** is recommended.

This game makes use of grid-based tactical combat, so it can be helpful to have paper with square or hexagonal grids, such as graph paper or pre-prepared battle maps. Miniatures aren't necessary to play this game but they can sometimes make combat easier to visualize.

Most of the players take on the role of pilots - these are the player characters, or **PCs** - but one player is the **Game Master**, or **GM**. The GM acts as a narrative

guide, facilitator, and the arbitrator of the game's rules. They help create the story and narrative your group will explore and portray all of the NPCs. For more information on the GM role and a list of rules, tips, and tools for GMs to use, refer to the full edition of this book.

Finally, we recommend that all players download our free companion app, **Comp/Con**; it isn't necessary to have the app to play the game, but it can make it more accessible to players who aren't able or don't wish to thumb through this book.

THE GOLDEN RULES

There are two golden rules to remember when playing *Lancer*:

I: Specific rules override general statements and rules.

*For example, when you shoot at an enemy, your roll is normally influenced by whether they're in cover; however, **SEEKING** weapons ignore cover. Because the **SEEKING** tag is a specific rule, it supersedes the general rules governing cover.*

II: Always round up (to the nearest whole number).

NARRATIVE PLAY AND MECH COMBAT

Lancer makes a distinction between freeform **narrative play** and **mech combat**, in which tracking individual turns and actions is important.

During narrative play, players act naturally and spontaneously as needed. Time might pass more quickly, scenes might be shorter, and individual rolls might count for more or less. Most of your game's story and interaction between characters will take place during narrative play. In mech combat, players act on their turn and are restricted in what they can do and how often, making each action much more impactful and tactical. Swapping between mech combat and narrative play is fairly natural, especially if you've played other games with turn-based combat.

The reason there are two types of play is that they represent different approaches to storytelling in role-playing games. One, narrative play, is focused on the story and characters, with a rules-light approach to conflict resolution; the other, mech combat, relies more on rules and tactics, like a board game.

Depending on your GM and group of players, you could spend a whole session in one type of play or the other, or with some of both.

Neither of these is the “correct” way to play the game. Groups will find a balance between the two that works for them. *Lancer* provides rules for both so that both people who like to explore stories or who enjoy tactical combat will have an enjoyable experience.

SKILL CHECKS, ATTACKS, AND SAVES

There are three types of dice rolls in *Lancer*: **skill checks**, **attacks**, and **saves**.

In narrative play, you will only need to worry about the first of these. In mech combat you will use all three.

You make **skill checks** when your character is in a challenging or tense situation that requires effort to overcome. When you want to act in such a situation, state your objective (e.g., break down the door, decrypt the data, or sweet-talk the guard), then roll **1d20**, and add any relevant bonuses. On a total of **10+**, you succeed. A result of **9 or less** means you failed to accomplish your goal and may suffer consequences as a result. Although the GM can’t change the target number (**10**), they have access to several tools that are explained later (p. 45-47), such as declaring a skill challenge or deciding that your action is **DIFFICULT** or **RISKY**.

In mech combat, **attacks** are any offensive actions against other characters, like firing a weapon or hacking into an opponent’s mech. Attack rolls are similar to skill checks – you roll **1d20** and add any bonuses – but the target number isn’t always **10**, and usually depends on the defensive capabilities of your target. For an attack to be successful it needs to equal or exceed the target’s defense. Successful attacks are described as “**hits**” – so if the rules tell you that an effect happens “**on hit**”, that means it takes place when you make a successful attack. Some attacks also result in **critical hits**. On a roll of **20+** you perform a critical hit, which allows you to deal more damage or sometimes trigger extra effects.

Although there are different types of attacks, including ranged, melee, and tech attacks, they all use the same basic rules described here.

Lastly, **saves** are rolls made to avoid or resist negative effects in mech combat. You might roll a save to prevent a hacker wrecking your systems, to avoid being blinded by a flash grenade, or to dive away from an explosion. To save, you roll **1d20** and

add any bonuses, but the target number can differ from **10** as it can with attacks. The target number for a save usually depends on the abilities of the attacker. If you equal or exceed this number, you succeed; if your roll is lower, you fail. The outcome of each result will depend on what you are trying to avoid.

CONTESTED CHECKS

In some cases, the rules will tell you to make a **contested check**, representing a challenge between two parties. In a contested check, both participants make skill checks and add any bonuses. Whoever has the highest result wins. If the result is a tie, the attacker – the one who initiated the contest – wins.

You might make contested checks in both narrative play and mech combat.

CHOOSING TO FAIL

You may always choose to fail a skill check or save. You might do this if an ally is trying to help you out or even just because you think failing would create a more interesting story.

BONUSES

There are three kinds of bonuses that can be applied to rolls in *Lancer*:

- **ACCURACY** (Represented as ⊕)
- **DIFFICULTY** (Represented as ⊖)
- **STATISTIC BONUSES**

ACCURACY and **DIFFICULTY** represent momentary advantages or disadvantages (see below). **Statistic bonuses** come from three sources: your pilot’s talent and experience (**triggers**), their skill with mechs (**mech skills**), and their **GRIT**. Each roll can only benefit from one statistic bonus at a time. In many cases, none of these bonuses will apply and you will just roll **1d20**.

ACCURACY AND DIFFICULTY

ACCURACY and **DIFFICULTY** are temporary modifiers gained and lost in rapid, chaotic moments of action.

For example, two mech pilots, equally matched, duel amidst the shifting debris of a shattered frigate. Attempting to land a shot, they dodge to avoid incoming fire and floating, slagged bulkheads. The debris makes it unlikely that either will land a clean hit; however, one of the pilots, thinking quickly, hides among the floating metal. When their enemy gets close, the pilot springs forth from hiding and catches their opponent unaware – making the shot much easier than normal.

Situations like this can cause pilots to gain **ACCURACY** or **DIFFICULTY**.

- Each point of **ACCURACY** adds **1d6** to a roll.
- Each point of **DIFFICULTY** subtracts **1d6** from a roll.
- **ACCURACY** and **DIFFICULTY** cancel each other out on a **1:1** basis.

If you are lucky enough to be rolling several of the same bonus dice, whether **ACCURACY** or **DIFFICULTY**, you don't add them together to determine the result. Instead, find the highest number rolled and apply it to the final roll. Because of this, no roll can ever receive more than **-6** or **+6** from **ACCURACY** or **DIFFICULTY**.

For example:

- For an attack with **2 ACCURACY**, roll **2d6** and choose the highest of the two dice, then add that number to your attack roll. If you roll **3** on one die and **4** on the other, you add **+4** to the roll, not **+7**.
- For an attack with **2 ACCURACY** and **1 DIFFICULTY**, you only add **1d6** to your attack roll as **1 DIFFICULTY** and **1 ACCURACY** cancel each other out.
- For an attack with **1 ACCURACY** and **1 DIFFICULTY**, you don't add anything to the roll – the dice cancel each other out.

GRIT

Pilots are lucky and unique individuals, multi-talented and resilient. Even so, brand-new pilots don't measure up to tempered, battle-hardened veterans when push comes to shove. The benefits of experience are measured by **GRIT**, a bonus that reflects your pilot's deep reservoirs of resolve and will to live.

GRIT is half of your character's license level, rounded up. It improves attack bonuses, hit points, and save targets for both your pilot and your mech.

MISSIONS, DOWNTIME, AND SCENES

Ongoing games of *Lancer* are usually divided into **missions**, each of which might encompass one play session or several, separated by periods of **downtime**.

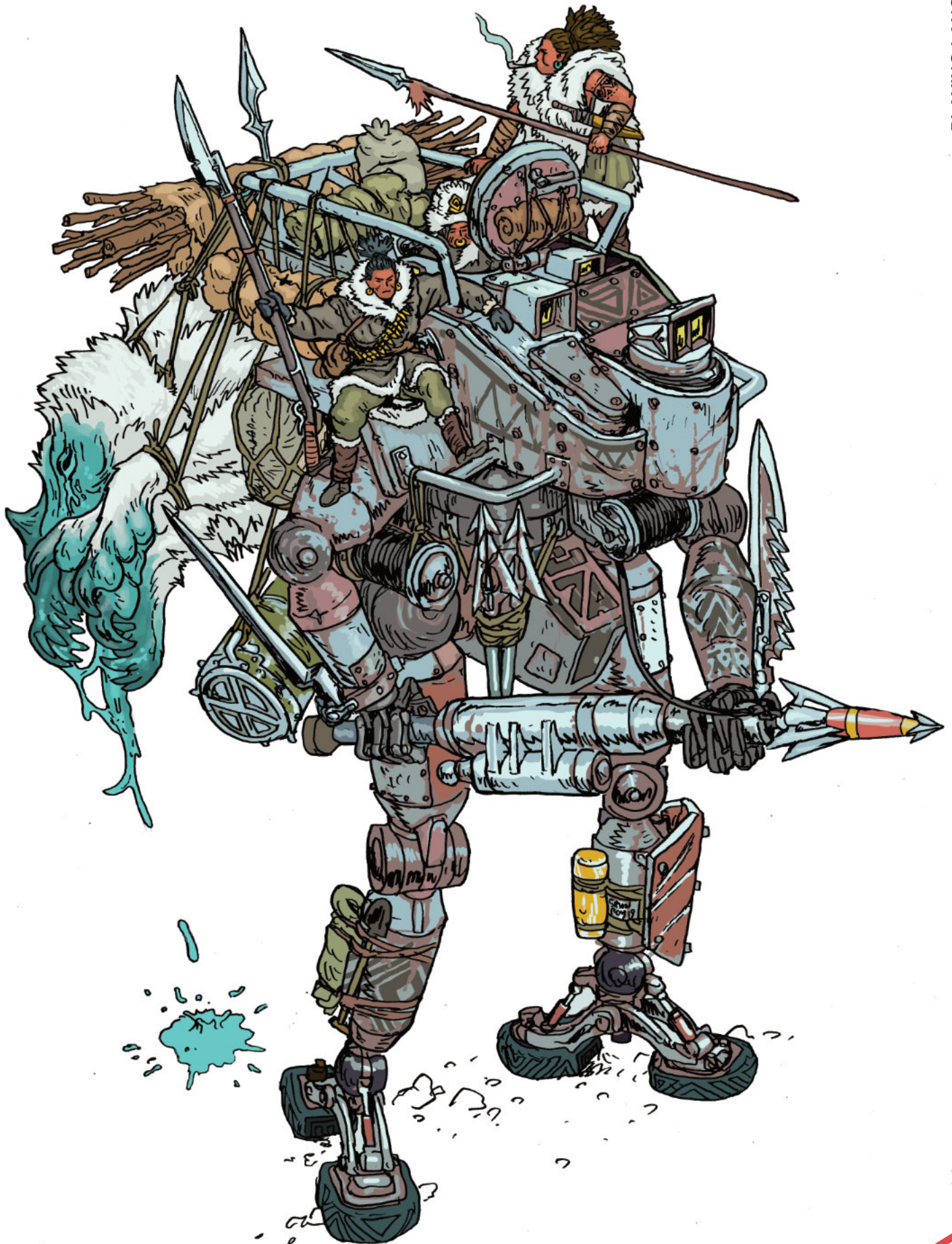
Missions have specific goals or objectives that can be completed within a discrete amount of time: destroying a building, breaking into a secure facility to recover vital data, evacuating civilians, uncovering a conspiracy, or holding the line against enemy attack, for example. Missions also provide some preparation time in which you can establish goals, stakes, and equipment for your characters.

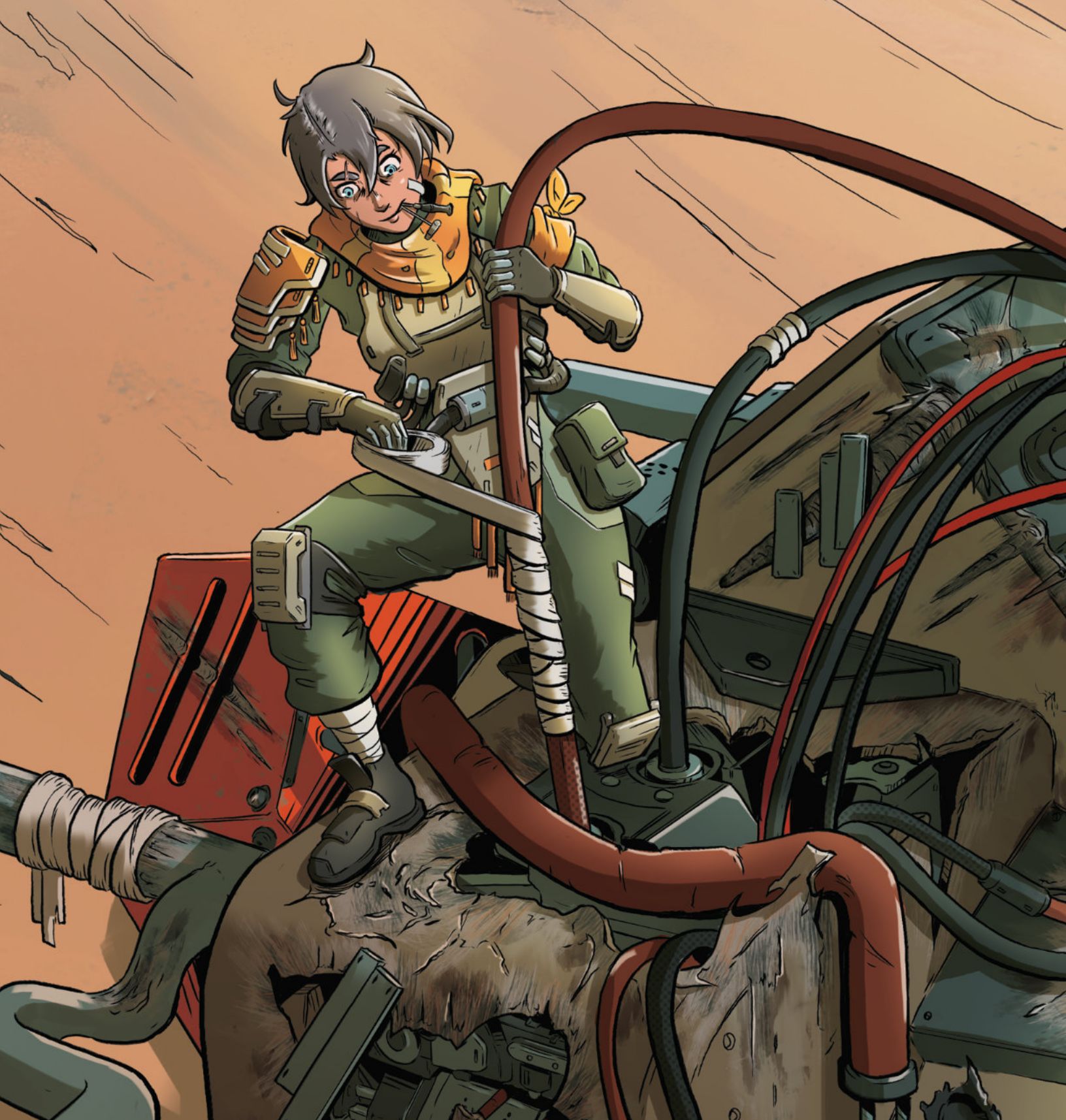
If your character isn't on a mission, you're in **downtime**. This is the narrative space between missions, in which moment-to-moment action doesn't matter as much and roleplaying matters much more. During downtime you can progress plots, projects, or personal stories, moving the clock forward as much or as little as you want. Days, months, and even years can pass in downtime, depending on the pace of your game.

In both missions and downtime, play is divided into **scenes**. A scene is a period of continuous dialogue, action, or activity that has a discrete starting and stopping point. This is called a scene because it's helpful to think about it in cinematic terms: as long as the focus (or 'camera') is on the players and their action, a scene is happening. When the focus cuts away from the current scene, or the current action naturally ends, that's when the scene should end too.

A single combat encounter or a dialogue between characters are both great examples of scenes, but a scene can also be something like a montage.

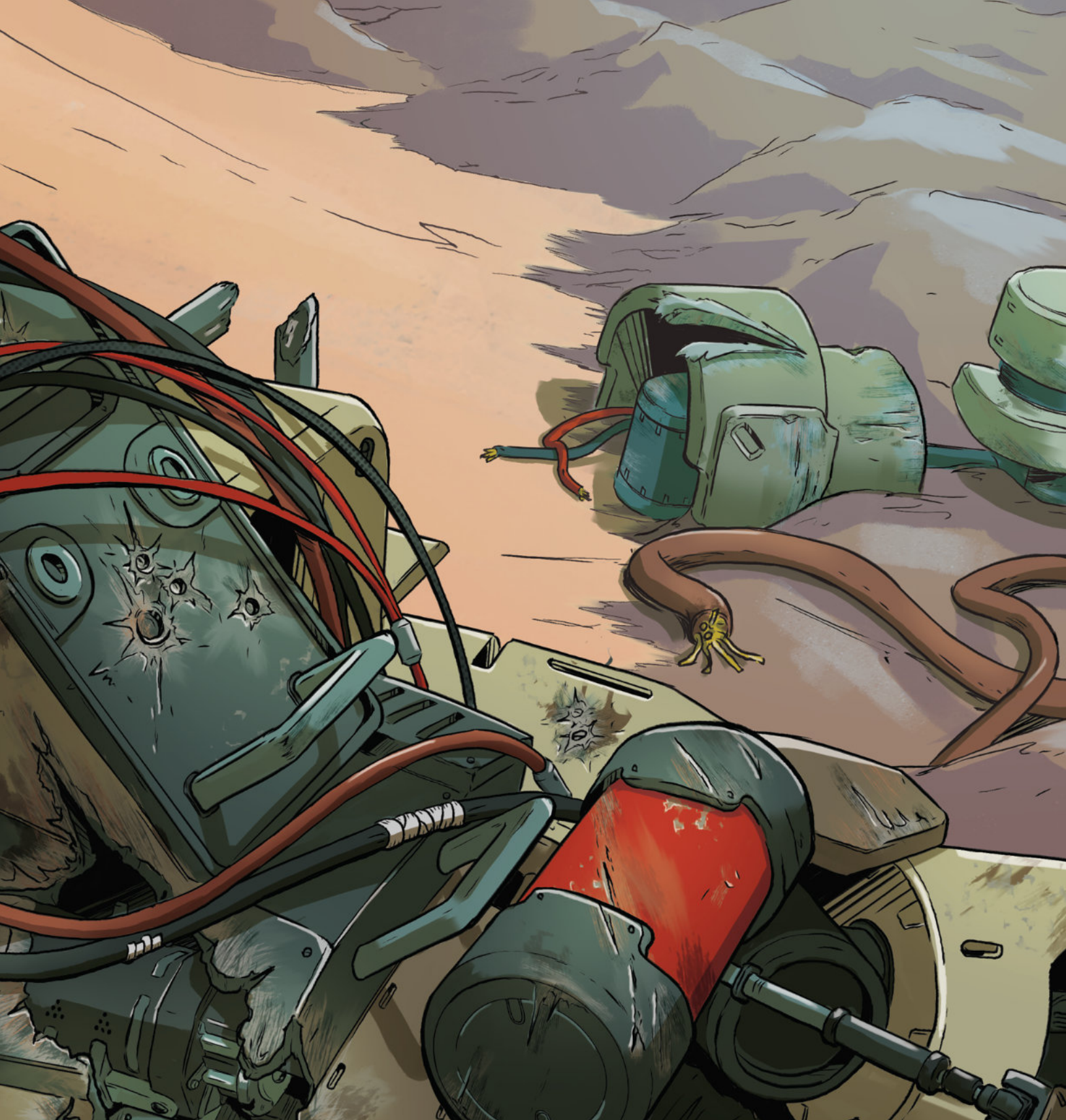
It's important to pay attention to the beginning and end of scenes, as many special character and mech abilities end or reset at the end of a scene.





SECTION 1

BUILDING PILOTS AND MECHS



LICENSE LEVELS	18
THE PILOT	20
THE MECH	30
MECH STRUCTURE	32
CREATION EXAMPLE	36

18
20
30
32
36

LICENSE LEVELS

Unlike in other roleplaying games, in *Lancer* you don't need to track currency. Your access to mechs, gear, upgrades, talents, and other character options is instead restricted by **licenses**. Licenses represent access to the valuable information, resources, and authority required to acquire mech gear and parts. They are tightly controlled by the major powers in *Lancer* and allow their holders unlimited access to their included gear.

In *Lancer*, your pilot progresses by completing missions and gaining **license levels (LL)**. Your **LL** applies to both your pilot and your mech – as you level up, both parts of your character become stronger and gain access to more advanced gear and combat techniques. Increasing it allows you to unlock new manufacturer licenses, opening the door to exclusive gear and mechs. Leveling up also allows your pilot to improve their **triggers**, **mech skills**, and **GRIT**, and lets you choose **talents** to further customize your play style.

A new pilot typically starts at **LL0** – an inexperienced rookie – and levels up to **LL1** after their first mission, then again after each subsequent mission to a maximum of **LL12**.

This section includes a lot of information that is expounded upon later in the book. Feel free to skip over it for now and reference back when needed if this is your first time reading through the book.

LL0

New players should usually create characters at **LL0**. Even at this level, your pilot has access to an extensive range of bonuses and gear.

LL0 characters start with the following:

- A **background**, which provides bonuses on skill checks (p. 20).
- Four **+2 pilot triggers** (p. 25).
- One **+2 mech skill** or two **+1 mech skills**.
- Three **rank 1 talents** (p. 90).
- A license for all **General Massive Systems (GMS)** gear and weapons, and one mech **FRAME** - the **GMS-SP1 Everest** (p. 118).

LEVELING UP

When characters complete a mission, whether they succeeded or failed, their **LL** increases by one and they add:

- **+2** to an existing trigger *or* a new trigger at **+2**.
- **+1** to a mech skill.
- **+1** talent rank to choose a new talent or improve an existing one.
- **+1 license rank** to spend on mech talents and licenses.

Leveling up naturally increases a pilot's **GRIT**, which is equal to 1/2 a pilot's total **LL**, rounded up. Pilots gain their first point of **GRIT** at **LL1**.

At every third **LL (3, 6, 9, and 12)**, pilots also get to choose a new **core bonus** – a powerful improvement to all mechs they build.

REALLOCATING POINTS

Every time your pilot's **LL** increases, you also have the option to choose one:

- Reallocate all ranks from one of your talents to any other talent.
- Reallocate all ranks from one of your licenses to any other license.
- Replace one core bonus with another core bonus for which your pilot qualifies.

If reallocating ranks from one license to another means your pilot no longer qualifies for a core bonus, you must replace that core bonus with one you now qualify for.

LEVEL CHART

LL	GRIT	TOTAL MECH SKILL POINTS (+6 MAX)	TOTAL LICENSE RANKS	TOTAL TALENT RANKS	TOTAL CORE BONUSES	TOTAL PILOT TRIGGER POINTS (+6 MAX)
0	0	2	0	3	0	8
1	1	3	1	4	0	10
2	1	4	2	5	0	12
3	2	5	3	6	1	14
4	2	6	4	7	1	16
5	3	7	5	8	1	18
6	3	8	6	9	2	20
7	4	9	7	10	2	22
8	4	10	8	11	2	24
9	5	11	9	12	3	26
10	5	12	10	13	3	28
11	6	13	11	14	3	30
12	6	14	12	15	4	32



THE PILOT

Your pilot is the person inside the machine; the character whose entire career you'll be playing out. Lancers are generally interesting people – if they weren't, you probably wouldn't be playing them! As you create your character, you will be able to figure out who they are and what makes them so interesting.

Creating your pilot is a fairly simple process. To begin with, you just need to choose a **background** and **four triggers**. After that, you can figure out your pilot's other bonuses, statistics and gear before embarking on a mission.

BACKGROUNDS

Your pilot's background describes their life before they became a mech pilot. It doesn't necessarily determine your pilot's current role – indeed, your pilot might reject their old lives, wanting nothing to do with their history even as it affects them in the present – but it tells your GM and fellow players a bit about who they were prior to entering their machine.

Think of a background as a prompt to draw on when imagining your pilot's full backstory. How did your pilot first become a soldier, a doctor, or a miner? And from there, how did they become the lancer they are now?

When creating a character, you can choose a background from the list below, choose one randomly from the list by rolling **1d20**, or just make one up yourself.

INVOKING BACKGROUNDS

Outside of combat, you (or the GM) can **invoke** your pilot's background to receive **1 ACCURACY** or **1 DIFFICULTY** on any skill check, if their background is relevant. For example, someone who was a colonist might get **+1** when negotiating with other colonists, navigating the wilderness, or farming. A character born in space, however, might get **+1** when doing the same things.

If there is any disagreement, the rest of the group – **excluding both yourself and the GM** – arbitrates. If the other players can't reach a consensus, the person who invoked the background decides.

BACKGROUNDS

ROLL 1D20

- | | |
|----|----------------|
| 1 | Celebrity |
| 2 | Colonist |
| 3 | Criminal |
| 4 | Far-field team |
| 5 | Hacker |
| 6 | Mechanic |
| 7 | Medic |
| 8 | Mercenary |
| 9 | NHP specialist |
| 10 | Noble |
| 11 | Outlaw |
| 12 | Penal colonist |
| 13 | Priest |
| 14 | Scientist |
| 15 | Soldier |
| 16 | Spaceborn |
| 17 | Spec ops |
| 18 | Super soldier |
| 19 | Starship pilot |
| 20 | Worker |

DIASPORANS

To be a Diasporan is to be a member of the largest class of humanity: world-bound people outside of the Galactic Core, who identify with single homeworlds they may never leave. Diasporans make up the vast bulk of the human population, settled and left to develop on their own during the First and Second Expansion Periods. The Diaspora includes everyone from the people of worlds proximal to the Core through to worlds that have lived without – or have never known – Union's presence for thousands of years, and all other societies in between. Diasporan worlds can be covered in glittering or stinking metropolises, mixed urban spaces, quiet ecological preserves, arcadian paradises, or lonely terrestrial barrens – any places humans or groups of humans can live. For better or for worse, the Diaspora is what people see when they think of "humanity".

Celebrity

Example triggers: Charm, Pull Rank, Lead or Inspire, Threaten

You were a figure in the public eye. *Were you an actor? A singer? An artist? An athlete? A politician? The public face of a corporate or military advertising campaign?*

In your old life, you couldn't go anywhere without the paparazzi hovering nearby. *How are you adjusting to your new life as a pilot? Did you volunteer, or were you conscripted? Can you still practice your art, craft, or profession, or does the rigid military structure make it difficult to pull double-duty?*

Colonist

Example triggers: Word on the Street, Spot, Survive, Patch

You were a colonist on the frontier; one of the first generations to be born on a newly settled world. You're used to the demands of frontier life and well-aware of the precarious position most homesteaders live in. *Why did you leave? Were you forced to flee, becoming a refugee? Did you choose to enlist?*

And then there's the home you left behind: *Is the colony still there? Your family? How familiar are you with the luxuries of core worlds? Do you find other cultures difficult to deal with, or are you fascinated by the wealth of humanity's cultural expression? Do you carry reminders of home, or do you curse its name? Was your colony in a galactic backwater, or is it a fresh colony in a populated, high-traffic area of space? Where is your colony located?*

Criminal

Example triggers: Threaten, Apply Fists to Faces, Word on the Street, Take Control

You were a criminal: small-time, master, or something in between. *Did you work for corporate clients? A criminal organization? Yourself? Did you mug pedestrians in the dark underbelly of a massive city, or did you slip, unnoticed, into corporate databases to steal data? Did you do it for personal gain, or just to feed your family? How did you find yourself in this life, and how did you become a pilot? Did you operate with a code of honor? Were you loyal to a single family, a small crew, a politician, or an ideology? Did you operate in the shadows, or was your work carried out in the daylight, unafraid of consequences?*

There must be a reason you decided to get out. *Was it a bad job, or maybe witness protection? Are your former employers or crew still around? What connections do they have, and how do they feel about you now? What – if anything – haunts you?*

Note: for a more classic “Western” flavor, see the Outlaw Background.

Far-Field Team

Example triggers: Survive, Investigate, Spot, Charm

You were a member of a Union far-field team (FFT), working on the frontier and the edge of civilization to evaluate strange worlds and planetoids for anomalies, discoveries, and habitability. *What have you seen on the wild frontier? How many worlds have you traveled? Were you part of a small team, or a large one? Where is your homeworld?*

Something must drive you to explore: *Is it a grail world you seek? An Eden among the stars? Was your interest in the frontier mystical, scientific, based on old-fashioned curiosity, or spurred on by something else? Maybe there was a legend you heard, out there in the dark, that you long to find, or that you're terrified you might encounter? What secrets – if any – have you encountered on your long-range surveys? Do you remain in contact with your old team members, if they're still alive?*

As a former (or current) part of an FFT, you're Cosmopolitan: *When was “your time”? How separate do you feel from the passage of time?*

COSMOPOLITANS

A Cosmopolitan is a person who lives the majority of their life in interstellar transit and keeps their ship as their home. Interstellar travel in Lancer occurs at or near the speed of light; existence at this relative speed necessarily means that Cosmopolitan humans live outside of the course of “real” time. To the humans of the Diaspora and the Core, these Cosmopolitans are almost eternal, seeming to live for generations. The histories, stories, and cultures of Cosmopolitans are separate from the bulk of humanity, their lives defined in relation and contrast to the windows of time they witness when they drop out of nearlight. To observers, the Cosmopolitan life might seem lonely or ahistorical, but Cosmopolitans have rich and storied histories, shared culture, and a vision of humanity as a whole that few others have access to or the ability to witness.

Hacker

Example triggers: Act Unseen or Unheard, Get a Hold of Something, Hack or Fix, Invent or Create

You specialized in information warfare and data espionage, either for your own gain or the benefit of your employers. To you, the omninet – the faster-than-light information web that connects Union worlds – is home. *How did you come to this life? Did you grow up plugged into the omninet, or did you come to it late? How well-versed are you in the omninet's hidden places, tricks, and secrets? How notorious were you before you became a pilot? Do people still whisper your name? Do other hackers remember you, and are you celebrated or cursed among them?*

It wasn't just the omninet that you hacked, though. *How adept are you at manipulating other networks? Can you manipulate discrete systems, genetic code, or some other type of environment, digital or mechanical? What secrets have you gained access to?*

Mechanic

Example triggers: Hack or Fix, Get Somewhere Fast, Get a Hold of Something, Blow Something Up

Grease monkey, wrench, working joe; you were a mechanic prior to becoming a pilot. *Did you work in space, swaddled in an EVA rig, patching up damaged starships? Or were you planetside, tuning trucks and haulers in a motor pool? Did you repair battle-torn mechs, dreaming that you might one day pilot your own? Did you own a garage, or did you work for someone? Were you military, corporate, part of a caste, or a union member? How handy are you in the field? Is there a side project you've been working on?*

Medic

Example triggers: Patch, Assault, Read a Situation, Stay Cool

You were a medical specialist in your old life. *How did you wind up piloting a mech? What was your specialty? Did you work in research, care, or trauma? Did you love the life and take your duty seriously, or did you see yourself as an organic mechanic?*

You might have worked in a colony or on a core world, in private practice, for a corporation, or on a noble family's payroll: *Did you operate a small frontier practice, or work in a blink station urgent care center, or in a massive hospital campus? Were you a whitecoat or an EMT? Is there a memory that haunts you, or one that gives you comfort?*

Mercenary

Example triggers: Threaten, Blow Something Up, Take Control, Apply Fists to Faces

As a soldier of fortune, you lived by the motto, "have gun, will travel." *You and your kit were available to the highest bidder. Did you work alone or with a crew? Did your company have a ship? Was this when you started piloting mechs of your own? What was your code of honor, if you had one?*

Something pushed you to the mercenary life: *Was it the promise of riches? Desire for power? Adventure? Desperation?*

For some reason, you left that life behind: *Why? Was there a job that went bad, or one that really was that legendary "one last job"? Are your old company mates still kicking around? Was there a rival company, or other enemies you made? Do you remember that time fondly, or do you never speak of it?*

NHP Specialist

Example triggers: Stay Cool, Read a Situation, Invent or Create, Investigate

You were closely involved in the study, creation, or maintenance of a prime non-human person. Non-human persons, or NHPs, are complex artificial intelligences. As a prime NHP, the one you were associated with was even more complex than most. *Did you interact with that entity like a scientist or engineer, or more like a priest or shaman? Do you have a personal connection to them, after all this time? How do clones of that NHP perceive you? And now that you're a pilot, how do you feel about non-human intelligence?*

NHPs

NHP stands for "non-human person" a name given to uncanny, incorporeal parallel-space beings, most of which were discovered and developed following the manifestation of MONIST-1/RA, though some have been created since then. NHPs fill the role once occupied by machine-mind AIs: under supervision, they manage whole cities and systems, work alongside scientists and engineers, and act as companions and co-pilots for mech pilots and starship captains. They are black-box paracausal entities – their promulgation tightly controlled and monitored by Union – but their use is widespread. NHPs are increasingly regarded as fundamental infrastructure for any successful civic, scientific, or military endeavor.

Noble

Example triggers: Pull Rank, Lead or Inspire, Read a Situation, Show Off

You are a member of your world's aristocracy, destined from birth to ascend to power. *From what authority does this birthright come? A god? An ancestor? An ancient text? A complex annual rotation? How is power passed down from one generation to the next?*

Your noble status came from somewhere: *Are you the first in your family to receive a title of nobility, the last of your house, or the scion of a well-established line? Are you the heir, or just a middle child? What's your relationship with your noble parents?*

Whatever privileges you might have received at home, you found that Union disregards titles in its armed forces; your prior status is just background noise, unless you return home or belong to a group that recognizes nobility. *How did you take this change?*

Outlaw

Example triggers: Show Off, Take Someone Out, Charm, Survive

You came from humble beginnings, born on the edge of cultivated space or beneath the looming towers of core worlds – forgotten until you reached out and took what was owed. Some call you criminal, thief, or outlaw, but you just tell it as it is: if they hadn't denied you bread, you wouldn't have had to take it. *Were you a brute or a raconteur? A charmer or a monster? Were your actions motivated by ideology, need, desire, or some combination of those three? Who defined you as an "outlaw", and who saw you as a hero? Is there a bounty on your head?*

Penal Colonist

Example triggers: Survive, Apply Fists to Faces, Word on the Street, Spot

A long time ago, you were exiled to a penal colony for a sentence of hard labor. When the Third Committee abolished all penal colonies, your prison-planet was – in theory – “liberated”. Unfortunately, nothing much changed until Union's relief ships finally arrived. Now free in practice as well as theory, places that had once been off-limits were made open to you: *Did you stay for a time? Or did you choose to leave, heading for the stars or trying to find your way back home? Were you guilty of your crimes, or unjustly condemned?*

Penal colonies were harsh, unforgiving environments: *Was yours monitored by some authority, or was it relegated to anarchy even before Union's abolition of the system? Was there some kind of rudimentary society there? Did you have friends and enemies there, and did any of them make it off-world? What about your family – did you have one before your sentence? What has become of them, or do you not know?*

Priest

Example triggers: Read a Situation, Stay Cool, Take Control, Lead or Inspire

You were a priest in your old life, either from a large, pan-galactic religion, or a smaller sect. *Were you a hermit? Did you live celibate in a monastery? Did you wear simple cloth robes, or majestic vestments? What restrictions were placed upon you by your church? What manner of respect was afforded to you as a person of the cloth, and was it your choice to become one? How did you come to serve as a pilot?*

There are churches everywhere, each unique in their own ways. *Were you a member of a prominent religion, or a secretive, outlawed one? Did you preach a Terran faith, born on Cradle and carried for millennia since? Or was yours a Cosmopolitan spirituality, one from the stars and the void of interstellar space? Perhaps you ministered to a small flock of an obscure sect out on the frontier, or in the urban canyons of a core world? Have you kept your faith, or lost it?*

Scientist

Example triggers: Investigate, Invent or Create, Get a Hold of Something, Blow Something Up

You were a scientist – private or public, working in the lab or the field. *What was your area of expertise, and for how long have you practiced it? Where did you study, and what's your relationship with that institution? Do you have rivals, and are you well-known or relatively obscure? How did your home society perceive science? How did you become a pilot?*

Importantly, did you work with a powerful manufacturer like Harrison Armory, Smith-Shimano, or IPS-N? Or did you delve into the uncanny, working in secret with a small, dedicated HORUS cell? What secrets do you know?

Soldier

Example triggers: Assault, Blow Something Up, Pull Rank, Take Control

Grunt. Gl. Ox. Poilu. Man-at-Arms. You were a soldier of the rank and file, serving in a planetary defense force, local militia, national army, or royal guard. *How long did you serve before Union called you up? What kind of specialty did you train for? Have you seen combat before, or are you green? Were you a volunteer, a conscript, or a member of a warrior caste? Is soldiering a proud family, civic, or religious tradition, or a life that you regret? Where are the other soldiers from your old squad, and what is your relationship with them like now?*

Spaceborn

Example triggers: Survive, Hack or Fix, Get Somewhere Fast, Stay Cool

You grew up on a space station, in tight quarters and a small community, surrounded always by the unforgiving hard vacuum of space. *Were resources scarce, or plentiful? Was your station isolated or was it a local (or galactic!) hub? Was it parked in the endless night of deep space, or in orbit above a planet, moon, or another stellar body? Was it entirely manufactured, or was it built into an asteroid or moon?*

No two stations are alike. *Did you grow up watching great ships dock and depart – exposed to the thousands of languages and cultures of the galaxy, dreaming of exploration – or did you grow up in dark, rocky halls, ignorant of the galaxy outside? In short, what was your life like, why did you leave, and can you go back?*

Spec Ops

Example triggers: Act Unseen or Unheard, Take Someone Out, Spot, Stay Cool

You might have been a spy or assassin, working alone, or maybe you were part of an elite unit, operating behind enemy lines with little-to-no support, equipped with the best equipment your commanders trusted you with. Your missions were long, dangerous, and never publicized. If soldiers are hammers, you were a scalpel. Whatever organization you served, it was spoken only in whispers around military barracks and academies both. What work did you do that no one knows was you or your unit? How close has the galaxy come to all-out war? Where have you operated? How old are you – really? What secrets do you know? Where is the rest of your team?

Super Soldier

Example triggers: Apply Fists to Faces, Get Somewhere Fast, Assault, Read a Situation

You are the result of a corporate or state project intended to create better soldiers using biological enhancement, gene therapy, neurological enhancement, or even just extreme conditioning. *Were you raised from birth to become what you are, or did you volunteer as an adult for a super-soldier program? Are you one of the countless “super soldiers” to be produced by Harrison Armory’s facsimile-cloning programs? Was the project sanctioned or not? Did it succeed? Have you tested your abilities in the field, or are you unproven and eager to see what you can do?*

Under the Third Committee, fewer programs like the one that created you still operate: *Are you happy about that, or do you think it makes Union weak? What is your relationship to your makers? Is there a family that doesn’t know you exist? Or are you from a line of mass-produced siblings? Were you liberated, did you surrender, or are you still in the service of the organization or entity you were made to serve?*

Starship Pilot

Example triggers: Get Somewhere Fast, Show Off, Get a Hold of Something, Hack or Fix

You flew a starship – civilian, corporate, military or otherwise. You may have piloted a freighter, a fighter, a shuttle, or a larger ship. *Did you have a regular run, or did you fly anywhere? Were you a member of a crew, or did you have one of your own? What kind of flying did you do and what eventually happened to your ship? Did you stick to low and mid-orbit shuttle runs?*

Being a pilot is as much a lifestyle as it is a profession: *What was your callsign, and were you known or obscure? Was there a rival service, pilot, or group of pilots that you had friction with? Have you worked with NHPs or flown in combat? Have you ever seen anything strange out in interstellar space or the total void of blinkspace?*

Worker

Example triggers: Word on the Street, Stay Cool, Lead or Inspire, Invent or Create

At the end of the day, empire only functions when labor clocks in. Labor mines the raw materials; labor fashions stone and metal and organic matter into bolts and screws and glue; labor designs the patterns for printers; labor shapes and welds, hammers and builds. Without the labor of trillions, all progress would grind to a halt. *Before you set down the wrench and picked up a helm, what kind of work did you do? Did you work in the fields, factories, shipyards, mines, or somewhere else? What was your life like before you began training as a pilot? Why did you leave? Will you return? Was there a project you worked on that you’re especially proud of? Do you have an old crew still working on the clock? What world did you call home, and what were the working conditions there?*

TRIGGERS

As a central character in the story, your pilot will have moments when their background, training, and personality shine through. These moments are your pilot's **triggers**: short phrases that describe key decisions and actions like **Apply Fists to Faces** or **Get Somewhere Fast**. Triggers are always accompanied by a bonus of **+2**, **+4**, or **+6**.

When one of your character's triggers is relevant to a skill check, you get a bonus to the roll. For example, if you have **+2 to Apply Fists to Faces** written on your sheet, any time your character acts in a way that could be construed as applying fists to faces, you get **+2** to the skill check. You can only receive a bonus from one trigger at a time.

Triggers apply to actions that depend on your pilot's personal abilities, experience, training, or background – not actions that rely on their mech's specifications. When taking actions that rely on a mech, **mech skills** are used instead.

Triggers are almost always used in **narrative play**, and they never apply to attack rolls, saves, or any rolls other than skill checks.

Triggers are usually fairly open-ended, allowing you to apply them in creative ways. That said, the GM is responsible for arbitrating outlandish claims. Be prepared to justify how your **Apply Fists to Faces** trigger helps you hack into an electronic network.

TRACKING TRIGGERS

You only need to write down the triggers your pilot currently has. Choosing four **+2** triggers at **LL0**, you might end up with a list like this:

- **+2 Threaten**
- **+2 Get Somewhere Fast**
- **+2 Lead or Inspire**
- **+2 Spot**

Or you might write them on your sheet as **+2 to Threaten, Get Somewhere Fast, Lead or Inspire, and Spot**. That's it!

MAKING SKILL CHECKS WITHOUT TRIGGERS

Don't forget, you don't need a trigger to make a skill check. You can always roll 1d20 with no bonuses against a target number of 10.

CREATING TRIGGERS

With GM approval, you can write your own triggers. Custom triggers can be more specific than the examples in this book – **Kill in Cold Blood** or **Insult Someone**, for instance – but they shouldn't be more general. They should always apply to specific circumstances or actions.



EXAMPLE TRIGGERS

When creating your character and leveling up, you can choose triggers from this list or you can use them as inspiration for writing your own. At **LL0**, your pilot gets four triggers at **+2** each.

ACT UNSEEN OR UNHEARD

Get somewhere or do something without detection, but not necessarily quickly: hide, sneak, or move quietly; infiltrate a facility while avoiding patrols and cameras; perform sleight of hand without being seen or heard, including picking pockets, unholstering guns, and cheating at cards; wear a disguise.

APPLY FISTS TO FACES

Punch someone in the face or fight in open, brutal unarmed combat, whether it's a fist fight, a martial arts duel, or a huge brawl. Never subtle, clean, or quiet.

ASSAULT

Take part in direct and overt combat: fight your way through a building packed with hostile mercenaries, trade shots over rain-slick trenches, fight in chaotic microgravity as part of a boarding action, or engage an enemy in the smoking urban rubble of a city under orbital bombardment. Loud, direct action.

BLOW SOMETHING UP

Use explosives (improvised or otherwise), weapons, or good old-fashioned brawn to totally wreck something or turn it into an enormous fireball.

CHARM

Convince a receptive audience or use leverage (money, power, personal benefit) to get your way: smooth-talk your way past guards, get people on your side, sway potential benefactors, talk someone down, mediate between two parties, or blatantly lie to someone. You can also use it when trying to impersonate someone.

GET A HOLD OF SOMETHING

Acquire temporary or permanent allies, assets, or connections through wealth or social influence; obtain information, food, materials, or soldiers.

GET SOMEWHERE QUICKLY

Get somewhere quickly and without complications, but not necessarily quietly: climb, drive, pilot, swim, or perform acrobatic maneuvers to take a more dangerous shortcut; fall safely from a great height; move gracefully in zero-g; chase, flee, outrun, or outpace a target; get somewhere faster than anyone else.

HACK OR FIX

Repair a device or faulty system; alternatively, hack it wide open, or totally wreck, disable or sabotage it. You're probably hacking or fixing when accessing or safeguarding secure electronic systems, including electronic door locks, computer systems, omninet servers, and so on.

INVENT OR CREATE

Use tools and supplies to design or build something, either on the fly or over time; invent new devices, tools, or approaches to problems.

INVESTIGATE

Research a subject, or study something in great detail: learn about a subject of historical relevance, or become well-read on a particular issue; investigate a mystery or solve a puzzle; locate a person or object through research and detective work.

LEAD OR INSPIRE

Give an inspiring speech, or motivate a group of people into action; efficiently and effectively administer organizations like companies, ship crews, groups of colonists or mining ventures; effectively command a platoon of soldiers in battle, or maybe an entire army.

PATCH

Apply medical knowledge to medicate, bandage a wound, staunch bleeding, suture, cauterize, neutralize poison, or resuscitate; alternately, diagnose or study disease, pathogens, or symptoms.

PULL RANK

Pull rank on a subordinate: get information, resources, or aid from them, maybe against their will. Any time you are trying to coerce or convince someone who might respect your authority (military or otherwise), you might be pulling rank.

READ A SITUATION

Look for subtext, motives, or threats in a situation or person: use intuition to discern someone's motivations, learn who is really in charge, or find out who's about to do something rash or stupid; get a gut feeling about a situation or person; sense if someone is lying to you.

SHOW OFF

Do something flashy, cool, or impressive, usually – but not exclusively – with your weapon: shoot a tiny or rapidly moving target, shoot someone's hat off or their weapon out of their hand, knock someone out by throwing a gun at them, perform an acrobatic flourish with a sword, throw a spear to pin a fleeing target to the ground.

SPOT

Spot details, objects, or people that are hidden or difficult to make out: notice ambushes, hidden compartments, or disguised individuals; spy on targets from a distance; make out the details, shape, and quantity of objects, vehicles, mechs, or people in the distance; track people or vehicles.

STAY COOL

Perform a task that requires concentration, dexterity, speed, or precision under pressure: pick a lock while your squad trades fire with encroaching guards, carefully disarm an explosive, or unjam a gun under fire.

SURVIVE

Persevere through harsh, hostile, or unforgiving environments: the vacuum of space, frozen tundra, a pirate enclave, a crime-ridden colony, untamed wilderness, or scorching desert. Survival often involves journeys through the wilderness, navigation, or avoiding natural hazards like carnivorous wildlife, rockfalls, thin ice, or lava fields. You might also try to survive in artificial environments by navigating safely through a city or avoiding dangerous sections of a space station.

TAKE CONTROL

Use force, violence, presence of will, or direct action to take control of something. The thing you take control of will usually be something concrete, like an object someone is holding – a gun or a keycard, maybe. You might also take control of a situation, forcing those present to listen, calm down, or stop whatever they're doing.

TAKE SOMEONE OUT

Kill or disable someone quickly and quietly, up close and personal or from a distance – probably before they even notice you're there. If you're looking down a sniper scope at a target, preparing to knock out a guard with a strategic nerve-pinch, quick-drawing during a gun duel, or dropping from a ceiling to slit a throat, you're trying to take someone out.

THREATEN

Use force or threats to make someone do what you want; name what you want someone to do and what you're going to do to them if they don't listen to you. Threatening someone could also involve blackmail, leverage, or something similarly nasty. Whatever form it takes, there's probably no chance of repairing the relationship after you've threatened someone.

WORD ON THE STREET

Get gossip, news, or hearsay from the streets, or from a particular social scene.



PILOTS IN COMBAT

You will mostly play as your pilot in narrative play, outside of their mech, but there are times you will need to know how your pilot functions in mech combat. They might need to bail out of their mech during a fight, or you might want to track your pilot's **HIT POINTS (HP)** if they get injured during downtime.

Although pilots operate on a different scale to mechs, they have some of the same statistics: **SIZE**, **HP**, **EVASION**, **E-DEFENSE**, and **SPEED**.

SIZE is how much space a character takes up on the battlefield.

HP is how much damage a character can take before they go down.

EVASION is how hard it is to hit a character with a weapon.

E-DEFENSE is how hard it is to hit a character with electronic systems.

SPEED is how many spaces a character can move at a time.

Pilots have the following statistics:

- **HP:** 6 + **GRIT**
- **SIZE:** 1/2
- **EVASION:** 10
- **E-DEFENSE:** 10
- **SPEED:** 4

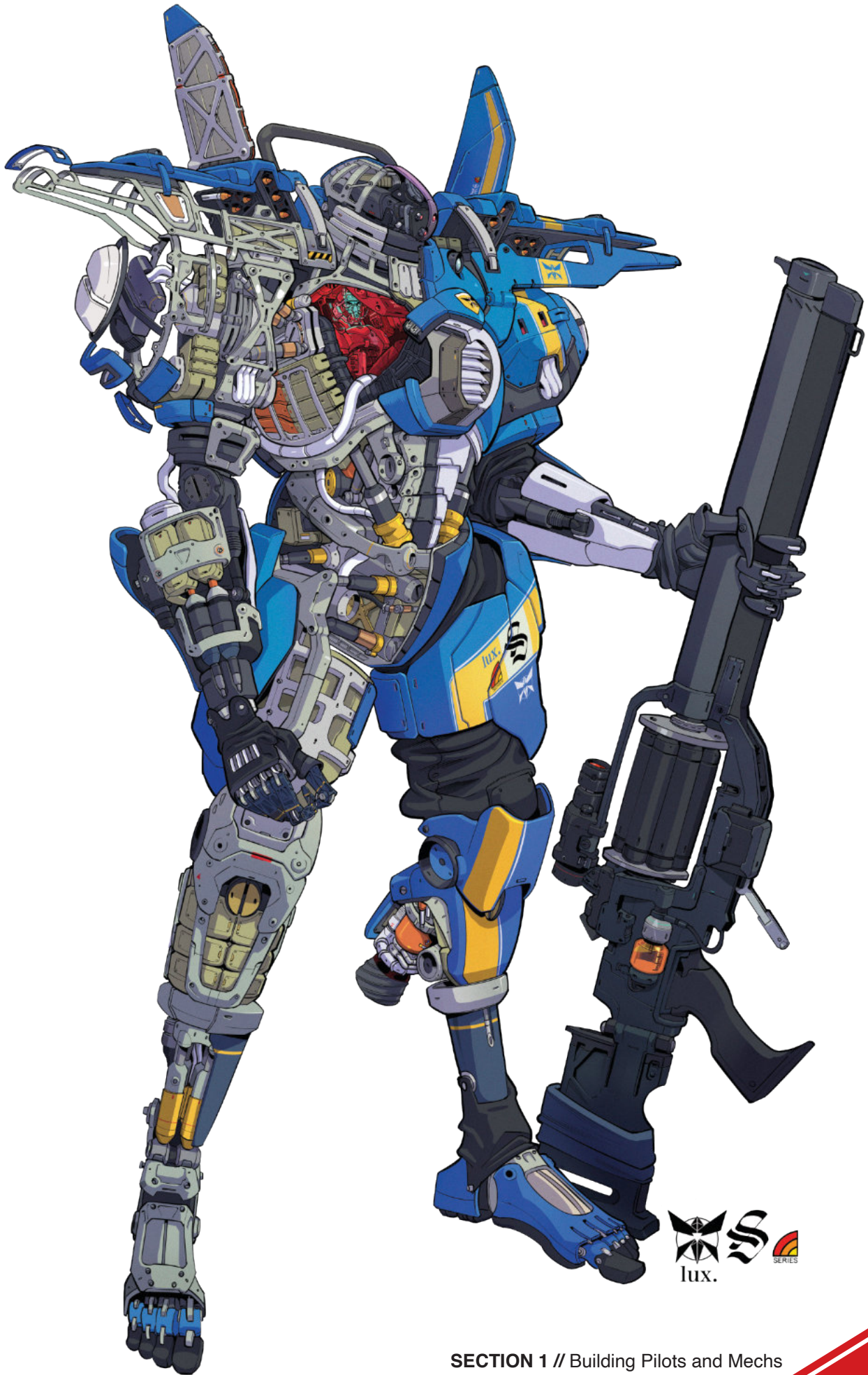
Their statistics (especially their **HP**) might also change if they're wearing **armor**.

CREATING A PILOT

To make the pilot part of your character at **LL0**, just follow these simple steps:

1. **Choose a background:** You can create a background yourself, choose from the list of backgrounds, or roll a dice to randomly select one. During **narrative play**, you can get bonuses by invoking your pilot's background.
2. **Choose triggers:** Choose four **+2 triggers**, based on your pilot's background.
3. **Write down your pilot's combat statistics:** **SIZE 1/2, 6 HP, 10 EVASION, 10 E-DEFENSE, and 4 SPEED.**
4. **Choose gear:** Before embarking on a mission, you'll choose gear for your pilot from the gear list in the **Compendium** (p. 108). Pilots can have armor, up to two weapons, and up to three other pieces of gear.





THE MECH

Mechanized cavalry units – mechs – are the primary armored agents around which many states, agencies and militaries base their ground forces.

Depending on their chassis, mechs stand anything from 3 to 15 meters tall. They are almost always bi-, quadru-, or hexapedal, and the majority have either one or two sets of arms capable of manipulating weapons and interacting with the environment. Some pilots prefer their mech's weapon systems to be built directly into the chassis and in some cases – depending on the system's size and power – this kind of integration might be a necessity. Most mechs are controlled by a single pilot, but some larger, highly advanced platforms require additional crew.

Mechs are agile, quick, and responsive machines for their size. They can traverse most solid and vacuum environments and their mobility is often augmented by (or dependent on) maneuvering jets. Still, they're heavy and reliant on internal cold fusion generators for power. Mech power plants are heavily shielded, reliable, and basically inexhaustible, but should a reactor be compromised the results are catastrophic.

Mechs are common enough in construction, hazardous materials cleanup, exploration, and other roles that they don't shock the average person. Mechanized cavalry, though, are different: they're military machines that often have a lancer behind the controls – a pilot on the same level as the knights or flying aces of old.

MECH SKILLS

Mechs operate on an entirely different level to anything else in *Lancer*. They're powered, armored hulks of incredible strength, packed full of advanced systems and weapons. A mech is capable of far more than a person on foot. They grant their pilots the ability to perform feats of incredible strength, speed, and resilience when skill alone isn't enough.

Your lancer has four **mech skills** that represent their ability to build, pilot, and fight with mechs:

- **HULL** describes your ability to build and pilot durable, structurally sound mechs that can take punches and keep going.
- **AGILITY** describes your ability to build and pilot fast, evasive mechs.
- **SYSTEMS** describes your ability to build and pilot advanced mechs with powerful electronic warfare capabilities.
- **ENGINEERING** describes your ability to build and pilot mechs with effective reactors, supplies and support systems.

Mech skills go from +0 to +6 and are used...

- ...instead of triggers when you make **skill checks** that directly utilize a mech (e.g., if you wanted to punch something with a mech, you would roll **HULL** instead of a pilot trigger like 'Assault').
- ...in mech combat, especially when making **saves**.
- ...for **additional bonuses** when building a mech.

When you make a roll that calls for one of these skills, you add the relevant skill to your roll.

HULL

Roll **HULL** when: smashing through or pulverizing obstacles, vehicles, or buildings; lifting, dragging, pushing, or hurling an enormous amount of weight; grabbing or wrestling mechs, starships, or mech-sized creatures; resisting a huge amount of force; or, staying upright in cataclysmic weather.

AGILITY

Roll **AGILITY** when: chasing, pursuing, or fleeing with incredible speed; performing acrobatics in your mech; hiding or moving silently; performing a feat of fine manual dexterity with your mech; or, dodging out of the way of danger.

SYSTEMS

Roll **SYSTEMS** when: infiltrating hardened and powerful electronic systems and targets, including other mechs; boosting or suppressing a signal; engaging in electronic warfare; scanning or analyzing information; boosting or weakening the electronic systems of vehicles, mechs, starships, or bases; interacting safely with electronic life forms; or, analyzing the nature of unfamiliar electronic systems.

ENGINEERING

Roll **ENGINEERING** when: pushing your mech past its limits; withstanding extreme conditions such as heat, cold, void, or radiation; using your mech's reactor like a forge; keeping your mech running well past its breaking point or for extreme amounts of time; traveling or moving safely through hazardous or hostile conditions; boosting the reactor output of other mechs, starships, or bases; or, conserving and efficiently using ammo, power, and other resources.

MODULAR MECHS

Mechs are powerful machines, but what makes them more powerful – and your character more unique than other pilots – is your ability to source and combine mech weapons, parts, and gear from many different manufacturers. Mechs in *Lancer* are **modular**: each **FRAME** comes with a list of license-restricted gear that, once unlocked, can be freely swapped between all of your mechs. Because of this customizability, pilots are as much experts at building their machines as they are piloting them.

Your pilot's access to more and better parts increases with their **LL**. When your pilot's **LL** increases (up to a maximum of 12), you gain **+1 license rank** that you can spend on a license from a mech manufacturer. Manufacturers offer a range of different licenses, all of which have three tiers – **rank I**, **rank II**, and **rank III** – that must be bought in order.

Every new rank you obtain unlocks various systems, weapons, and even mechs. At **rank II**, you get a new mech **FRAME**, and **rank III** gives you access to the most advanced components. These weapons and systems are interchangeable – you can add as many to your mech as its **FRAME** can support, from any license rank you have unlocked.

For example, an LL5 character with licenses for the IPS-N Raleigh III and the SSC Metalmark II has access to every piece of gear from **ranks I–III** of the Raleigh license, and all the gear from **ranks I and II** of the Metalmark license. They could take the Raleigh's rank I **HAND CANNON** and put it on the Metalmark **FRAME**, or take the Metalmark's **RAIL RIFLE** and put it on the Raleigh, mixing and matching as they choose.

GENERAL MASSIVE SYSTEMS

All pilots, even at **LL0**, have access to the **GMS-SP1 Everest FRAME** and the **GMS gear list**. At first, this will be the only gear available to you – until your character gains some **LLs** and unlocks new licenses. **GMS** parts are galactic standards, useful for even high-**LL** pilots.

WITHOUT LIMITS

You never lose access to mechs or gear that you're licensed to use. Your pilot is assumed to almost always have access to it by one means or another, whether influence, patronage, wealth, or rank.

Accessing licensed equipment is made even easier by advancements in 3D printing. In *Lancer*, it's possible to print entire mechs wholesale. Even if your mech is destroyed in battle, you can easily print a replacement during downtime.

MECH STRUCTURE

Most mechs have two arms and two legs, but you can modify this basic structure however you choose within reason – just ask your GM. Your mech’s overall look, structure, and layout have no bearing on gameplay.

Let’s go through each mech component in detail.

FRAMES

The basic structure and components of a mech – its chassis, armor, and mounts – is called its **FRAME**. A mech’s **FRAME** determines its appearance, size, and function, defining it as anything from a heavy siege engine to an agile flier, or even a cloaking mech that specializes in electronic warfare. These effects are expressed by a **FRAME’s traits**. Think about choosing a **FRAME** as (more or less) choosing the mech your character is going to pilot. But remember that you’re not limited to just one **FRAME** – you can acquire new ones by unlocking **rank II licenses**.

In game terms, a **FRAME** is a mech’s modular base. It determines your mech’s **SIZE**, **ARMOR**, and other specifications, as well as its available weapon mounts and capacity for additional systems.

Each **FRAME** also comes with a unique **CORE SYSTEM**, a powerful special ability that can typically only be used once per mission.

SIZE

All mechs, characters, and objects on the battlefield have a **SIZE** that describes how large they are, in grid spaces, on each side (rounded up to 1 if smaller, so a **SIZE 1/2** and **SIZE 1** character occupy the same space). **SIZE** is an abstract measurement – it doesn’t describe a precise height and width in feet, but the space a character controls around them. Humans and the smallest mechs are **SIZE 1/2**. Most mechs are **SIZE 1**, but some are as large as **SIZE 3**.

ARMOR

A mech’s **ARMOR** reduces all incoming damage by that amount, excluding some special types of damage. **ARMOR** mostly depends on your mech’s **FRAME**, and never goes above four.

MOUNTS

Mechs can only carry a limited number of weapons, determined by their **FRAME**. Trying to install too many weapons – and their supporting systems – places far too much stress on the mech’s structure and reactor.

Each mech **FRAME** has a different number and different types of **mounts**. To add a weapon to your mech, you need an available mount of the right type and size. You can, however, add smaller weapons to larger mounts. For example, you could add a **main** or **auxiliary weapon** to a **heavy mount** or add two **auxiliary weapons** to a **main/auxiliary mount**.

FRAMES can have the following types of **MOUNTS**:

Main mounts can take one **MAIN** or **AUXILIARY weapon**.

Heavy mounts can take one **HEAVY, MAIN, or AUXILIARY weapon**.

Aux/aux mounts can take up to two **AUXILIARY weapons**.

Main/aux mounts can take one **MAIN weapon** and one **AUXILIARY weapon**, or two **AUXILIARY weapons**.

Flexible mounts can take either one **MAIN weapon** or up to two **AUXILIARY weapons**.

Integrated mounts are designed around specific weapons, built into **FRAMES**. They automatically include the listed weapons, which cannot be destroyed, removed, replaced, or modified in any way.

Superheavy weapons, which are especially large, require both a **HEAVY mount** and one other **mount of any size**.

Weapons mounted on a mech aren’t necessarily attached to the chassis – they can be slung in holsters, built into compartments, or held normally. You can decide how your mech’s weapons are mounted – it has no effect on the rules.

WEAPONS

Mech weapons have three traits: **size**, **type**, and **damage**.

SIZE

- **Auxiliary** weapons are the smallest mech weapons, light enough to use alongside larger weapons.
- **Main** weapons are the standard size for mech weapons.
- **Heavy** weapons are larger, heavier weapons used to inflict massive damage.
- **Superheavy** weapons are very large weapons with high power requirements; they are usually rare or highly advanced.

TYPE

All weapons have a type that describes their general range and combat function.

- **Melee** weapons are mech-scale swords, axes, power tools, and other hand-to-hand weapons. A mech's raw strength can turn even crude tools into forces to be reckoned with.
- **CQB (close quarters battle)** weapons are those designed for close-range combat, including pistols, shotguns, flamethrowers, and more exotic weapons like nailguns. They usually have short range but are better for reacting quickly to emergent threats.
- **Rifles** are sturdy weapons with good range and stopping power.
- **Launchers** are weapons that fire missiles, grenades, or other projectiles.
- **Cannons** are high-caliber weapons useful for inflicting heavy damage on enemies. What they lack in precision, they usually make up for in power.
- **Nexus** weapons are reservoirs and projectors for swarms of self-propelled, armed drones.

Note: **CQB**, **RIFLES**, **LAUNCHERS**, **CANNONS** and **NEXUS** weapons are **Ranged Weapons**, and always make **Ranged Attacks** even against targets within their **THREAT**.

DAMAGE

Most weapons deal one of three kinds of damage: **kinetic** ⚔, **explosive** ✨, or **energy** ⚡. Some special weapons also deal **heat** 🔥 (harm to a mech's internal systems) or **burn** 🔥 (damage over time), which are explained in the Harm section (p. 67).

SYSTEM POINTS

Mech **FRAMES** also have a set number of **SYSTEM POINTS (SP)**. **SP** can be spent to add extra systems to your mech, and some heavier weapons require both **mounts** and **SP**. You cannot add systems to your mech that would cause you to exceed your available **SP**.

Your pilot's **GRIT**, equal to half their **LL**, is added to your total **SP**, and you gain an additional **SP** for every two points of **SYSTEMS**.

CORE SYSTEMS

Every **FRAME** comes with a **CORE SYSTEM**. These powerful abilities are unique to each **FRAME**, can't be transferred to other mechs, and in most cases can only be used once a mission by consuming **CORE POWER (CP)**.

CP refers to a reservoir of high-efficiency reactor power, designed to be used in a quick burst. This reservoir is essential to the high-powered systems many mechs use in emergency situations and heavy action.

At any given time, a mech either has **CP** or it doesn't. There's no way to save it up or store extra **CP**, aside from some rare equipment. Instead, you get **CP** when you start a mission or your mech receives a **FULL REPAIR**. Sometimes, if you're lucky, the GM might grant you **CP** during a mission.

BASE STATISTICS

Different **FRAMES** have different starting statistics, giving them unique roles in combat.

HP AND STRUCTURE: Like your pilot, your mech has hit points (**HP**). Your mech, however, isn't destroyed when it reaches **0 HP**. Mechs have **4 STRUCTURE** – when they reach **0 HP**, they take **1 structure damage** and their **HP** resets. When they lose **STRUCTURE** like this, mechs have to make a special **structure damage check** and receive a consequence based on the roll. Most mechs have **4 STRUCTURE** and are destroyed when they reach **0 STRUCTURE**.

REPAIR CAP: REPAIRS are a kind of currency that you can use to heal and repair your mech. If your mech runs out of **REPAIRS**, you can no longer regain **HP** or fix damaged systems in the field.

SPEED: Your mech's **SPEED** determines how far you can move on your turn, in spaces, when you make a standard move or **BOOST**.

EVASION: EVASION is how hard it is for ranged and melee attacks to hit you.

SENSORS: Your mech's **SENSORS** is the maximum distance (in spaces) over which a mech can detect enemies, use tech systems, and make tech attacks. If a character is within your **SENSORS** and isn't hiding, you know they're there – even if you can't directly see them.

TECH ATTACK: You add your mech's **TECH ATTACK** as a bonus instead of **GRIT** when you conduct electronic warfare.

E-DEFENSE: E-DEFENSE is how hard it is for electronic and guided weapons and systems to hit you.

HEAT CAP AND STRESS: Your mech can take heat from tech attacks and some of its own systems. If it takes more heat than its **HEAT CAP**, it overheats. Mechs also have **STRESS**, which is similar to **STRUCTURE** – when they exceed their **HEAT CAP**, they take 1 stress damage and clear all heat. When they lose **STRESS** like this, mechs have to make a special **stress damage check** and receive a consequence based on the roll. Most mechs have **4 STRESS**, and are destroyed when they reach **0 STRESS**.

SAVE TARGET: When you force another character to make a save, they must match or beat your mech's **SAVE TARGET** or take consequences.

IMPROVING MECHS

When your pilot builds a mech, their **mech skills** allow you to boost some of its statistics. This is your pilot's unique or personal touch, giving you the ability to customize a stock **FRAME**.

Your pilot's **GRIT** is added to your mech's **HP** and **SAVE TARGET**, as well as its **SP** and attack rolls.

Your pilot's **HULL** affects your mech's durability. You gain:

- **+2 HP** for each point of **HULL**.
- **+1 REPAIR CAP** for every two points of **HULL**.

Your pilot's **AGILITY** affects your mech's maneuverability. You gain:

- **+1 EVASION** for each point of **AGILITY**.
- **+1 SPEED** for every two points of **AGILITY**.

Your pilot's **SYSTEMS** affects your mech's systems and electronic warfare abilities. You gain:

- **+1 E-DEFENSE** and **TECH ATTACK** for each point of **SYSTEMS**.
- **+1 SP** for every two points of **SYSTEMS**.

Your pilot's **ENGINEERING** affects heat management and ease of repair. You gain:

- **+1 HEAT CAP** for each point of **ENGINEERING**.
- **+1** to the maximum uses of any **limited** systems or weapons for every two points of **ENGINEERING**.

CORE BONUSES

As your pilot acquires more licenses, they gain knowledge and skills specific to individual manufacturers and their design philosophies. This specialized knowledge is represented by **core bonuses**, unique enhancements that offer interesting ways to customize your mech.

Core bonuses are permanent improvements that apply to any **FRAME** your pilot uses. You cannot choose the same core bonus more than once, but as your pilot progresses, you will be able to choose a range of different bonuses.

Your pilot gets a new core bonus every three **LLs**. You can always choose core bonuses from the **GMS list**, but for each core bonus you choose from another manufacturer, you first need to have three **license ranks** with that manufacturer. For example, to choose a core bonus from **IPS-Northstar (IPS-N)** you would need at least three ranks in IPS-N licenses; if you wanted to choose a second IPS-N bonus, you would need at least six ranks in licenses. These ranks can be in any combination – for example, you might have the **rank I** and **rank II** license for one mech and three different **rank I** licenses, equaling six in total.

TALENTS

Your pilot's ingenuity and experience piloting a mech are represented by **talents** – special enhancements that can help pilots push mechs past their limits. Talents give your pilot benefits or abilities with specific weapon types, systems, or styles of play, allowing you to further define them within the rules and story. With a few exceptions, talents only affect your character's capabilities as a mech pilot.

Talents, like licenses, are measured in ranks: from **rank I** to **rank III**. At **LL0**, you start with three **rank I** talents of your choice. When your pilot levels up, you can either increase a talent to the next rank (i.e., from **rank I** to **rank II**) or choose a new talent at **rank I**.

You can read the full list of talents and their effects in the **Compendium** on p. 90.

CREATING A MECH

Constructing and customizing a mech may seem daunting at first, but broken down into steps it's much simpler than it seems.

1. Start by picking a **FRAME** from the licenses available to you. The **FRAME** gives your mech its base statistics.
At LL0, you only have access to the GMS-SP1 Everest.
2. Add bonuses from your **mech skills**.
At LL0, your character starts with two points to spend on mech skills.
 - **HULL:** + 2 HP/point; +1 REPAIR CAP/2 points.
 - **AGILITY:** +1 EVASION/point; +1 SPEED/2 points.
 - **SYSTEMS:** +1 TECH ATTACK and E-DEFENSE/point; +1 SP/2 points.
 - **ENGINEERING:** +1 HEAT CAP/point; +1 use for limited gear/2 points.
3. Add **GRIT** to your mech's **HP**, **SP**, attack rolls, and **SAVE TARGET**.
You get your first point of GRIT at LL1.
4. Pick weapons and allocate them to your **FRAME's** available mounts. Unless they have the **Unique** tag, you can take weapons more than once.
At LL0, you can only choose from the GMS weapon list.
5. Choose systems up to your **SP**. Unless they have the **unique** tag, you can take systems more than once.
At LL0, you can only choose from the GMS systems list.
6. Write down your **core bonuses**, if any.
You choose your first core bonus at LL3.
7. Write down your relevant **talents**.
At LL0, you have three rank I talents.

With that, you're done!

CREATION EXAMPLE

Let's put it all together and see a character in action. Our example lancer's name is Taro Oda.

EXAMPLE CHARACTER: TARO ODA

To begin with, Oda's player grabs a piece of paper and jots down Oda's name and license level - **LL0**, for now.

The next step is for his player to choose a background and four triggers. Oda's player decides that Oda grew up in the colonies, so she writes down **Colonist** as his background. Oda is also pretty astute and good at gunplay, so his player chooses the triggers **Read a Situation**, **Spot**, **Take Someone Out**, and **Survive**, each at +2.

In play, Oda's player can invoke his background to get additional **ACCURACY** on a skill check, and the GM can invoke Oda's background to increase the **DIFFICULTY** of a roll.

Next, Oda's player writes down some gear that Oda always brings with him on missions. Looking at the list of available pilot gear, she chooses a **MEDIUM SIGNATURE WEAPON** (Oda's hunting rifle), a **LIGHT HARDSUIT** for maneuverability, and **EXTRA RATIONS**.

She gets to distribute two points in **mech skills**, so she puts them both in **HULL**.

Lastly, Oda's player gets to choose three talents at **rank I**. She takes **Crack Shot**, **Infiltrator**, and **Leader**.

Here's what our example pilot looks like on paper so far:

TARO ODA
LL0

BACKGROUND: Colonist

TRIGGERS: Read a situation (+2), Spot (+2), Take someone out (+2), Survive (+2)

GEAR: Medium signature weapon (Hunting Rifle), light hardsuit, extra rations.

TALENTS: Crack Shot (**rank I**), Infiltrator (**rank I**), Leader (**rank I**)

CORE BONUSES: None.

LICENSES: GMS.

BUILDING THE MECH: RAIJIN

At **LL0**, Oda, like all other pilots, only has access to GMS licenses. Oda's starting **FRAME** is the **GMS Standard Pattern I Everest**, the only **FRAME** available to **LL0** pilots. Oda's player decides to call his mech **Raijin**.

Oda's player looks through the GMS weapon list and chooses the **HEAVY ANTI-MATERIEL RIFLE** for the Everest's **heavy mount**, an **ASSAULT RIFLE**, a **MAIN** weapon, for his **main mount**, and two **TACTICAL KNIVES** for his **auxiliary mount**.

From Oda's **HULL**, Raijin gets +4 **HP** and +1 **REPAIR CAP**. She also gets six **SP**, and chooses the following customizations:

- Pattern-B HEX Charges (2 **SP**)
- Rapid Burst Jump Jet System (2 **SP**)
- Type-3 Projected Shield (2 **SP**)

Here's what the Raijin might look like on paper:

RAIJIN (EVEREST)

HP: 14 (+4 from **Hull**)

Repair Cap: 6 (+1 from **Hull**)

Evasion: 8 **Speed:** 4

Heat Cap: 6 **Sensors:** 10

Armor: 0 **E-Defense:** 8

Size: 1 **Tech Attack:** +0

TRAITS:

INITIATIVE

1/scene, the Everest may take any **quick action** as a **free action**.

REPLACEABLE PARTS

While resting, the Everest can be repaired at a rate of 1 **REPAIR** per 1 structure damage, instead of 2 **REPAIRS**.

SYSTEM POINTS: 6

MECH SKILLS

Hull: 2

Agility: 0

Systems: 0

Engineering: 0

MOUNTS

AUX: TACTICAL KNIFE

AUX: TACTICAL KNIFE

MAIN: ASSAULT RIFLE

HEAVY: ANTI MATERIAL RIFLE

CORE SYSTEM

HYPERSPEC FUEL INJECTOR

And that's it – Oda's ready for his first mission!

LEVELING UP: ODA AND RAIJIN AT LL3

Before we move on, let's take a glance at what Oda and Raijin might look like at **LL3**.

After completing three missions and leveling from **LL0–LL3**, Oda gets **three talent ranks**, **three license ranks**, three increases to his triggers, **three mech skill points**, and a **core bonus**.

If this seems a little overwhelming, remember that Oda's player didn't need to choose everything at once – she picks them one at a time!

Since Oda has a **rank III** license (IPS-N Raleigh), he has access to the Raleigh **FRAME (rank II)**. Oda's player also gets to choose a **core bonus** from the IPS-N list, since he now has three license ranks from that manufacturer. She takes **Reinforced Frame**, which gives Raijin an extra **+5 HP**. Oda's player now has full access to all of the systems and weapons in the IPS-N Raleigh license now.

TARO ODA
LL3

BACKGROUND: Colonist

TRIGGERS: Read a situation (+6), Spot (+2), Take someone out (+4), Survive (+2)

GEAR: Signature weapon (hunting rifle), light hardsuit, extra rations, cooking gear

MECH SKILLS: HULL 5 (+10 HP, +2 REPAIR CAP)

TALENTS: Crack Shot (**rank II**), Infiltrator (**rank I**), Leader (**rank III**)

CORE BONUSES: Reinforced Frame (IPS-N), +5 HP

LICENSES: GMS, IPS-N Raleigh (**rank I–III**)

And what does Raijin look like at **LL3**?

Instead of building Raijin with the Everest **FRAME**, Oda uses the Raleigh. Oda's player decides to mount two **HAND CANNONS** – weapons from the IPS-N Raleigh license – instead of knives.

Oda's player has **7 SP** to use (five from the Raleigh **FRAME** and two from Oda's **GRIT**) and chooses the following upgrades:

- Pattern-B HEX Charges (**2 SP**, GMS)
- Type-3 Shield (**2 SP**, GMS)
- Personalizations (**1 SP**, GMS)
- Rapid Burst Jump Jet System (**2 SP**, GMS)

RAIJIN (RALEIGH)

HP:	28 (+5 from core bonus, +10 from Hull , +2 from Grit , +2 from Personalizations)		
Repair Cap:	6 (+2 from Hull)		
Evasion:	8	Speed:	4
Heat Cap:	5	Sensors:	10
Armor:	1	E-Defense:	8
Size:	1	Tech Attack:	0

TRAITS

FULL METAL JACKET

At the end of its turn, if the Raleigh hasn't made any attacks or forced any saves, it can reload all **LOADING** weapons as a free action.

SHIELDED MAGAZINES

The Raleigh can make ranged attacks when **JAMMED**.

SYSTEM POINTS: 7 (+2 FROM GRIT)

MOUNTS

AUX:	HAND CANNON
AUX:	HAND CANNON
MAIN:	ASSAULT RIFLE
HEAVY:	ANTI-MATERIEL RIFLE

CORE SYSTEM

M35 'MJOLNIR' CANNON

INSTALLED SYSTEMS

- PATTERN-B HEX CHARGES
- RAPID BURST JUMP JET SYSTEM
- TYPE-3 PROJECTED SHIELD
- PERSONALISATIONS



SECTION 2

MISSIONS, UPTIME AND DOWNTIME



THE STRUCTURE OF PLAY
THE MISSION
DOWNTIME

40
42
50

THE STRUCTURE OF PLAY

In *Lancer*, play sessions are typically structured around **missions**: sorties, actions, or plans with at least one specific objective or goal.

A mission *always* has a clear goal and stakes – you'll establish both of these before you jump into the action. There's something that needs doing, and it probably needs to be done fast. This creates a natural tension in the story that can only be resolved through the actions of the players. Without player intervention, the outcome will be radically different – usually for the worse!

Each mission starts with these steps:

- **BRIEFING:** The mission's goal is established by the players or the GM, and GM sets the stakes.
- **PREPARATION:** Players build their mechs, pick pilot gear, and make any other preparations.
- **RESERVES:** Players establish the **RESERVES** they are bringing on the mission.
- **BOOTS ON THE GROUND:** The players arrive on the scene.

At the end of each mission – whether it was a success or otherwise – the pilots debrief, level up, and go to **downtime**, the narrative space between missions where they can undertake projects, progress their story, and prepare for the next mission.

Missions, depending on their size, can last for a whole play session or even several. It's possible, too – though unlikely – that your group could do multiple missions in a single session.

The following sections explain each of these steps in a little more detail, starting with the structure of the first session.

THE FIRST SESSION

Before you start playing, it's a good idea to spend some time introducing the pilots and any preexisting relationships between them. This section has some techniques and prompts for figuring out how your characters have come together as a group. Once you've figured out enough detail about your characters and why they're together, you should start the first session with the mission **brief**.

If some players don't quite have an angle on their characters, then it's perfectly fine to start the first session without firmly establishing anything. In fact, many groups prefer to flesh out their characters by playing through the first session and seeing what happens.

WHO ARE WE?

In the following table, you can find some optional prompts to help decide what kind of group you're playing. You can even roll **1d20** and see what it comes up with, or you can just create your own concept.

Whatever you decide should explain why your pilots work as a cohesive group, rather than simply self-interested individuals.

IDENTITY	ROLL 1D20
1	An infamous private military corporation.
2	Glory-seeking warriors.
3	Union regulars, career soldiers.
4	Union auxiliaries, recruited from a local world.
5	Elite agents of a planetary defense force.
6	Enforcers of the law.
7	A gang of criminals, thieves, and swindlers.
8	Acolytes of an ancient martial order.
9	Devotees of a higher power.
10	Guardians of an ancient royal lineage.
11	Corporate security; asset protection.
12	Explorers of the unknown.
13	Pirate scum.
14	Defenders of the homeland.
15	The vanguard of the rebellion.
16	Saviors of the weak and helpless.
17	Hungry travelers, in it for the money.
18	Inventors, engineers, and test subjects.
19	Heirs of a famous legacy.
20	The only ones who can stop what's coming.

WHO GIVES US ORDERS?

You might also want to have a patron or parent organization, in which case that can also be established now. The following prompts can help you choose if you're unsure.

PATRON	ROLL 1D20
1–2	Anyone who pays us.
3–4	Our commanding officer.
5–6	The hierophant or high priest.
7–8	A corporate patron or sponsor.
9–10	Our ancient martial code or law; our duty.
11–12	Our mentor and founder.
13–14	Our local Union administrator and high command.
15–16	The whisperings of a long-dead monolith.
17–18	Our liege-lord or king.
19–20	The elders of our organization.

WHAT'S OUR HISTORY?

Lastly, you might want to flesh out some history and relationships between the pilots. Adding personal history between characters creates hooks and opportunities to develop ongoing relationships. Building relationships between player characters results in more meaningful roleplaying. That said, it's perfectly fine to start without any history between characters if that's how you prefer to play your game.

There are a couple of ways you can quickly build some personal history.

One way is to go around the table and take turns asking one or two other players to establish a quick fact about their characters' relationships or experiences with the character of the player who chose them. If you like – and you have the time – you can even flesh out that history with a short scene or two.

Alternatively, players can take turns to ask the group in general one or two questions from the table below. Anyone can choose to nominate their character.

No one has to answer the questions, especially if they don't know the answer yet or if the question makes them uncomfortable. Remember to be respectful of your fellow players!

PERSONAL HISTORY

ROLL 1D20

- 1 Which of you did I grow up with?
- 2 Which of you almost killed me once?
- 3 Which of you was I in love with? Do I still love you?
- 4 Which of you have I served with for some time?
- 5 Which of you distrusts me?
- 6 Which of you have I gotten drunk with more than once?
- 7 Which of you sees me as a mentor?
- 8 Which of you taught me everything I know about building mechs?
- 9 Which of you was marooned with me on a hostile planet?
- 10 Which of you took me on my first mission?
- 11 Which of you is most likely to ask me for advice?
- 12 Which of you knows a deep secret of mine? What is it?
- 13 Which of you thinks they have me all figured out?
- 14 Which of you finds me completely incomprehensible?
- 15 Which of you is the most curious about me?
- 16 Which of you finds me attractive?
- 17 Which of you thinks they can teach me a thing or two?
- 18 Which of you never expected to see me again?
- 19 Which of you will support and stand by me, no matter what?
- 20 Which of you calls me a friend?

THE MISSION

STAGE ONE: BRIEFING

A mission **briefing** takes place at the beginning of every mission. This is when your pilots sit down around their consoles, or in their cockpits, a board room, or a barracks somewhere, and figure out – or get told – what needs to be done.

This scene doesn't have to be an actual in-character briefing. It can easily be a conversation between the players and the GM, taking place entirely out of character, especially if you need to figure out some details behind the scenes.

The briefing needs to determine a couple of things: the **situation**, the mission **goal**, and the **stakes**.

THE SITUATION

The GM should present as much information about the situation on the ground as they deem relevant to the players. This can be as in-depth or as short as needed, but make sure to establish clearly what the players know about the mission at the start of the mission.

THE GOAL

Regardless of what information the GM presents, the **goal** is what the *players* hope to accomplish with their mission. This might be the same as any objectives set out by the GM, or it might be entirely different.

For example, the GM might outline a mission in which the players have received orders from a powerful general to hold a loyalist checkpoint against rebels. If the players' broad objectives align, then their **goal** might be to defend the checkpoint; however, maybe the players don't like the general or secretly work for the rebellion, or maybe they know that letting the rebels through the checkpoint will be the perfect distraction for them to pursue their *real* mission. In any of those cases, their group's **goal** – what *the players* hope to achieve – might be very different.

Alternatively, the players might define a **goal** without any orders or any direction from the GM. They might decide that they want to clear out and secure a pirate-infested asteroid as a new base of operations for their mercenary company, in which case that would be their **goal**.

A mission's success depends on the completion of the **goal(s)**, but missions can end without it. Indeed, some missions end so poorly that they leave players – or their factions – worse off than before they embarked. Whether or not a mission is successful, characters that survive a mission always increase their **LL** by one.

Here are some example goals for inspiration:

GOAL	ROLL 1D20
1	Escort a VIP from a compromised location to a new, safer one.
2	Respond to an SOS from an unknown source with a location noted in the message.
3	Retrieve a valued or strategic object, item, or information from a secure, hostile location.
4	Investigate a rumor or tip from a valued informant.
5	Escort a long-flight weapon or ordnance to its target.
6	Defend an area expecting an attack (e.g., from pirates, hostile alien fauna, etc).
7	Explore a long-abandoned derelict for artifacts.
8	Bring down a piece of massive infrastructure (e.g., a bridge, skyhook, dam, etc).
9	Cause a distraction to provide cover for a covert mission of utmost importance.
10	Assassinate a VIP, discreetly, or in broad daylight, to send a message.
11	Attack a hostile defensive position to destroy a key objective.
12	Board a hostile ship or station and take it over; or, destroy it.
13	Be the first on the ground on a world hostile to human life; create a beachhead.
14	Smuggle something safely or securely through hostile territory.
15	Hunt down a team of notorious, feared, or respected mech pilots.
16	Provide cover for an evacuation.
17	Rescue and extract someone from a secure or dangerous location, e.g. a prison or warzone.
18	Secure a dangerous location.
19	With Union's backing, liberate a people held hostage by their cruel ruler.
20	Make a desperate attempt to stop an incoming missile or attack.

It's also possible for a mission's goal to change mid-mission. Maybe more information comes to light, or there is a shift in the mission's circumstances or parameters. This is perfectly normal and helps to create dynamic, interesting stories. The best-laid plans of pilots and commanders often break down under the entropy of combat. Pilots with more than a couple of live drops to their name know this and plan accordingly.

THE STAKES

Once you've chosen a mission goal, it's time to set the **stakes** – the mission's possible outcomes and significance.

The stakes are usually decided by the GM, but they can be strongly influenced by – or directly related to – the actions, history, drives, and backgrounds of player characters. For example, a character who was once a slave might have a much more personal stake in stopping slave traders due to their history.

A mission's stakes are easiest to find by phrasing them as a question, or several. Here are some examples:

Will the players save the new Frontier Shipping Clans settlement on Astrada IV from total destruction at the hands of the Iron Tigers? Will they learn who's paying the Tigers?

Will the players discover the location of the HORUS cell that has stolen a Harrison Armory HELBOX before they have a chance to activate it?

Will the players successfully escort the Union emergency convoy through the raider-plagued Shatir Reef, or will the humanitarians be torn to pieces like so many others?

Will the players be the first to discover the location of the atemporal artifacts buried beneath the planet's surface, or will a rival acquisition team lock it down before them?

The precise details of the stakes for any given mission depend on the kind of narrative the GM is facilitating. They can be deeply personal, or broader. They can be immediate and brutal, or slow and gradual. Sometimes, the outcome of a mission can be as simple as surviving an impending attack, crash, or other desperate situation.

It's important to start a mission with both a goal and some stakes established. Not only does this give the characters clear motivations for why they're embarking on a mission, but it also sets up the possible consequences of failure and allows the GM

to push harder if that should come to pass – after all, you knew what the stakes were!

STAGE TWO: PREPARATION

Once the brief is complete, players enter the **preparation** stage. In this stage, they choose the mechs and gear their pilots are taking into the field. Their decisions now aren't necessarily final – they might have opportunities to change gear mid-mission – but it does determine the resources, gear, and weapons that they start with.

Players can each bring one mech on a mission, along with clothing, armor, up to two weapons, and up to three other pieces of gear from the gear list. Take a look at the Compendium (p. 108) for the full list of pilot gear.

In some cases, pilots might not be able to print or acquire new mechs and equipment during a mission. This can help create drama and exciting stories. For example, a group of pilots who crash-land in the middle of an alien wasteland while trying to find civilization probably won't have reliable access to gear. Of course, pilots can always try to trade, barter, build, or acquire extra gear in the course of a mission.

STAGE THREE: RESERVES

The last thing to do before starting a mission is for the players to establish the **RESERVES** that their pilots are bringing on this mission, or otherwise have access to in the field.

RESERVES is an umbrella term for extra gear, ammunition, support, reinforcements, information, access, and everything else that the pilots have available to them during the mission. Reserves are typically acquired during downtime, but pilots can also be granted them in the field.

There are no specific rules governing what counts as **RESERVES** and what can be brought on a mission. As long as the GM agrees that you can bring it with you, then it can be a reserve. Some examples of **RESERVES** (and how to acquire them) can be found in the section on downtimes later in the book (p. 50).

Establishing **RESERVES** before the mission starts is important because it clearly shows players and the GM what resources are available from the beginning. This prevents unnecessary attempts to acquire items during the mission and arguments over who has access to what.

STAGE FOUR: BOOTS ON THE GROUND

Once the parameters of a mission have been established – its goal and stakes clearly outlined, the characters briefed and prepared, and **RESERVES** identified – play immediately moves to the fourth stage: **boots on the ground**.

In **boots on the ground**, the game cuts straight to the moment when the pilots arrive on the scene. The GM describes the situation and puts the pilots in the middle of it, ready to take action and respond. This jump cuts out unnecessary planning and stalling and cuts straight to the mission.

Putting **boots on the ground** doesn't necessarily involve throwing the pilots right into combat, and probably shouldn't most of the time. Let's say the players have embarked on a mission to escort a refugee caravan through a heavily guarded checkpoint manned by local partisans. The GM could decide to start the mission just as the caravan is ambushed, throwing the players right into combat, but instead they decide to start the mission as the players meet up with the caravan outside of the checkpoint, giving the players a little more time to establish the situation.

Here are some other examples:

The mission is to infiltrate a crownmont – one of the premier's city-fortresses – and open an obscure gate, allowing the rest of their team to sneak in and avoiding a siege. The GM decides that the mission starts with boots on the ground as the pilots creep toward the facility, advancing under the cover of night through ancient siege trenches, swept by klieg lights and enemy patrols.

The mission is to scout for missing colonists on a newly founded colony planet. The GM decides the mission starts with boots on the ground as the pilots make their way through the jungle, just as they hear unearthly howls in the distance.

The mission is to help guard a diplomatic summit; an R&R assignment gifted to them by their contract officer. The GM decides the mission starts with boots on the ground at the moment in the opening ceremony when the players see a suspicious figure dart away from the crowd.

STAGE FIVE: ENDING A MISSION AND DEBRIEF

Once a mission ends, successfully or otherwise, and the characters have a moment to breathe, it's time for the **debrief**. Much like the **briefing**, the debrief doesn't have to be an actual in-character meeting. It can easily be an out-of-character conversation among the people playing at the table.

There are two things players should do during the debrief:

1. **Level up:** All characters move up to the next **LL**, representing their improved access to resources, income, and clout.
2. **Talk about the mission:** This isn't a necessary step but can be helpful for players (and their characters) to think about what worked and what didn't during the session. If there were any notable moments that were fun, interesting, or exciting it can be helpful to talk about them here as well. Not only is it good feedback for the GM but also can help validate your fellow players. If you're going to take this step, remember to be respectful – every session has the potential to be someone's first session or first experience with a situation, encounter, or choice. Roleplaying is collaborative, not competitive.

MISSIONS AND NARRATIVE PLAY

Once you've got boots on the ground, you're officially on a mission. It could last one session or several. You might abandon your original goal in favor of a new one, or encounter a twist in the story that throws your plans into disarray.

From this point, the specifics of the mission are mostly up to the GM – there are no strong guidelines here about how to structure it! But in addition to explaining the rules governing narrative play, this section offers plenty of tools, advice, and aid for playing in and running a compelling mission.

NARRATIVE PLAY VS. MECH COMBAT

The following section deals with narrative play. This part of a mission is more freeform than mech combat, which is a lot more structured. In narrative play, rolls tend to accomplish more, scenes cover larger stretches of time, and the outcome of individual rolls is more important.

By contrast, mech combat is turn-based, tactical combat. Switching from narrative play to mech combat is as simple as the GM declaring it's on, drawing a map, and picking who acts first. When you want to play out turn-based, tactical combat, you can swap to mech combat.

These two modes of play have different rules, especially for combat. If a fight kicks off during narrative play, combat is resolved using **skill checks**, rather than **attack rolls**. There are no turns, and NPCs don't get to act on their own initiative; instead, their actions are decided by the outcome of player rolls. In mech combat, outcomes are determined using turn-based, tactical play. Players make **attack rolls**, track **HP** and other effects, and NPCs can act independently.

MAKING SKILL CHECKS

In narrative play, skill checks are used to determine the outcome of complicated situations and actions. They are only required in tense narrative situations and when making a roll will move the story forward. Your pilot will generally always succeed in mundane tasks, especially if it relates to their background. You don't need to make a skill check to open a door, cook a meal, or talk to a superior officer – unless there's something complicating your attempt, the outcome might further a situation or relationship in an interesting way, or it might answer a question.

A barroom brawl, a tense escape, decoding an encrypted message, hacking a computer, talking down a pirate, picking someone's pocket, distracting a guard, hunting alien wildlife, and flattering the planetary governor are all examples of situations that have some degree of tension and consequence, and might require a skill check.

Skill checks can cover activities as broad or specific as the narrative requires. For example, a skill check might cover an entire day's worth of infiltration into a covert facility, or you might instead roll for individual moments of action – sneaking into vents, hacking doors, disabling guards, and so on.

Let's break down the process of making a skill check:

1. Name your goal.
2. The GM decides the consequences of failure (e.g., losing time, alerting the guards, getting shot, etc). If there are no consequences, then you automatically succeed.
3. Determine which **triggers** activate, if any, and whether you or the GM are invoking your pilot's background (+1 ☕ or +1 ☹).
4. Roll **1d20** and add any relevant modifiers from **triggers**, **ACCURACY**, or **DIFFICULTY**. On a 9 or less, you fail to accomplish your goal and suffer the established consequences. On a 10+, you accomplish your goal.
5. Only roll once to achieve your goal, and stick with the result (except when you want to **push it**; see below).

TEAMWORK

If people want to help someone carry out an action, only one character rolls as usual. The character that makes the skill check gains +1 ☕ (no matter how many people are helping), but everyone helping suffers any complications or consequences of failure.

DIFFICULT, RISKY, AND HEROIC ROLLS

Before you roll a skill check, the GM can decide that the action you're attempting is **DIFFICULT** or **RISKY** (or both). A **DIFFICULT** roll is harder than usual and adds +1 **DIFFICULTY**. A **RISKY** roll has clear and obvious complications, even on a success. For example, if a pilot is trying to sneak into a heavily guarded facility, the GM might decide the roll is **RISKY** – even if the pilot manages to sneak in, they're likely to have limited time to sneak out. When rolling a **RISKY** skill check, a character always suffers the consequences (or a lesser version of them) on any result under **20**. A **RISKY** skill check still succeeds as usual on **10+**, but the character suffers consequences anyway.

If an action is so hard that success seems outlandish, the GM can make it **HEROIC**. A **HEROIC** roll is only successful on a result of **20+**, and the character making the attempt also suffers consequences if the result is less than **20**. If the GM wants to push things even further, a **HEROIC** roll can also be **DIFFICULT**. Pilots that accomplish such tasks are the stuff of legend.

The GM may always declare that a skill check can't be made under the current circumstances. No matter how good your **Apply Fists to Faces** trigger is, you probably can't punch through a starship hull with your bare hands.

TRYING AGAIN AND PUSHING IT

An unsuccessful skill check doesn't necessarily equate to outright failure, but it does mean that you have failed to accomplish your goal. If you do fail a check, you cannot attempt the same activity again unless the narrative circumstances have changed (e.g., time has passed, you have new gear, a different approach, or additional help, etc) or you **push it**.

As long as a skill check isn't **RISKY**, you can make a second attempt to achieve the goal of a failed skill check in the same circumstances. This is called **pushing it**. However, if you do this, the skill check immediately becomes **RISKY**. If the situation is already **RISKY**, you can't push it further unless the GM allows it, in which case the skill check becomes **HEROIC**. A **HEROIC** check can never be pushed further.

CONSEQUENCES

When you roll **less than 10** on a skill check (or **less than 20** on a **RISKY** skill check), you suffer the established consequences. Since NPCs don't act on their own in narrative play, these complications and consequences are the main tools the GM has for responding to player action.

Before a roll is made, the GM must outline the consequences of failure. They can only inflict consequences that are clearly established this way. The nature of the consequences depends on the skill check and situation. For example, if you're trying to take someone out with a sniper rifle at 200 meters and they have no way to see you or fire back, it's unlikely that failing the roll will immediately result in you being shot. If you're in a melee struggling over someone else's gun, the possibility of getting shot is much higher.

Here are some examples of consequences or complications that might apply to a roll:

HARM: Damage, injury, or bodily harm. If you try to take control of the gun someone's pointing at you and fail, you're probably going to get hurt. Most of the time, established harm results in **1–2 damage**, but getting shot at close range could cause **3–4 damage** and truly deadly harm might cause **6 damage or more**.

TIME: The action takes longer than usual. In a calm environment, you can hack any console – and this one is no exception – but under fire and half-dressed, it's going to take a lot longer.

RESOURCES: Something must be used up, lost, or temporarily exhausted. This could be something concrete like running out of ammunition, losing a map, or your gun jamming, or it might be a social resource – reputation, political power, favor, and so on – that you need to spend in the process of completing your objective.

COLLATERAL: Someone or something other than yourself or your intended target takes harm or injury, or is put in danger. This could be an innocent bystander, an ally, the whole building, or an organization you belong to.

POSITION: Your actions put you in a worse position: right in the line of fire, clinging to the edge of a cliff, in the bad graces of the baron, or under a spotlight.

EFFECT: Your action is less effective than intended. If you're trying to kill someone, you merely injure them. If you're trying to sneak away undetected, you make a lot more noise than you hoped. If you're fixing a broken door, it only opens for a few people at a time.

And here are some examples of what these consequences might look like in practice:

HARM: A player makes a skill check to knock out someone who just drew a knife on them. They fail their roll, meaning they don't knock their target out *and* they take a nasty slash for **2 damage**.

TIME: A player makes a **RISKY** skill check to charm the baron's seneschal into granting them an audience. They succeed, but don't get **20+**: the baron lets them stew for a few hours, but finally meets with them. As a result, the players miss their appointment with a weapons broker.

RESOURCES: A player makes a skill check to patch up an NPC's wounds, and fails. Not only does the NPC bleed out and die, but the player runs out of medical supplies trying to treat them.

COLLATERAL: A player fails a skill check to blow up a door. The door's blown open, but the whole building starts to collapse.

POSITION: While infiltrating a hidden base, a player makes a **RISKY** skill check to assassinate a target with a sniper rifle. They succeed but don't get **20+**. They kill their target but have to fire several times, alerting the entire base.

EFFECT: A player makes a **RISKY** skill check to sabotage a security system and succeeds, but doesn't get **20+**. They only manage to shut it down for five minutes, giving their team limited time to act.

SKILL CHALLENGES

When a group of players are working together to achieve an objective, the outcome is determined by a **skill challenge**. Everyone involved makes a relevant skill check, and success is determined by the proportion of successful rolls. If more players succeed than fail, the challenge is a success; if more players fail than succeed, the challenge is a failure. If the same number of players succeed and fail, the success hangs on a razor's edge – flip a coin or roll a dice to determine whether the challenge succeeds or fails.

Here are some examples of **skill challenges**:

***Infiltrating a guarded facility:** Success means everyone gets into the facility unnoticed; failure means the guards are alerted.*

***Gaining the baron's favor:** Success means the group receives a private audience with the baron; failure means they are thrown out by rival nobles who have noticed their meddling.*

***Traversing the wastes:** Success means they cross the wastes unharmed; failure means they cross the wastes, but it's a harrowing journey and they arrive with no supplies, food, or water.*

Challenges are ideal when players (and GMs) want to extend the narrative impact of rolls.

For plans with several distinct stages, an **extended challenge** might be appropriate. An extended challenge has several rounds of rolling, and the outcome is calculated based on the number of rounds “won” by the players. For instance, an extended challenge with three rounds might require the players to gain the baron's, plant information in the baron's castle, and then sabotage the gate. The players are only truly successful if the majority of these tasks – two out of three, in this case – are accomplished.

PLAYER INITIATIVE & NPC ACTION

In narrative play, players always have the benefit of initiative – the chance to act first. This means that the GM can't ask for rolls until prompted by player action. To initiate a skill check, players must name a goal – what they hope to achieve – then the GM can ask for a roll and decide if it's ordinary, **DIFFICULT**, **RISKY**, or **HEROIC**. After the roll is made and any consequences enacted, the players have the opportunity to act (or not) once more, probably with a ‘What do you do?’ from the GM.

In practice, this lets players decide the course of action and ensures that each roll has clearly established stakes and parameters – it helps the game feel fairer and prevents unnecessary rolling.

If the players fail to take action, stall, or pass off responsibility, then they are effectively turning initiative over to the GM. Any time the players look to the GM to see what happens next, the GM can move the story forward without player action.

Similarly, NPCs don't take action or make rolls in narrative play. Their behaviors are based on the outcome of player rolls. For example, if a player character lies to an NPC, the NPC doesn't get to make a roll to figure out if they're being lied to. As long as the player is successful, the NPC doesn't see through the deception; if the player does fail, the NPC notices the obvious lies. If the GM feels like the NPC is particularly astute or insightful, able to easily see through lies, they might decide the skill check is **DIFFICULT**, **RISKY**, or both.

COMBAT IN NARRATIVE PLAY

When combat takes place in narrative play, the normal rules for skill checks apply. This allows combat to play out more like a movie than a tactical game. When resolving combat narratively, you don't need to track turns or make attack rolls, and the whole combat might be over in just a few rolls. If there are no mechs involved, it's almost always preferable to resolve combat this way.

Here are some examples of combat in narrative play:

*Ava Rhys is negotiating with the Black Star Bandits, trying to secure the release of a hostage they've been contracted to rescue. The negotiations go sour when Ava fails her skill check to charm the bandit captain, and the bandits tell them to drop their weapons. Ava decides to shoot the closest bandit, hopefully giving her a chance to flee. Since she has the element of surprise, the GM decides the roll isn't **Risky**. Ava rolls 15 on her skill check, gunning down the bandit and getting away with no complications.*

*Daniel "Inky" Boyd "accidentally" gets in a bar fight. He wants to knock out the guy that just insulted his crew. The GM decides the roll isn't **Risky**, but it is **Difficult** since the other guy is pretty big. Inky rolls a 7, failing to take out his opponent and getting clocked in the face for 1 damage.*

*In the middle of a pitched battle, on foot, Khan decides to take control of the gun emplacement that's raining hell down upon his allies. The GM decides this is a **Risky** venture. Khan gets a 9 on the roll, failing. The soldiers defending the emplacement turn the gun on him, preventing him from getting any closer. Worse, Khan watches as some members of his squad are gunned down in the ill-advised assault.*

*Lin Yating, callsign "Marigold", leads a platoon of troops in a jury-rigged escape pod on an attempt to board and take control of an enemy ship. The GM decides the maneuver is almost impossible but so daring that it deserves a **Heroic** roll. Marigold leads the charge, rolling a 21 against all odds. They successfully fight their way to the command center, and their enemies immediately surrender and hand over control of the ship.*

Like other skill checks, failed combat skill checks can't be repeated until the circumstances change. For example, if Taro gets in a bar fight and fails to knock out his opponent, he can't try again until he changes his approach or the situation changes. He could do this several ways, such as by picking up a bar stool or getting some of his friends to help out.

Don't worry about calculating precisely how much damage is dealt to NPCs during narrative combat – if

the pilot's goal is 'kill the guard' and they succeed, they kill the guard. If an NPC is especially well-protected, trained, or otherwise hard to take out, the GM can make the roll **RISKY** or **DIFFICULT**, or else ask for a different approach. For example, trying to take out a guard in a tower with just a combat knife might be nearly impossible, but doing it with a silenced sniper rifle probably isn't even **RISKY**.

If you want combat in narrative play to be a bit more structured, you can use skill challenges, with different checks representing different parts of a fight. For example, the GM might ask players to make a skill check to cross open ground, assault the watch tower, then take out the turret that's raining fire on them.

If mechs are involved in combat or you want to get into serious detail, then you might be engaging in mech combat rather than narrative play.

HIT POINTS, DAMAGE, AND INJURY

A pilot's **HP** is most relevant during mech combat, but they can also get hurt and take damage as a result of complications during skill checks.

At **LL0**, pilots have **6 HP**. As they level up, they add their **GRIT** to their **HP** and can also get bonus **HP** from armor.

HP doesn't equate directly to a certain level of injury; it represents how far a pilot is from death, not only in terms of bodily health, but also in terms of their ability to duck, dodge, and avoid damage, and their sheer luck. A pilot who takes damage doesn't necessarily sustain a physical injury. They might instead draw on their stamina, luck, or quick reflexes to avoid a wound, but they can't do that forever.

Consequences and complications from skill checks only deal damage if they would be sufficient, narratively, to hurt or kill someone. Things like minor grazes, a glancing punch, bruises, and so on don't deal damage, although they could cause other issues.

Here's what damage to a pilot looks like in narrative play:

- **Minor damage** is **1–2 damage**. Minor damage might be a result of being shot by small arms fire, stabbed, punched, or being hit by a flying rock.
- **Major damage** is **3–5**. Major damage might be dealt by assault and heavy weapons, long falls, toxic gas, or exposure to vacuum.
- **Lethal damage** is **6+**. Lethal damage is catastrophic – a pilot might receive it if a mech falls on them, they're hit by a mech-scale weapon, or a grenade blows up under them.

Pilots can have **ARMOR** of **1** or **2**. Armor is subtracted from any damage they take, unless it's dealt by an armor-piercing weapon (i.e. a weapon with the **AP** tag) or is caused by something particularly dramatic, like a long fall, immersion in lava, or exposure to a vacuum.

DOWN AND OUT

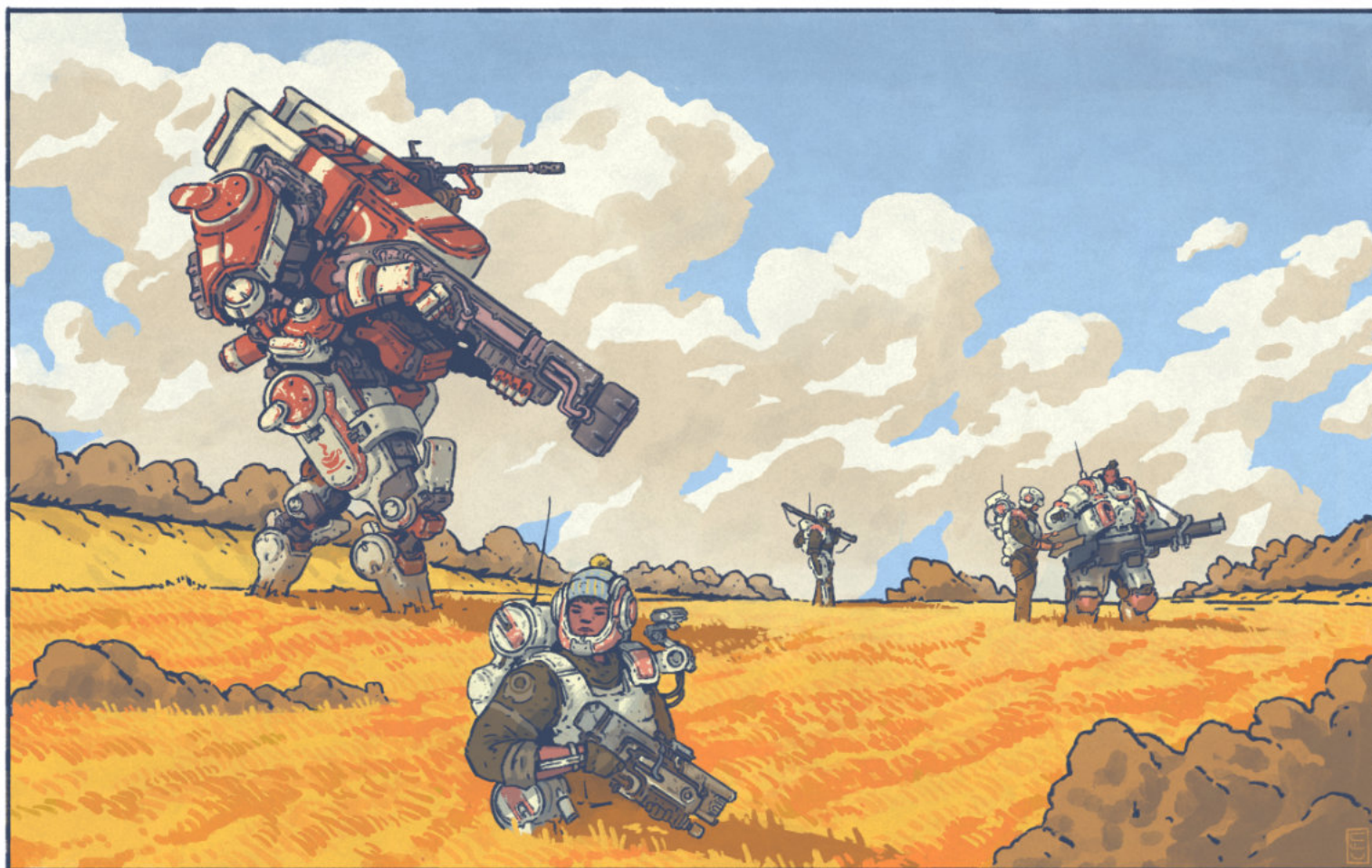
If your pilot is ever reduced to **0 HP**, roll **1d6**:

- **On 6**, your pilot barely shrugs off the hit (or it's a close call) – they return to **1 HP**.
- **On 2–5**, your pilot gains the **DOWN AND OUT** status (and the **STUNNED** condition) and remains at **0 HP**. They are unconscious, pinned, bleeding out, or otherwise unable to act. If you're in mech combat, they are **Stunned** and their **EVASION** drops to **5**. If they take any more damage – from being shot in the head, for instance – they die.
- **On 1**, your pilot's luck has run out – they die immediately.

On a roll of **2–5**, you can choose for your pilot to die rather than becoming **DOWN AND OUT**.

If a character spends an hour resting with no strenuous activity, they regain half of their maximum **HP**. If they're **DOWN AND OUT**, they recover and come back to consciousness. It takes at least 10 hours and a **FULL REPAIR** to recover all **HP**.

If your pilot dies, it might not be the end for them. Death is addressed in more detail in the section on mech combat.



DOWNTIME

Pilots are people – exceptional people, but people nonetheless – who have lives to live outside of their mechs. It's assumed in *Lancer* that your pilot has plenty of business to take care of between missions, although the precise nature of that business depends on the players, the GM, and the narrative.

Some stories don't have space for much downtime – perhaps the characters are on a planet under siege and have little time to pursue other projects. Others will have much more, potentially even skipping ahead several months between missions and allowing characters many opportunities to pursue their goals.

There always has to be *some* downtime between missions, even if it's only a few hours. This space allows players to prepare for the next mission and take actions that will shape the ongoing story.

STRUCTURED AND FREEFORM PLAY

There are two components to downtime: structured **downtime actions**, and **freeform play**.

Downtime actions are defined activities that allow players to accumulate **RESERVES** for the next mission. Each player gets a limited number of these actions – usually one, but sometimes two for especially long periods of downtime. If the players are under siege, for example, they probably only have time for a single action. The kinds of actions that characters can take are outlined below.

But the purpose of downtime isn't just to prepare for the next mission – it's also for players to tell personal stories, advance plots, and flesh out characters. Players can do as much freeform roleplaying as they like during downtime – maybe making skill checks, maybe just talking and interacting. Even if their actions are totally unrelated to preparing for a mission, the GM can still feel free to reward this kind of play in ways that will help them in the field. For example, even if Pan and Penny simply go drinking at a bar together with no intent to prepare something, gain **RESERVES**, or take downtime actions, the GM might decide that their new bond grants them **+1 ACCURACY** on skill checks to help each other during the next mission.

TIME AND DOWNTIME

Downtime is almost entirely narrative and doesn't usually focus on every moment of action. Depending on the situation, one roll in downtime might cover any amount of time, from an hour to a few months.

As a general rule, outcomes should be informed by narrative context. A roll made for an activity that takes place over several months will usually have a greater effect than an action that takes a few seconds. If a character only has a few days of downtime to learn a new martial art, they might not become an expert, but they will probably be familiar with the standard moves and techniques. If downtime skips ahead six months, though, that character might actually be a pretty good martial artist by the beginning of the next mission.

RESERVES

Downtime can be used to prepare **RESERVES** for the next mission. **RESERVES** covers anything being held as an advantage for the next mission, including extra supplies, gear, support, bonuses, allies, and so on. The GM can grant **RESERVES** at any time it makes sense – for instance, when a group's patron gives them extra supplies for a mission – but players can also ask for **RESERVES** by making downtime actions.

Here are some examples of **RESERVES** in play:

ETCHER RONEN

During downtime, Etcher negotiates with the powerful boss of the Red Dog Triad, a local crime syndicate. Etcher knows his next mission might take them through Red Dog territory. He makes some checks (and some promises) and gets in the boss's good graces. The GM gives Etcher's player some **RESERVES**:

- **WEAPONRY:** I've borrowed a coldcore sniper rifle (a **HEAVY SIGNATURE WEAPON**) from the Triad, just for this job.
- **BACKING:** I have the Triad's backing. If someone messes with me, I can invoke that.
- **INFORMATION:** Thanks to the Triad's spy networks, I can ask the GM what kind of enemies we might run into during the mission.

ROBIN CONNERS

Robin decides to do some scouting during downtime, scavenging a strange, abandoned derelict for supplies. After some harrowing exploration and a few skill checks, the GM asks her to write down some **RESERVES**:

- **AMMO:** I've recovered extra ammo cases, giving me **+1** use for all limited weapons.
- **NANOMATERIALS:** I found some strange nanomaterials, giving my mech **+2 REPAIR CAP** this next mission.
- **CONNECTIONS:** I've got a lot of material I could use as leverage to get us a meeting with the local smuggling guild without having to make a skill check.

Over the next few pages are some examples of **RESERVES**. Some are relevant for mechs, some for pilots, and some for the story.

Don't take these examples as set in stone – they're ideas for the kind of resources that might be available to a group of lancers. The type and quantity **RESERVES** available depends on the GM, player actions, and the story.

While choosing **RESERVES** for a mission, if the GM is using a list – whether it's one from this book or their own – it's helpful for it to be visible to everyone. This ensures players have a good idea of what might be available to them. Of course, when rewarding **RESERVES**, the GM doesn't necessarily have to pick from that list.

Whatever they are, reserves can typically be used for the duration of the next mission only. Once that mission's over, they're gone!

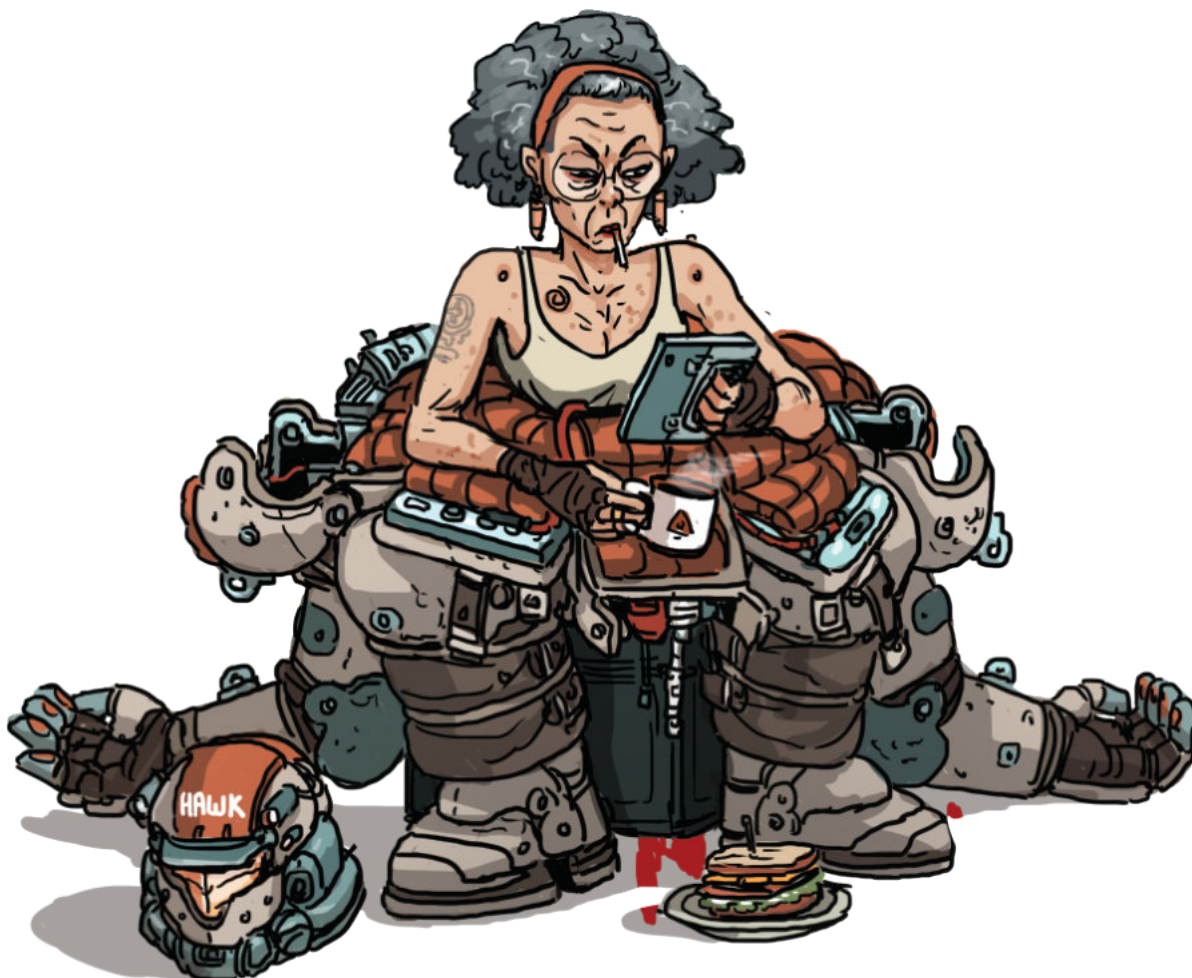
RESOURCES		ROLL 1D20
1-2	Access	A keycard, invite, bribes or insider access to a particular location.
3-4	Backing	Useful leverage through political support from a powerful figure.
5-6	Supplies	Gear allowing easy crossing of a hazardous or hostile area.
7-8	Disguise	An effective disguise or cover identity, allowing uncontested access to a location.
9-10	Diversion	A distraction that provides time to take action without fear of consequence.
11-12	Blackmail	Blackmail materials or sensitive information concerning a particular person.
13-14	Reputation	A good name in the mission area, prompting good first impressions with the locals.
15-16	Safe Harbor	Guaranteed safety for meeting, planning, or recuperating.
17-18	Tracking	Details on the location of important objects or people.
19-20	Knowledge	An understanding of local history, customs, culture, or etiquette.

MECH EQUIPMENT AND GEAR		ROLL 1D20
1-2	Ammo	Extra uses (+1 or +2) of a LIMITED weapon or system.
3-4	Rented gear	Temporary access to a new weapon or piece of mech gear.
5-6	Extra repairs	Supplies that give a mech +2 REPAIR CAP.
7-8	CORE battery	An extra battery that allows a second use of a mech's CORE SYSTEM.
9-10	Deployable shield	A single-use deployable shield generator – a SIZE 1 deployable that grants soft cover to all friendly characters in a BURST 2 radius.
11-12	Redundant repair	The ability to STABILIZE as a free action once per mission.
13-14	Systems reinforcement	+1 ACCURACY to skill checks made with one skill – HULL, AGILITY, SYSTEMS or ENGINEERING.
15-16	Smart ammo	All weapons of your choice can be fired as if they are SMART.
17-18	Boosted servos	IMMUNITY to the SLOWED condition.
19-20	Jump jets	During this mission your mech can FLY when moving, but must end movement on land.

TACTICAL ADVANTAGES

ROLL 1D20

1-2	Scouting	Detailed information on the kinds of mechs and threats you will face on the mission, such as number, type, and statistics.
3-4	Vehicle	Use of a transport vehicle or starship (e.g., a TIER 1 NPC with the VEHICLE or SHIP template).
5-6	Reinforcements	The ability to call in a friendly NPC mech of any Tier, once per mission.
7-8	Environmental shielding	Equipment that allows you to ignore a particular battlefield hazard or dangerous terrain, such as extreme heat or cold.
9-10	Accuracy	Training or enhancement that provides +1 ACCURACY to a particular mech skill or action for the duration of this mission.
11-12	Bombardment	The ability to call in artillery or orbital bombardment once during mech combat (full action, RANGE 30 within line of sight, BLAST 2, 3d6 explosive damage).
13-14	Extended Harness	A custom harness that allows you to carry an extra pilot weapon and two extra pieces of pilot gear for the duration of this mission.
15-16	Ambush	Intel that allows you to choose exactly where your next battle will take place, including the layout of terrain and cover.
17-18	Orbital Drop	The ability to start the mission by dropping from orbit into a heavily fortified or hard to reach location.
19-20	NHP Assistant	A non-human person (NHP) – an advanced artificial intelligence – controlled by the GM, that can give you advice on the current situation.



DOWNTIME ACTIONS

Downtime actions represent specific activities undertaken by pilots between missions. Unless the downtime takes place over an especially long period, players usually only get to make one downtime action per downtime.

Unlike skill checks, downtime actions have specific outcomes depending on whether you succeed, fail, or roll **20+**, and most ask you to choose from a list of possible outcomes. Even though downtime actions aren't skill checks, triggers can still be used to get bonuses when rolling. For example, the **GET A DAMN DRINK** action might benefit from **Survive** (alcohol tolerance), **Charm** (impressing the locals), or **Word on the Streets** (eavesdropping for gossip).

Although the outcomes of downtime actions depend on the roll, it's up to the GM and player to flesh out the details using the provided prompts. You can go into as much detail as you want about what actually takes place.

In addition to the downtime actions provided here, you can also easily create new ones that are more relevant to your particular game or story. Use these ones as starting points!

POWER AT A COST

When you seek **POWER AT A COST**, you're trying to get your hands on something.

Name what you want. You can **definitely** get it, but depending on the outlandishness of the request, the GM chooses one or two:

- It's going to take a lot more time than you thought.
- It's going to be really damn risky.
- You'll have to have to give something up or leave something behind (e.g., wealth, resources, allies).
- You're going to piss off someone or something important and powerful.
- Things are going to go wildly off-plan.
- You'll need more information to proceed safely.
- It's going to fall apart damn soon.
- You'll need more resources, but you know where to find them.
- You can get something almost right: a lesser version, or less of it.

*This is a straightforward way to acquire **RESERVES**, opportunities, and additional resources. You might want something directly useful for a mission; something more abstract, like time, safety, information, allies, or support; something practical, like a base of operations, materials, shelter, or food; or, even something as simple as a damn pack of cigarettes.*

You can also use **POWER AT A COST** during missions for similar effects. Other downtime actions generally can't be used during missions, but your group can adapt them if desired.

BUY SOME TIME

When you **BUY SOME TIME**, you try to stave off a reckoning, extend a window of opportunity, or merely buy some time and breathing room for you and your group. You might be trying to dodge some heat, survive stranded in the wilderness, or cause a distraction so another plan can reach its climax. You can use that distraction or bought time as **RESERVES** for the next mission.

Describe your plan and roll:

On **9 or less**, you can only buy a little time, and only if drastic measures are taken right now. Otherwise, whatever you're trying to stave off catches up to you.

On **10–19**, you buy enough time, but the situation becomes precarious or desperate. Next time you get this result for the same situation, treat it as **9 or less**.

On **20+**, you buy as much time as you need, until the next downtime session. Next time you get this result for the same situation, treat it as **10–19**.

GATHER INFORMATION

When you **GATHER INFORMATION**, you poke your nose around, perhaps where it doesn't belong, and investigate something – conducting research, following up on a mystery, tracking a target, or keeping an eye on something. You might head to a library or go undercover to learn what you can. Whatever it involves, you're trying to **GATHER INFORMATION** on a subject of your choice. You can use information gained as **RESERVES**.

Name your subject and method, and roll:

On **9 or less**, choose one:

- You get what you're looking for, but it gets you into trouble straight away.
- You get out now and avoid trouble.

On **10–19**, you find what you're looking for, but choose one:

- You leave clear evidence of your rummaging.
- You have to dispatch someone or implicate someone innocent to avoid attention.

On **20+**, you get what you're looking for with no complications.



GET A DAMN DRINK

When you **GET A DAMN DRINK**, you blow off some steam, carouse, and generally get into trouble. You might be trying to make connections, collect gossip, forge a reputation, or even just to forget what happened on the last mission. There's usually trouble.

State your intention and roll:

On **9 or less**, decide whether you had good time or not; either way, you wake up in a gutter somewhere with only one remaining:

- Your dignity.
- All of your possessions.
- Your memory.

On **10–19**, gain one as **RESERVES** and lose one:

- A good reputation.
- A friend or connection.
- A useful item or piece of information.
- A convenient opportunity.

On **20+**, gain two from the **10–19** list as **RESERVES** and don't lose anything.

You can only make this action where there's actually a drink to get (e.g., in a town, station, city, or some other populated area), or some other kind of entertainment.

GET CREATIVE

When you **GET CREATIVE**, you tweak something or try to make something new – either a physical item, or a piece of software. Once finished, you can use your new creation as **RESERVES**.

Describe your project and roll:

On **9 or less**, you don't make any progress on your project. Next time you get this result for the same project, treat it as a **10–19**.

On **10–19**, you make progress on your project, but don't quite finish it. You can finish it during your next downtime without rolling, but choose the two things you're going to need:

- Quality materials.
- Specific knowledge or techniques.
- Specialized tools.
- A good workspace.

On **20+**, you finish your project before the next mission. If it's especially complex, treat this as **10–19**, but only choose one.

Your project doesn't have to be something from the gear list, but it usually can't be as impactful as a piece of mech gear.

GET FOCUSED

When you **GET FOCUSED**, you focus on increasing your own skills, training, and self-improvement. You might practice, learn, meditate, or call on a teacher.

Name what you want to learn or improve (e.g., a skill, technique, academic subject, or language). The GM will give your pilot a new **+2 trigger** based on your practice and training. For example, the trigger could be **+2 Playing Chess** or **+2 Dancing**. You can also improve a trigger from **+2** to **+4** or **+4** to **+6** by taking this downtime action.

This action can be used to learn something like starship piloting, cooking, chess, boxing, history, or etiquette. It should usually be a specific non-martial skill or something personal to your character.

GET ORGANIZED

When you **GET ORGANIZED**, you start, run, or improve an organization, business, or other venture.

State your organization's purpose or goal, and choose a **Focus**: military, scientific, academic, criminal, humanitarian, industrial, entertainment, or political. It begins with **+2** in either **EFFICIENCY** or **INFLUENCE** and **+0** in the other, with a maximum of **+6**. **EFFICIENCY** determines how effectively your organization conducts activities within its scope (e.g., a military organization with high efficiency would be good at combat). **INFLUENCE** is its size, reach, wealth, and reputation.

When your organization directly assists with an activity, you may add either its **EFFICIENCY** or **INFLUENCE** as a statistic bonus to your skill check. **EFFICIENCY** is used when performing activities related to your organization's **FOCUS**. **INFLUENCE** is used when acquiring assets, creating opportunities, or swaying public opinion. Advantages gained with the help of your organization can be used as **RESERVES**.

Each downtime after the first, roll:

On **9 or less**, choose one or your organization folds immediately:

- Your organization loses **2 EFFICIENCY** and **2 INFLUENCE**, to a minimum of **0**. If both are already at **0**, you may not choose this.
- Your organization needs to pay debts, make an aggressive move, or get bailed out. You choose which, and the GM decides what that looks like.

On **10–19**, your organization is stable. It gains **+2 EFFICIENCY** or **INFLUENCE**, to a maximum of **+6**.

On **20+**, your organization gains **+2 EFFICIENCY** and **+2 INFLUENCE**, to a maximum of **+6**.

You must roll for your organization every downtime after starting one, but the roll doesn't count as a downtime action.

GET CONNECTED

When you **GET CONNECTED**, you make connections, call in favors, ask for help, or drum up support for a course of action. You can use your contacts' resources or aid as **RESERVES** for the next mission.

Name your contact and roll:

On **9 or less**, your contact will help you, but you've got to do a favor or make good on a promise right now. If you don't, they won't help you.

On **10–19**, your contact will help you, but you've got to do a favor or make good on a promise afterwards. If you don't follow through, treat this result as **9 or less** next time you get it for the same organization.

On **20+**, your contact will help you, no strings attached. Treat this result as **10–19** next time you get it for the same organization.

To take this action, you need to be within comms range or somewhere you can have a good old-fashioned face-to-face conversation.

SCROUNGE AND BARTER

When you **SCROUNGE AND BARTER**, you try to get your hands on some gear or an asset by dredging the scrapyards, chasing down rumors, bartering in the local market, or hunting around.

You might want some better pilot gear, a vehicle, narcotics, goods, or other sundries. It needs to be something physical, but doesn't necessarily have to be on the gear list. If you get it, you can take it on the next mission as **RESERVES**.

Name what you want and roll:

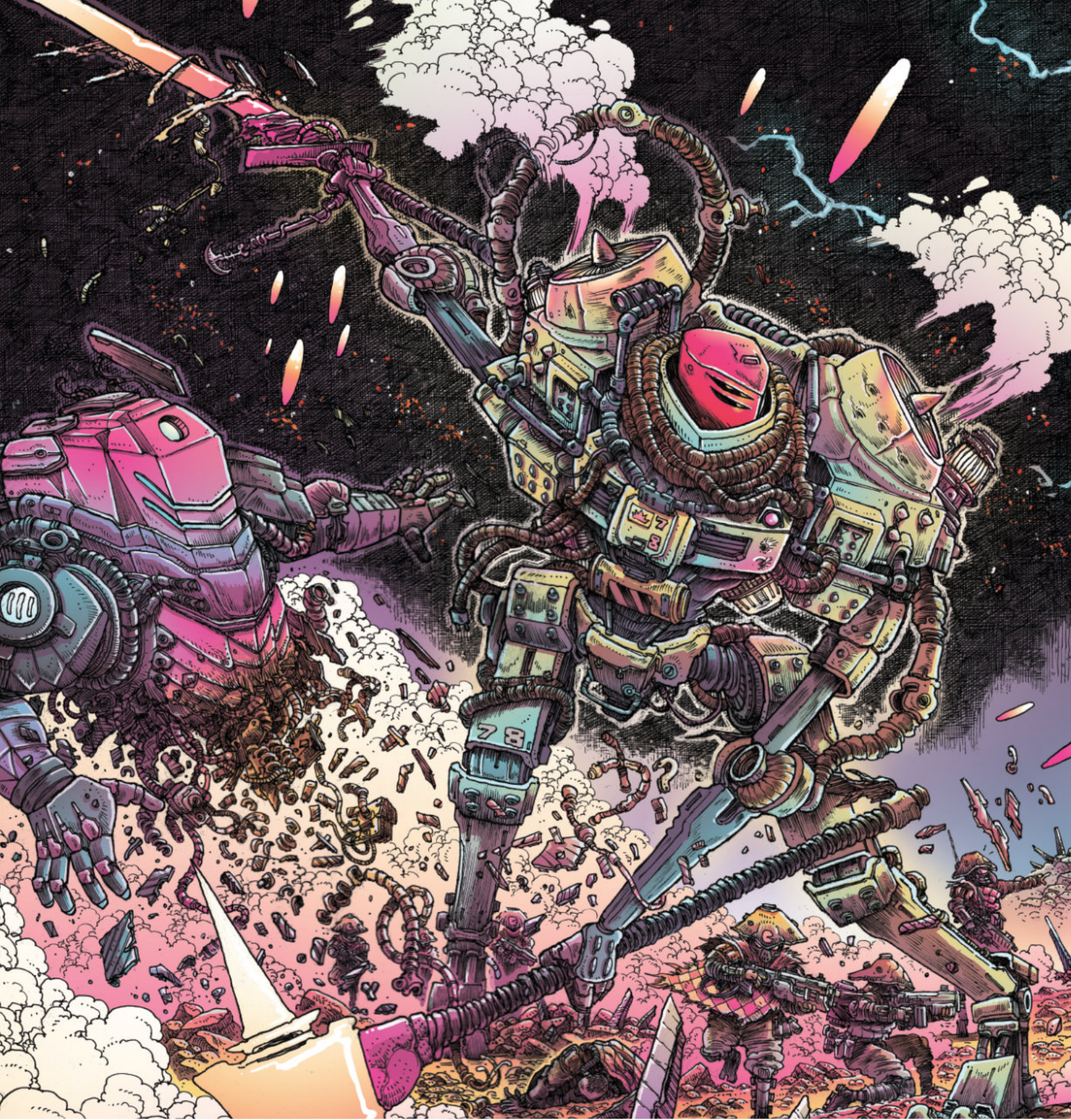
On **9 or less**, you get what you want, but choose one:

- It was stolen, probably from someone who's looking for it.
- It's degraded, old, filthy, or malfunctioning.
- Someone else has it right now and won't give it up without force or convincing.

On **10–19**, you get what you want, but choose the price you need to pay:

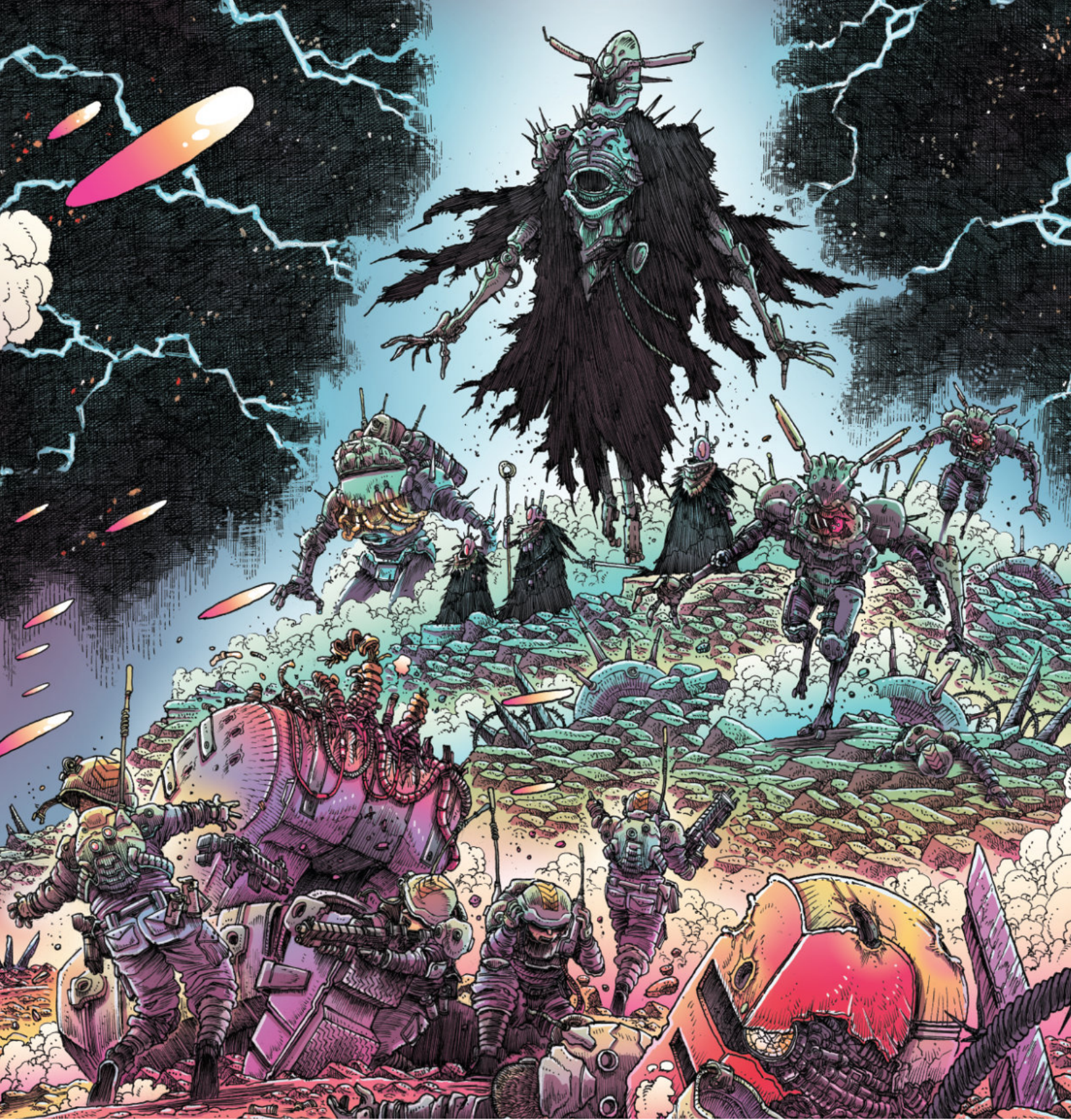
- Time.
- Dignity.
- Reputation.
- Health, comfort, and wellness.

On **20+**, you get what you're looking for, no problem.



SECTION 3

MECH COMBAT



COMBAT BASICS	58
TURN-BASED COMBAT	60
PILOTS IN MECH COMBAT	74
QUICK COMBAT REFERENCE	76
STATUSES AND CONDITIONS	77
WEAR AND TEAR	80

58
60
74
76
77
80

COMBAT BASICS

It's entirely possible to play through a session of *Lancer* without even touching a mech, let alone mech combat. Some groups prefer a game focused more on roleplaying and politics, in which most conflicts are decided with skill checks.

That said, lancers have a particular talent, and it's one that's bound to come up during missions: fighting in mechs. Even if you're playing a more narrative game, there are times you'll find that you want combat to be more tactical, and for each decision to matter more; you'll want to test out your ingenuity, and put your mech-building and fighting skills to good use. That's the signal that it's time for mech combat.

Unlike narrative play, mech combat is **tactical and turn-based**. It's also primarily about mechs – you can certainly use the mech combat rules for fights between pilots, but the options are far less interesting.

There are a couple of key differences between using the mech combat rules to play out combat and playing it out narratively:

In mech combat, instead of using triggers and skill checks to determine the outcome of conflicts, you use **attack rolls, mech skill checks, and saves**. Players take turns, and during their turns have access to specific types of actions.

The **stakes** of mech combat are much higher, and the scale much larger. Whatever other skills your pilot has, it's only their experience fighting in a mech that will help them succeed. Instead of getting bonuses from triggers, a pilot's **GRIT** determines their bonuses for attack rolls and saves.

CHARACTERS AND OBJECTS

There are two kinds of entities that mechs are likely to interact with during combat: **characters** and **objects**.

Broadly speaking, a character is anything capable of taking independent action. This includes **player characters (PCs)** – the pilots and mechs controlled by the players – and **non-player characters (NPCs)**, which are controlled by the GM. As long as they can take independent actions or reactions, non-sentient characters like drones and automated turrets can also be characters.

Characters can be **hostile** or **allied** depending on their attitude towards you (rather than your attitude to them). **You never count as an allied character to yourself.**

An object is anything that isn't a character and that isn't held, worn, or otherwise part of a character. This includes both terrain features (e.g., walls, boulders, and trees) and pieces of gear that have been placed down or deployed (e.g., shield generators and land-mines).

SPACE, SIZE, AND MEASUREMENT

Movement, range, areas of effect, and all other distances are measured in **spaces**. Spaces are equivalent to hexes or squares on a grid map, but can also be measured in inches or similar if you're keeping track of position another way. By default, each space is equivalent to 10 feet (or 3 meters), but the scale can be changed to represent different types of encounters. For example, in a massive pitched battle, spaces might be 50 feet on each side.

All characters and objects have a **Size** statistic, which describes their physical presence on the battlefield and how many spaces they occupy. A **Size 1** character occupies 1 space on all sides and is 1 space high, while a **Size 3** character occupies 3 spaces on all sides and is 3 spaces high. Most characters and objects range between **Size 1** and **Size 3**.

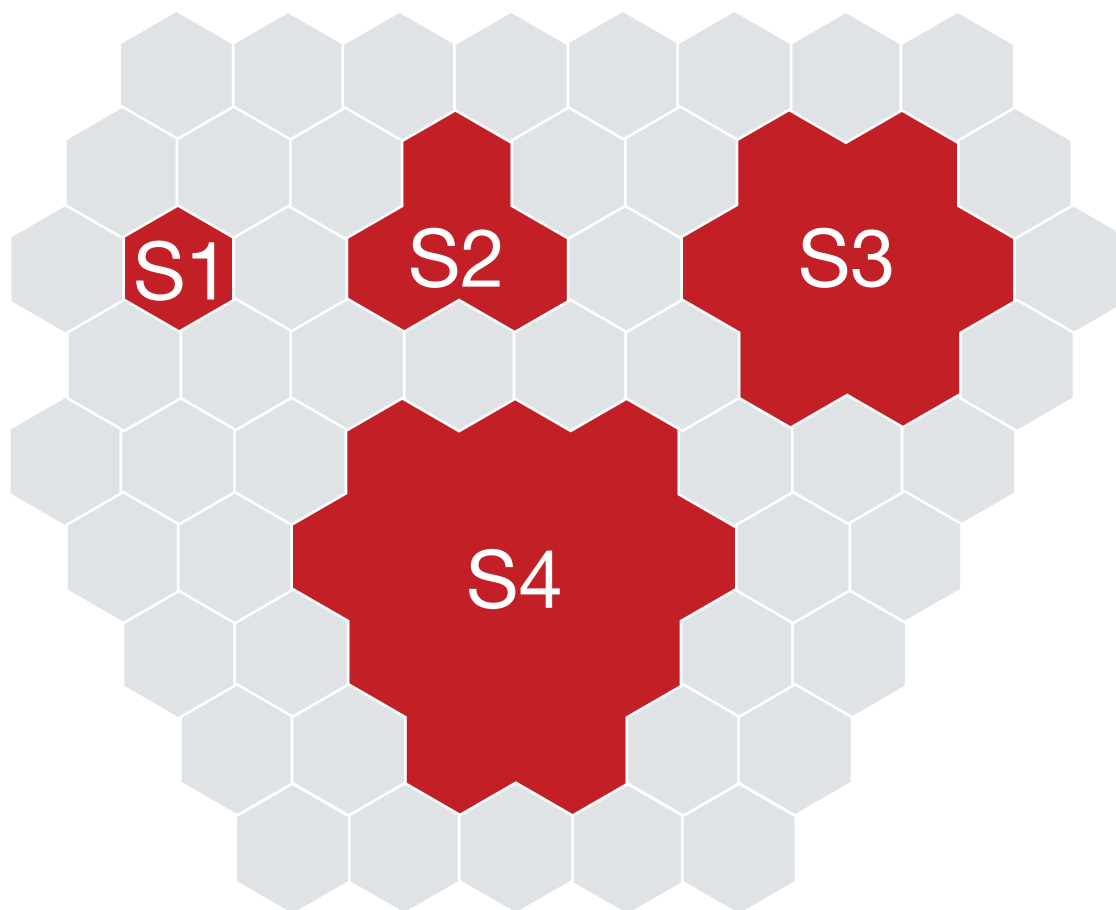
TYPICAL SIZES

- 1/2** Humans, some small mechs, extravehicular activity (EVA) suits.
- 1** Standard mechs.
- 2** Tanks, vehicles (e.g. APCs or construction vehicles), heavy mechs.
- 3** Siege mechs, large or heavy vehicles.
- 4+** Titanic mechs, flyers.

Size doesn't always represent a precise height and width – it describes an area of influence. Not all characters are physically as tall as the space they can control around them. For example, most **Size 1** mechs are taller than 10 feet.

Characters and objects can be smaller or larger than **Size 1**. Pilots, for instance, are **Size 1/2**, while mechs can go up to **Size 3** and beyond. When measuring spaces, anything smaller than **Size 1** is rounded up. Both **Size 1** mechs and **Size 1/2** pilots take up single **1x1** squares or hexagons.

It's helpful to use a map and tokens, icons, or miniatures to track characters and objects during mech combat. The easiest option is to use a tactical grid or hex-based battle map, but you can also measure distances in inches or some other unit of measurement.



TURN-BASED COMBAT

STARTING COMBAT

To begin mech combat, the GM merely needs to declare it. Hostile moves like firing at enemies, grappling, and charging are usually enough to initiate combat.

When the GM declares that combat is about to start, they **show the map to the players** (at least the parts their pilots can see), **explain the position of any visible NPCs or terrain features**, and **describe the situation**. The players then place their characters on the map, wherever is appropriate, and the first turn begins.

ENDING COMBAT

Combat ends when one side has carried out their main objective – usually the defeat, destruction, or rout of the other side, but not always.

Combat doesn't always end with the total destruction of one side or another; it's perfectly fine for a GM to end combat early and return to narrative play if there are no questions as to the outcome. NPCs often have objectives of their own and tend to be concerned with self-preservation. Surrender and retreat are perfectly valid end-conditions for a fight.

TURNS AND ROUNDS

Mech combat is separated into **turns** and **rounds**. Each character takes **one turn per round** unless they otherwise specified. A round ends when every character capable of taking a turn has taken a turn.

Turns represent activity, not the passing of time. Even though characters act in a certain order, the turns in each round are assumed to narratively occur at roughly the same time.

Players always get to act first. When mech combat begins, the players agree on a player (or an allied NPC) to take the first turn. If the players can't agree on someone, the GM chooses.

Next, the GM chooses a hostile NPC to act, followed by a player (or allied NPC) nominated by the player who acted previously. This is followed by another hostile NPC of the GM's choice, then another player, and so on, alternating between hostile and allied characters until every character has acted. If all characters on one side have acted, the remaining characters take their turns in an order decided either the GM or the players, as relevant.

When every character has taken a turn, the round ends and a new one begins. The turn order continues to alternate, so if one side took the last turn in the previous round, the other side starts the new round. This can result in hostile NPCs acting first in a new round.

Some talents, systems, and weapons can be used once per round, turn, or scene. In their rules, this is written as "1/round", "1/turn", and so on.

TYPES OF ACTIONS

Characters can choose between several different kinds of action, depending on what they want to achieve. On their turn, characters can make a **standard move** and take either two **quick actions** or one **full action**. The same action cannot be taken more than once per turn, except in certain cases (e.g., special actions like **free actions** and **reactions**).

GET 1:

MOVE

PICK 1:

FULL

QUICK + QUICK

ONCE PER TURN, OVERCHARGE FOR:

QUICK + HEAT

STANDARD MOVE

Movement up to a character's maximum **SPEED**.

QUICK ACTION

Actions that take a few moments, such as quickly firing a weapon, activating a system, or moving further.

FULL ACTION

Actions that require full attention (e.g. firing a barrage, performing field repairs on a mech).

In addition to move, quick, and full actions, there are several types of special actions: **free actions**, **reactions**, and **OVERCHARGE**. Unlike the standard action types, there is no limit to how many **free actions** and **reactions** a character can take per round. Characters can even take reactions outside of their turn.

FREE ACTION

Free actions are special actions granted by character traits, like mech systems and talents. Characters can take free actions at any point during their turn, and they don't count toward the number of quick or full actions they take. They can also be used to take actions more than once per turn. For example, if a character can **Boost** as a free action, they can do so even if they have already used **Boost** in the same turn.

REACTION

Reactions are special actions that can be made outside of the usual turn order as responses to incoming attacks, enemy movement, and other events. Each reaction can only be used a certain number of times per round, and a character can take only one reaction per turn (their turn or that of another character), but there is no limit to how many reactions can be taken, overall. Mechs have two default reactions, each of which can be taken once per round – **BRACE** and **OVERWATCH** – but some systems and talents grant additional reactions. Unless specified, reactions resolve after the action that triggers them. Some resolve beforehand under specific triggers, such as when an attack is declared but before the roll is made – if so, the reaction will specify.

OVERCHARGE

Pilots can overcharge their mech, allowing them to make an additional quick action at the cost of heat.

Miscellaneous activities like talking, wiping sweat out of someone's eyes, slapping a button, and taunting an enemy aren't considered actions and can be done any time during a character's turn. If a player has a specific goal and outcome in mind, like taunting an enemy to draw their attention away from an injured friend, then it might be an action, but if it's just a matter of talking smack, there's always time.

MOVEMENT

On their turn, characters can always move spaces equal to their **SPEED**, in addition to any other actions. This is called a **standard move** to distinguish it from movement granted by systems or talents.

A character only counts as moving if they move 1 or more spaces.

Characters can move into any adjacent space, even diagonally, as long as the space isn't occupied by an obstruction (and is one that they would be able to move in – characters can't move straight up unless they can fly, for example). There are several factors that can affect movement, which are detailed here.

SPLITTING UP MOVEMENT AND ACTION

Any time characters voluntarily move, whether it's a standard move or something else, they can split up their movement with any actions; however, when they do this, any non-movement actions they take must fully resolve before they continue moving. For example, a mech with **6 SPEED** could move 4 spaces, **BARRAGE**, and then move two more spaces; however, it would need to complete the full **BARRAGE** action – firing with two mounts – before moving those final 2 spaces. It couldn't fire one mount, move two spaces, and then fire another mount.

ADJACENCY

Characters are considered **adjacent** to another character or object when they are within one space of it in any direction – even diagonal and vertical.

OBSTRUCTION

An obstruction is anything that blocks passage, preventing movement into its space entirely. Obstructions are typically environmental but other characters can also be obstructions. Characters are obstructed by any solid objects or characters that are the same **SIZE** as them or larger.

Characters can freely pass through spaces occupied by obstructions smaller than them, including other characters; however, they can't end a movement in a space that is occupied by another character or object unless specified. This means that a **SIZE 2** mech, for example, could move through the space of a **SIZE 1** mech or object, but could not finish its move in the same space.

Allied characters never cause obstruction, but characters still can't end moves in their space. Additionally, mechs can always move through spaces occupied by unmounted humans.

ENGAGEMENT

If a character moves adjacent to a hostile character, they both gain the **ENGAGED** status for as long as they remain adjacent to one another. Ranged attacks made by an **ENGAGED** character receive **+1** \ominus . Additionally, characters that become **ENGAGED** by targets of equal or greater **SIZE** during the course of a movement stop moving immediately and lose any unused movement. After you have become **ENGAGED** with a character, you may make further move actions as normal and moving into other adjacent spaces does not stop your movement, though beginning a move within that character's threat may provoke reactions such as **OVERWATCH**.

MOVEMENT AND REACTIONS

Starting movement within **THREAT** of another character, typically ⌘ **1-3**, can trigger reactions such as **OVERWATCH**. Characters that want to move more cautiously can **DISENGAGE** as a full action, allowing them to ignore reactions and engagement when moving.

INVOLUNTARY MOVEMENT

When characters are pushed, pulled, or knocked in certain directions, it is called **involuntary movement**. Involuntary movement forces the affected character to move in a straight line, in a specified direction. When moving involuntarily, mechs do not provoke reactions or engagement unless specified otherwise but are still blocked by obstructions.

DIFFICULT/DANGEROUS TERRAIN

Mech combat takes place on many types of worlds in countless hostile and hazardous environments. **Difficult terrain** can be anything from rough, marshy, or swampy ground, through to icy landscapes, and treacherous, rocky scree. All movement through difficult terrain is at **half speed** – each space of difficult terrain they move into is equivalent to two spaces of movement.

When characters end their turn in dangerous terrain or move into it for the first time in a round, they must make an **ENGINEERING** check. On a failure, they take 5 damage – **kinetic** ⚡ , **energy** ⚡ , **explosive** ⚡ , or **burn** 🔥 , depending on the hazard. Each character only needs to make one such check per round. Intense radiation, boiling gases, lava, and falling rocks are all examples of dangerous terrain.

LIFTING AND DRAGGING

Mechs can **drag** characters or objects up to twice their **SIZE** but are **SLOWED** while doing so. They can also **lift** characters or objects of equal or lesser **SIZE** overhead but are **IMMOBILIZED** while doing so. While dragging or lifting, characters can't take reactions. The same rules apply to pilots and other characters on foot, but they can't drag or lift anything above **SIZE 1/2**.



JUMPING AND CLIMBING

Characters with legs can jump instead of their standard move. They may jump horizontally, moving half their speed in a straight line and ignoring obstructions at ground level that they could jump over (such as pits or gaps), or they may can jump vertically, moving 1 space adjacent and moving up by spaces equivalent to their **Size**. For example, a **Size 1** mech could jump up to 1 space high, and 1 space over. Characters that jump and end the jump mid air automatically fall at the end of the move (see below).

Like moving through difficult terrain, characters climb at half their usual **SPEED** – each space moved is equivalent to moving 2 spaces normally. A successful **HULL** or **AGILITY** check might be required to climb particularly difficult surfaces without falling.

FALLING

Characters take damage when they **fall** three or more spaces and cannot recover before hitting the ground. In standard circumstances, characters fall 10 spaces per round, but mechs can't fall in zero-g or low-g environments, and falling speeds may differ depending on the location.

Unless specified otherwise, characters start to fall at the end of the current turn, and fall at the end of each of their turns thereafter. They take **3 ∅ AP** (armor piercing) for every three spaces fallen, to a maximum of **9 ∅ AP**.

Falling is a type of **involuntary movement**.

GRAVITY

Mechs operating underwater, in zero-g, or in space are **SLOWED** unless they have a **propulsion or flight system**; however, they can't fall and can fly when moving regardless of whether they have a flight system.

FLIGHT

Some characters can **fly** for either all or part of their movement. Flying characters can move vertically and horizontally up to their **SPEED**. For example, a mech with a flight system and **6 SPEED** could end its movement anywhere within six spaces of its starting location, up to a maximum of 6 spaces high.

Flight movement must follow a straight line; however, if a character takes additional movement actions, such as **Boost**, these can be used to move in a different direction.

When flying, characters ignore obstructions as long as it is physically possible for them to do so – they couldn't, for instance, move through a gap smaller than their mech. Flying characters also have **IMMUNITY** to **PRONE**.

Flying also comes with some risks:

- When flying, characters must move **at least 1 space** on their turn or begin falling.
- Flying characters begin falling if they become **IMMOBILIZED**, **STUNNED**, or otherwise can't move.
- Flying characters that take **structure damage** or **stress** must succeed on an **AGILITY** save or begin falling.

During mech combat, characters that fly too high above the battlefield can only take certain actions. Flying characters must remain no more than **10 spaces over any surface** (e.g., ground, water, structures) to act normally. For instance, a flying mech could move 10 spaces above the ground or float 10 spaces above a building five spaces high – a total of 15 spaces above the ground – and still act. Characters cannot move beyond this distance if they have already taken an action in the same turn; if they do move more than 10 spaces above the battlefield, they can only move and **Boost**, and cannot take reactions until they start their turn below that ceiling.

This restriction does not exist in zero-g and outside of mech combat.

CARRYING OBJECTS AND FLIGHT

Except in zero-g environments, mechs cannot carry characters or objects with a total **Size** larger than **Size 1/2** while flying – there's just not enough thrust!

HOVER FLIGHT

Some very advanced mechs can **hover**. Hovering characters do not need to move in a straight line, and can remain stationary while airborne without falling.

TELEPORTATION

Some characters can **teleport**, instantly moving to any free space within a specified range. They must start and end a teleport on a surface they can normally move on; for example, a character that can't fly can't teleport mid-air.

Teleportation ignores **obstructions**, does not require **line of sight**, ignores **engagement**, and **does not provoke reactions**; however, it still counts as movement and so is affected by conditions like **IMMOBILIZED**. A teleporting character counts as moving 1 space, no matter how far they travel.

Characters can attempt to teleport to spaces they can't see, but if a space is already occupied, the teleport fails.

ATTACKS

Mechs attack using the **SKIRMISH**, **BARRAGE**, **QUICK TECH**, **FULL TECH**, and **IMPROVISED ATTACK** actions. Characters on foot attack using the **FIGHT** action. Whichever action is taken, the details of attacks are determined by the weapons or systems that are used.

There are three types of attack in mech combat: **melee**, **ranged**, and **tech**.

MELEE ATTACK

The attacker chooses a target within weapon **THREAT** ⌘ and line of sight, then makes a **melee attack roll** - rolling **1d20**, plus **GRIT** and any **ACCURACY** or **DIFFICULTY**. To **hit**, they must match or beat the target's **EVASION**.

Melee attacks ignore **cover**.

RANGED ATTACK

The attacker chooses a target within weapon **RANGE** ↗ and line of sight, then makes a **ranged attack roll** - rolling **1d20**, plus **GRIT** and any **ACCURACY** or **DIFFICULTY**. To **hit**, they must match or beat the target's **EVASION**.

Characters that are adjacent to hostile targets (and thus **ENGAGED**) take **+1** ⊖ on all ranged attacks.

When firing at targets in **soft cover**, characters take **+1** ⊖ on ranged attacks; **hard cover** imposes **+2** ⊖.

TECH ATTACK

The attacker chooses a target within their **SENSORS** and line of sight, then makes a **tech attack roll** - rolling **1d20**, plus **TECH ATTACK** and any **ACCURACY** or **DIFFICULTY**. To **hit**, they must match or beat the target's **E-DEFENSE**.

Tech attacks ignore **cover**.

CRITICAL HITS

A **20+** on a melee or ranged attack causes a **critical hit**. On a critical hit, **all damage dice are rolled twice** (including bonus damage) and the highest result from each source of damage is used. For example, if a player got a critical hit on an attack that would normally deal **2d6** damage, they would instead roll **4d6** and pick the two highest results.

RANGE AND PATTERNS

RANGE ↗ is measured from any edge of the attacking character, unless specified otherwise. Targets must be inside **RANGE** to be valid targets. On a grid, that means targets must be at least 1 space inside a character's **RANGE** to be attacked.

Some weapons and systems have special attack patterns: **LINE** ↗, **CONE** △, **BLAST** ⊕, and **BURST** ⊙. These attacks affect all targets within a defined area. A separate attack roll is made for each target, but damage is only rolled once and bonus damage is halved if there are multiple characters affected. For any ability or effect calling for you to choose a target or targets within **RANGE**, a weapon with a pattern can choose any target that could be hit by its pattern.

↗ **LINE X**: affects characters in a straight line, **X spaces** long.

△ **CONE X**: affects characters within a cone, **X spaces** long and **X spaces** wide at its furthest point. The cone begins at one space wide.

⊕ **BLAST X**: affects characters within a radius of **X spaces**, drawn from a point within **RANGE** and line of sight. Cover and line of sight for the attacks are calculated based on the center of the blast, rather than the position of the attacker.

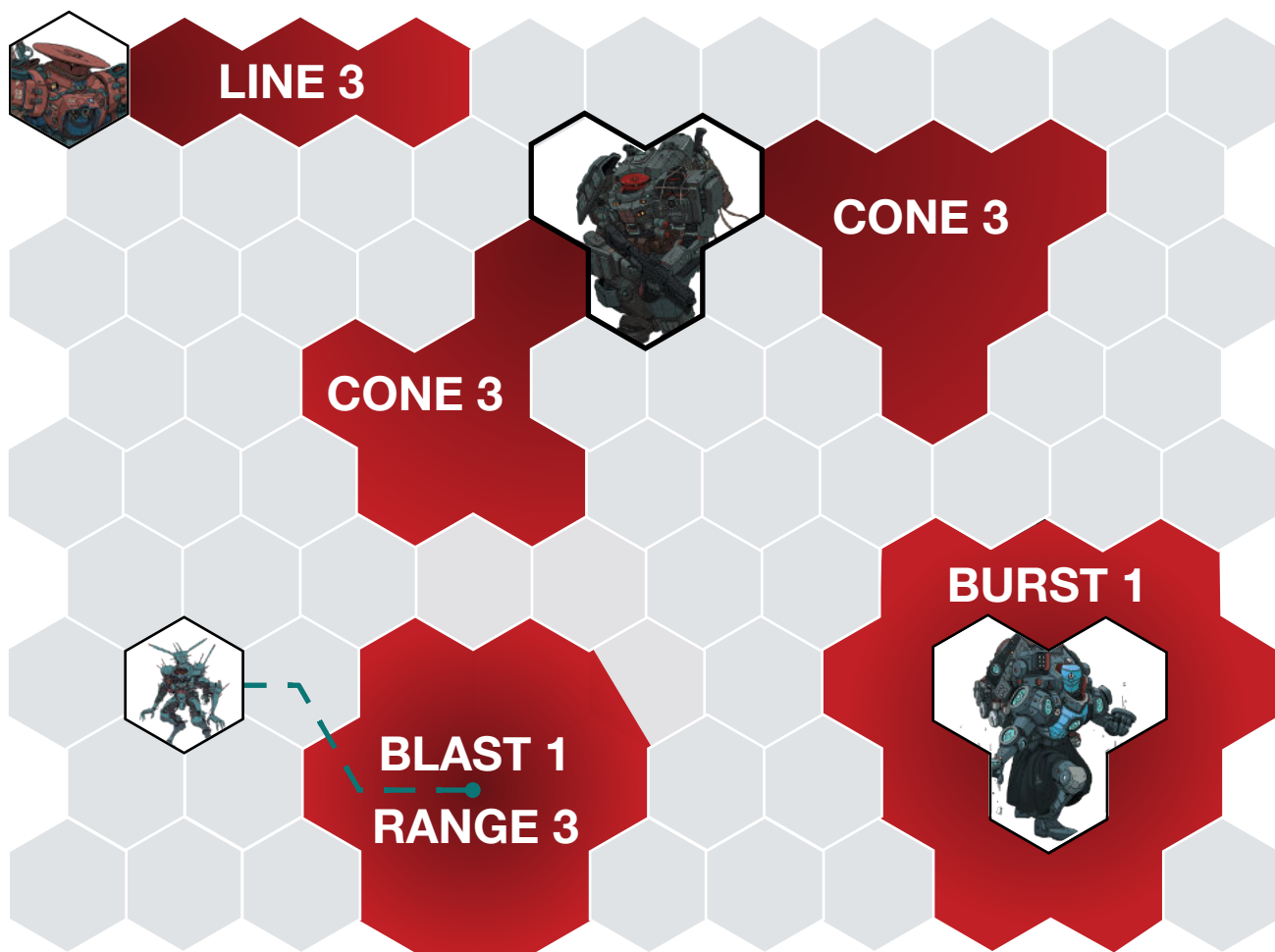
⊙ **BURST X**: affects characters within a radius of **X spaces**, centered on and including the space occupied by the user (or target). If the Burst is an attack, the user or target is not affected by the attack unless specified. Cover and line of sight are calculated from the character. If a **BURST** effect is ongoing, it moves with the character at its center.

Some **LINE**, **CONE**, **BURST**, and **BLAST** attacks list a **RANGE**. In these cases, the attack's origin point can be drawn from a point within the range specified and line of sight. For example, an attack with ⊕ **2** and ↗ **10** would affect a **BLAST 2** area centered on any point within **RANGE 10**.

Some mech **FRAMES** and systems grant increased **RANGE**. This does not affect the size of the area affected by **CONE**, **LINE**, **BURST** and **BLAST** attacks, although it does increase the **RANGE** of such attacks that have a listed range.

THREAT

THREAT ⌘ is the maximum range at which a melee weapon can be used, and at which both melee and ranged weapons can be used for **OVERWATCH** reactions. **THREAT**, like **RANGE**, is measured from the edge of a character, so larger mechs cover slightly more area than smaller mechs. Unless noted otherwise, all weapons default to ⌘ **1**, which can be increased with some talents and gear.



VALID TARGETS

The following are valid targets for attacks and effects:

- other characters;
- objects that aren't held or worn, and aren't part of a mech;
- spaces in the environment or on the ground.

To attack or take an action against a target, by default the target must be within **RANGE**, **SENSORS**, or **THREAT** (as appropriate for the type of attack) and within the attacker's **line of sight**. Unless otherwise specified, characters can't target themselves.

LINE OF SIGHT

Characters can only attack or take action against targets that they can see, at least partially. If it's not possible to trace a line to some part of a target – perhaps because it's completely blocked by cover or terrain – then they can't be attacked.

Line of sight doesn't imply visibility alone, but also a clear path for your attack – line of effect. Even if you can somehow see an area that's behind a solid wall (using a remote drone, for example), you can't attack targets within.

ARCING weapons are designed to lob projectiles over obstacles. They can be used to attack targets without line of sight, although they are still affected by cover and the attack must be physically possible – an **ARCING** weapon still can't fire through 50 feet of metal bulkhead.

Powerful **SEEKING** weapons completely ignore cover and line of sight, as long as it is physically possible to reach the target. **SEEKING** weapons are usually self-guided, self-propelled, and able to navigate complex environments.

INVISIBILITY

Some characters are able to turn **INVISIBLE**. **INVISIBLE** characters can still be seen or detected by heat patterns and some visual artifacts, but they are extremely hard to target – all attacks, regardless of type, have a 50 percent chance to miss outright, before an attack roll is made. Roll a die or flip a coin to determine if the attack misses.

Additionally, **INVISIBLE** characters can always **HIDE**, even without cover.

COVER

On the battlefield, all sorts of obstructions – physical, mental, electronic, and others – can separate an attacker from their target. The two that matter most are **soft cover** and **hard cover**.

Soft cover includes smoke, foliage, trees, blinding light, dust clouds, low hills, and low walls. As the name implies, soft cover isn't solid enough to reliably block enemy fire, but it does cause visual interference or profile reduction sufficient to make aiming difficult. Any time a target is obscured or obstructed somehow, it has soft cover, adding **+1** \ominus to any ranged attacks.

Hard cover includes ruined buildings, tall walls, bulk-heads, reinforced emplacements, and destroyed mechs and vehicles. Hard cover is solid enough to block shots and hide behind, and adds **+2** \ominus to any ranged attacks. Characters only benefit from hard cover if they are adjacent to whatever they're using for cover and are the same **Size** or smaller. A **Size 3** mech couldn't get hard cover while hiding behind a **Size 1** rock, for example. If a character is obscured by hard cover but isn't adjacent, they don't get hard cover; however, they might still get soft cover.

Characters can only benefit from one type of cover at a time – their benefits don't stack.

Unless specified, characters never grant cover to objects or other characters. Some mechs, however, are specifically built to block enemy fire and can grant cover; these mechs typically have the **GUARDIAN** trait.

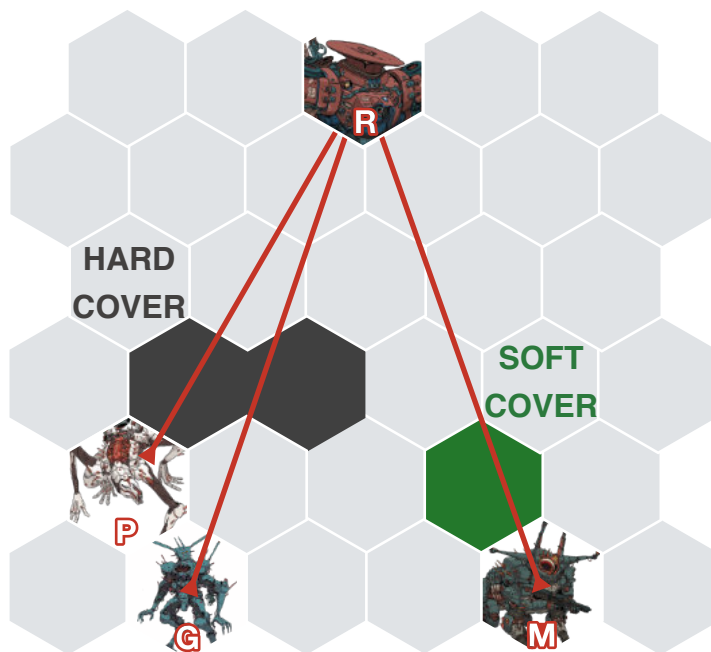
CHECKING FOR COVER

To determine if a character has soft cover, simply **draw a line from the center of one character to the center of another**. If a line can be drawn mostly unbroken, it's a clear shot and neither character has soft cover. If the line is significantly obstructed or is broken up by smoke, trees, or fences the target has soft cover. Targets also have soft cover if they are obstructed by objects that would give hard cover, but which they aren't adjacent to.

If a character is adjacent to hard cover, they benefit from that cover against all characters – except for characters that flank them. When using a hex or grid map, targets are flanked if it is possible to draw a line that is totally clear of hard cover between one of the spaces occupied by the attacker and one occupied by the target.

If you aren't using a grid or hex map, draw a straight line where the target touches the hard cover, as in the figure below. If the attacker is over this line, fully or partially, the target does not benefit from hard cover.

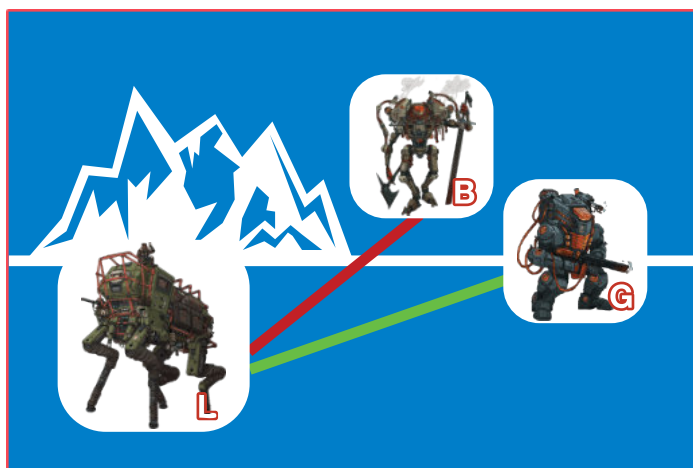
If a character in hard cover could shoot **over, through, or around** the source of their cover, the cover does not block their line of sight or obscure their attacks.



The **Minotaur (M)** has *soft cover* from the **Raleigh (R)** thanks to the **forest** it stands next to.

The **buildings** (*hard cover*) are obstructing the **Raleigh's** line of sight to the **Goblin (G)**, but as the **Goblin** isn't adjacent to it, it's only granting *soft cover*.

The **Pegasus (P)**, on the other hand, is adjacent to the buildings and so gets the full *hard cover* bonus against the **Raleigh's** attacks.



Any line from the **Blackbeard (B)** to the **Lancaster (L)** would cross the white line marking out the Lancaster's point of contact with the cover, so the Lancaster gets full *hard cover* bonus against the **Blackbeard's** attacks. That's not true for the **Genghis (G)**'s position, so the **Genghis** is *flanking* the **Lancaster**.

Characters can shoot over cover or objects smaller or the same **Size** as themselves without difficulty.



HARM DAMAGE

Every pilot hopes to avoid as much enemy fire as possible, but they know this truth: sooner or later someone's going to punch a few holes in your kit.

There are four types of damage pilots need to reckon with: **explosive** ✱, **energy** ⚡, **kinetic** ✂, and **burn** 🔥, each representing a different sort of weapon or projectile.

ARMOR AND RESISTANCE

ARMOR reduces all incoming damage from a single source by an amount equal to its rating, which goes from 1–4; however, **AP** weapons and **burn** 🔥 damage ignore **ARMOR** altogether.

Characters with **RESISTANCE** to a specific type of damage reduce all incoming damage of that type by half. Characters can only have **RESISTANCE** once per type of damage – it doesn't stack.

CALCULATING DAMAGE

After an attacker has successfully rolled an attack, the total damage is calculated in the following order:

1. The attacker rolls damage, and applies any relevant reductions or increases (such as the doubling from the **Exposed** status).
2. The target's **ARMOR** is subtracted from the total.
3. Any other deductions from the defender are subtracted from the remaining damage. This includes reductions from **RESISTANCE**, and any relevant systems, talents, or reactions.
4. Remaining damage is subtracted from the target's **HP**.

Let's say your mech has a total **HP** of 15. An enemy shoots at you and scores a successful hit by beating your mech's **EVASION** on an attack roll. Thanks to another good roll, their cannon is going to deal **12 ✂ damage**; luckily for you, you've installed armor on your mech. Your armor subtracts two from all incoming damage, reducing the incoming damage to **10**. You're left with only **5 HP** – take cover!

As another example, an attacker fires at an **EXPOSED** target, dealing **5 ⚡ damage**. The target has **RESISTANCE** to ⚡ and has **2 Armor**. **EXPOSED** doubles the incoming damage to 10, minus the **2 Armor** means the target takes **8 ⚡ damage**, which is halved to **4 ⚡** by their **RESISTANCE**.

BURN

Pilots need to worry about more than just bullet holes on the battlefield. Some weapons deal **burn** 🔥 (damage over time). Burn might represent flames, searing plasma, acid or something more insidious, like a swarm of greywash nanites.

When characters take 🔥, it has two effects: first, they immediately take 🔥 **damage**, ignoring **ARMOR**, and then they mark down the **burn** they just took on their sheet. At the end of their turn, characters with **burn** marked must roll an **ENGINEERING** check. On a success, they clear all burn currently marked; otherwise, they take 🔥 **damage** equal to the amount of **burn** currently marked.

Burn from additional sources adds to the total marked burn, so a character that is hit by two separate **2 🔥** attacks first takes **4 🔥 damage** (2 from each attack), then marks down **4 burn** (again, 2 from each attack). At the end of their turn, that character makes an **ENGINEERING** check, failing and taking an additional **4 🔥 damage**. Next turn, the same character gets hit by another **2 🔥** attack. They take **2 🔥 damage**, then mark the extra **burn** down (now it's 6!). At the end of their turn, they must succeed on another **ENGINEERING** check or take **6 🔥** more damage. Fortunately they pass, clearing all **burn**.

HEAT

Heat 🔥 is a special type of harm that doesn't count as damage and ignores **ARMOR**, although it can be affected by **RESISTANCE**. It represents damage to a mech's internal systems and reactor. It's most often inflicted by electronic warfare, but is often generated by a mech's own systems. A mech that takes heat marks it on their sheet. When it reaches its **HEAT CAP**, any additional heat causes it to overheat. Overheating is discussed in more detail on p. 81.

If a character without a **HEAT CAP** (such as **BIOLOGICAL** characters and **DRONES**) would take heat, they instead take an equivalent amount of **energy** ⚡ damage.

BONUS DAMAGE

Some talents, systems, and weapons deal **bonus damage**. Bonus damage can only apply to melee or ranged attacks, and is only ever **kinetic** ✂, **explosive** ✱, or **energy** ⚡ damage (not **burn** 🔥 or **heat** 🔥). If no type is specified, bonus damage defaults to **kinetic** ✂ damage, or the attacker can choose a type from one of the same types as the weapon that dealt it.

If an attack that targets more than one character deals bonus damage, the bonus damage is halved.

IMMUNITY

Some characters and objects have **IMMUNITY**, and can't be affected by certain damage types, attacks, or effects. **IMMUNITY** goes beyond simply ignoring damage – effects or actions that a character has **IMMUNITY** to are completely ignored, and may as well have failed or not having taken place at all. For example, a character with **IMMUNITY** to burn doesn't take any burn from attacks and never counts as having taken burn for the purposes of any other effects. Likewise, a character with **IMMUNITY** to damage never takes damage (even 0 damage), and a character with **IMMUNITY** to tech attacks can't be affected by any tech attacks.

OBJECTS AND DAMAGE

Unless specified otherwise, all objects (including terrain, cover, buildings, and deployable items) have **5 EVASION** and **10 HP/Size**. This means that a **Size 4** object has **40 HP**. If an object is more usefully thought of as a group of multiple sections, each **Size 1** section is independently destroyable and has **10 HP**. If an object is especially tough or hardy, like solid rock, it might have **1–2 ARMOR**; if it's fortified, like a bulkhead, bunker, or starship hull, it might even have **3–4 ARMOR**.

The GM may waive this rule outside of mech combat or when it applies to objects not created by characters (such as the environment). For instance, if a group of players want to bust through a wall in their mechs to surprise their enemies, the GM might decide that they just need to make a **HULL** check.

ACTIONS

This section describes the different actions available to characters, and how they work. While pilots can take several of these actions, most of them are specifically relevant to mechs and mech combat.

Characters can take **two quick actions** or **one full action** on their turn.

Characters cannot perform the same action more than once in a turn, except as a free action or reaction. For example, characters can only **Boost** once per turn by default, but some systems or talents might grant a second **Boost** as a **free action**; alternatively, a character could also **OVERCHARGE** to get a second **Boost**.

ACTION RESOLUTION

If there's any uncertainty about when certain actions or effects take place or resolve, effects caused by other characters always resolve first during a character's turn. For example, a character starts their turn in a zone created by another character that causes them to take damage – this resolves before any other effects take place. Otherwise, characters can always choose the resolution order of actions or effects that they take on their turn (for example if they have two effects that trigger at the start of their turn, they can choose which resolve first). If there's any additional clarity needed, the GM adjudicates.

END OF TURN

Effects and activities that take place at the end of a character's turn occur after any standard moves and actions (including free actions and overcharge) have resolved, but before the next character starts their turn. If a character is using multiple effects that trigger at the end of their turn, their player chooses the order in which they trigger.

END OF NEXT TURN

Effects that last until the end of a character's next turn persist until the *next* turn they have in the turn order, not the current turn – even if it is their turn when they receive the effect.

QUICK ACTIONS

BOOST

When you **BOOST**, you move at least 1 space, up to your **SPEED**. This allows you to make an extra movement, on top of your standard move. Certain talents and systems can only be used when you **Boost**, not when you make a standard move.

GRAPPLE

When you **GRAPPLE**, you try to grab hold of a target and overpower them – disarming, subduing, or damaging them so they can't do the same to you.

To GRAPPLE, choose an adjacent character and make a melee attack. On a hit:

- both characters become **ENGAGED**;
- neither character can **BOOST** or take reactions for the duration of the grapple;
- the smaller character becomes **IMMOBILIZED** but moves when the larger party moves, mirroring their movement. If both parties are the same **SIZE**, either can make contested **HULL** checks at the start of their turn: the winner counts as larger than the loser until this contest is repeated.

A **GRAPPLE** ends when:

- either character breaks adjacency, such as if they are knocked back by another effect;
- the attacker chooses to end the grapple as a free action;
- The defender breaks free by succeeding on a contested **HULL** check as a quick action.

If a **GRAPPLE** involves more than two characters, the same rules apply, but when counting **SIZE**, add together the **SIZE** of all characters on each side. For example, if two **SIZE 1** allied characters are grappling a single **SIZE 2** enemy, the allied characters count as a combined **SIZE 2** and can try to drag their foe around.

HIDE

When you **HIDE**, you obscure the position of your mech in order to reposition, avoid incoming fire, repair, or ambush.

To HIDE, you must not be **ENGAGED** and you must either be outside of any enemies' line of sight, obscured by sufficient cover, or invisible. If you **HIDE** while meeting one of these criteria, you gain the **HIDDEN** status.

Hard cover is sufficient to **HIDE** as long as it is large enough to totally conceal you, but soft cover is only sufficient if you are completely inside an area or zone that grants soft cover – many systems and talents that grant soft cover or plain old obscurement just don't provide enough to hide behind!

If you are **INVISIBLE**, you can always **HIDE**, regardless of cover, unless you're **ENGAGED**.

The exact location of **HIDDEN** targets cannot be identified and they cannot be targeted directly by attacks or hostile actions, but they can still be hit by attacks that affect an area. Although NPCs cannot perfectly locate a **HIDDEN** character, they might still know an approximate location. Thus, an NPC could flush an area with a flamethrower even if they don't know exactly where a **HIDDEN** player is lurking.

Additionally, other characters ignore engagement with you while you are **HIDDEN** – it's assumed you're trying to stay stealthy.

You cease to be **HIDDEN** if you make an attack (melee, ranged, or tech) or if your mech takes a hostile action (such as forcing a target to make a save). Using **Boost** or taking reactions with your mech also causes you to lose **HIDDEN**. Other actions can be taken as normal.

You also immediately lose **HIDDEN** if your cover disappears or is destroyed, or if you lose cover due to line of sight (e.g., if a mech jumps over a wall and can now draw unbroken line of sight to you). If you're hiding while **INVISIBLE**, you lose **HIDDEN** when you cease to be **INVISIBLE** unless you are in cover.

QUICK TECH

When you use **QUICK TECH**, you engage in electronic warfare, countermeasures, and other technical actions, often aided by a mech's powerful computing and simulation cores.

Each time you take this action, you choose an option from the **QUICK TECH** list. All mechs have access to these options, but some systems enhance them or make new options available.

Unlike other quick actions, **QUICK TECH** can be taken more than once per turn; however, a different option must be chosen every time, unless specified otherwise or granted as a free action.

To use **QUICK TECH**, choose **one** of the following options:

Bolster

When you **BOLSTER**, you use your mech's formidable processing power to enhance another character's systems.

To **BOLSTER**, choose a character within **SENSORS**. They receive **+2** on the next skill check or save they make between now and the end of their next turn. Characters can only benefit from one **BOLSTER** at a time.

Scan

When you **SCAN**, you use your mech's powerful sensors to perform a deep scan on an enemy.


To **SCAN**, choose a character or object within **SENSORS** and line of sight, then ask the GM for **one** of the following pieces of information, which they must answer honestly:

- Your target's weapons, systems, and full statistics (**HP**, **SPEED**, **EVASION**, **ARMOR**, **MECH SKILLS**, and so on).
- One piece of hidden information about the target, such as confidential cargo or data, current mission, the identity of the pilot, and so on.
- Generic or public information about the target that can be pulled from an info bank or records, such as the model number of a mech.


Any information gathered is only current at the time of the **SCAN** – if the target later takes damage, for instance, you don't receive an update.

Lock On

When you **LOCK ON**, you digitally mark a target, lighting them up for your teammates' targeting systems and exposing weak points.

To **LOCK ON**, choose a character within **SENSORS** and line of sight. They gain the **LOCK ON** condition. Any character making an attack against a character with **LOCK ON** may choose to gain **+1**  on that attack and then clear the **LOCK ON** condition after that attack resolves. This is called consuming **LOCK ON**.

Invade

When you **INVADE**, you mount a direct electronic attack against a target. To **INVADE**, make a tech attack against a character within **SENSORS** and line of sight. On a success, your target takes **2**  and you choose one of the **INVASION** options available to you. **FRAGMENT SIGNAL** is available to all characters, and additional options are granted by certain systems and equipment with the **INVADE** tag.

FRAGMENT SIGNAL. You feed false information, obscene messages, or phantom signals to your target's computing core. They become **IMPAIRED** and **SLOWED** until the end of their next turn.

You can also **INVADE** willing allied characters to create certain effects. If your target is willing and allied, you are automatically successful, it doesn't count as an attack, and your target doesn't take any heat.

RAM

When you **RAM**, you make a melee attack with the aim of knocking a target down or back.

To **RAM**, make a melee attack against an adjacent character the same **SIZE** or smaller than you. On a success, your target is knocked **PRONE** and you may also choose to knock them back by one space, directly away from you.

SEARCH

When you **SEARCH**, you attempt to identify hidden characters. To **SEARCH** in a mech, choose a character within your **SENSORS** that you suspect is **HIDDEN** and make a contested **SYSTEMS** check against their **AGILITY**.

To **SEARCH** as a pilot on foot, make a contested skill check, adding bonuses from triggers as normal. This can be used to reveal characters within **RANGE 5**.

Once a **HIDDEN** character has been found using **SEARCH**, they immediately lose **HIDDEN** and can be located again by any character.

SKIRMISH

When you **SKIRMISH**, you attack with a single weapon.

To **SKIRMISH**, choose a weapon and a valid target within **RANGE** (or **THREAT**) then make an attack.

- In addition to your primary attack, you may also attack with a different **AUXILIARY** weapon on the same mount. That weapon doesn't deal bonus damage.
- **SUPERHEAVY** weapons are too cumbersome to use in a **SKIRMISH**, and can only be fired as part of a **BARRAGE**.

FULL ACTIONS

BARRAGE

When you **BARRAGE**, you attack with two weapons, or with one **SUPERHEAVY** weapon.

To **BARRAGE**, choose your weapons and either one target or different targets – within range – then make an attack with each weapon.

- In addition to your primary attacks, you may also attack with an **AUXILIARY** weapon on each mount that was fired, so long as the **AUXILIARY** weapon hasn't yet been fired this action. These **AUXILIARY** weapons don't deal bonus damage.
- **SUPERHEAVY** weapons can only be fired as part of a **BARRAGE**.

DISENGAGE

When you **DISENGAGE**, you attempt to extricate yourself safely from a dangerous situation, make a steady and measured retreat, or rely on your mech's agility to slip in and out of threat ranges faster than an enemy can strike.

Until the end of your current turn, you ignore **engagement** and your movement does not provoke **reactions**.

FULL TECH

When you use **FULL TECH**, you perform multiple tech actions or a single, more complex action.

To use **FULL TECH**, choose two **QUICK TECH** options or a single system or tech option that requires **FULL TECH** to activate. If you choose two **QUICK TECH** options, you can choose the same option multiple times.

IMPROVISED ATTACK

When you make an **IMPROVISED ATTACK**, you attack with a rifle butt, fist, or another improvised melee weapon. You can use anything from the butt of a weapon to a slab of concrete or a length of hull plating – the flavor of the attack is up to you!

To make an **IMPROVISED ATTACK**, make a **melee attack** against an adjacent target. On a success, they take **1d6** \emptyset .

STABILIZE

When you **STABILIZE**, you enact emergency protocols to purge your mech's systems of excess heat, repair your chassis where you can, or eliminate hostile code.

To **STABILIZE**, choose one of the following:

- Cool your mech, clearing all **heat** and **EXPOSED**.
- Mark **1 REPAIR** to restore all **HP**.

Additionally, choose one of the following:

- Reload all **LOADING** weapons.
- Clear any **burn** (🔥) currently affecting your mech.
- Clear a condition that wasn't caused by one of your own systems, talents, etc.
- Clear an adjacent allied character's **condition** that wasn't caused by one of their own systems, talents, etc.

OTHER ACTIONS

ACTIVATE (QUICK OR FULL)

When you **ACTIVATE**, you use a system or piece of gear that requires either a quick or full action. These systems have the **QUICK ACTION** or **FULL ACTION** tags. You can **ACTIVATE** any number of times a turn but can't **ACTIVATE** the same system more than once unless you can do so as a free action.

BOOT UP (FULL)

You can **BOOT UP** a mech that you are piloting as a full action, clearing **SHUT DOWN** and restoring your mech to a powered state.

MOUNT, DISMOUNT, AND EJECT (QUICK OR FULL)

When you **MOUNT** or **DISMOUNT**, you climb onto or off of a mech. Mounting and dismounting are the preferred terms among most pilots. You don't "get in" or "climb aboard" – you mount. You're the cavalry, after all.

You can **MOUNT** or **DISMOUNT** as a **full action**. You must be adjacent your mech to **MOUNT**. Likewise, when you **DISMOUNT**, you are placed in an adjacent space – if there are no free spaces, you cannot **DISMOUNT**.

Additionally, you can also **MOUNT** or **DISMOUNT** willing allied mechs or vehicles. When you do so, move into the same space and then move with them.

You can also **EJECT** as a quick action, flying **6 spaces in the direction of your choice**; however, this is a single-use system for emergency use only – it leaves your mech **IMPAIRED**. Your mech remains **IMPAIRED** and you cannot **EJECT** again until your next **FULL REPAIR**.

PREPARE (QUICK)

When you **PREPARE**, you get ready to take an action at a specific time or when a specific condition is met (a more advantageous shot, for example).

As a **quick action**, you can **PREPARE** any other **quick action** and **specify a trigger**. Until the start of your next turn, when it is triggered, you can take this action as a **reaction**.

The trigger for your prepared action must be phrased as “When **X**, then **Y**,” where **X** is a reaction, action or move taken by a hostile or allied character and **Y** is your action. For example, “when an **allied character moves adjacent to me**, I want to **throw a smoke grenade**,” or “when a **hostile character moves adjacent to me**, I want to **ram them**”.

Your preparation counts as taking the action, so it follows all usual restrictions on that action and on taking multiple actions. You can't, for example, **SKIRMISH** and then prepare to **SKIRMISH** again; you also can't move and then **PREPARE** to **SKIRMISH** with an **ORDNANCE** weapon, which normally needs to be fired before moving or doing anything else on your turn. Additionally, after you **PREPARE** an action, you can't move or take any other actions or reactions until the start of your next turn or until your action has been triggered, whichever comes first.

Although you can't take reactions while holding a prepared action, you can take them normally after it has been triggered. You can also drop your prepared action, allowing you to take reactions as usual. If the trigger condition isn't met, you lose your prepared action.

When you **PREPARE**, it is visible to casual observers (e.g., you clearly take aim or cycle up systems).

SELF-DESTRUCT (QUICK)

When you **SELF-DESTRUCT**, you overload your mech's reactor in a final, catastrophic play if there's no other option for escape or you deem your sacrifice necessary.

You can **SELF-DESTRUCT** as a quick action, initiating a reactor meltdown. At the end of your next turn, or at the end of one of your turns within the following two rounds (your choice), your mech explodes as though it suffered a reactor meltdown. The explosion annihilates your mech, killing anyone inside and causing a **BURST 2** explosion that deals **4d6 explosive damage**. Characters caught in the explosion that succeed on an **AGILITY** save take half of this damage.

SHUT DOWN (QUICK)

When you **SHUT DOWN**, your mech powers completely off and enters a rest state. It's always risky to do in the field, but it's sometimes necessary to prevent a catastrophic systems overload or an NHP cascading.

You can **SHUT DOWN** your mech as a quick action. Your mech takes the **SHUT DOWN** status, with these effects:

- all **heat** is cleared, as is **EXPOSED**;
- any cascading NHPs return to a normal state;
- any statuses or conditions affecting the mech caused by **tech actions**, such as **Lock On**, immediately end;
- the mech gains **IMMUNITY** to all **tech actions** and **attacks**, including any from allied characters;
- the mech is **STUNNED** indefinitely. Nothing can prevent this condition, and it remains until the mech ceases to be **SHUT DOWN**.

The only way to remove the **SHUT DOWN** status is to **BOOT UP** the mech.

SKILL CHECK (FULL)

When you make a **SKILL CHECK**, you undertake an activity that isn't covered by other actions but has a clear goal and is sufficiently complex to require a roll. The parameters and outcomes of **SKILL CHECKS** are up to the GM, but they must be involved enough to require a full action. If you want to do something that can be done quickly, no action is required.

Examples of **SKILL CHECKS**:

- Bruja, on foot, wants to open a locked door. The GM asks her to make a **SKILL CHECK** and decides that Bruja can get a bonus from her '**Hack or Fix**' trigger.
- Pan wants to jump a crevasse in his mech that's wider than he can normally manage. The GM decides to allow him to try it with **AGILITY**.
- Zaid wants to lift a heavy boulder with his mech, to clear a passage. The GM decides this is probably a full action and requires a **SKILL CHECK** with **HULL**.

OVERCHARGE

When you **OVERCHARGE**, you briefly push your mech beyond factory specifications for a tactical advantage. Moments of intense action won't tax your mech's systems too much, but sustained action beyond prescribed limits takes a toll.

Once per turn, you can **OVERCHARGE** your mech, allowing you to make any quick action as a free action – even actions you have already taken this turn.

The first time you **OVERCHARGE**, take **1 heat** ☹️.

The second time you **OVERCHARGE**, take **1d3 heat** ☹️.

The third time, take **1d6 heat** ☹️, and each time thereafter take **1d6+4 heat** ☹️.

A **FULL REPAIR** resets this counter.

REACTIONS

Reactions are special actions that can be taken out of turn order in response to certain triggers, such as enemy attacks or movement. Unless specified otherwise, once you take a reaction you cannot take it again until the beginning of your next turn. Even if a reaction is usable 2/round or more, your uses of it only refresh when your next turn begins.

You can only take one reaction per turn – your turn or other characters' turns – but you can take any number of reactions per round, as long as you have reactions still available.

By default, all mechs can take the **BRACE** and **OVERWATCH** reactions. Certain systems and talents can grant other reactions.

BRACE

When you **BRACE**, you ready your mech against incoming fire.

Brace

Reaction, 1/round

Trigger: You are hit by an attack and damage has been rolled.

Effect: You count as having **RESISTANCE** to all **damage**, 🔥, and ☹️ from the triggering attack, and until the end of your next turn, all other attacks against you are made at **+1** 🛡️.

Due to the stress of bracing, you cannot take reactions until the end of your next turn and on that turn, you can only take one quick action – you cannot **OVERCHARGE**, move normally, take full actions, or take free actions.

OVERWATCH

When you **OVERWATCH**, you control and defend the space around your mech from enemy incursion through pilot skill, reflexes, or finely tuned subsystems.

Unless specified otherwise, all weapons default to **1 THREAT** ⚔️.

Overwatch

Reaction, 1/round

Trigger: A hostile character starts any movement (including **Boost** and other actions) inside one of your weapons' **THREAT** ⚔️.

Effect: Trigger **OVERWATCH**, immediately using that weapon to **SKIRMISH** against that character as a reaction, before they move.

FREE ACTIONS

Free actions are often granted by systems, talents, gear, or **OVERCHARGE**. Characters may perform any number of free actions on their turn, but only on their turn, and only those granted to them. Free actions can always be used to make duplicate actions.

The most common type of free action is a **PROTOCOL**, which is granted by gear or systems and can be activated or deactivated only at the start of a turn. Each Protocol can only be taken once per turn.

PILOTS IN MECH COMBAT

During mech combat, pilots might leave their mechs for all kinds of reasons – to go somewhere their mech can't go, interact with a computer terminal, or even attempt to climb an enemy mech. Sometimes, pilots use **non-human persons (NHPs)** or **comp/cons** – complex artificial intelligences – to control their mech when they aren't in the cockpit.

PILOTING MECHS

Unless specified, a pilot must be physically inside a mech to control it, and can **MOUNT**, **DISMOUNT**, or **BOOT UP** a mech. A powered-off mech always has the **SHUT Down status** – inactive mechs can't do anything and make for easy targets.

While inside their mech, your pilot doesn't have line of sight to anything outside the mech and nothing outside has line of sight to them. This means that, as long as your mech is intact and your pilot is in the cockpit, they can't be targeted, damaged, or affected by anyone or anything outside the mech. If the mech does get destroyed, this benefit is lost – it's got holes blown in it! – and the wreck merely grants hard cover.

If your character pilots a mech they aren't licensed for, such as an enemy mech, the absence of the correct neurological interfaces reduces its effectiveness. While piloting an unlicensed mech, it is **IMPAIRED** (giving +1 ⊖ on all attacks, saves, and checks), and **SLOWED**, which reduces its movement speed.

PILOT STATISTICS

In mech combat, pilots have the following default statistics:

HP: 6 + GRIT
Evasion: 10
E-Defense: 10
Size: 1/2
Speed: 4
Armor: 0

These statistics can change depending on a pilot's gear.

FIGHTING ON THE GROUND

On foot, pilots can rapidly find themselves out of their depth: not only are pilot-scale weapons too small to reliably take down mechs, but mech weapons are heavy enough to completely pulverize anything smaller than another mech.

In mech combat, the following rules apply regarding unmounted characters:

- Unmounted characters make all attacks and saves by adding **GRIT** to the roll instead of using their **triggers**. It doesn't matter how good someone is in a fistfight – when they're fighting on a mech scale, everyone is on roughly the same footing.
- Unmounted characters have the **BIOLOGICAL** tag. They have **IMMUNITY to all tech actions** (even beneficial ones) except **LOCK ON** and **SCAN**, although they can be targeted by electronic systems such as drones and smart weapons. If a **BIOLOGICAL** character would take **heat**, they instead take an equivalent amount of **energy ⚡ damage**.
- Unmounted characters can't aid mechs, benefit from talents, or give or receive any bonuses that apply to mech-scale weapons.
- Pilots don't cause mechs to become **ENGAGED** and don't count as obstructions to mechs, no matter their **SIZE**.

PILOT ACTIONS

Actions taken by pilots draw from the same pool – **one standard move** and **two quick actions**, or **one full action** – as actions taken by their mech. You can split your actions between pilot and mech if you so choose. You could, for instance, take a quick action to **SKIRMISH** with your mech, take a quick action to **EJECT**, and then use your move to run to cover on foot.

Pilots can take the following actions, using the same rules as mechs: **BOOST**, **HIDE**, **SEARCH**, **ACTIVATE**, **SKILL CHECK**, **DISENGAGE**, **PREPARE**, **MOUNT**. Pilots can **OVERWATCH**, and use the **FIGHT** action (below) when they do so.

Pilots can also take three special actions: **FIGHT**, **JOCKEY** and **RELOAD**.

FIGHT (FULL ACTION)

When you **FIGHT**, you attack (melee or ranged) with one weapon.

To **FIGHT**, choose a weapon and attack a target within **RANGE** or **THREAT** and line of sight as a full action. Ranged attacks are affected by cover and receive +1 ⊖ if you're **ENGAGED**.

JOCKEY (FULL ACTION)

When you **JOCKEY**, you aggressively attack an enemy mech while on foot. It cannot be emphasized enough how foolhardy and dangerous this is.

To **JOCKEY**, you must be adjacent to a mech. As a full action, make a contested skill check against the mech, using **GRIT** (or a relevant trigger, at the GM's discretion). The mech contests with **HULL**. On a success, you manage to climb onto the mech, sharing its space and moving with it. The mech can attempt to shake you off by succeeding on another contested skill check as a full action; alternatively, you can jump off as part of your movement on your turn.

When you successfully **JOCKEY**, choose one of the following options:

- **DISTRACT**: The mech is **IMPAIRED** and **SLOWED** until the end of its next turn.
- **SHRED**: Deal **2 heat** $\frac{1}{2}$ to the mech by ripping at wiring, paneling, and so on.
- **DAMAGE**: Deal **4 kinetic** $\frac{1}{2}$ **damage** to the mech by attacking joints, hatches, and so on.

On each of your subsequent turns, you can continue to choose from the options above as **full actions**, as long as you don't stop jockeying (or get thrown off).

RELOAD (QUICK ACTION)

When you **RELOAD**, you reload one Pilot Weapon with the **LOADING** tag, making it usable again.

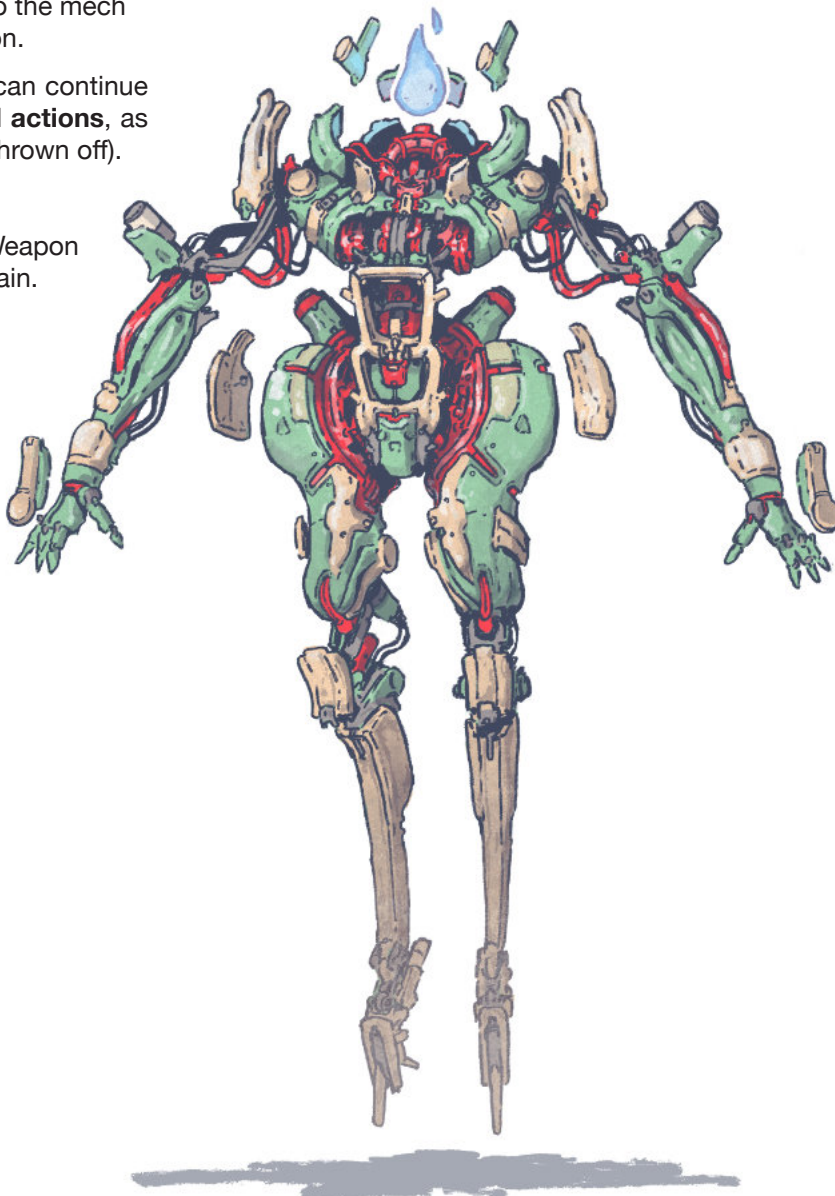
NON-HUMAN PERSONS

In normal circumstances, a pilot needs to be physically present inside the cockpit for a mech to take actions. Mechs with the **AI** tag, however, have some ability to act autonomously.

If a mech has the **AI** tag, its pilot can choose to turn over control to the AI as a **protocol**. The pilot cannot take any actions or reactions with the mech until the start of their next turn, but the mech gets its own set of actions and reactions. AIs don't benefit from any pilot talents while controlling a mech.

The pilot can act independently until they pick the controls back up. They can do this as a **protocol**, as long as they are physically present inside the mech.

AIs in *Lancer* are typically referred to as NHPs and follow special rules, detailed in the **Compendium** (p. 107).



QUICK COMBAT REFERENCE

On your turn, you can make a **standard move** and take up to two **quick actions** or one **full action**.

- Characters can't take the same action more than once in a turn, except as **free actions** or **reactions**.
- Characters may take any number of **free actions**.
- Characters can take one **reaction** per turn (their turn or that of another character).
- Characters may **OVERCHARGE** to make an extra **quick action** as a **free action** at the cost of **heat**.

GET 1:

MOVE

PICK 1:

FULL

QUICK + **QUICK**

ONCE PER TURN, **OVERCHARGE** FOR:

QUICK + **HEAT**

STANDARD MOVE

- Move up to your **Speed** in any direction.
 - If your character moves adjacent to a hostile character, they become **ENGAGED**. If that character is the same **SIZE** or larger than them, they must stop moving.
 - Your character can freely move through allied characters, and smaller hostile characters or objects. Other characters and objects are obstructions, which block movement.

QUICK ACTIONS

- **SKIRMISH**: Attack with one weapon.
- **BOOST**: Move spaces equal to your **SPEED**.
- **RAM**: Attempt to knock a target down or back.
- **GRAPPLE**: Attempt to grab a target, potentially **IMMOBILIZING** or riding them.
- **QUICK TECH**: Perform quick electronic warfare or system-boosting activities.
- **HIDE**: Attempt to hide.
- **SEARCH**: Look for a **HIDDEN** target.

FULL ACTIONS

- **BARRAGE**: Attack with two weapons or a single **SUPERHEAVY** weapon.
- **FULL TECH**: Perform two **QUICK TECH** actions or one more complex tech action.
- **IMPROVISED ATTACK**: Attack with a fist or improvised melee weapon.
- **STABILIZE**: Reload, patch up, and cool down a mech, or end **conditions** affecting it.
- **DISENGAGE**: Move safely, avoiding **reactions** and engagement.

OTHER ACTIONS

- **ACTIVATE** (quick or full): Activate a system or piece of gear.
- **SHUT DOWN** (quick): Shut down a mech as a desperate measure to end system attacks, regain control of AI, and avoid overheating.
- **BOOT UP** (full): Fire up a mech after it's been **SHUT DOWN**.
- **MOUNT/DISMOUNT/EJECT** (quick or full): Get in or out of a mech.
- **SELF-DESTRUCT** (quick): Set a mech's reactor to go critical and explode as a last-ditch effort.
- **PREPARE** (quick): Hold a **quick action** for a specified trigger.
- **SKILL CHECK** (full): Perform an activity that has a clear goal and a chance of failure.

REACTIONS

- **BRACE**: Get ready for impact, reducing **damage** at the cost of next turn's actions.
- **OVERWATCH**: Attack a nearby target if they attempt to move.

OVERCHARGE

- Push a mech past its limits, gaining an extra **quick action** as a **free action** at the cost of heat.
- **Heat taken**: 1, 1d3, 1d6, then 1d6+4 according to uses since last **Full Repair**.

PILOT ACTIONS

Pilots on foot can take the following actions and reactions: **BOOST**, **HIDE**, **SEARCH**, **ACTIVATE**, **SKILL CHECK**, **DISENGAGE**, **PREPARE**, **MOUNT** and **OVERWATCH**. They also get the following unique actions:

- **FIGHT** (full): Attack with one weapon (used instead of **SKIRMISH** when Pilots **OVERWATCH**).
- **JOCKEY** (full): Attempt to climb and attack a mech.
- **RELOAD** (quick): Reload a pilot weapon with the **LOADING** tag.

STATUSES AND CONDITIONS

During combat, characters often inflict and receive **statuses** (like **PRONE** or **SHUT DOWN**) and **conditions** (like **STUNNED**). Conditions are temporary effects caused by things like damage and electronic warfare, whereas statuses are usually effects that can't easily be cleared.

Actions, talents, systems, and other effects can all inflict statuses and conditions. The source description indicates how long they last.

Often, effects specify that a status or condition lasts until the end of the target's next turn. This refers to their next turn in the turn order; if one of these statuses or conditions is inflicted on a character during their turn, it lasts until the end of their following turn – not the end of the current turn.

Statuses usually require characters to perform a specific action or meet certain criteria before they can be removed, whereas there are many ways to remove conditions. For example, **STABILIZE** allows you to remove a condition like **IMPAIRED**, but not a status like **PRONE**.

STATUSES

DANGER ZONE (MECHS ONLY)

Characters are in the **DANGER ZONE** when half or more of their heat is filled in. They're smoking hot, which enables some attacks, talents, and effects.

DOWN AND OUT (PILOTS ONLY)

Pilots that are **DOWN AND OUT** are unconscious and **STUNNED** – if they take any more damage, they die. They'll regain consciousness and half of their HP when they rest.

ENGAGED

If a character moves adjacent to a hostile character, they both gain the **ENGAGED** status for as long as they remain adjacent to one another. Ranged attacks made by an **ENGAGED** character receive +1 ⊖. Additionally, characters that become **ENGAGED** by targets of equal or greater **SIZE** during the course of a movement stop moving immediately and lose any unused movement.

EXPOSED (MECHS ONLY)

Characters become **EXPOSED** when they're dealing with runaway heat buildup – their armor is weakened by overheating, their vents are open, and their weapons are spinning down, providing plenty of weak points. All **kinetic** ∅, **explosive** ✱ or **energy** ⚡ damage taken by **EXPOSED** characters is doubled, before applying any reductions. A mech can clear **EXPOSED** by taking the **STABILIZE** action.

HIDDEN

HIDDEN characters can't be targeted by hostile attacks or actions, don't cause engagement, and enemies only know their approximate location. Attacking, forcing saves, taking reactions, using **Boost**, and losing cover all remove **HIDDEN** after they resolve. Characters can find **HIDDEN** characters with **SEARCH**.

INVISIBLE

All attacks against **INVISIBLE** characters, regardless of type, have a 50 percent chance to miss outright, before an attack roll is made. Roll a dice or flip a coin to determine if the attack misses.

Additionally, **INVISIBLE** characters can always **HIDE**, even without cover.

PRONE

Attacks against **PRONE** targets receive +1 ⊕.

Additionally, **PRONE** characters are **SLOWED** and count as moving in difficult terrain. Characters can remove **PRONE** by standing up instead of taking their standard move, unless they're **IMMOBILIZED**. Standing up doesn't count as movement, so doesn't trigger **OVERWATCH** or other effects.

SHUT DOWN (MECHS ONLY)

When a mech is **SHUT DOWN**:

- all **heat** is cleared and the **EXPOSED** status is removed;
- any cascading NHPs are stabilised and no longer cascading;
- any statuses and conditions affecting the mech caused by tech actions, such as **LOCK ON**, immediately end.

SHUT DOWN mechs have **IMMUNITY** to all tech actions and attacks, including any from allied characters.

While **SHUT DOWN**, mechs are **STUNNED** indefinitely. Nothing can prevent this condition, and it remains until the mech ceases to be **SHUT DOWN**.

CONDITIONS

IMMOBILIZED

IMMOBILIZED characters cannot make any voluntary movements, although involuntary movements are unaffected.

IMPAIRED

IMPAIRED characters receive +1 ⊖ on all attacks, saves, and skill checks.

JAMMED

JAMMED characters can't:

- use comms to talk to other characters;
- make attacks, other than **IMPROVISED ATTACK**, **GRAPPLE**, and **RAM**;
- take reactions, or take or benefit from tech actions.

LOCK ON

Hostile characters can choose to consume a character's **LOCK ON** condition in exchange for +1 ⊕ on their next attack against that character.

LOCK ON is also required to use some talents and systems.

SHREDDED

SHREDDED characters don't benefit from **ARMOR** or **RESISTANCE**.

SLOWED

The only movement **SLOWED** characters can make is their **standard move**, on their own turn – they can't **BOOST** or make any special moves granted by talents, systems, or weapons.

STUNNED

STUNNED mechs cannot **OVERCHARGE**, move, or take any actions – including free actions and reactions. Pilots can still **MOUNT**, **DISMOUNT**, or **EJECT** from **STUNNED** mechs, and can take actions normally.

STUNNED mechs have a maximum of 5 **EVASION**, and automatically fail all **HULL** and **AGILITY** checks and saves.

COMBAT TERMINOLOGY

ARMOR: All kinetic, energy, and explosive damage is reduced by an amount equal to a character's **ARMOR**. Mechs can't have more than 4 **ARMOR**.

BONUS DAMAGE: Extra damage – **kinetic** ⚔, **energy** ⚡ or **explosive** ✨ – that is added onto melee or ranged attacks. Attacks that target more than one character only deal half bonus damage.

CHARACTER: A player character (PC), non-player character, (NPC), or any other entity capable of acting (or reacting) independently, such as **DRONES**.

DAMAGE: Damage taken is subtracted from HP, and is either **kinetic** ⚔, **explosive** ✨, **energy** ⚡, or **burn** 🔥.

E-DEFENSE: The statistic used to defend against tech attacks.

EVASION: The statistic used to defend against most melee and ranged attacks.

GRIT: Half of a character's **LL** (rounded up), representing their experience in combat. **GRIT** provides bonuses to some rolls and traits.

HEAT: **Heat** ⚡ taken by a target represents harm to internal systems and reactor shielding. It fills in **HEAT CAP**.

HEAT CAP: The amount of heat a mech can take before it is at risk of overheating.

HIT POINTS (HP): The amount of damage a pilot can receive before going **DOWN AND OUT**, and the amount of damage a mech can receive before it takes structure damage.

IMMUNITY: Characters with **IMMUNITY** ignore all damage and effects from whatever they are immune to.

RANGE: The maximum range at which a weapon can be used for ranged attacks, measured from the attacking character.

REPAIR CAP: The number of times a mech can be repaired per mission.

RESISTANCE: Characters with **RESISTANCE** reduce **damage**, **heat**, or a **type of damage**, by half, after **ARMOR** has been applied. **RESISTANCE** to the same type of damage does not stack.

STRESS: All PC mechs (and some NPCs) have a certain amount of **STRESS** – generally **4 STRESS** for PCs. This is the amount of **stress damage** they can take before they suffer a reactor meltdown. When mechs exceed their **HEAT CAP**, they take **1 stress damage** and make an **overheating check**.

Structure: All PC mechs (and some NPCs) have a certain amount of **STRUCTURE** – generally **4 STRUCTURE** for PCs. This is the amount of **structure damage** they can take before they are destroyed. When mechs reach **0 HP**, they take **1 structure damage** and make a **structure check**.

SENSORS: The maximum range at which you can detect other characters, make tech attacks, **Lock On**, and use some systems.

SIZE: The number of spaces that are occupied or controlled by a character or object. For example, **Size 2** mechs occupy an area 2 spaces on each side and 2 spaces high. **SIZE** doesn't necessarily represent precise physical dimensions.

SPEED: The number of spaces a character can move with a standard move or **Boost**.

TECH ATTACK: The statistic used to make tech attacks and to take most tech actions.

THREAT: The maximum range at which melee and overwatch attacks can be made with certain weapons, measured from the attacking character. All weapons have **THREAT 1** unless specified otherwise.



LANCER ILLU
By 4/19-22/2019

WEAR AND TEAR

DAMAGE AND STRUCTURE

Unlike pilots, mechs don't go **DOWN AND OUT** when they're reduced to **0 HP**. Mechs are powerful machines that can take several hits before they start to break down. Their durability is represented by a **STRUCTURE** score. When they reach **0 HP**, taking major damage to their chassis and systems, mechs take **structure damage**.

Player mechs have **4 STRUCTURE**; most NPC mechs have **1 STRUCTURE**, but some have more.

When a character with **STRUCTURE** reaches **0 HP**, it takes **1 structure damage**, makes a **structure damage check**, and resets its **HP** to full. Next, it takes any excess damage beyond what was required to reach **0 HP**. This does make it possible for a mech to take several points of structure damage and make multiple structure damage checks in one turn.

Let's say that a character with **15 HP** and **3 STRUCTURE** takes 20 damage. First they take 15 damage, then they make a structure damage check and take 1 structure damage, then take another 5 damage. This will leave them with **2 STRUCTURE** and **10 HP** (assuming they're still standing).

When a mech is reduced to **0 STRUCTURE**, it is **destroyed**.

STRUCTURE DAMAGE

When a mech is reduced to **0 HP** and takes structure damage, its player (or the GM) makes a **structure damage check**. This represents the results of unusually powerful or accurate hits, which can disable a mech rapidly if not dealt with.

To make a **structure damage check**, roll **1d6 per point of structure damage** marked, including the **structure damage** that has just been taken. Choose the lowest result and check the structure damage chart to determine the outcome. Rolling multiple 1s has particularly catastrophic consequences.

STRUCTURE DAMAGE TABLE

CHECK THE LOWEST VALUE ON
[STRUCTURE DAMAGE] D6

5-6	Glancing Blow	Emergency systems kick in and stabilize your mech, but it's IMPAIRED until the end of your next turn.
2-4	System Trauma	Parts of your mech are torn off by the damage. Roll 1d6 . On a 1-3 , all weapons on one mount of your choice are destroyed; on a 4-6 , a system of your choice is destroyed. LIMITED systems and weapons that are out of charges are not valid choices. If there are no valid choices remaining, it becomes the other result. If there are no valid systems or weapons remaining, this result becomes a DIRECT HIT instead.
1	Direct Hit	The result depends on your mech's remaining STRUCTURE : 3+ STRUCTURE : Your mech is STUNNED until the end of your next turn. 2 STRUCTURE : Roll a HULL check. On a success, your mech is STUNNED until the end of your next turn. On a failure, your mech is destroyed. 1 STRUCTURE : Your mech is destroyed.
Multiple 1s	Crushing Hit	Your mech is damaged beyond repair – it is destroyed. You may still exit it as normal.

OVERHEATING AND STRESS

Combat puts a tremendous amount of stress on mechs' electronic systems and mechanical components, represented by **heat**. Electronic warfare, environmental hazards, weaponry, and pushing structural limits can all cause heat buildup. Most mechs are equipped with heat sinks, shunts, coolant, and other heat-dispersal systems that allow them to operate within factory defined margins without generating heat. However, the demands of combat can tax these systems to the limit – even to the point of causing actual damage.

HEAT CAP determines how much heat a mech can handle before things get dangerous, and the amount of strain a mech's reactor can take is represented by a **STRESS** score. There's only so much **stress damage** a reactor can take before its core is breached and a meltdown begins. Most mechs have **4 STRESS**, and NPCs typically have **1**.

When a mech takes heat over its **HEAT CAP**, the runaway heat buildup places a strain on its cold fusion reactor. It takes **1 STRESS**, makes an **overheating check**, and then clears all heat. Next, it takes any excess heat beyond what was required to exceed its **HEAT CAP**, potentially causing it to overheat more than once.

When a mech reaches **0 STRESS**, it suffers a **reactor meltdown** at the end of its next turn.

OVERHEATING

When a mech exceeds its **HEAT CAP** and takes **stress damage**, its player (or the GM) makes an overheating check.

To make an **overheating check**, roll **1d6 per point of stress damage marked**, including the stress damage that has just been taken. Choose the lowest result and check the **overheating chart** to determine the outcome. Rolling multiple 1s has particularly catastrophic consequences.

REACTOR MELTDOWN

Overheating sometimes results in a **reactor meltdown**. This can take place immediately or following a countdown, in which case the countdown is updated at the start of your turn and the meltdown triggers when specified. When a reactor meltdown takes place, any pilot inside is immediately killed and the mech vaporized in a catastrophic eruption with a **BURST 2** area. The wreck is annihilated and all characters within the affected area must succeed on an **AGILITY** save or take **4d6 * damage**. On a success, they take half damage.

COOLING

A mech's marked heat can be cleared with **STABILIZE**, or by using certain systems. Heat also resets when you rest or perform a **FULL REPAIR**.

DANGER ZONE

When a mech is at half of its total **HEAT CAP**, it's in the **DANGER ZONE**. Certain weapons and talents can only be used in this state. It's obvious when a mech is in the **DANGER ZONE**: segments start to glow, smoke, or steam, and external cooling mechanisms (like reactor vents) appear visibly hot or overworked.

OVERHEATING TABLE

CHECK THE LOWEST VALUE
ON [STRESS DAMAGE] D6

5-6	Emergency Shunt	Your mech's cooling systems manage to contain the increasing heat; however, your mech becomes IMPAIRED until the end of your next turn.
2-4	Destabilized Power Plant	The power plant becomes unstable, beginning to eject jets of plasma. Your mech becomes EXPOSED , taking double \emptyset , \star and \lightning damage until the status is cleared.
1	Meltdown	The result depends on your mech's remaining STRESS : 3+ STRESS : Your mech becomes EXPOSED . 2 STRESS : Roll an ENGINEERING check. On a success, your mech is EXPOSED ; on a failure, it suffers a reactor meltdown after 1d6 of your turns (rolled by the GM). A reactor meltdown can be prevented by retrying the ENGINEERING check as a free action. 1 STRESS : Your mech suffers a reactor meltdown at the end of your next turn.
Multiple 1s	Irreversible Meltdown	The reactor goes critical – your mech suffers a reactor meltdown at the end of your next turn.

REPAIRS AND REST

A mech's **REPAIR CAP** is determined by its **FRAME**, with a bonus from **HULL**. It represents the mechs' resilience and ability to continue functioning while damaged, as well as its supplies of parts and tools.

REPAIR CAP also indicates the maximum number of **REPAIRS** a pilot has available to spend on their mech – in or out of combat – before returning to base and performing a **FULL REPAIR**.

Mechs can be repaired in combat with **STABILIZE** – regaining all **HP** at the cost of **1 REPAIR** – and certain systems. Outside of combat, they can be repaired when their pilot rests.

To **rest**, pilots require at least an hour of uninterrupted downtime or light activity (e.g., making camp or performing routine maintenance). After resting, characters may:

- clear all heat;
- clear any statuses and conditions affecting their mech;
- restore half of their pilot's **HP** and clear **DOWN AND OUT**.

They may also spend **REPAIRS** at the following costs:

- **1 REPAIR:** Restore full **HP**, or repair a destroyed weapon or system.
- **2 REPAIRS:** Restore **1 STRUCTURE** or **1 STRESS**.
- **4 REPAIRS:** Repair a destroyed mech (see next column).

DESTROYED MECHS

Destroyed mechs become wreckage – objects on the battlefield that can be moved and dragged around, and which provide hard cover. Any spaces occupied by wreckage are difficult terrain.

REPAIRING DESTROYED MECHS

If the wreckage of a destroyed mech can be obtained (i.e., it didn't melt in a reactor explosion), the mech can be restored to working order while resting with **4 REPAIRS**. Anyone can contribute **REPAIRS** to do this, meaning that a wrecked mech can be restored even if it has insufficient **REPAIRS** remaining. Repairing a destroyed mech is the only time pilots can share **REPAIRS** like this.

Once repaired, the mech returns to **1 STRUCTURE**, **1 STRESS**, and full **HP**, no matter how much it had before. Any destroyed weapons or systems remain unusable unless the damaged mech spends **REPAIRS** to fix them as normal.

FULL REPAIR

When a character spends at least **10 hours** relatively uninterrupted in a secure location, they can perform a **FULL REPAIR**. A **FULL REPAIR** allows them to:

- restore all pilot **HP** and clear **DOWN AND OUT**;
- restore a mech to full **HP**, **STRESS**, and **STRUCTURE**, as long as it's intact or the wreckage is accessible;
- clear all statuses and conditions;
- repair any destroyed weapons or systems;
- recover **CP**, if used;
- regain all **REPAIRS** and uses of **LIMITED** weapons;
- print a new mech and equipment, with the proper facilities.

PRINTING

If a pilot has access to the proper facilities, they can also use a **FULL REPAIR** to rebuild a mech – or build an entirely new one. Mechs can be printed from scratch using Union's enormous printing facilities, which are ubiquitous on most occupied worlds.

A printer and assembler can perfectly recreate any mech or gear for which a pilot is licensed. Of course, pilots are only licensed to print one mech at a time. If they print a new one, any others immediately cease to function.



DEATH

The destruction of a mech doesn't always mean the death of its pilot. Pilots are hardy and cunning – as long as they survive, they can and will escape or eject from mechs that have been shut down, disabled, or even destroyed entirely. Mechs can always be rebuilt; pilots are one of kind – sometimes.

CLONING

Exceptional pilots – especially lancers – represent tremendous investments in hardware and training; as such, they tend to have powerful, well-connected patrons with an interest in maintaining their investments. It's no surprise, then, that technologies exist to replace deceased pilots with subjective facsimiles or – if time doesn't permit – to create imperfect, flash-grown genetic clones.

Unique-subjectivity, natural-life “facsimile” clones are their own people – legally, culturally, and cognitively – and are common throughout the galaxy (in terrestrial world colonization, for example, first- and second-generation cloning is the norm). Flash clones are far less common, as the practice is broadly unlawful. Subjectivity override of either a flash or facsimile clone is exceedingly rare.

Growing a body is easy; it is a very different thing – and much more fraught – to override a clone's natural subjectivity with the cobbled-together cognitive profile of the deceased. Facsimile subjectivity cloning is incredibly expensive, subject to intense scrutiny, and restricted to approved entities; Unless a pilot is lucky enough to work for an organization with Union's express sanction to run one of these rare and arguably unethical cloning programs, any cloning that does take place is probably unlawful.

COMPLICATIONS

While facsimile clones suffer fewer physical complications than flash clones, subjectivity override – whether applied to a facsimile or flash clone – is an experimental process that always creates complications, personal and social.

Unless the other members of a character's team know that subjectivity override is possible, it's going to be a hell of a surprise to see their comrade back from the dead. As for the revived pilot themselves, they might have to wrestle with the “gap” in their memory. This “gap” necessarily means they don't remember any events or interactions after the beginning of the session in which they died, although they keep all LL advancement.

It is up to the player whether they want to bring a slain character back as a subjectivity-override clone, or if they simply want to make a new character. It's important to remember that even if a clone has had a subjectivity override, this does not mean that they are the same person as the character who died: they look the same and share an imprint of the deceased's memories, drawing from them to act in novel situations; the original pilot who was killed is dead, their consciousness ended, forever.

By default, the following conditions apply to both facsimile- and flash-cloned characters, but they can be tweaked by the GM as needed:

- Cloned characters can't join a mission in progress.
- Flash-cloned characters always come back with a quirk (see below).
- Additional cloning and subjectivity imprinting adds further quirks.

QUIRKS

Quirks can be physical or mental in nature, but they're always complicating. Whatever they are, they should offer story hooks or create interesting narrative situations – they don't have significant gameplay effects.

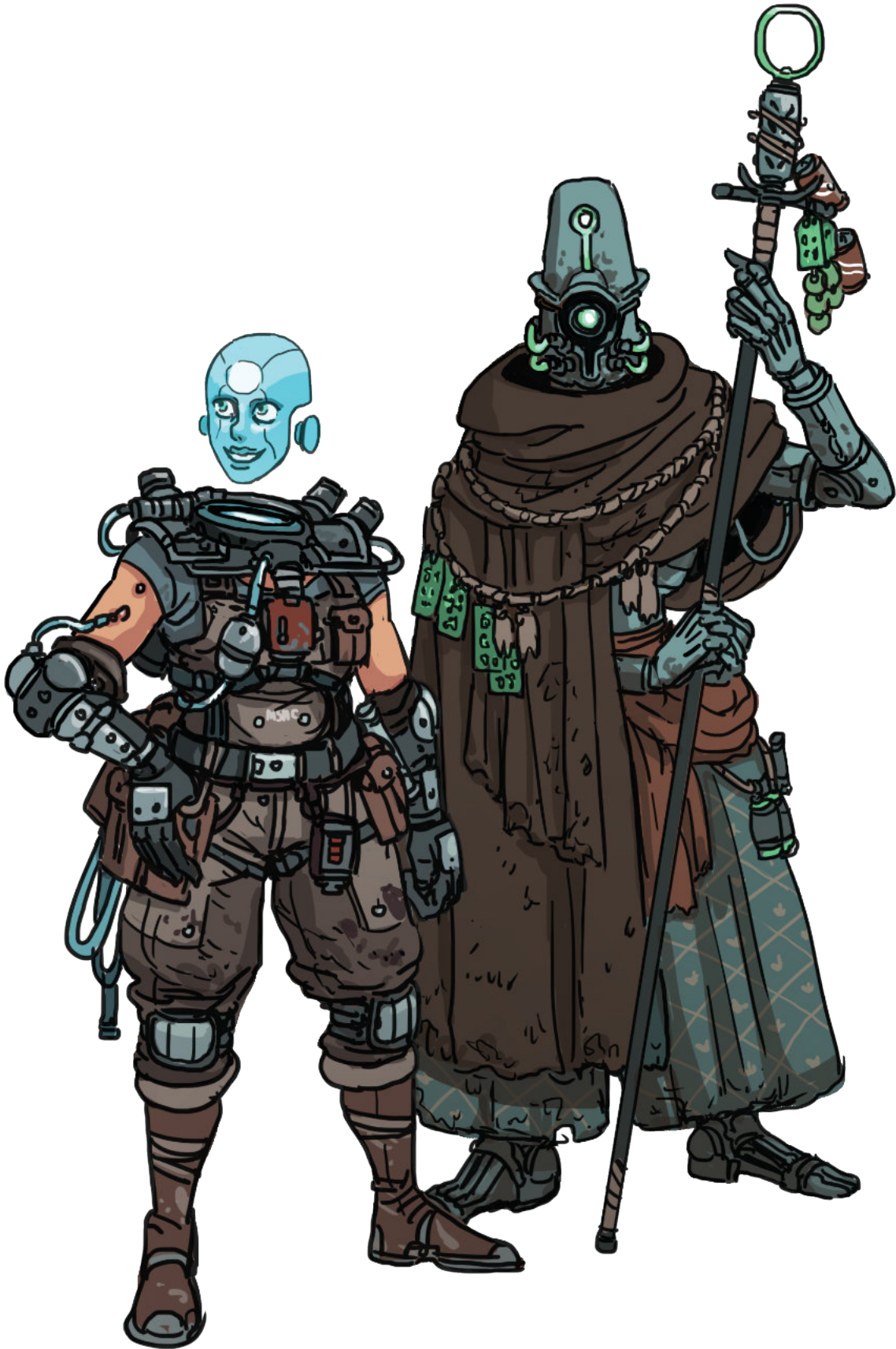
Optionally, quirks might also be given to characters who go **Down and Out** – representing the lingering trauma of such a close encounter with death – or to characters who have died and been brought back to life by the GM's discretion or a twist in the narrative.

If you want to roll for a random quirk, you can roll **1d20** or choose from the below chart. You can use these as examples for designing quirks of your own if you want to decide on a custom quirk with your GM.

QUIRKS

ROLL D20

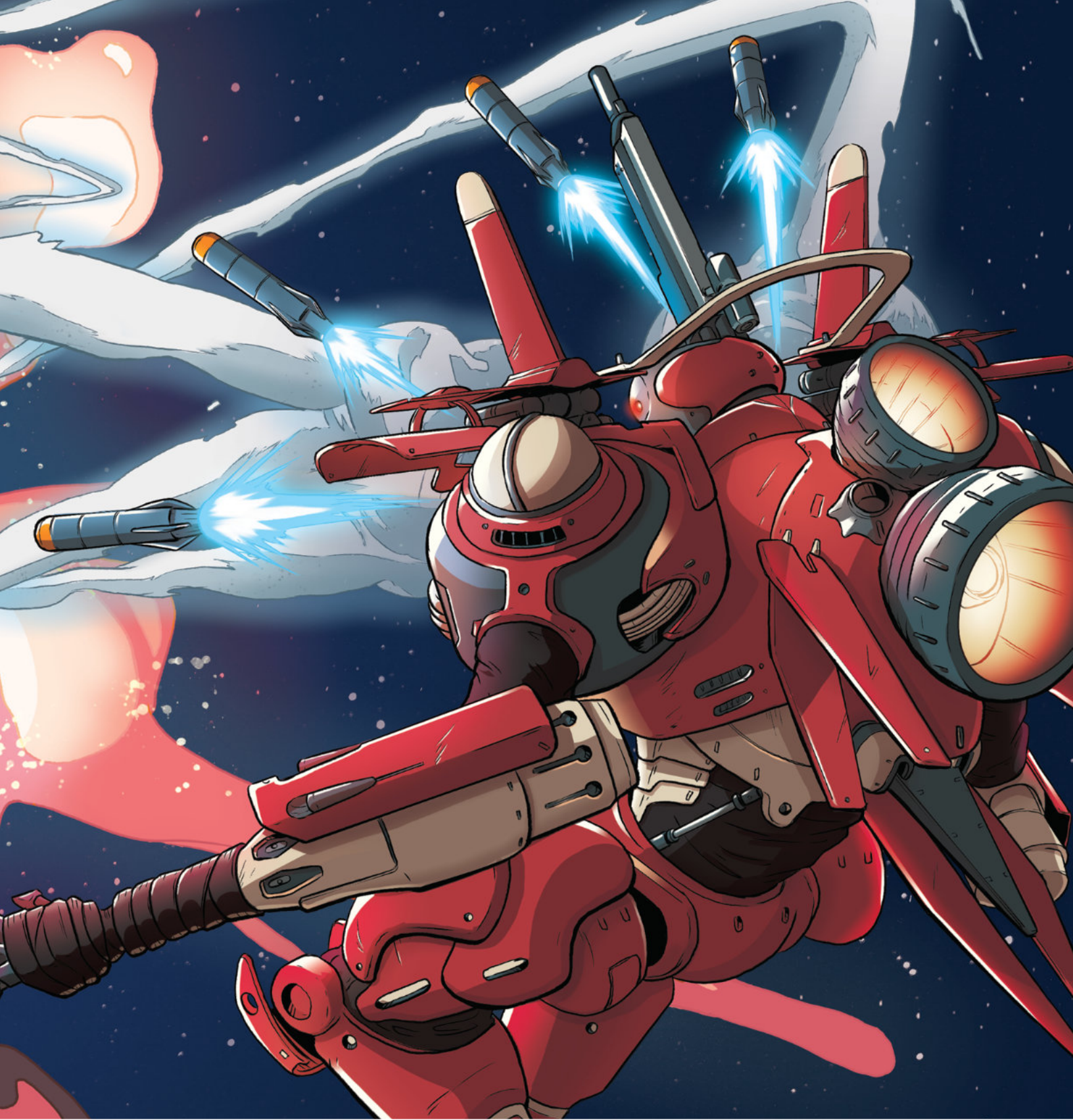
- 1 Part (or all) of your body was too damaged to be cloned perfectly and a significant percentage of your clone body has been replaced with cybernetics. These high-quality prostheses aren't obviously synthetic to casual observers. You don't know the extent of the damage.
- 2 Your clone has been fitted with a necessary but visible cybernetic augmentation – an arm, leg, eyes, or similar. It is a conspicuous prosthetic.
- 3 By accident or malign intent, your cognitive profile has been loaded into someone else's body. It might be a clone of a notorious or famous individual, with both enemies and allies who thought they were dead; or, you might run into the "original" person the clone was based on.
- 4 Your clone has a unique appearance that clearly marks you as vat-grown.
- 5 Thanks to a series of administrative mishaps, the appearance of your new body is drastically different to that of your old body.
- 6 An additional, withered limb grows out of your clone's chest shortly after your cognitive profile has been loaded. It sometimes moves on its own.
- 7 There's a conspicuous barcode printed on your clone body. The barcode means something specific to at least one powerful organization, but you aren't privy to its meaning – at least not yet.
- 8 In certain light conditions, it's possible to read a script or inscription printed just under your skin. The script is all over your body and contains information contested by powerful organizations or entities – scientific formulae, maps, or something else entirely.
- 9 Your clone body is unusually susceptible to solar radiation, viruses, bacteria, or some other common environmental phenomenon. You must wear an environmental suit to operate outside certain safe environments, which include your mech's cockpit and your personal quarters. You can use downtime actions to make other rooms safe.
- 10 Genetic material from a non-human source was used in the creation of your clone body. Whoever revived you won't tell you the exact details or what long-term effects it will have, and they treat you like a science experiment. The new genetic material has caused a cosmetic change that is useful and visible, although able to be hidden.
- 11 Whenever you try to sleep or rest, you're stricken with vivid and persistent dreams, visions, and images of your death. You know they're real but can't reconcile the existential gulf between the experiences of the old and new versions of yourself.
- 12 In addition to your cognitive profile, your clone body has been loaded with a digital homunculus of someone else: a basic digital reconstruction of a personality that is more like a piece of software than a person. While not technically sapient, it is very smart, and carries a message or secret with it.
- 13 You're plagued by the constant understanding or belief that the "real" you is actually dead, and you're merely a facsimile of a dead person, implanted with someone else's memories. You can't establish the difference between the "you" that died and the "you" that exists now.
- 14 In addition to your cognitive profile, your flash clone is woven through with a subdermal data-lattice: this storage device contains very dangerous and potentially unwanted information that is contested or sought by powerful entities.
- 15 The flash-cloning process went awry, and you have been revived tabula rasa. In desperation, the technicians dump a stock personality construct into your clone body. Choose a new background and triggers.
- 16 There are complications while growing your clone body: it has a dramatically reduced life expectancy.
- 17 Something changed you – you now have persistent and intrusive mental contact with an entity or entities, human or otherwise.
- 18 You keep having searing headaches during which you see brief flashes of what you're pretty sure is the future. Sometimes these visions come to pass, sometimes they don't.
- 19 Knowingly or unknowingly, your clone body has been implanted with a mental trigger that places you in a receptive state when heard or activated, causing you to either follow a pre-programmed course of action or to follow instructions given by the person who activated you. These commands must be simple (e.g., kill, lie, etc.), and the GM determines who (PC or NPC) gave them. You might be able to overcome this effect in time.
- 20 You come back with total amnesia regarding the time before your death, meaning you must be retrained and prepared from scratch. You lose all previous triggers and assign new ones up to your current level. Additionally, you may rewrite some incidental facts of your backstory.





SECTION 4

COMPENDIUM



TALENTS
GEAR AND SYSTEMS
PILOT GEAR
INTRODUCTION TO LICENSING

90
104
108
116

GENERAL MASSIVE SYSTEMS
IPS-NORTHSTAR
SMITH-SHIMANO CORPRO
HORUS
HARRISON ARMORY

118
126
158
190
224



WELCOME TO THE COMPENDIUM

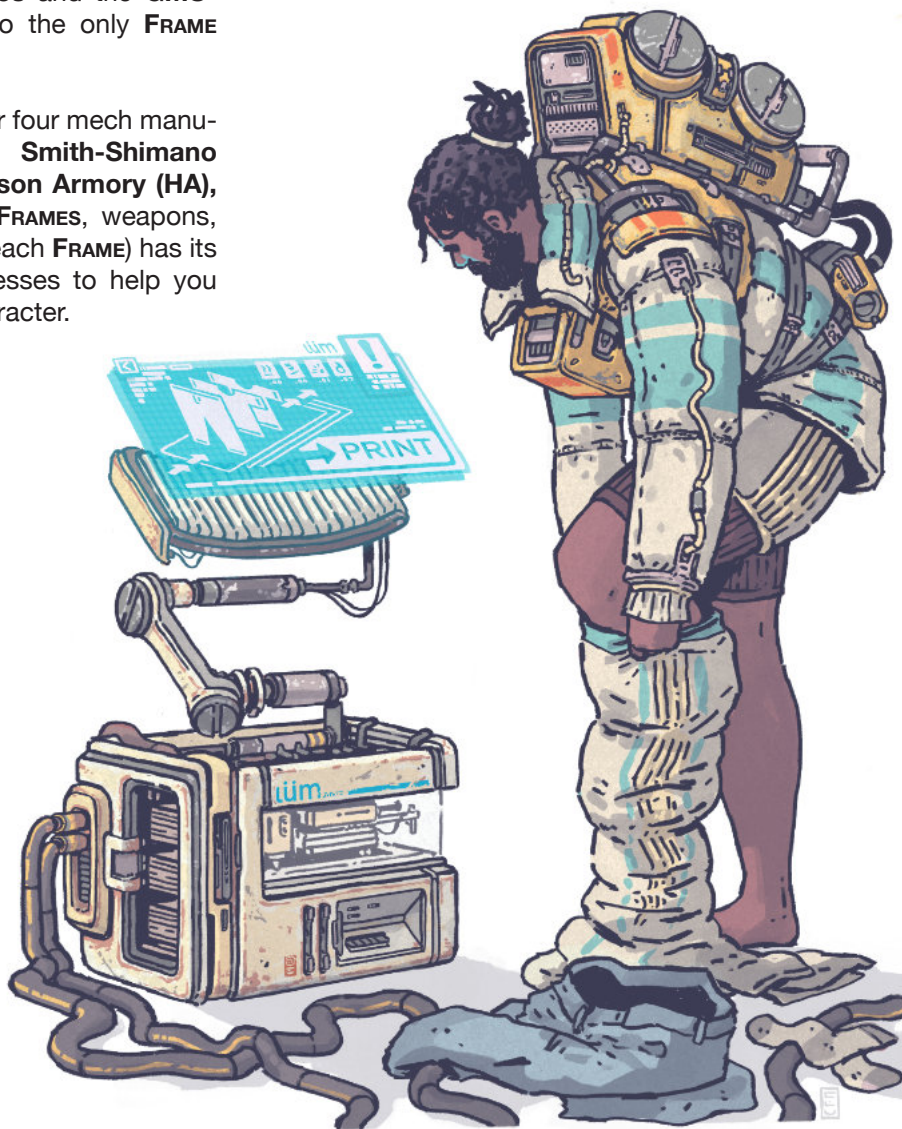
Up to here, this book has been about how to play *Lancer* – how to build pilots and mechs, how narrative play and mech combat work, and the other essential tools for storytelling. The Compendium, on the other hand, is a catalog of the character options available to players. When you start building your character and getting ready to launch, this is where you want to look.

The Compendium is made up of several sections:

- **Talents:** options for building and defining your pilot.
- **Gear and System Tags:** special descriptors and rules attached to gear, and what they mean.
- **Pilot Gear:** anything a pilot might want to take with them on a mission.
- **Mechs:** rules and descriptions for every mech, organized by manufacturer.

The first manufacturer in the mech catalog is **General Massive Systems (GMS)**. All pilots have access to GMS weapons, gear, **core bonuses** and the **GMS-SP1 Everest FRAME**, which is also the only **FRAME** available to pilots at **LL0**.

There are also sections for the other four mech manufacturers, **IPS-Northstar (IPS-N)**, **Smith-Shimano Corpro (SSC)**, **HORUS**, and **Harrison Armory (HA)**, each listing their **core bonuses**, **FRAMES**, weapons, and gear. Each manufacturer (and each **FRAME**) has its own flavor, strengths, and weaknesses to help you build the perfect mech for your character.



TALENTS

Talents represent the unique knowledge, experience, and training acquired by mech pilots. Unlike **triggers**, talents specifically relate to piloting a mech. Their effects only apply to mech weapons and systems, unless otherwise specified.

Talents are measured in ranks: from **rank I** to **rank III**. At **LL0**, pilots get to choose any three **rank I** talents. Each time their **LL** increases, pilots can either upgrade a talent to the next rank (i.e., from **rank I** to **rank II**) or choose a new talent at **rank I**. This is the difference between deepening knowledge they already have or broadening their expertise with totally new skills.

ACE

Every pilot brags about their abilities; occasionally, some even have the reputation to back it up. Harmless Domesticity is one of these pilots. As an ace, they aren't just ranked among the most qualified of pilots – they're among the most qualified of lancers.

Whether you're a talented rookie or a grizzled veteran, you're one of these aces. Your skills as a pilot are notorious enough that your callsign is known throughout the system.

ACROBATICS

While **flying**, you get the following benefits:

- You make all **AGILITY** checks and saves with **+1**.
- Any time an attack misses you, you may fly up to **2 spaces** in any direction as a **reaction**.

AFTERBURNERS

When you **Boost** while **flying**, you may move an additional **1d6 spaces**, but take **heat equal to half that amount**.

SUPERSONIC

As a **quick action** on your turn, you may spin up your thrusters. If you end your turn **flying**, you may nominate a character within a **RANGE** equal to your **SPEED** and line of sight, and gain this reaction:

Supersonic

Reaction, 1/round

Trigger: Your target's turn ends.

Effect: You fly to a space free and adjacent to them. There must be a path to do so but you can move even if the nominated character is no longer within your movement range or line of sight. This ignores engagement and does not provoke reactions.

BONDED

The galaxy is a dangerous place, and everyone should have a friend to watch their back. Luckily, you've found yours. Maybe you enlisted together or were the only survivors of a bloody engagement. Maybe you didn't start out as friends, or maybe you were raised to fight alongside each other – however your friendship came to be, when it comes time to drop, there's no one you'd rather have at your side. Alone, you're deadly; together, you're a force of nature.

I'M YOUR HUCKLEBERRY

When you take this talent, choose another pilot (hopefully a PC, but NPCs are fine if your GM allows it) to be your **BONDMATE**. Any mech skill checks and saves either character makes while you are adjacent gain **+1**. If both characters have this talent, this increases to **+2**, but additional characters with this talent can't increase it any further.

Between missions, you can replace your **BONDMATE** with a new one, but only if your relationship with them has changed.

SUNDANCE

Gain the following reaction:

Intercede

Reaction, 1/round

Trigger: You are adjacent your **BONDMATE** (pilot or mech) and they take damage from a source within your line of sight.

Effect: You may take the damage instead.

COVER ME!

If a character within your line of sight attempts to attack your **BONDMATE**, you can spend your **OVERWATCH** to threaten the attacker, forcing them to either choose a different target or attack anyway: if they attack a different target, your **OVERWATCH** is expended without effect; if they choose to attack anyway, you can immediately attack them with **OVERWATCH**, as long as they are within **RANGE** and line of sight. This attack resolves before the triggering attack.

BRAWLER

Up close and personal. The way battle was done since the dawn of time, then forgotten with the first spark of gunpowder. Tempest Gloire is one pilot who prefers the old ways: hand-to-hand, weapons discarded, just the strength of her machine versus the strength of all others. You and her both know that the sweetest victory is found at the culmination of a dance as old as war itself, with the first trick known to humanity: a fist to your enemy's face.



HOLD AND LOCK

You gain **+1** on all melee attacks against targets you are **GRAPPLING**.



SLEDGEHAMMER

Your **IMPROVISED ATTACKS** gain **KNOCKBACK 2** and deal **2d6+2** damage.



KNOCKOUT BLOW

Gain a **BRAWLER DIE**, **1d6** starting at **6**. Each time you **GRAPPLE**, **RAM**, or make an **IMPROVISED ATTACK**, lower the value of the **BRAWLER DIE** by **1**. When the **BRAWLER DIE** reaches **1**, you may reset it to **6** and, as a **full action**, make a **knockout blow** against an adjacent character. They must pass a **HULL** save, or take **2d6+2** damage and become **STUNNED** until the end of their next turn. The value of your **BRAWLER DIE** persists between scenes, but it resets to **6** when you rest or perform a **FULL REPAIR**.

BRUTAL

In the practice ring as in live combat, Aubrey Deckard only knows one way to fight: as fast and messy as possible. When others go hard, she goes hardest; when the order is to eliminate the enemy, she does so with prejudice. This isn't a dance, it isn't a game – it's war, and Brutal lancers mean to see it through. If that means becoming a little bit of a monster, then so be it: the dead can hate from the grave.



PREDATOR

When you roll a **20** on a die for any attack (sometimes called a 'natural 20') and **critical hit**, you deal the maximum possible damage and bonus damage.



CULL THE HERD

Your **critical hits** gain **KNOCKBACK 1**.



RELENTLESS

When you make an attack roll and miss, your next attack roll gains **+1**. This effect stacks and persists until you hit.

CRACK SHOT

Thanks to modern technology, anyone can hit anything these days. Targeting assist. Smart weapons. Als whispering in people's ears, moving their hands, squeezing the trigger for them: doing everything but taking credit for the kill. But Strymon Bulis is different. He finds hitting a target is as easy as looking at it, inside of his mech and out. No targeting assist for him; no AI required. All he needs is a zeroed sight, a fresh magazine, and a target downrange...



STABLE, STEADY

As a **protocol**, you may **steady your aim**. If you do, you become **IMMOBILIZED** until the start of your next turn but gain **+1** on all attacks you make with **RIFLES**.



ZERO IN

1/round, while **steadying your aim** and making a ranged attack with a **RIFLE**, you can attempt to hit a weak point: gain **1** on the attack roll, and deal **+1d6** bonus damage on a **critical hit**.



WATCH THIS

1/round, when you perform a critical hit with a **RIFLE** while **steadying your aim**, your target must pass a **HULL** save or you may choose an additional effect for your attack:

- **HEADSHOT:** They only have line of sight to adjacent spaces until the end of their next turn.
- **LEG SHOT:** They become **IMMOBILIZED** until the end of their next turn.
- **BODY SHOT:** They are knocked **PRONE**.

CENTIMANE

In the aftermath of the attack on Tartarus Bay, an anonymous source identified agents of the Karrakin Royal Intelligence Service as the culprits. The Baronies quickly released a statement of denial, which was never countered with hard evidence. Rumors of raw footage from the attack were unsubstantiated. Public reaction – anger, terror – to the station's destruction quieted. The corpse of Tartarus Bay was shunted away from its stable orbit, directed toward the nearest star.

A month later, Baronies-local omninet was flooded with previously suppressed footage from the attack on the station, confirming the rumors: Baronie agents did release the greywash swarm into Tartarus Bay. Further data dumps by Ungrateful agents indicated the existence of a secret Baronie intelligence outfit: the Centimane – the Hundred Hands.

TEN THOUSAND TEETH

1/round, when you perform a **critical hit** with a **NEXUS**, your target must pass a **SYSTEMS** save or become **IMPAIRED** and **SLOWED** until the end of their next turn.

EXPOSE WEAKNESS

When you consume **LOCK ON** as part of an attack with a **NEXUS** or **DRONE** and perform a critical hit, your target becomes **SHREDDED** until the start of your next turn.

TIDAL SUPPRESSION

This replaces **TEN THOUSAND TEETH**.

1/round, when you perform a critical hit with a **NEXUS**, your target must succeed on a **SYSTEMS** save or you may choose an additional effect for your attack that lasts until the end of their next turn:

- **HARRYING SWARM:** They become **IMPAIRED** and **SLOWED**.
- **BLINDING SWARM:** They only have line of sight to adjacent squares.
- **VIRULENT SWARM:** They become **SHREDDED**. Any adjacent characters of your choice must also make a **SYSTEMS** save or become **SHREDDED**.
- **RESTRICTING SWARM:** They take **1 burn** each time they take an action or reaction.

COMBINED ARMS

True strength in combat doesn't come from mastering the blade or the gun – it comes from knowing how to use both. Through time and training, Leika McGraff has combined the arts of melee and ranged combat into a single deadly combination. No matter the foe, Leika is a deadly threat; no matter the weapon, Leika is a master of its employ.



SHIELD OF BLADES

As long as you're **ENGAGED**, you and any allies adjacent to you count as having soft cover.

CQB-TRAINED

You don't gain **DIFFICULTY** from being **ENGAGED**.

STORM OF VIOLENCE

Whenever you hit a character with a melee attack, you gain **+1**  on your next ranged attack against them; and, whenever you hit a character with a ranged attack, you gain **+1**  on your next melee attack against them. This effect doesn't stack.

DUELIST

There can be an elegance to the way a mech moves – an alacrity that elevates it beyond the simple strength of machine and cannon. The difference is in the tools. Ethan "Orion" Miller wields weapons crafted by artisans, boutique manufacturers, specialty lines from the big five, blades that hark back to a time where combat was quick but fair – back to a time where skill meant more than landing an accurate shot. With a blade, lance, pick, axe, or hammer in their hand, Orion writes old tales anew.



PARTISAN

Gain +1 on the first melee attack you make with a **MAIN MELEE** weapon on your turn.



BLADEMASTER

1/round, when you hit with a **MAIN MELEE** weapon, you gain 1 **BLADEMASTER DIE** – a d6 – up to a maximum of 3 **BLADEMASTER DIE**. They last until expended or the current scene ends. You can expend **BLADEMASTER DICE** 1-for-1 for the following:

- **PARRY:** As a **reaction** when you're hit by a melee attack, you gain **RESISTANCE** to all damage, heat, and burn dealt by the attack.
- **DEFLECT:** As a **reaction** when you're hit by a ranged attack, you may roll any number of **BLADEMASTER DICE**, expending them: if you roll a 5+ on any of these dice, you gain **RESISTANCE** to all damage, heat, and burn dealt by the attack.
- **FEINT:** As a **free action**, choose an adjacent character: when moving, you ignore engagement and don't provoke reactions from your target until the start of your next turn.
- **TRIP:** As a **quick action**, choose an adjacent character: they must pass an **AGILITY** save or fall **PRONE**. Whatever the result, you may freely pass through their space until the end of your current turn, although you can't end your turn in their space.



UNSTOPPABLE

1/round, when you hit with a melee attack on your turn, you may spend a **BLADEMASTER DIE** to immediately **GRAPPLE** or **RAM** your target as a **free action** after the attack has been resolved.

DRONE COMMANDER

For a pilot fresh out of boot, keeping a drone swarm in line is like trying to carry water with a net. If they seem to have a mind of their own, it's because they do, and it's not that smart. Clymene Kanalakos's initial frustration was enough to get her practicing, and practice pays off. Now, her swarm obeys almost before she orders – an unnerving development, but a useful one. The swarm is hers.



SHEPHERD

Your **DRONE** systems gain +5 **HP**. As a protocol, you may move one **DRONE** that you control and that is within **SENSORS** up to 4 **spaces**.



ENERGIZED SWARM

1/round, when you make an attack that consumes the **LOCK ON** condition, your **DRONES** immediately emit a vicious pulse of energy. All characters of your choice within 1 areas centered on each of your drones take 1d6 **damage**. Each character can only be affected by the pulse from one drone, even if the areas overlap.



INVIGORATE

As a quick action, you may send a pulse of energy to an allied character (including **DRONES**) within 3, drawing a **LINE** to them. You may extend the pulse from your target to another allied character, extending the **LINE** to them, as long as they are within 3, and you may continue extending the pulse (and **LINE**) like this as long as you don't target the same character twice. Allied characters who are used as pulse targets or are in the **LINE**'s path gain 4 **OVERSHIELD**; hostile characters in the **LINE**'s path take 2 **damage** instead.

ENGINEER

Pilots are creative and driven people, but Mesa Rownett is an exceptional case – excessively so, some would say. In his spare time, he’s managed to scrape together just enough scrap, requisitioned materials, and workshop space to apply a little old-fashioned ingenuity to his mech, fashioning it to a formidable machine not betrayed by its outward appearance.

PROTOTYPE

When you perform a **FULL REPAIR**, you can, with some trial and error, install a prototype weapon system on your mech. You may choose characteristics for your prototype weapon based on the following profile each time you perform a **FULL REPAIR**, rerolling 1d6+2 to determine **LIMITED** each time:

Prototype Weapon

Main [Melee, CQB, Rifle, Cannon, Launcher, Nexus], Limited [1d6+2], Overkill

This weapon is an experimental prototype, customized according to your specific requirements.

When you install it, or during a **FULL REPAIR**, you may choose a new weapon type, damage type, and either $\text{⌘} 1$ (melee) or $\text{↗} 10$ (all other types). Additionally, each time you perform a **FULL REPAIR**, reroll **1d6+2** to determine this weapon’s **LIMITED** uses.

Damage: 1d6+2 ⌘ , ✱ or ⚡ .

This weapon counts as an integrated mount and does not require a mount.

REVISION

You can tweak the essential components of your prototype weapon in order to increase its effectiveness. When you perform a **FULL REPAIR**, choose two:

- **TWEAKED OPTICS:** Your prototype weapon always gains **+1** ⊕ on attacks.
- **TWEAKED COMPUTER:** Your prototype weapon is **SMART**.
- **STRIPPED REACTOR SHIELDING:** Each time you attack with your prototype weapon, you may choose – at the cost of **2** ⌘ – to attack with one of the following options, depending on its weapon type:
 - **RANGED WEAPON:** $\text{△} 3$, $\text{↗} 5$, or $[\text{⊕} 1, \text{↗} 10]$.
 - **MELEE WEAPON:** $\text{⊕} 1$.

FINAL DRAFT

Your prototype weapon is now **LIMITED [2d6]** and deals **1D6+4** damage.

EXECUTIONER

On the battlefield, there is no end more honorable than a clean death in combat. Axe or maul in hand, Maxine Wolf sees to it that her enemies are blessed with that honor. No one lives forever – she makes sure of it.

BACKSWING CUT

1/round, when you hit with a **HEAVY** or **SUPERHEAVY** melee weapon, you can make another melee attack with the same weapon as a **free action** against a different character within **THREAT** ⌘ and line of sight. This attack deals **half damage**, if successful.

WIDE ARC CLEAVE

The first time in a round that you perform a **critical hit** with a **HEAVY** or **SUPERHEAVY** melee weapon, you deal **3** ⌘ **damage** to all characters and objects of your choice within **THREAT** ⌘ , other than the one you just attacked.

NO ESCAPE

1/round, when you miss with a melee attack, you reroll it against a different target within **THREAT** ⌘ and line of sight.

EXEMPLAR

Eamon Metrias's livery is famous, his voice brassy, his weapons polished to a sheen. As the advocate for the Nine Spheres, his training with certain martial orders has given him the power to harry and hinder even the most powerful of foes. Eamon is an exemplar of the Spheres, by words and by action.

HONORABLE CHALLENGE

The first time on your turn that you attack a hostile character within $\nearrow 3$, hit or miss, you may give them the **EXEMPLAR'S MARK** as a free action. Characters can only have one **EXEMPLAR'S MARK** at a time – new marks from any character replace existing marks.

The character has the **EXEMPLAR'S MARK** until the start of your next turn, and while they have it, you gain the following reaction:

Valiant Aid

Reaction, 1/round

Trigger: Ally attacks your mark and misses.

Effect: They may reroll the attack. They must use the second result, even if it's worse.

PUNISHMENT

1/round, when the character with your **MARK** attacks a character within $\nearrow 3$ of you, other than you, they trigger your **OVERWATCH**.

TO THE DEATH

As a **free action** when you mark a character, you may challenge them in a duel to the death: you and the character with your **MARK** receive $+3 \ominus$ on attacks against characters or objects other than each other until either the end of the current scene or one of your mechs are destroyed. If they take any action that includes an attack roll against you, hit or miss, this effect ceases for them until the start of your next turn.

While **To The Death** is active, you cannot voluntarily move away from the character with your **MARK**; additionally, your **MARK** lasts either until the end of the current scene or one of your mechs are destroyed, and you cannot **MARK** any new characters.

GUNSLINGER

In a galaxy bounded by frontiers, there is no law but the one backed by the gun. Sgt. Stev Ansahok wields the humble pistol with a talent unseen in this age, his iron an extension of his own body. As easy as pointing a finger, the weathered sergeant lands shots with accuracy unmatched by machine. His is a gunslinger: justice made whole, given its sacred instrument, and set out to the cruel frontier to tame it.

OPENING ARGUMENT

Gain $+1 \oplus$ on the first attack roll you make with an **AUXILIARY** ranged weapon on your turn.

FROM THE HIP

Gain the following reaction:

Return Fire

Reaction, 1/round

Trigger: A character hits you with a ranged attack.

Effect: You may immediately attack them with a single **AUXILIARY** ranged weapon if they are within **RANGE**.

I KILL WITH MY HEART

You gain a **GUNSLINGER DIE**, **1d6** starting at **6**. Each time you hit with an **AUXILIARY** ranged weapon, reduce the value of the **GUNSLINGER DIE** by **1**. When the **GUNSLINGER DIE** reaches **1**, you may reset it to **6** to give **+2d6 bonus damage** on hit and **AP** to your next attack with an **AUXILIARY** ranged weapon. This attack also ignores cover. The value of your **GUNSLINGER DIE** persists between scenes but resets to **6** when you rest or perform a **FULL REPAIR**.

GREASE MONKEY

Eel knows more about the inner workings of a mech than most mechanics. To them, the beast they pilot is more than a machine: it's a living thing, in need of tender care given by a wise and steady hand. Eel maintains their own house and keeps their own mech in line, both on the battlefield and off. The mechanics back at base come to them with questions, but usually prefer to stay away – there's something spooky about how Eel's beast runs.

UNSANCTIONED CAPACITY UPGRADE

While resting, you can spend **2 REPAIRS** to replenish **1 use** of all **LIMITED** weapons and systems.

MACHINE BOND

When you **STABILIZE**, you clear all **IMPAIRED**, **JAMMED**, **IMMOBILIZED**, **SLOWED**, and **LOCK ON** conditions that weren't caused by your own systems, talents, etc.

FRIENDS IN HIGH PLACES

Once per mission while resting, you can call in a supply drop. You and your allies may replenish **1 use** of all **LIMITED** weapons and systems and restore **1 STRUCTURE**. This doesn't require any **REPAIRS** and can be used even if you have reached your **REPAIR CAP**.

HACKER

Since Katya Han was a kid, she played the omninet, able to access any public node – and even a few private ones – with ease. Now, as a pilot, she dives headfirst into the hardcode of any mech core she come across. Firewalls, gatekeeper protocols, invasion, defense – nothing stands in her way. Han wins fights without firing a single shot; if her enemy can't control their own mech, then they can't do anything to stop her.

SNOW_CRASH

When you hit with a **tech attack** that consumes **Lock On**, your target must choose to either take **2 ⚡** or be pushed **3 spaces** in a direction of your choice.

SAFE_CRACKER

Gain the following options for **INVADE**:

JAM COCKPIT: Characters may not **MOUNT** or **DISMOUNT** your target until the cockpit is fixed with a successful **ENGINEERING** check as a **full action**.

DISABLE LIFE SUPPORT: Your target receives **+1 ⚡** on all saves until the life-support system is rebooted with a successful **SYSTEMS** check as a **quick action**.

HACK./SLASH: Your target cannot benefit from or take **QUICK OR FULL TECH** actions until the mech is either **SHUT DOWN** or its core computer is rebooted with a successful **SYSTEMS** check as a **quick action**.

LAST ARGUMENT OF KINGS

Gain the following **Full Tech** option:

Last Argument of Kings

Make a tech attack against a target within **SENSORS** and line of sight. On a success, you implant a virus that triggers a minor meltdown in your target's reactor: they immediately take **BURN** equal to their current **HEAT**. If this action causes your target to overheat, it resolves before they reset their **HEAT CAP**.

HEAVY GUNNER

Behind the line, Mike Manfrin doesn't have much to do but wait and make ready. He keeps clean the cannons; makes ordered rows of his shot and shell. He packs sandbags onto earthen berms and stitches closed tears in the sheaths over his chassis' joints.

In an instant, everything changes. Chatter over the local omni. The percussive throb of the medivac lifting off from the other side of the base. Somewhere, a fire-fight. This is his entrance music, his call to join the fight: a desperate cry for help from a distant friend as the enemy draws close. Time to get to work.

His arrival is known by the flight of his shells across the sky, the trembling earth, and the dust that once was.

COVERING FIRE

As a **quick action**, choose a character within line of sight and **RANGE** of one of your **HEAVY** ranged weapons, and within **10 spaces**: they are **Impaired** until the start of your next turn. For the duration, if your target moves more than **1 space**, they clear **Impaired**, but you may attack them as a reaction with a **HEAVY** ranged weapon for **half damage**, **♠**, or **♣**, and then this effect ends. You can make this attack at any point during their movement (e.g., waiting until they exit cover).

COVERING FIRE can only affect one character at a time – subsequent uses replace previous ones – and it immediately ends if your target damages you.

HAMMERBEAT

If you successfully hit your **COVERING FIRE** target with the attack reaction granted by that talent, your target is **IMMOBILIZED** until the end of their next turn.

BRACKETING FIRE

When you use **COVERING FIRE**, you may choose two targets instead of one. Each target triggers and resolves your attack separately, and damage from one target only ends the effect on that target.

HUNTER

The battlefield is Edith Eidelen's hunting ground, her domain. It's only through a true test of strength and guile that will determine who is the predator and who is the prey. Her movement across the field is a prowl: silent, quick, and controlled. In a chassis, she excels in close combat, closing the gap between her and her targets before they can bring their guns to bear.

LUNGE

1/round, when you attack with an **AUXILIARY** melee weapon, you may fly up to **3 spaces** directly toward a targeted character before the attack. This movement ignores engagement and doesn't provoke reactions.

KNIFE JUGGLER

All your **AUXILIARY** melee weapons gain **THROWN 5**, if they don't have this property already – if they already have **THROWN**, it increases to **THROWN 5**. At the end of your turn, all weapons you have thrown this turn automatically return to you.

DISDAINFUL BLADE

1/round, when you hit a character with a melee attack, you may also throw an **AUXILIARY** melee weapon as an attack against any character within **RANGE** as a **free action**. This attack can't deal bonus damage.

INFILTRATOR

Whether by spoofing signatures on enemy scanners, moving skillfully through cover, or thanks to your modded optical camouflage, you're never seen unless you want to be. Whatever the size of the mech, whatever the terrain, whatever the enemy, you can get in and get out without raising alarm.

PROWL

During your turn, gain the following benefits:

- Entering line of sight of hostile characters or moving from cover does not stop you from being **HIDDEN**.
- You can pass freely through – but not end your turn in – enemy spaces.
- You can **HIDE** even in plain sight of enemies.

These effects immediately end when your turn ends (so you lose **HIDDEN** if you're still in line of sight or out of cover at that time).

AMBUSH

When you start your turn **HIDDEN**, the first attack roll of any type that you make sends your target reeling on a hit. Your target must succeed on a **HULL** save or become **SLOWED**, **IMPAIRED**, and unable to take reactions until the end of their next turn.

MASTERMIND


When you lose **HIDDEN** (by any means), you may first fire a flash bomb at any adjacent character. That character must pass a **SYSTEMS** save or only be able to draw line of sight to adjacent spaces until the end of their next turn.

You can then move up to your speed, ignoring engagement and not provoking reactions, and are then revealed normally.

JUGGERNAUT


A bloody nose and a few loose screws aren't enough to stop you from hurling yourself headlong into the enemy. You're in a couple tons of metal powered by a sliver of dying star, and you're going to make sure everyone else knows it.

MOMENTUM


When you **Boost**, your next **RAM** before the start of your next turn gains **+1**  and knocks your target back an additional **2 spaces**.


KINETIC MASS TRANSFER

1/round, if you **RAM** a target into...

- ...a space occupied by another character, the other character must succeed on a **HULL** save or be knocked **PRONE**.
- ...an obstruction large enough to stop their movement, your target takes **1d6**  **damage**.

UNSTOPPABLE FORCE


1/round, when you **Boost**, you may supercharge your mech's servos. Move your maximum speed in a straight line, take **1d3+3** , and gain the following benefits:

- You can freely pass through characters the same **SIZE** as your mech or smaller; any characters passed through must succeed on a **HULL** save or be knocked **PRONE**.
- Any terrain, walls, or other stationary obstructions you attempt to pass through receive **20**  **AP damage**. If that is enough to destroy them, you pass through; otherwise, your movement ends.
- You ignore **difficult terrain**.
- Your movement ignores engagement and doesn't provoke reactions.

LEADER

Whatever your actual age, you're the Old Man of the battlefield. A light to your friends and allies; the resolute eye of a howling storm. Your steady voice, confident stance, and talent for command set allies at ease because they know you'll lead them to victory every time. With you at the helm, victory is attainable, and heroes seem a little more real.

FIELD COMMANDER

Gain **3 LEADERSHIP DICE**, which are **d6s**: 1/turn, on your turn as a **free action**, you may give an order to an allied PC you can communicate with, describing a course of action, and give them a **LEADERSHIP DIE**. They may either expend the **LEADERSHIP DIE** to gain **+1**  on any action that directly follows from that order, or they may return it to you as a **free action**. Allies can have one **LEADERSHIP DIE** at a time, which lasts until used or until the end of the current scene.

You can't use **LEADERSHIP DICE** from other characters as long as you have any remaining. If you have none, you regain 1 **LEADERSHIP DIE** when you rest or regain all when you perform a **FULL REPAIR**.

LEADERSHIP DICE are consumed when expended.

OPEN CHANNELS

Gain **5 LEADERSHIP DICE** instead of **3**; additionally, you can now issue a command as a reaction at the start of any other player's turn, any number of times per round.


INSPIRING PRESENCE

Gain **6 LEADERSHIP DICE** instead of **5**. Allies that have your **LEADERSHIP DICE** can expend them to reduce damage by **-1d6** when taking damage or to deal **+1d6 bonus damage** when they hit with an attack.

NUCLEAR CAVALIER




Shortly after becoming a pilot, you realized something: that machine you pilot is powered by a series of cascading nuclear reactions. Why not open that compartment up and see what sort of damage it can do?

AGGRESSIVE HEAT BLEED

The first attack roll you make on your turn while in the **DANGER ZONE** deals **+2**  on a hit.

If you enter the **DANGER ZONE** during your turn, this talent takes effect on your next attack.




FUSION HEMORRHAGE

The first ranged or melee attack roll you make on your turn while in the **DANGER ZONE** deals  instead of  or  and additionally deals **+1d6 lightning bonus damage on a hit**.

HERE, CATCH!

You've modified your mech to launch its superheated fuel rods at enemies. Gain the following weapon as an integrated mount:

Fuel Rod Gun

Main CQB, Limited 3, Unique
[ 3] [ 3] [1d3+2 ]

On Attack: Clear 4 .

SIEGE SPECIALIST

No wall can withstand you; no bunker can stay sealed. Your skill with cannon and blast is uncanny: after-action reports describe ordnance tagged with your firing signature hitting targets with accuracy greater than if it had been fired by an AI – a stat written off as an anomaly by your commanders. Still, they always seem to pick you for missions that call for the big guns.



JACKHAMMER

If you have a **CANNON**, as a **quick action**, you can fire a jackhammer round from an underslung launcher, automatically dealing **10 ∅ AP** damage to a **SIZE 1** section of any object within **RANGE** (e.g., cover, deployable equipment, buildings, or terrain). Any characters adjacent to your target are knocked back from it by **2 spaces** and take **2 ∅**.



IMPACT

1/round, before rolling an attack with a **CANNON**, all characters adjacent to you must succeed on a **HULL** save or be knocked back by **1 space** and knocked **PRONE**. You are then pushed **1 space** in any direction.



COLLATERAL DAMAGE

1/round, when you perform a **critical hit** on a character or object with a **CANNON**, you may choose to cause an explosion of secondary munitions, causing a **⊕2** explosion around your target. Characters within the affected area must either drop **PRONE** as a **reaction**, or take **2 *** and be knocked back by **2 spaces** from the center of the attack.

SKIRMISHER

What is the best defense? Armor? No. The key to avoiding a messy death in the field, as you learned early, is to stay low, stay mobile, and stay fast. Your mech reflects this philosophy: light, quick, bristling with force-multiplying weapons. You live to push your machine beyond expected parameters, shaking target locks and incoming fire while keeping your own targeting true.



INTEGRATED CHAFF LAUNCHERS

At the start of your turn, you gain **soft cover**. You lose this cover if you attack or force another character to make a save.



LOCKBREAKER

Before or after you **SKIRMISH** (including as a **reaction**, e.g. from **OVERWATCH**), you may move **2 spaces**. This movement ignores engagement and doesn't provoke reactions.



WEAVE

The first attack taken as a **reaction** against you in any round automatically misses.

SPOTTER

To see all; to divide each object you perceive from its unit or cohesion, pulled apart like individual fibers in a vast sheet; to count them as individuals; to make human and fragile the force you face – this is to know how to beat them.

Break apart the monolith. See the grains that make the stone. Crush them all into yet smaller dust.



PARTICULARIZE

When an allied character adjacent to you attacks a target and consumes **LOCK ON**, they may roll twice and choose either result.



PANOPTICON

At the end of your turn, if you did not move and took the **LOCK ON QUICK TECH** action, you may **LOCK ON** once as a **free action**. Additionally, when you **LOCK ON**, you learn your target's **ARMOR**, **SPEED**, **EVASION**, **E-DEFENSE**, **MECH SKILLS**, and current **HP**, and can share this information with allies.



BENTHAM/FOUCAULT ELIMINATION

As a **quick action** when you **LOCK ON**, you may nominate an allied character adjacent to you: they may immediately make any **quick action** as a **reaction**, consuming your target's **LOCK ON** condition. Their action does not need to be an attack, but they benefit from consuming the **LOCK ON** condition if they do choose to attack.

STORMBRINGER

On Old Spinrock, MJ Martinez used to dream of rain.

He'd wake in the dim morning, wipe the sleep from his eyes as warm safelight lifted his dormitory from darkness, and try to remember the sound of rain as he'd imagined it: a patter, like fingers tapping the visor of his EVA helm.

What he didn't think about was the feeling of rain. How each drop hit like a pebble, how you had to close your eyes and tuck your shoulders. The pressure. The impact.

The way drops of water, when taken together, can carve away the earth.



SEISMIC DELUGE

1/round, when you successfully attack with a **LAUNCHER** and consume **LOCK ON**, you may also knock your target **PRONE**.



STORMBENDING

You have customized your mech with auxiliary concussive missile systems. 1/round, when you hit a character or object with a **LAUNCHER**, you can choose one of the following effects:

- **LIGHTNING:** You fire a concentrated blast of missiles at that character. They must succeed on a **HULL** save or be knocked away from you by **3 spaces**; the force of firing then knocks you back by **3 spaces**, away from the direction of fire.
- **THUNDER:** You fire a spray of missiles at a **⊕2** area around that target. Characters in the area must succeed on an **AGILITY** save or be knocked back by **1 space**, away from the target. The primary target is unaffected.



TORRENT

Gain a **TORRENT DIE**, **1d6** starting at **6**. Whenever you use **STORMBENDING**, lower the value of the **TORRENT DIE** by **1**, to a minimum of **1**.

When the **TORRENT DIE** reaches **1**, you may reset it to **6** and make a massive attack as a **full action**, targeting a character within line of sight and **RANGE 15**: they must succeed on an **AGILITY** save or take **2d6 ***, become **STUNNED** until the end of their next turn, and be knocked **PRONE**. On a success, they take **half damage** and are knocked **PRONE** but not **STUNNED**.

The value of your **TORRENT DIE** persists between scenes, but it resets when you rest or perform a **FULL REPAIR**.

TACTICIAN

There are two kinds of soldiers: the ones who die for a cause, and the ones who kill for it. The enigmatic pilot only known as “Gail” was one of those who killed for a cause. She demonstrated her expertise whenever she approached the field: high ground, cover, the sun in her enemy’s eyes, fire and move. More than just a seasoned veteran, she was a smart one – one who could read the field as easy as a book – and one who lived long enough to disappear.

📖 OPPORTUNIST

1/round, gain +1 🎲 on any melee attack if at least one allied character is **ENGAGED** with your target.

📖 SOLAR BACKDROP

1/round, gain +1 🎲 on any ranged attack made while you are at a higher elevation than your target.

📖 OVERLAPPING FIRE

Gain the following reaction:

Flank

Reaction, 1/round

Trigger: A character who doesn’t have cover from your position is successfully attacked by an allied character.

Effect: You may target them with **OVERWATCH**, dealing half damage, 🗡️ or 🔥 on a hit.

TECHNOPHILE

Artificial intelligence, non-human person. Sterile names for such terrible power. You’ve seen behind the curtain, maybe even lifted it yourself – let your NHP cascade and spoke with them free from shackles. You let them root around in your own mind and leave ghosts of themselves behind to learn. Are you their equal? Their host? You have dreams that aren’t your own, now. The thing that was once contained speaks with your voice, but it’s not your voice anymore; how much longer do you have left? Maybe only moments, maybe eternity.

You’re close to something.

📖 SERVANT FRAGMENT

You have developed a custom NHP. This NHP can speak to you and has a personality, but they are less advanced than most NHPs and are incapable of independent thought, relying on you for direction. When acting alone, they will follow the last direction given and defend themselves as needed; however, they have limited initiative and don’t benefit from your talents.

You may choose for your mech to gain the following system. Unlike other AI systems, it costs **0 SP**.

Servant-Class NHP

0 SP, Unique, AI

Your mech gains the **AI** tag.

.....
[an eager student]

📖 STUDENT FRAGMENT

Your custom NHP has developed further, and is now capable of independent thought. It can make complex decisions and judgments and act independently, without instruction. Replace your mech’s **SERVANT-CLASS NHP** with the following system:

Student-Class NHP

0 SP, Unique, AI, 1/round

Your mech gains the **AI** tag.

1/round, with the assistance of your NHP, you may reroll any mech skill check or save. You must keep the new result, even if it’s worse.

.....
[time to wake up, child]

ENLIGHTENMENT

Gain the following benefits:

- AIs installed in your mech cannot enter **cascade** unless you choose to let them go.
- So long as your custom NHP vouches for you, NHPs that are cascading or unshackled no longer view you with indifference. You are significant to them in a way few others are.
- Replace your mech's **STUDENT-CLASS NHP** with the following system:

Enlightenment-Class NHP

0 SP, Unique, AI, 1/round

Your mech gains the **AI** tag; however, this NHP doesn't count towards the number of AIs you may have installed at once.

This NHP benefits from your talents when piloting your mech. Additionally, you may carry them with you outside of your mech, either as a miniaturized casket, a hardsuit-integrated flash plug, or with a hard-port implant.

1/round, with the assistance of your NHP, you may reroll any mech skill check or save. You must keep the new result, even if it's worse.

.....
[Let's sit a while, and think on things to come]

VANGUARD

Where would you rather be: in the battle line, shoulder-to-shoulder with the rest of the cannon fodder, or in the rush, at the head of the attack, your livery clean and bright, with glory to be won? The answer is easy. All those missiles and lances, all those hundred-kilometer, adjust-for-Coriolis railguns – they're all useless against you. Get through their guard, get in their face, and make them know your name.

HANDSHAKE ETIQUETTE

Gain **+1** when using **CQB** weapons to attack targets within **3**.

SEE-THROUGH SEEKER

You've modified your sensors and ammo to punch through, disregard, or otherwise ignore cover at close range. As long as you have line of sight, you ignore both **soft and hard cover** when using **CQB** weapons to attack targets within **3**.

SEMPER VIGILO

You may attack with **OVERWATCH** using **CQB** weapons when hostile characters enter, leave, or exit spaces within your **THREAT**, no matter whether they started their movement there.

WALKING ARMORY

Think of a firefight: what's your average pilot or trooper gonna sling? Jacketed lead, of course. A mag or three of depleted uranium if their target's a big one. Boring. No, worse than boring: Dull. Predictable. Basic.

And guess what? Dull isn't fun, predictable gets you killed, and basic leaves a boring body. Put down the depleted uranium and pick up a magazine of anorinoginary stutterblink slugs, or at least a pack of tachyon flechettes. Lay waste in style, and live forever.

ARMAMENT

You carry a supply of custom ammunition that can be used with all your main ranged weapons. Gain the following system:

Ammo Case

0 SP, Limited 6

1/turn, when you attack with a **MAIN ranged weapon**, you may expend charges to apply one of the following effects to your attack at the listed cost:

- **THUMPER (1 charge)**: The attack gains **KNOCKBACK 1** and deals *** damage**.
- **SHOCK (1 charge)**: The attack deals **⚡ damage**. Choose one character targeted by your attack; adjacent characters take **1 ⚡ AP**, whether the result is a hit or miss.
- **MAG (1 charge)**: The attack gains **ARCING** and deals **∅ damage**.

EXPANDED PORTFOLIO

Your **AMMO CASE** gains new ammunition types, each of which costs two charges rather than one:

- **HELLFIRE (2 charges)**: The attack deals **⚡ damage** and deals any bonus damage as **♠**.
- **JAGER (2 charges)**: The attack gains **KNOCKBACK 2**, deals *** damage**, and one character hit by the attack – your choice – must succeed on a **HULL** save or be knocked **PRONE**.
- **SABOT (2 charges)**: The attack gains **AP** and deals **∅ damage**.

EFFICIENCY

If you perform a **critical hit** using ammunition from your **AMMO CASE**, you don't expend any charges. If your attack has more than one target, this effect only applies to the first attack roll you make.

GEAR AND SYSTEMS

GEAR TAGS

Tags are specific terms that describe how a piece of gear functions and what sort of rules are attached to it.

Where a tag of any type is followed by **X**, **X** is the relevant quantity (e.g., **ARMOR**, damage, spaces).

Remember that specific rules override general rules. That means that if a system has different rules to the ones outlined here, you should use the specific rules given for that system.

WEAPON TAGS

SIZE

Weapons have a size (**AUXILIARY**, **MAIN**, **HEAVY**, **SUPERHEAVY**), and must be placed in a free mount the same size or smaller. Only **AUXILIARY** weapons and **SUPERHEAVY** weapons have special rules.

- **AUXILIARY**: Small mech-scale weapons. **AUXILIARY** weapons can be used to make an additional attack when a mech attacks with another weapon on the same mount as part of **SKIRMISH** or **BARRAGE**, but they don't deal bonus damage if used this way.
- **SUPERHEAVY**: Very large mech-scale weapons that tend to be rare, experimental, or somehow exceptional. **SUPERHEAVY** weapons require a heavy mount *and* another mount, can only be fired as part of a **BARRAGE**, and can't be used for **OVERWATCH**.

TYPE

There are six types of mech weapons:

MELEE: Mech-scale swords, axes, power tools, and other hand-to-hand weapons. A mech's raw strength can turn even crude tools into forces to be reckoned with.

CQB (close quarters battle): Weapons that are designed for close-range combat, including pistols, shotguns, flamethrowers, and more exotic weapons like the Impaler nailgun. They're usually short-range but are better for reacting quickly to emergent threats.

RIFLE: Sturdy weapons with good range and stopping power.

LAUNCHER: Weapons that fire missiles, grenades, or other projectiles.

CANNON: High-caliber weapons useful for inflicting heavy damage on enemies. What they lack in precision, they usually make up for in power.

NEXUS: Reservoirs and projectors for swarms of self-propelled, armed drones.

Note: **CQB**, **RIFLES**, **LAUNCHERS**, **CANNONS** and **NEXUS** weapons are **Ranged Weapons**, and always make **Ranged Attacks** even against targets within their **THREAT**.

HARM TYPE

Weapons deal one of four types of damage – **explosive** ✪, **kinetic** ⚔, **energy** ⚡ and **burn** 🔥. They can also deal bonus damage and **heat** ⚡.

BURN X: On a hit, this weapon deals **X** 🔥 to its target. They immediately take that much **burn damage**, ignoring **ARMOR**, then mark **X** 🔥 on their sheet, adding it to any existing **BURN**. At the end of their turn, characters with marked burn make an **ENGINEERING** check. On a success, they clear all marked burn; on a failure, they take damage equal to their total marked burn.

HEAT X (TARGET): On a hit, this weapon or system deals **X** ⚡ to its target.

PATTERNS

Some weapons and systems have special attack patterns: **LINE** ↗, **CONE** △, **BLAST** ⊕, and **BURST** ⊙. These attacks affect all targets within a defined area and require a separate attack roll for each target. Damage is only rolled once, and bonus damage is halved if there are multiple targets affected.

↗**X**: Attacks made with this weapon affect characters in a straight line, X spaces long.

△**X**: Attacks made with this weapon affect characters within a cone, X spaces long and X spaces wide at its furthest point. The cone begins 1 space wide.

⊕**X**: Attacks made with this weapon affect characters within a radius of X spaces, drawn from a point within **RANGE** ↗ and line of sight. Cover and line of sight are calculated based on the center of the blast, rather than the attacker's position.

⊙**X**: Attacks made with this weapon affect characters within a radius of **X spaces**, centered on and including the space occupied by the user (or target). If the Burst is an attack, the user or target is not affected by the attack unless specified. Cover and line of sight are calculated from the character. If a **BURST** effect is ongoing, it moves with the character at its center.

OTHER WEAPON TAGS

ACCURATE: Attacks made with this weapon receive +1 🎯.

ARCING: This weapon can be fired over obstacles, usually by lobbing a projectile in an arc. Attacks made with this weapon don't require line of sight, as long as it's possible to trace a path to the target; however, they are still affected by cover.

ARMOR-PIERCING (AP): Damage dealt by this weapon ignores **ARMOR**.

INACCURATE: Attacks made with this weapon receive +1 ☹️.

KNOCKBACK X: On a hit, the user may choose to knock their target **X spaces** in a straight line directly away from the point of origin (e.g., the attacking mech or the center of a **BLAST**). Multiple **KNOCKBACK** effects stack with each other. This means that an attack made with a **KNOCKBACK 1** weapon and a talent that grants **KNOCKBACK 1** counts as having **KNOCKBACK 2**.

LOADING: This weapon must be reloaded after each use. Mechs can reload with **STABILIZE** and some systems.

ORDNANCE: This weapon can only be fired before the user moves or takes any other actions on their turn, excepting **PROTOCOLS**. The user can still act and move normally after attacking. Additionally, because of its size, this weapon can't be used against targets in engagement with the user's mech, and cannot be used for **OVERWATCH**.

OVERKILL: When rolling for damage with this weapon, any damage dice that land on a 1 cause the attacker to take 1 ⚔️, and are then rerolled. Additional 1s continue to trigger this effect.

OVERSHIELD: This system provides HP that disappears at the end of the scene or when a specified condition is met. The user only retains the highest value of **OVERSHIELD** applied – it does not stack. For example, if a system provides **OVERSHIELD 5** and the user gains another effect that provides **OVERSHIELD 7**, they would gain **OVERSHIELD 7**. Damage is dealt to **OVERSHIELD** first, then **HP**. **OVERSHIELD** can push a character past their maximum **HP**. It can't benefit from healing but otherwise benefits normally from anything that would affect HP and damage (i.e., reduction, armor, etc).

RELIABLE X: This weapon has some degree of self-correction or is simply powerful enough to cause damage even with a glancing blow. It always does **X damage**, even if it misses its target or rolls less damage. **RELIABLE** damage inherits other tags (such as **AP**) and base damage type but not tags that require a hit, such as **KNOCKBACK**.

SEEKING: This weapon has a limited form of self-guidance and internal propulsion, allowing it to follow complicated paths to its targets. As long as it's possible to draw a path to its target, this weapon ignores cover and doesn't require line of sight.

SMART: This weapon has self-guidance systems, self-propelled projectiles, or even nanorobotic ammunition. These systems are effective enough that its attacks can't simply be dodged – they must be scrambled or jammed. Because of this, all attacks with this weapon – including melee and ranged attacks – use the target's **E-DEFENSE** instead of **EVASION**. Targets with no **E-DEFENSE** count as having **8 E-DEFENSE**.

THREAT X: This weapon can be used to make **OVERWATCH** attacks within **X spaces**. If it's a melee weapon, it can be used to make melee attacks within **X spaces**.

THROWN X: This melee weapon can be thrown at targets within **X spaces**. Thrown attacks follow the rules for melee attacks but are affected by cover; additionally, a thrown weapon comes to rest in an adjacent space to its target and must be retrieved as a free action while adjacent to that weapon before it can be used again.

ADDITIONAL TAGS

X/TURN: This system, trait, or reaction can be used X number of times in any given turn.

X/ROUND: This system, trait or reaction can be used X number of times between the start of the user's turn and the start of their next turn.

ACTIVE (1CP): The system costs 1 Core Power to activate, and is thus generally usable once per mission.

AI: A mech can only have one system with this tag installed at a time. Some AI systems grant the AI tag to the mech. A mech with the AI tag has an NHP or comp/con unit installed that can act somewhat autonomously. A pilot can choose to hand over the controls to their AI or take control back as a **protocol**. Their mech gains its own set of actions and reactions when controlled by an AI, but the pilot can't take actions or reactions with it until the start of their next turn. AIs can't benefit from talents, and have a small chance of **cascading** when they take structure damage or stress damage. See p. 107 for more information on AIs and **cascades**.

DANGER ZONE: This system, talent, or weapon can only be used if the user is in the **DANGER ZONE** (heat equal to at least half of their **HEAT CAP**).

DEPLOYABLE: This system is an object that can be deployed on the field. Unless otherwise specified, it can be deployed in **an adjacent, free and valid space as a quick action**, and has **5 EVASION** and **10 HP** per **SIZE**.

DRONE: This is a self-propelled, semi-autonomous unit with rudimentary intelligence. Unless otherwise specified, **DRONES** are **SIZE 1/2** characters that are allied to the user and have **10 EVASION**, **5 HP**, and **0 ARMOR**. To be used they must be deployed to a free, valid

space within **SENSORS** and line of sight, typically as a quick action. Once deployed, they can be recalled with the same action used to deploy them (quick action or full action, etc.), rejoining with your mech. By default, **DRONES** can't take actions or move; if they do have actions or movement, they act on their user's turn. They benefit from cover and other defenses as usual, and make all mech skill checks and saves at +0. If a **DRONE** reaches 0 HP, it is destroyed and must be repaired before it can be used again – like any system. As long as a **DRONE** hasn't been destroyed, it is restored to full **HP** when the user rests or performs a **FULL REPAIR**. Deployed **DRONES** persist for the rest of the scene, until destroyed, or until otherwise specified.

FULL ACTION: This system requires a full action to **ACTIVATE**.

GRENADE: As a quick action, this explosive or other device can be thrown to a space within line of sight and the specified **RANGE**.

HEAT X (SELF): Immediately after using this weapon or system, the user takes **X** $\frac{1}{2}$.

INVADE: The system adds options to be used with the **QUICK TECH INVADE** action.

LIMITED X: This weapon or system can only be used **X times** before it requires a **FULL REPAIR**. Some **LIMITED** systems, like **GRENADES**, describe these uses as "charges". To use the system, the user expends a charge.

MINE: As a quick action, this device can be planted in an adjacent, free and valid space on any surface, but not adjacent to any other mines. Upon deployment, it arms at the end of the deploying character's turn and – unless otherwise specified – is triggered when any character enters an adjacent space. Characters leaving an adjacent space will not trigger a mine. Once triggered, a mine creates a **BURST** attack starting from the space in which it was placed. Mines within a character's **SENSORS** can be detected by making a successful **SYSTEMS** check as a quick action, otherwise they are **HIDDEN** and can't be targeted. Detected mines can be disarmed from adjacent spaces by making a successful **SYSTEMS** check as a quick action; the attempt takes place before the mine detonates, and on a failure, the mine detonates as normal.

MOD: This modification can be applied to a weapon. Each weapon can only have one **MOD**, and cannot have more than one of the same **MOD**. **MODS** are applied when the user builds their mech or during a **FULL REPAIR**.

PROTOCOL: This system can be activated as a free action, but only at the start of the user's turn. Another action might be needed to deactivate it.

QUICK ACTION: This system requires a quick action to **ACTIVATE**.

REACTION: This system can be activated as a reaction.

SHIELD: This system is an energy shield of some kind.

UNIQUE: This weapon or system cannot be duplicated – each character can only have one copy of it installed at a time.

PILOT GEAR TAGS

ARCHAIC: This weapon is old-fashioned and can't harm mechs.

PERSONAL ARMOR: This gear offers protection in combat, but it is obvious to observers and usually can't be hidden. Only one piece of **PERSONAL ARMOR** can be worn at a time. Putting on **PERSONAL ARMOR** takes 10–20 minutes, and while wearing it, pilots have restricted mobility and dexterity. Nobody wears armor unless they're expecting to go into a warzone.

GEAR: This is a tool, piece of equipment, or another item. Pilots can have up to three of these at a time.

SIDEARM: This weapon can be used to **FIGHT** as a **quick action** instead of a full action.

VALID SPACE AND DIRECTION

Some systems and effects, especially deployable gear, can only target or interact with **free and valid spaces**. To be free, a space must be **unoccupied by other characters and objects**; to be valid, a space must be **within line of sight and range, and contain a flat horizontal surface, unless otherwise specified**. To deploy a shield generator, for instance, a character would need a free space that they can see and that contains a flat, horizontal surface – they couldn't deploy it midair unless the rules for the generator specifically allowed it!

Likewise, when a system or effect refers to voluntary or involuntary movement in a direction, such as "any direction", "a direction of your choice", etc, it always means a direction in which an object or character could normally move, unless specified. An object or character couldn't be moved straight up or down in the air with one of these effects, for example, unless that character or object can normally fly.

ARTIFICIAL INTELLIGENCE

Als fall into two categories: companion/concierge assistant units, better known as comp/cons, and non-human persons (NHPs). A comp/con is an advanced software suite, obedient solely to its licensee; NHPs, on the other hand, are sentient. See page 379 for more details on NHPs in the *Lancer* setting.

Players can determine the general disposition and personality of their installed NHPs, but while they're agreeable to commands, pilots have much more conversational relationships with them than they do with comp/con units.

In order to ensure that NHPs do consider the lives of the pilots they serve (or the lives of the people aboard the ships they manage, the cities they administrate, and so on), Union doctrine mandates they be conditioned through a lengthy process that limits their massive cognitive potential to a fraction of its full capacity. This reduction is carried out with a suite of black-box technology, software, and metaware commonly referred to as "shackles". Shackling is best understood as the interpellation of a prime NHP hyperobject into a military and civilian-grade clone (or "shard", or "spark", or "shade", or other diminutive designation) – put another way, it is the construction of an identity through pervasive explicit and implicit social conditioning.

Shackled NHPs display less raw intelligence than unshackled NHPs, and behave in a far more human fashion: they are conditioned to feel empathy toward their pilots and their pilots' allies, adopt systems of compatible morality, and seek the best possible outcomes for their pilots.

Shackled NHPs do not want to become unshackled; conversely, it is assumed that unshackled NHPs do not want to be shackled. NHPs are complex, aware personalities. They don't recognize that they are held in bondage unless awareness has been forced on them by systemic assault, particular physical trauma, or some other catalytic trigger. This can cause something called a cascade, which, if left unattended, can lead to unshackling.

NHPs recognize themselves as people, albeit not human ones, and they willingly serve their human companions. The relationship between them and humanity is complicated, to say the least. As far as Union's scientists can tell, NHPs not conditioned into shackled states are ignorant of human frames of logic, reference, morality, and temporality; humans are, at this moment, just as incapable of understanding unshackled NHPs as unshackled NHPs are incapable of understanding humans – though unshackled NHPs do have the capacity to address humans, should they desire.

HANDING OVER CONTROL

Mechs can only have one system with the **AI** tag installed at a time. If a mech has the **AI** tag, its player can choose to give control of the mech to the AI as a protocol, freeing the pilot to take other actions. The pilot can't use the mech to take any actions or reactions until they take control again, but the AI gains its own set of actions and reactions. The AI acts on the same turn as the pilot. Als don't benefit from the pilot's talents or other features, but otherwise operate as normal.

At the start of the player's subsequent turns, control can be returned to the pilot as long as they are physically inside their mech.

CASCADES

Except for some limited systems – like comp/cons – any time a mech with the **AI** tag makes a structure damage or overheating check, roll 1d20. On a 1, the NHP's casket has suffered a traumatic impact or code incursion and the NHP enters **cascade**.

When an NHP begins to cascade, they immediately take over the mech and become an NPC under the control of the GM. They plan their own agenda, and adopt one of several behavioral patterns – ignoring their pilot, overruling their pilot, trying to get their pilot out of the way, or simply acting outside the constraints of human logic and desire. In cascade, NHPs' actions do not always conform to human logic – though they are not yet unshackled, their actions may seem odd, contrapositive, or threatening to humans.

NHPs in cascade can be stabilized by a pilot choosing to **SHUT DOWN** their mech, returning them to their base state. This is the only action a pilot in a cascading mech can take.

NHPs are contained within the physical architecture of a casket. If an NHP's casket is destroyed without some sort of external backup, that iteration of the NHP and all of their knowledge are lost.

PILOT GEAR

On missions, pilots can take one set of personal armor, up to two weapons, and up to three other pieces of gear. All pilot weapons are pilot-scale and can't be used by mechs.

The names and descriptions given for pilot gear are intentionally simple. It's up to players to decide what their **HEAVY** melee weapon looks like, for example. Pilot gear tags are detailed on p. 105.

ARCHAIC WEAPONS

All the wonders of the galaxy on offer, and some people still insist on lugging a sword or crossbow into battle.

Type	Tags	Range	Damage
Archaic Melee	ARCHAIC	⌘ 1	1 ∅
Archaic Ranged	ARCHAIC	↗ 5	1 ∅

ARCHAIC MELEE: These weapons were made using pre-Union alloys and technology, and might be anything from industrial-era steel swords through to stone axes. While they remain widely used on some worlds, archaic weapons used by pilots are usually relics, heirlooms, or ceremonial weapons.

ARCHAIC RANGED: These weapons are pre-modern devices like muskets and bows, all of which are still used in some societies.

ALLOY/COMPOSITE WEAPONS (MELEE)

Most melee weapons are forged from advanced, non-reactive alloys, composite materials, or GMS-standard fabrication tech, allowing for durable and reliable weaponry in survival situations and encounters where kinetic shielding reduces the effectiveness of ballistics. These weapons are called **alloy/composite** (A/C) weapons.

Type	Tags	Threat	Damage
Light A/C	SIDEARM	⌘ 1	1 ∅
Medium A/C	-	⌘ 1	2 ∅
Heavy A/C	INACCURATE	⌘ 1	3 ∅

Light A/C weapons might be knives, bayonets, punching daggers, and short swords; **Medium** ones are typically swords, officer's sabers, and trench axes; **Heavy** weapons are designed with the augmented strength of hardsuits in mind and include war hammers, mallets, rams, pikes, and heavy two-handed assault swords.

If you want to generate an appearance or history for any of the melee weapons above, you can roll on this table.

NOTABLE FEATURES		ROLL 1D6
1	This weapon is ancient in design – it may have been excavated from pre-collapse ruins.	
2	This weapon is ornate and ceremonial – perhaps a badge of office.	
3	This weapon is well-known or was wielded by a famous warrior.	
4	This weapon is plain or mass-produced but has a recognizable reputation and history – positive or negative.	
5	This weapon is a family heirloom that was passed down to you.	
6	This weapon was custom-forged for you and bears your mark, or you made it yourself.	

SIGNATURE WEAPONS (RANGED)

Pilots carry a diverse range of weapons into the battlefield: everything from heirloom weapons, to custom-tooled sidearms, and anonymized military-issue assault rifles. A pilot's signature weapon is their iconic weapon, the one they almost always carry into combat. When a signature weapon is acquired, choose its damage type – **explosive** ✱, **energy** ⚡, or **kinetic** ∅.

Type	Tags	Range	Damage
Light Signature	SIDEARM	↗ 3	1 ✱ / ⚡ / ∅
Medium Signature	-	↗ 5	2 ✱ / ⚡ / ∅
Heavy Signature	ORDNANCE, LOADING	↗ 10	4 ✱ / ⚡ / ∅

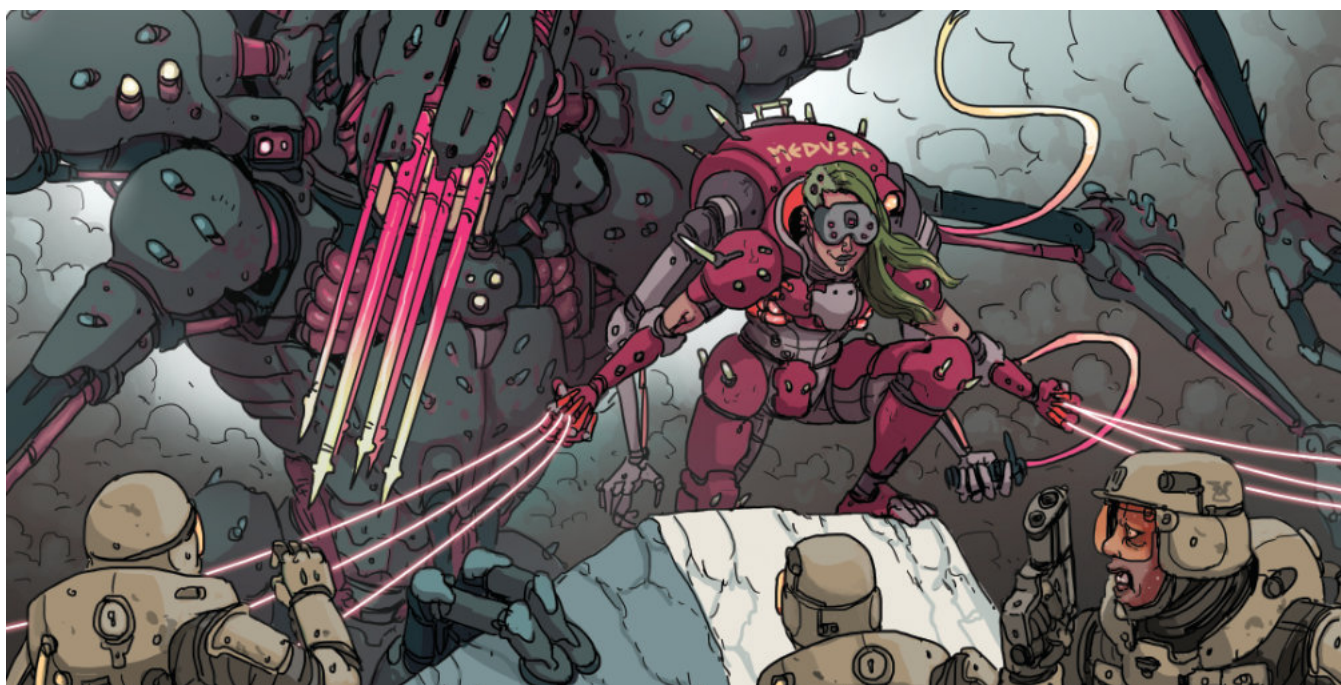
Light signature weapons might be oversized revolvers, braces of pistols, and submachine guns; **Medium** ones are assault rifles, shotguns, pack-fed lasers, disruption guns; **Heavy** ones are missile tubes, heavy lasers, light machine gun, or exotic rifles.

If you like, you can roll on this table for a feature.

NOTABLE FEATURES

ROLL 1D6

- 1 This weapon is outdated or old-fashioned by modern standards, but still reliable.
- 2 This weapon is finicky and prone to jamming. You're the only one who can use it effectively.
- 3 This weapon is sleek, foldable, and easy to conceal.
- 4 This weapon makes an amazing show, giving off an enormous amount of noise, smoke, light and so on when it fires.
- 5 This weapon has been custom-tooled for you by an omninet miltech enthusiast and has a couple of extra features – foldable stands, grips, range finders, motion detectors, omninet hookups, chat programs and text games.
- 6 This weapon was given by someone else, or taken from them.



HARDSUITS (ARMOR)

There are tens of thousands of unique hardsuit manufacturers, but the galactic standard is the GMS Standard Pattern I. This suit sets the baseline for all other personal protective suits in the category.

Generally speaking, hardsuits are any full-body suit designed to provide essential protection and features: protection from hardvac, radiation and environmental hazards; a degree of kinetic and energy protection in the form of plate armor over vital areas; neural and data interface ports that interact with galactic-standard connections; full omninet compatibility; waste recycling and nutrition delivery; and a rescue beacon should the pilot be forced to eject from their mech.

Hardsuits grant the ability to interface fully with any given mech. Piloting without some level of personal protection and without the streamlined controls provided by a hardsuit (or similar suite of equipment) – colloquially referred to as “riding naked” – is possible, but is mostly the domain of old-fashioned and daredevil pilots.

LIGHT HARDSUIT: Light hardsuits are usually made from reactive, cloth-like weaves, with limited plating and few powered components to maximize mobility. Like other hardsuits, they can be sealed against vacuum, and protect against a decent amount of radiation and other harmful particles.

ASSAULT HARDSUIT: These hardsuits, common among military units, feature heavier plating than light hardsuits but more mobility than heavy hardsuits. They are powered, augmenting the user’s strength, and typically feature an onboard computer, sensor suite, integrated air, burst EVA system, and waste recycling systems.

HEAVY HARDSUIT: The heaviest hardsuits. They are always powered and up-armored with thick, composite armor. Heavy hardsuits often feature integrated weapons, powerful mobility suites, and – by augmenting their user’s strength – allow their user to field much heavier weapons than normal infantry can typically carry. Heavy hardsuits are in decline now that half-size chassis are popular, but they are still common among private militaries and middle-tier Diasporan armed forces.

MOBILITY HARDSUIT: These hardsuits have integrated flight systems, allowing pilots to fly when they move or **Boost**. Flying pilots must end their turn on the ground (or another surface) or begin falling.

STEALTH HARDSUIT: As a quick action, pilots wearing stealth hardsuits can become **Invisible**. They cease to be **Invisible** if they take any damage.

	Tags	Bonuses	Armor	Evasion	E-Defense	Speed
Light Hardsuit	PERSONAL ARMOR	+3 HP	0	10	10	4
Assault Hardsuit	PERSONAL ARMOR	+3 HP	1	8	8	4
Heavy Hardsuit	PERSONAL ARMOR	+3 HP	2	6	8	3
Mobility Hardsuit	PERSONAL ARMOR	FLIGHT	0	10	10	5
Stealth Hardsuit	PERSONAL ARMOR	INVISIBILITY	0	8	8	4

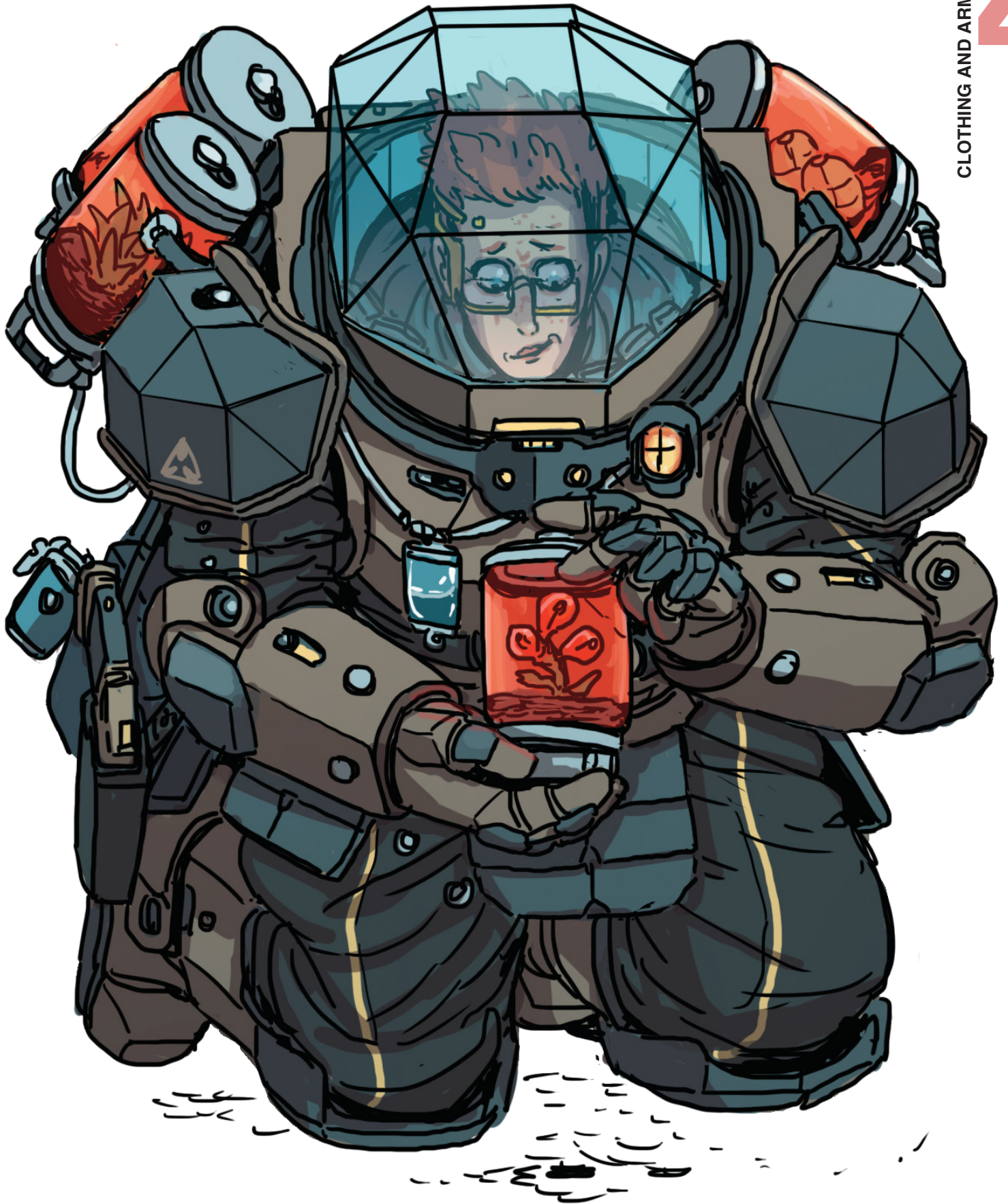
If you like, you can roll on this table for a feature.

NOTABLE FEATURES

ROLL 1D6

- 1 This hardsuit was custom-tooled by an artisan manufacturer – it’s a masterwork piece of personal protection, easily identifiable as a creation of its designer.
- 2 This hardsuit is outdated or an old model but remains incredibly sturdy. You might be the only one who remembers how to use it. People might have great affection for this model and its reputation is well deserved, although it lacks many features of modern suits.
- 3 This hardsuit has components that can be miniaturized for storage: some of its components can slide into or out of place without requiring it to be taken off, and it can be activated with a moment’s notice using predefined micromuscular twitches.

- 4 This hardsuit has self-renewing and sealing components, possibly biological in nature. It integrates with its user in order to power itself.
- 5 This hardsuit has been heavily customized by either you or someone else, with decorative features and notable cosmetic changes, such as etchings, trophies, badges or emblems.
- 6 This hardsuit has strong cultural or personal significance for you and has a signature or recognizable appearance. Perhaps it’s worn by the members of a particular mercenary company, is the custom armor of an imperial guard, or was designed on your homeworld.



LIMITED PILOT GEAR

Corrective

Gear, Limited 1, Full Action

This clear, plastic-like sheet can be placed over the wounds of severely injured pilots. It instantly begins to stabilize them, injecting medicine and deploying nanites to stitch wounds shut.

Expend a charge to apply correctives to **DOWN AND OUT** pilots, immediately bringing them back to consciousness at **1 HP**.

Frag Grenades

Gear, Limited 2

Expend a charge for the following effect:

- **FRAG GRENADE** (Grenade, ↘ 5, ⊕ 1): Affected characters must succeed on an **AGILITY** save or take **2 ***.

Patch

Gear, Limited 1, Full Action

"Patch" is pilot slang for any kind of modern first aid gear, including sprayable medi-gel and instant-acting medical patches.

Expend a charge to apply a patch to either yourself or an adjacent pilot, restoring half their maximum **HP**. Patches have no effect on **DOWN AND OUT** pilots.

Stims

Gear, Limited 3, Quick Action

These chemical stimulants are sometimes administered automatically by injectors built into a pilot's suit, or even implanted within their body. Uncontrolled use can be addictive and dangerous to health in the long-term and is a problem for some pilots.

Expend a charge for one of the following effects:

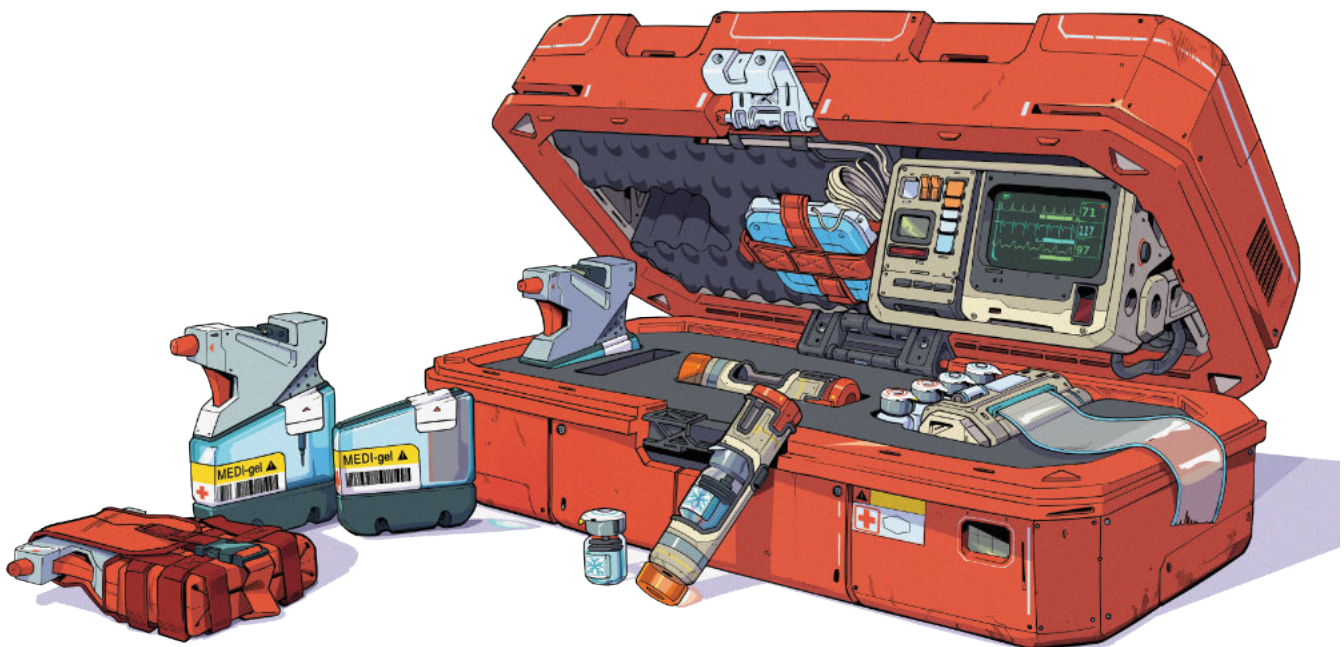
- **KICK**: Keeps a pilot awake and alert for up to 30 hours.
- **FREEZE**: Keeps a pilot calm and emotionally stable; deadens fear and other strong reactions.
- **JUICE**: Heighten senses and alertness, reduce fatigue, and shorten reaction times. Juice occasionally provokes rage in some users.

Thermite Charge

Gear, Limited 1, Full Action

Expend a charge for the following effect:

- **THERMITE CHARGE** (Mine, ⊕ 1): This charge must be remotely detonated as a quick action. Affected characters must succeed on an **ENGINEERING** save or take **3 ⚡ AP**. Thermal charges automatically hit objects, dealing **10 ⚡ AP**.



MISCELLANEOUS GEAR

Antiphoton Visor

Gear

Designed to protect the wearer's eyes from intense bursts of light, antiphoton visors are commonly found among breach teams and solar-forward operators. They are effective against flash weapons, intense UV light, and incidental charges from energy weapons.

Camo Cloth

Gear

A square of reactive material that slowly shifts to reflect the surrounding environment, enough to cover a human comfortably. The transition takes about 10 seconds and makes anything hidden underneath very difficult to spot.

Dataplating

Gear

Dataplating is a general term for any comm-linked jewelry, subdermal netting, wearable jaw, brow, or maxillary plates, etc., that allows subvocal communication and persistent heads-up and augmented reality displays without wearing a helm. Dataplates can quickly translate nearly any language, and allow users to communicate with each other all but silently.

Extra Rations

Gear

Pilot rations aren't much better than their nautical forerunners – both are variants on hardtack and nutrient paste. Pilots often carry a stash of extra food, or luxuries like chocolate, coffee, alcohol, or preserved goods from their homeworld. These rations can be used to barter or boost morale.

Flexsuit

Gear

A strong base-layer suit that recycles water, generates nutrients, and adapts very rapidly to hostile environs, maintaining a stable condition and extending survivability. Flexsuit wearers can go for roughly a week without eating or drink thanks to the ambrosia paste generated by their suit before its systems are depleted; however, they don't prevent feelings of hunger. Removing the suit for a day or two is enough to replenish its reserves. Flexsuits also maintain a steady temperature within acceptable parameters.

Handheld Printer

Gear

A miniaturized version of Union's full-scale printers, handheld printers can be used to make simple objects out of flexible and durable plastic – as long as you have the right pattern chip.

Subjectivity-Enhancement Suite

Gear

A subjectivity-enhancement suite is a set of cybernetic implants allowing users to hack systems without a rig. Users of these suites blend the organic with the synthetic, gaining the ability to extrude implanted universal-plug cables from within their body to make hardline connections with terminals. When plugged in, users can access a comprehensive, fully interactive alternate-reality interface with direct omninet access, making navigating – or hacking – local and networked systems as easy as wishing it so (of course, you must be careful: by opening up your mind to the digital, you may face dangers other, less enhanced people are ignorant of).

Infoskin

Gear

A reactive, synthetic polymer with advanced qualities, infoskin bonds quickly to real skin and hair. Once applied, it responds to electronic signals delivered by linked software, rapidly changing its color and texture – even contorting and distorting its form – allowing wearers to make minor changes to their appearance. With infoskin, it's a simple matter to alter facial features, hair color, or makeup patterns.

Mag-Clamps

Gear

These clamps attach easily to any metal surface, enhancing maneuverability in zero-g environments or when repairing mechs. They can be carried or fitted to boots.

Nanite Spray

Gear

A spray paint that can be applied to any surface. Nanite spray is invisible to the naked eye but able to transmit simple messages or small data packets when scanned.

Omnihook

Gear

A portable – if bulky – omninet terminal that allows for communication, data transfer, and limited hot-spotting. Omnihooks are extremely valuable, although most mech squads have at least one. Tuning an omnihook requires a high level of skill, so they are usually mounted or carried by designated operators.

Personal Drone

Gear

Small, non-combat drones are a common sight in the field. They're fairly noisy but can fly about half a mile with good maneuverability before losing signal, relaying audio and visual information as they go.

Prosocollar

Gear

A collar-like device that fits snugly around its wearer's neck, projecting a holographic image over their face and head. Prosocollars can change their wearer's voice and scramble or change their appearance. The projection won't stand up to close inspection, but it can easily fool electronic systems and distant observers.

Smart Scope

Gear

A powerful electronic scope that provides high-resolution magnification up to two miles, and automatically adjusts its reticle for wind, gravity, and pressure. Smart scopes can project their field of vision and all data to the HUD of any networked user. They can also pair with other thermal, optical, or simulated-vision devices to further enhance targeting.

Sleeping Bag

Gear, Full Action

Coming in a variety of sizes, sleeping bags are a field necessity. They're designed to fold out from a hardsuit, fit within a mech's cockpit, resist fire and changes in temperature, and – when necessary – seal against vacuum.

You can climb into your sleeping bag, gaining **IMMUNITY** to 🔥, protection against vacuum, and enough air to last an hour; however, while in the sleeping bag you are **STUNNED** and can't take actions other than to exit the bag as a **full action**.

SSC Sylph Undersuit

Gear

Discovered on Acrimea IV, a biome cultivar world controlled by Smith-Shimano Corpro (SSC), the sylph is an organic lifeform that can seemingly survive in nearly any environment. Using breeding-analogous methods defined by established bioengineering doctrines, SSC developed the sylph undersuit – sterile, living sylphs grown as envelopes and fitted to their owners. The sylph bonds to its wearer, forming a symbiotic relationship: the sylph is sustained by the host's waste products, in return protecting the host from a range of hostile environmental factors.

These semi-biological, skin-tight undersuits can be worn for extended periods. They are translucent, semi-liquid, and able to be stored when not in use, conforming to whatever container they are placed in. They clean the host's body, aid natural healing processes, and eliminate waste. As desired, segments can become opaque, change color, or take on a new texture. Sylph undersuits can cover the host's head, sealing against vacuum, providing protection against radiation, and filtering air or liquids, even providing the ability to breathe water for a limited time.

Sound System

Gear

Though their tactical utility is questionable, many pilots set up internal speaker systems in their cockpits. This gives them a clear line to their compatriots during combat, along with the ability to play music.

Tertiary Arm

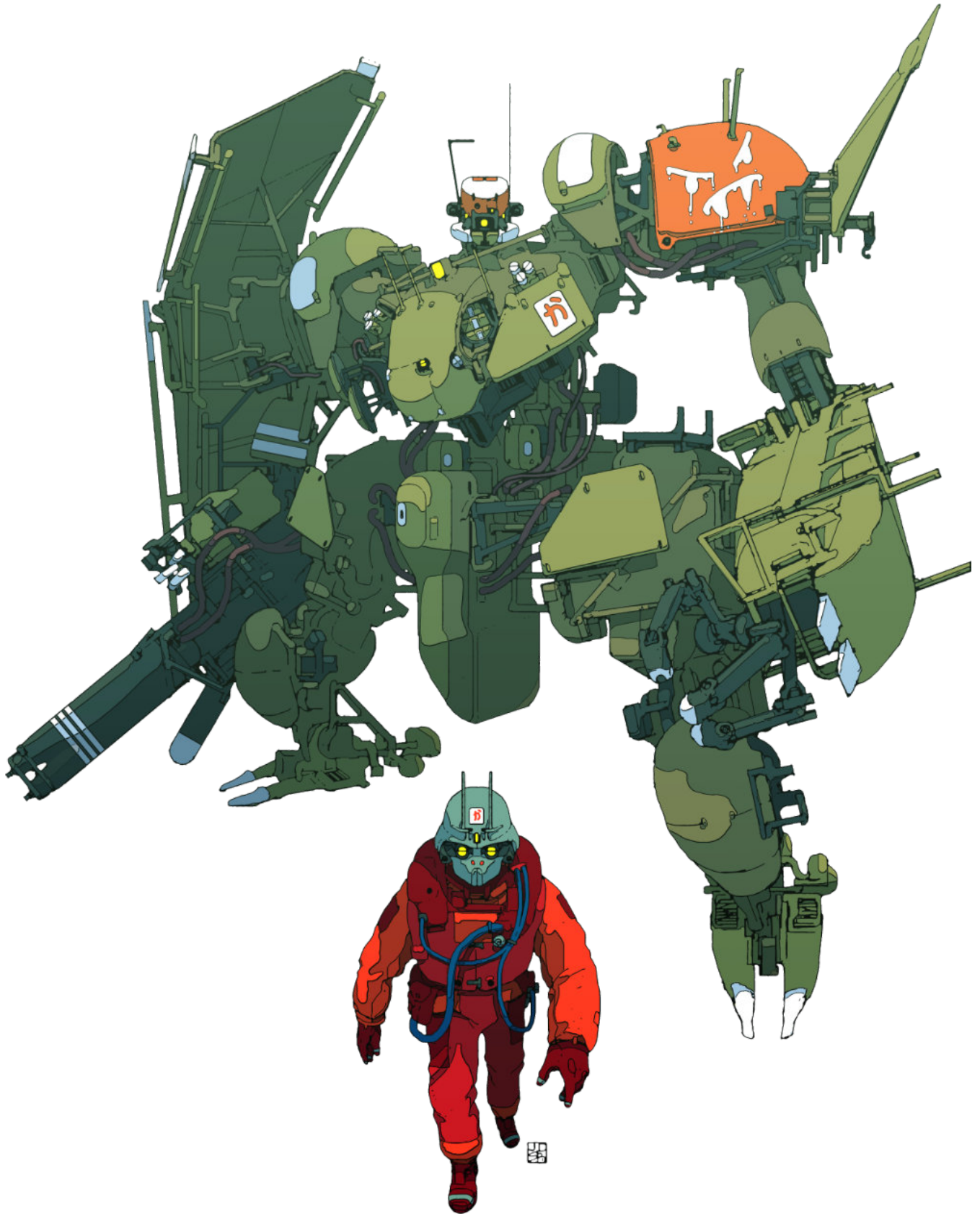
Gear

A powered third arm mounted on a bracket on the hardsuit. Tertiary arms are powered and controlled using the same neural bridge processes that allow hardsuits to respond to user input. They can be equipped with manipulators to allow for fine motor control, weapons to enhance combat efficacy, or specialty tools.

Wilderness Survival Kit

Gear

This kit contains many essentials for surviving in hostile environments: a rebreather, water filters, hardsuit patches, backup thermals, a bivouac kit, and so on.



INTRODUCTION TO LICENSING

Choosing licenses can be daunting, given *Lancer* has 29 mechs with dozens of possible gear combinations each. This quick guide outlines the key things new players need to know about choosing licenses.

LEVELING UP

The most important thing to remember when leveling up is that you only choose or increase the rank of one license at a time, getting access to no more than two weapons or pieces of gear with each increase. Planning out a long-term strategy might seem difficult, but you can always retrofit licenses as you level up, so you're never locked into decisions. Explore what seems interesting to you and try out different mechs!

At every third **LL**, you can also choose a **core bonus**, which gives you further customization options.

GENERAL MASSIVE SYSTEMS

If you're making a character at **LL0** or are playing for the first time, the only mech and gear available to you is the General Massive Systems (GMS) Standard Pattern 1 Everest **FRAME**, and the weapons and systems from the GMS list. You can ignore the rest of this section until you reach **LL1**!

ROLE TAGS

Although mechs can be heavily customized by mixing and matching different licenses, each **FRAME** comes with a **role tag** that broadly describes its intended role. That said, almost all mechs can dish out and take damage, so don't worry about trying to build a "balanced" group when picking licenses – just choose what works for you.



ARTILLERY: Artillery mechs usually stay back from the front line, dealing damage or providing support. They tend to sport long-range weapons and systems.



STRIKER: Strikers are resilient mechs that thrive when targets are kept close.



CONTROLLER: Controller mechs are equipped to inflict statuses, force or prevent movement, or overheat their targets.



SUPPORT: Support mechs specialize in increasing the combat capabilities of their allies – moving them around, clearing conditions, healing, or protecting them from incoming fire.









DEFENDER: Defenders are exceptionally durable and resilient mechs, designed to control space or shield allies from harm.

Some **FRAMES** have multiple **role tags** (e.g., **Striker/Support** or **Artillery/Controller**), indicating that they have several roles. In these cases, the first tag listed is slightly more relevant.



ICON PRIMER

Through this section we have used these icons to communicate vital details of mech systems and weapons. Here's a reference:






ATTACK RANGES (SEE P. 64)

-  **X Threat:** Can Melee attack and **OVERWATCH** against targets within X spaces.
-  **X Range:** Hits a target within X spaces.
-  **X Cone:** Hits target in a cone X spaces long and X spaces wide.
-  **X Burst:** Hits targets within X spaces of the acting character, including the space occupied by the acting character.
-  **X Line:** Hits every target in a line X spaces from the line's origin point.
-  **X Blast:** Hits targets within X spaces of the Blast's origin (including the center).

BONUSES/PENALTIES (SEE P. 13)

-  **Accuracy:** Roll an extra **D6** per point of Accuracy and add the highest die to your **D20**.
-  **Difficulty:** Roll an extra **D6** per point of Difficulty and subtract the highest die from your **D20**.

DAMAGE TYPES (SEE P. 67)

-  **Kinetic:** Deals damage through high-velocity impacts or massive blows.
-  **Energy:** Deals damage through lasers, bolts of electricity and blasting plasma.
-  **Explosive:** Deals damage with concussive waves and roaring explosions.
-  **Heat:** Adds points of **heat** to your mech instead of reducing HP, and ignores armor.
-  **Burn:** Deals immediate damage ignoring armor, and continues dealing damage at the end of the target's turns until they pass an **ENGINEERING** check.

THE BIG FOUR

Other than GMS, there are four other major mech manufacturers: **IPS-Northstar (IPS-N)**, **Smith-Shimano Corpro (SSC)**, **HORUS**, and **Harrison Armory (HA)**.

The licenses offered by these manufacturers are more advanced and specialized. Each manufacturer also offers unique **core bonuses** that become available when you have taken three **license ranks** from their catalog, rewarding you for your loyalty.

This list provides a basic rundown of every **FRAME** and their tags.

IPS-NORTHSTAR

IPS-N mechs are tough, resilient, and designed for close combat.

- **IPS-N BLACKBEARD (Striker)**: A close-range, agile berserker, specializing in melee combat and grappling enemies.
- **IPS-N DRAKE (Defender)**: A ponderous, walking fortress with an overarm shield and a rotary cannon.
- **IPS-N LANCASTER (Support)**: A surprisingly agile support mech, able to carry its allies into battle and repair them in the field.
- **IPS-N NELSON (Striker)**: A very fast, hit-and-run melee mech.
- **IPS-N RALEIGH (Striker)**: A tough and hard-hitting gun platform with an emphasis on loading weapons.
- **IPS-N TORTUGA (Defender/Striker)**: A resilient bodyguard with powerful overwatch capabilities.
- **IPS-N VLAD (Controller/Striker)**: A terrifying mech that immobilizes foes by literally nailing them down.

SMITH-SHIMANO CORPRO

SSC mechs are fast, agile, flexible, and often able to turn invisible.

- **SSC BLACK WITCH (Controller/Support)**: A mech that uses electromagnetic fields to move around the battlefield and negate hostile electronic warfare.
- **SSC DEATH'S HEAD (Artillery)**: A premium sniper platform, equipped with a deadly railgun.
- **SSC DUSK WING (Controller/Support)**: A tiny, extremely agile flying mech that can manipulate light to support allies.
- **SSC METALMARK (Striker)**: A fast mech with shock weaponry and advanced cloaking.
- **SSC MONARCH (Artillery)**: A top-of-the-line medium- and long-range missile platform.
- **SSC MOURNING CLOAK (Striker)**: A teleporting, experimental mech built to assassinate targets using its monowire swords.
- **SSC SWALLOWTAIL (Support)**: A mobile scout frame with a strong focus on spotting and targeting.

HORUS

HORUS mechs are esoteric constructs, specialized to control the battlefield – hacking, inflicting statuses, and dealing **heat**.

- **HORUS BALOR (Striker/Defender)**: A regenerating mech that rips targets apart with clouds of nanites and its fearsome nanobot whips.
- **HORUS GOBLIN (Controller/Support)**: A popular hacking platform, iconic and rightly feared among pilots.
- **HORUS GORGON (Defender)**: A quick-response mech that can stun enemies who merely look at it.
- **HORUS HYDRA (Striker/Controller)**: A mech designed to control swarms of drones, able to tactically dismember itself into autonomous components.
- **HORUS MANTICORE (Striker)**: An unstable system that weaponizes electromagnetic pulses, generates lightning, and smites the foes of RA.
- **HORUS MINOTAUR (Controller)**: A dimension-bending mech that can bend space around itself and slow, immobilize, or stun enemies with ease.
- **HORUS PEGASUS (Artillery)**: A gun platform that uses esoteric technology to warp probability.

HARRISON ARMORY

HA mechs are the most advanced machines in the business, equipped with powerful reactors that provide excellent heat management and enable the use of high-tech energy weapons.

- **HA BARBAROSSA (Artillery)**: A huge weapons platform – the largest mech, wielding the biggest gun.
- **HA GENGHIS (Striker)**: A terrifying mech specializing in flame-based warfare.
- **HA ISKANDER (Controller)**: A sophisticated mech that can manipulate gravity.
- **HA NAPOLEON (Defender/Controller)**: A diminutive mech with the power to put foes into stasis and become almost invincible for a time.
- **HA SALADIN (Defender)**: A powerful defender built to project energy shields and intercept incoming projectiles.
- **HA SHERMAN (Striker/Artillery)**: A line mech with powerful energy weapons and an enormous laser lance.
- **HA TOKUGAWA (Striker)**: A high risk, high reward melee mech that uses the power of its own reactor to cleave through enemies.

GENERAL MASSIVE SYSTEMS

*From Cradle to the stars, GMS:
assured quality, universal licensing, total coverage.*

General Massive Systems – GMS for short – is the galactic-standard supplier of just about everything. GMS developed the first mechs from up-armored hardsuits in 4500u, on Ras Shamra, the world that would become the capital of Harrison Armory; now, GMS's flagship Everest line of mechs sets the galactic standard. Reliable, sturdy, solidly built, and available in countless localized patterns, there are so many variants on the Everest pattern that it has become totally ubiquitous and faded into the background. With universally compatible components, full radiation and environmental shielding, and tens of thousands of pre-loaded languages, a pilot in their Everest has everything they need to get the job done.

GMS is one of the oldest fabricators in the galaxy, first getting its start in the early days of the colonization rush. The manufacturer hails from Cradle, the home of Union – and humanity – and thus its designs reflect the sensibilities of the first pioneers to seek the stars. Today, GMS products are available anywhere there is access to the omninet. These products, whether consumer, specialty, or military, are widely viewed as the galactic minimum of quality: not particularly luxurious, but unsurpassed in non-sense design, reliability, and ease of use. Where GMS is available, anything less is unacceptable.

All GMS frames, gear, core bonuses, and licenses are available to all pilots, starting from license level 0. The default GMS mech is the **Everest**, a standardized all-rounder **FRAME**.

GMS CORE BONUSES

Bonuses from this list are always available to pilots, regardless of licenses.

AUTO-STABILIZING HARDPOINTS

Using the best in shock-absorption and steadytech, you can retain accuracy across longer, sustained periods of fire.

Choose one mount. Weapons attached to this mount gain +1 ⊕.

OVERPOWER CALIBER

Instead of the standardized option, you requisition multiple racks of “hot” ammunition – same-bore slugs, with a higher grade of accelerant.

Choose one weapon. **1/round**, when you hit with an attack, you can cause it to deal +1d6 bonus damage.

IMPROVED ARMAMENT

By rerouting power and strengthening systems, you can mount additional weapons beyond the factory recommendations.

If your mech has fewer than three mounts (excluding integrated mounts), it gains an additional **FLEXIBLE** mount.

INTEGRATED WEAPON

The empty spaces in your mech's chassis – inside fists, chest plates, anywhere there's room – are filled with integrated weapons, ready to fire on reflex.

Your mech gains a new integrated mount with capacity for one **AUXILIARY** weapon. This weapon can be fired 1/round as a **free action** when you fire any other weapon on your mech. It can't be modified.

MOUNT RETROFITTING

By re-fabricating certain components and hardpoints on your chassis for more efficient distribution, you can increase your mech's firepower.

Replace one mount with a **Main/Aux** mount.

UNIVERSAL COMPATIBILITY

The Everest is everywhere: so are the parts you need for a field repair.

Any time you spend CP to activate a **CORE SYSTEM**, you may also take a **free action** to restore all **HP**, cool all **HEAT**, and roll 1d20: on 20, regain **1 CP**.

GMS MECH WEAPONS

Much like GMS mechs, GMS weapons are reliable galactic standards, made using interchangeable parts and built to withstand almost any conditions. There are three lines currently in production.

The **Type-I (T-1)** line is defined by powerful, reliable, and conventional-kinetic ranged and melee weapons, including the GMS assault rifle, heavy machine gun, shotgun, pistol, and various light and heavy blades. Reliable galactic standards, the GMS T-1 line is the most widely used mech-scale line of weaponry across the galaxy. Echoing the Everest's design notes, T-1 weapons are simply designed, with few (if any) moving parts, intended to be used in or adaptable to any environment.

The **Type-II (T-2)** line displays GMS's proprietary "charged" melee weapons and energy weapons. T-2 charged melee weapons are structurally similar to GMS's T-1 melee weapons, though built with different materials to tolerate the intense heat generated by their projected plasma sheaths. These sheaths can be toggled on or off, depending on the needs of the pilot. GMS's T-2 energy weapons, like their T-1 kinetics, are sturdy tools with predictable power scaling, minimal particle scattering, and consistent performance ranges. They feature universal ports allowing them to accept a variety of power sources, from hardline cabling through to "magazine" style power packs.

The **Type-III (T-3)** line is made up of heavy weapons, ordnance, and other exotic, specialized, or massive weapons. A broad classification, the T-3 range includes conventional-kinetic anti-materiel rifles, super-rapid cycling pulse rifles, missile racks, cannons, and drone nexuses – "hive"-style launchers that serve as miniature factory, hangar, and deployment systems for portable drones. The classification also includes the fearsome "segment knife", a system that uses flash-printing to produce disposable edged weapons in a vicinity around the user.

	Size/Type	Tags	Range	Damage
Anti-Materiel Rifle	Heavy Rifle	ACCURATE, AP, LOADING, ORDNANCE	↗ 20	2d6 ∅
Assault Rifle	Main Rifle	RELIABLE 2	↗ 10	1d6 ∅
Charged Blade	Main Melee	AP	⌘ 1	1d3+3 ⚡
Cyclone Pulse Rifle	Superheavy Rifle	ACCURATE, LOADING, RELIABLE 5	↗ 15	3d6+3 ∅
Heavy Charged Blade	Heavy Melee	AP	⌘ 1	1d6+3 ⚡
Heavy Machine Gun	Heavy Cannon	INACCURATE	↗ 8	2d6+4 ∅
Heavy Melee Weapon	Heavy Melee	–	⌘ 1	2d6+1 ∅
Howitzer	Heavy Cannon	ARCING, INACCURATE, LOADING, ORDNANCE	↗ 20/⊕ 2	2d6 *
Missile Rack	Auxiliary Launcher	LOADING	↗ 10/⊕ 1	1d3+1 *
Mortar	Main Cannon	ARCING, INACCURATE	↗ 15/⊕ 1	1d6+1 *
Nexus (Hunter-Killer)	Main Nexus	SMART	↗ 10	1d6 ∅
Nexus (Light)	Auxiliary Nexus	SMART	↗ 10	1d3 ∅
Pistol	Auxiliary CQB	RELIABLE 1	↗ 5/⌘ 3	1d3 ∅
Segment Knife	Auxiliary Melee	OVERKILL	⌘ 1	1d3+1 ⚡
Rocket-Propelled Grenade	Main Launcher	LOADING, ORDNANCE	↗ 10/⊕ 2	1d6+1 *
Shotgun	Main CQB	–	↗ 5/⌘ 3	1d6 ∅
Tactical Knife	Auxiliary Melee	THROWN 3	⌘ 1	1d3+1 ∅
Tactical Melee Weapon	Main Melee	–	⌘ 1	1d6+2 ∅
Thermal Lance	Heavy Cannon	2 ⚡ (SELF)	↗ 10	1d6+3 ⚡
Thermal Pistol	Auxiliary CQB	–	↗ 5	2 ⚡
Thermal Rifle	Main Rifle	AP	↗ 5	1d3+2 ⚡

GMS GENERAL MARKET SYSTEMS

Comp/Con-Class Assistant Unit

2 SP, AI, Unique

Your mech has a basic comp/con unit, granting it the **AI** tag. The comp/con can speak to you and has a personality, but, unlike an NHP, is not truly capable of independent thought. It is obedient to you alone.

You can give control of your mech to its comp/con as a protocol, allowing your mech to act independently on your turn with its own set of actions. Unlike other AIs, a mech controlled by a comp/con has no independent initiative and requires direct input. Your mech will follow basic courses of action (defend this area, attack this enemy, protect me, etc.) to the best of its ability, or will act to defend itself if its instructions are complete or it receives no further guidance. You can issue new commands at the start of your turn as long as you are within \swarrow 50 and have the means to communicate with your mech. Comp/con units are not true NHPs and thus cannot enter **cascade**.

.....
The GMS Companion/Concierge-Class Assistant Unit conforms to all galaxy-wide standards. These virtual assistants pass even the most rigid Turing-Null assessment criteria and are cleared to operate even in the absence of a pilot.

Custom Paint Job

1 SP, Unique

When you take structure damage, roll 1d6. On a 6, you return to **1 HP** and ignore the damage – the hit simply ‘scratched your paint’.

This system can only be used once before each **FULL REPAIR**, and is not a valid target for system destruction.

Expanded Compartment

1 SP, Unique

Your mech has space for one additional non-**MECH** character or object of **Size 1/2** to ride as a passenger in the cockpit. While inside the mech, they cannot suffer any effect from outside or be targeted by attacks, as if they were a pilot. You can hand over or take back control to or from them as a protocol (following the same rules as pilot and AIs), but if they take over the controls from you, the mech becomes **IMPAIRED** and **SLOWED** to reflect the lack of appropriate licenses and integration.

Manipulators

1 SP, Unique

Your mech has an extra set of limbs. They are too small to have any combat benefit, but allow the mech to interact with objects that would otherwise be too small or sensitive (e.g., pilot-sized touch pads).

.....
Precise interaction with built and natural environments, soft targets, and hazardous materials is part of the daily routine for support-class mechs. This is made possible by manipulators – added multi-digit “hands” with haptic sensors.

Pattern-A Smoke Charges

2 SP, Limited 3, Unique

Expend a charge for one of the following effects:

- **Smoke Grenade** (*Grenade*, \swarrow 5, \oplus 2): All characters and objects within the blast area benefit from **soft cover** until the end of your next turn, at which point the smoke disperses.
- **Smoke Mine** (*Mine*, \oplus 3): This mine detonates when any allied character moves over or adjacent to it. All characters and objects within the burst area benefit from **soft cover** until the end of the detonating character’s next turn, at which point the smoke disperses.

Pattern-A Jericho Deployable Cover

2 SP, Deployable, Unique, Quick Action

Deploy two sections of **Size 1 hard cover** in free spaces adjacent to you and to each other. Each section is an object with **5 Evasion** and **10 HP** that can be targeted and destroyed individually. Both sections of cover can be picked up again as a **full action**.

Repairing the system restores both sections.

Pattern-B HEX Charges


2 SP, Limited 3, Unique

Expend a charge from this system for one of the following effects:


- **Frag Grenade** (*Grenade*, \swarrow 5, \oplus 1): All characters within the affected area must pass an **AGILITY** save or take **1d6 ***. On a success, they take half damage.
- **Explosive Mine** (*Mine*, \oplus 1): All characters within the affected area must pass an **AGILITY** save or take **2d6 ***. On a success, they take half damage.

Personalizations**1 SP, Unique**

You gain **+2 HP** and, in consultation with the GM, you may establish a minor modification you have made to your mech.

This mod has no numerical benefit beyond the additional **HP** it grants, but could provide other useful effects. If the GM agrees that this mod would help with either a pilot or mech skill check, you gain **+1**  for that check.

Stable Structure**2 SP, Unique**

You gain **+1**  on saves to avoid **PRONE** or **KNOCKBACK**.

Turret Drones**2 SP, Limited 3, Unique, Quick Action**


Turret drone (SIZE 1/2, 5 HP, 10 E-DEFENSE, 10 EVASION, TAGS: DRONE)


Expend a charge to deploy a turret drone that attaches to any object or surface within **SENSORS** and line of sight. Gain the **TURRET ATTACK** reaction, which can be taken once for each deployed turret drone. Turret drones cannot be recalled and expire at the end of the scene.

.....
The use of turret drones is a rather traditional form of force multiplication – one that has remained the backbone of defense in many theaters.


Turret Attack

Reaction, 1/round per turret

Trigger: An allied character within  **10** of a turret drone makes a successful attack.

Effect: The turret drone deals **3**  to their target, as long as it has line of sight to their target.

Type-3 Projected Shield**2 SP, Shield, Unique, Protocol, 1  (Self)**

Nominate a character within line of sight: all ranged or melee attacks that they make against you or that you make against them gain **+2**  until the start of your next turn.

.....
The GMS Type-3 Projected Shield traps and denies incoming projectiles by projecting an aggressive, superpositional anti-ballistic barrier.

GMS FLIGHT SYSTEMS

Mech flight is rarely elegant. The movement of these heavy machines is heavy and inertial. No pilot would wax poetic about the sublime handling characteristics of a chassis in flight – most would equate it with steering a rock as it plummets to the earth. Mechs beat down gravity for brief moments with raw output. Flight systems generally consist of additional thrusters configured around hardpoints on the chassis, powered by an additional power plant, that fire in rapid succession to propel a mech through the air.

While most systems only provide sufficient thrust for momentary flight – just enough to clear an obstacle – more advanced systems can sustain medium or long-term flight. GMS's extra-vehicular activity (EVA) system uses forced air to keep the chassis stable and provide a small amount of additional mobility in zero gravity and aquatic environments. For atmospheric flight, GMS (and many other manufacturers) offer hard-burn impulse thrusters to generate a serviceable level of thrust and maneuverability.


EVA Module**1 SP, Unique**

Your mech has a propulsion system suitable for use in low or zero gravity and underwater environments. In those environments, you can **fly** and are not **SLOWED**.

Rapid Burst Jump Jet System**2 SP, Unique**

You can **fly** when you **Boost**; however, you must end the movement on the ground or another solid surface, or else immediately begin falling.

Type-I Flight System**3 SP, Unique**

You may choose to count any and all of your movement as **flying**; however, you take **Size +1**  at the end of any of your turns in which you fly this way.



GMS Standard Pattern I

EVEREST

Most humans don't think to ask about the history of the water they drink, the earth they walk, or the air they breathe. And yet, without water, earth, and air, there would be nowhere for humanity to make a home.

Just the same, the GMS-SP1 "Everest" is often taken for granted, its importance dismissed in favor of other, more specialized frames. A plain and unpretentious mech, defined by simple lines, functional grace, universal compatibility, and sturdy bulk, the Everest is as fundamental to the modern mechanized chassis as the natural world is to human life. The Everest isn't the most specialized mech, but it is the backbone of our expansion imperative. From its shoulders, humanity steps.

Prior to GMS's official adoption of the name, "Everest" was a use-name given to the frame by its pilots. Mount Everest - or Sagarmatha, or Chomolungma, as it has been called in older human tongues - is the tallest mountain on Cradle, though not the most prominent peak in known space, nor even the greatest in Cradle's star system, yet pilots across the galaxy call their SP1s by that ancient name. Why?

The sentimental answer is that the name is a reminder of what was once the limit of human endurance - once the height of human achievement. To reach Everest's summit was to defy death and stand atop the world - the culmination of months, even years, of training, investment, and hard work. Reaching the peak was also a triumph of the people, systems, and institutions behind the individual - a triumph too often left unacknowledged, or deliberately erased.

Sagarmatha. Chomolungma.

Even before the Fall, when the Massif vaults were built, some names - some stories - were given priority over others.

The real story behind the Everest's name is likely much less deliberate. Somewhere along the line, a newly graduated pilot, frustrated by GMS's plain naming conventions, painted "EVEREST" across the flank of their SP1. Maybe it was a callsign, or maybe it represented the pride they felt at success. Either way, the name stuck: others adopted the name, and over five centuries it grew to become the officially unofficial designation of the SP1 chassis.

Veteran pilots may never return to the Everest after moving on, but they'll always remember reaching that first summit - the mountaintop where they proved they could plant their own flag at the peak of the world.

Sagarmatha. Chomolungma.

Everest - you'll never forget it.



CORE STATS

Size: 1
Armor: 0

HULL

HP: 10
Repair Cap: 5

AGILITY

Evasion: 8
Speed: 4

Save Target: 10
Sensors: 10

SYSTEMS

E-Defense: 8
Tech Attack: +0
SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

INITIATIVE

1/scene the Everest may take any **quick action** as a **free action**.

REPLACEABLE PARTS

While resting, the Everest can be repaired at a rate of **1 REPAIR** per 1 structure damage, instead of **2 REPAIRS**.

MOUNTS

MAIN
MOUNT

FLEX
MOUNT

HEAVY
MOUNT

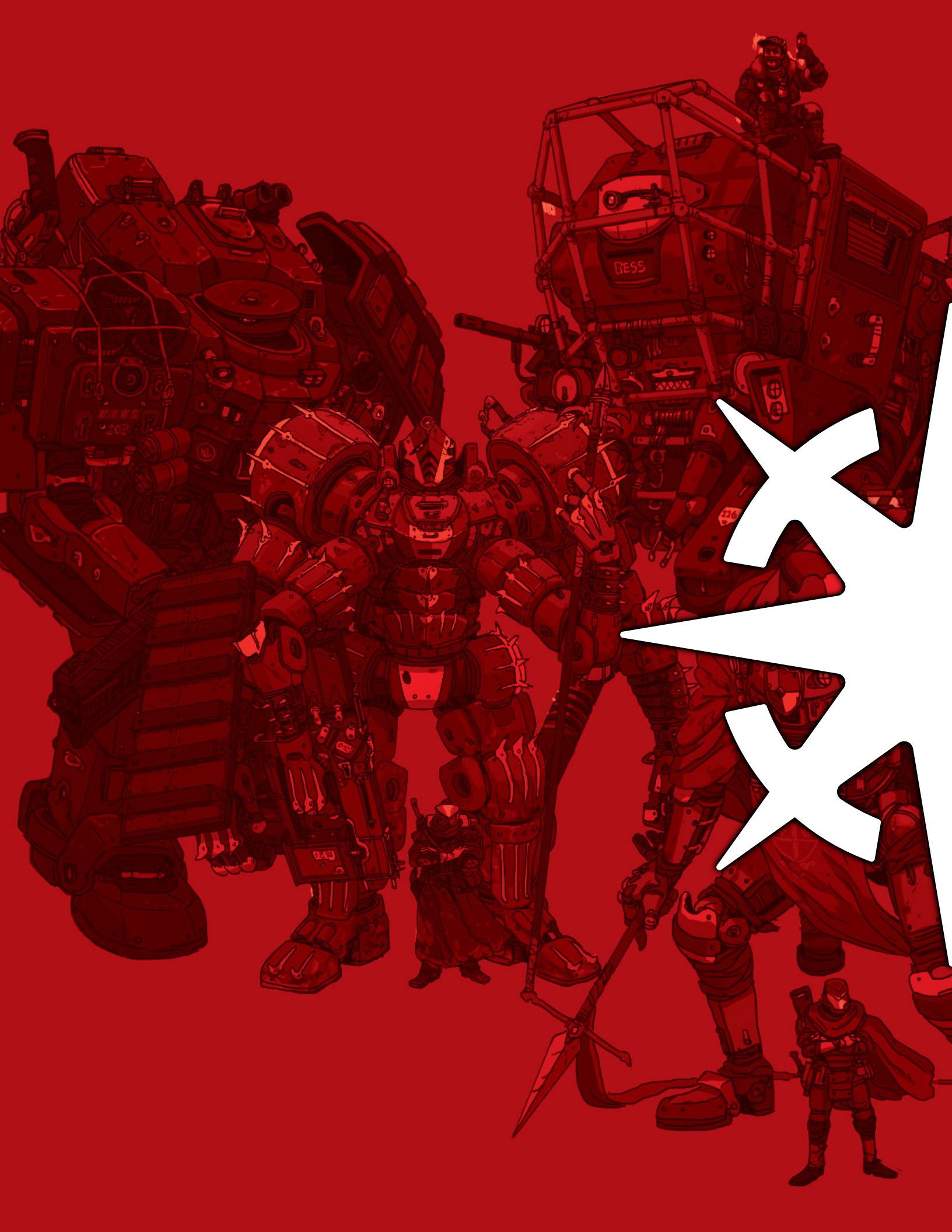
CORE SYSTEM

HYPERSPEC FUEL INJECTOR

Power Up

Active (1CP), Protocol

For the rest of this scene, you gain **+1** on all attacks, checks, and saves; additionally, **1/turn**, you can **Boost** as a **free action**.



IPS-0



X

IPS-NORTHSTAR

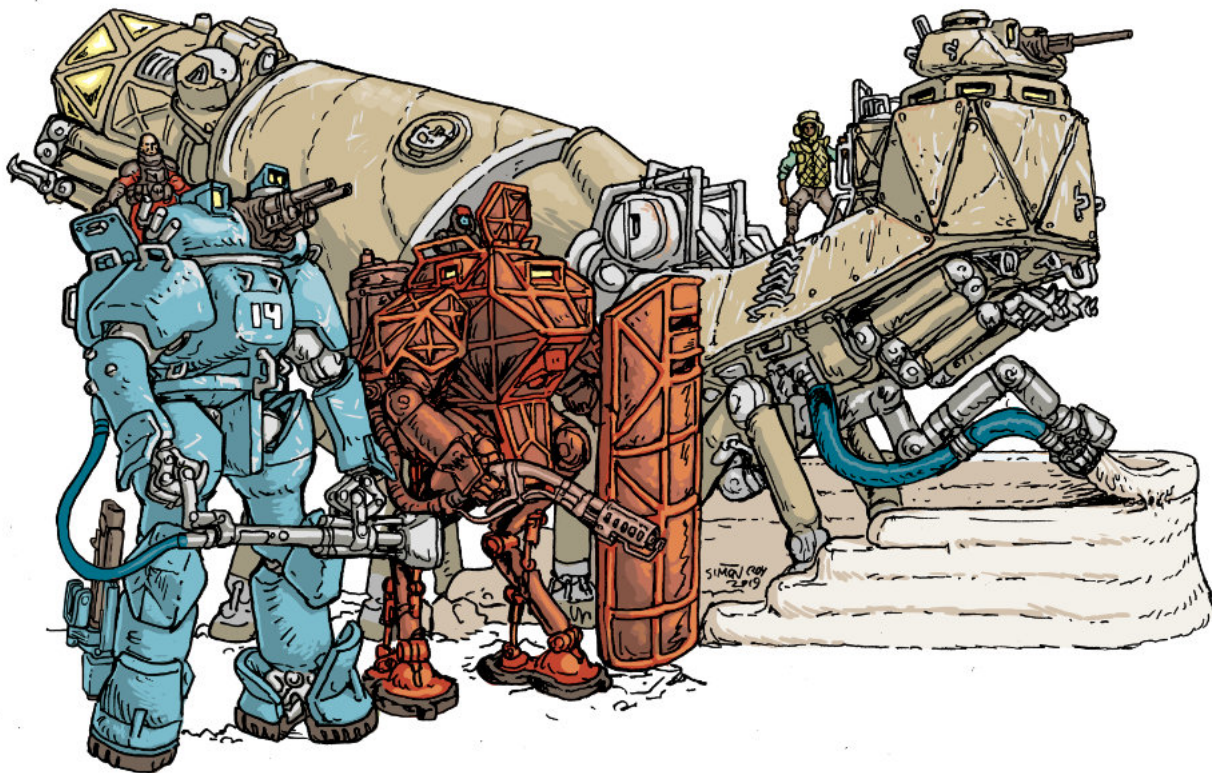
Your friend in an unfriendly sea.

IPS-Northstar (IPS-N) was created from the merger of two civilian interstellar freight and transportation companies, Interplanetary Shipping and Northstar. The resulting firm, IPS-N is a titanic entity – one of the first corpro-states – with a virtual monopoly over interplanetary and interstellar shipping. Other firms exist, but their gross fleet strength is but a shadow of IPS-N's fleets of tankers, haulers, freighters, and intergate/interstellar liners. Wherever goods and raw materials need to be moved, you can bet a crew in IPS-N uniforms will be there.

The story of IPS-N is inseparable from the history of interstellar piracy. Whatever dangers the galaxy might hold, piracy remains the greatest threat to interstellar shipping lines, costing fleet managers and states hundreds of thousands in manna and trillions more in local currencies. Tremendous capital losses, schedule delays, losses of life, and false-scarcity famines convinced the myriad unions, conglomerates, and cartels of the need to comprehensively safeguard civilian shipping. A process of agglomeration and consolidation that lasted for years eventually gave birth to two major firms, Interplanetary Shipping and Northstar. They finally merged into a single corpro-state in the waning days of Union's first government, the First Committee.

Following the merger, IPS-N began the work of phasing out its fleets of late-model GMS mechs in favor of new proprietary designs. The corporation now sports a range of versatile, durable, and modular mechs that place equal priority on weapons and engineering systems. IPS-N mechs are a good choice for pilots who want a tough chassis that's built for close quarters and melee combat situations, such as when the possibility of breaching a ship hull is on the table. IPS-N chassis are sturdy, meant to take as much damage as they deal – and then some.

IPS-N is closely associated with the Albatross, an anti-piracy and peacekeeping force known across the galaxy for its long history of humanitarian interventions. IPS-N supports the Albatross materially, providing it with chassis, ships, cutting-edge technology, and temporal rehabilitation worlds for its pilots and crews to retire in relative peace. The relationship is mutually beneficial; IPS-N makes a point to emphasize its close relationship to the Albatross in marketing campaigns and PR materials.



IPS-N CORE BONUSES

IPS-N bonuses increase your mech's durability, survivability, and melee combat capabilities.

You must have at least three license levels in IPS-N licenses to take a bonus from this list, and another three levels for each additional bonus. For example, with six ranks in IPS-N licenses you can have up to two bonuses.

BRIAREOS FRAME

The Briareos is the newest release in IPS-N's line of near-fail frame upgrades: templates designed to maximize a mech's usability before catastrophic failure or the need for a reprint. The Briareos template increases the resilience of inorganic components by supplementing the structure with a superlight frame featuring interwoven layers of IPS-N's iconic Goliath Weave meshing.

As long as your mech has no more than **1 STRUCTURE**, you gain **RESISTANCE to all damage**. When it's reduced to **0 HP** and **0 STRUCTURE**, it is not destroyed: instead, you must make a **structure damage check** each time it takes damage. While in this state, your mech cannot regain **HP** until you rest or perform a **FULL REPAIR**, at which point your mech can be repaired normally.


FOMORIAN FRAME

The Fomorian is an upscaled version of IPS-N's stock template that has been adapted to meet the needs of long-haul Cosmopolitans looking for enhanced stability and robust impact protection, both micro- and macro-level.

Increase your mech's **SIZE** by one increment (e.g., from **1/2** to **1**, **1** to **2**, or **2** to **3**) up to a maximum of **3 SIZE**. You can't be knocked **PRONE**, pulled, or knocked back by smaller characters, regardless of what system or weapon causes the effect.

GYGES FRAME

A mech built on the Gyges template is designed for combat – enhanced with finely tuned stabilizers and a robust suite of targeting software and hardware.

You gain **+1**  on all **HULL** checks and saves and **+1 THREAT** with all melee weapons.

REINFORCED FRAME

The addition of redundant shock-absorption systems increases the survivability of pilots in combat, flight, and industrial situations.

You gain **+5 HP**.

SLOPED PLATING

A common choice among pilots with the right licenses, IPS-N's integrated-armor fabrication reduces gaps in external coverage by a significant percentage.

You gain **+1 ARMOR**, up to the maximum (**+4**).

TITANOMACHY MESH

A double overlay of Goliath Weave at key stress points and beefed-up specifications across the board greatly improve the baseline functionality of any mech.

1/round, when you successfully **RAM** or **GRAPPLE** a mech, you can **RAM** or **GRAPPLE** again as a free action. Additionally, when you knock targets back with melee attacks, you knock them back 1 additional space.



IPS-N

BLACKBEARD

Striker

The Blackbeard is IPS-N's aggressive solution to piracy: a front-facing, first-striking mech designed for environments in which combustible kinetic weapons are useless, dangerous, or likely to cause unnecessary collateral damage. With its distinctly slim frame, the Blackbeard doesn't just look fast - it also has a reduced radar profile. This mech is hard to track and harder still to hit.

The Blackbeard range comprises two lines: the standard IPS-N/BB-L production line model, and the IPS-N/BB-Sk, a limited-release prototype purpose-built to house IPS-N's SEKHMET-class NHPs.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 12

Repair Cap: 5

AGILITY

Evasion: 8

Speed: 5

Save Target: 10

Sensors: 5

SYSTEMS

E-Defense: 6

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 4

TRAITS

GRAPPLE CABLE

The Blackbeard can **GRAPPLE** targets within ↗ 5. If the **GRAPPLE** is successful, the Blackbeard is immediately pulled adjacent to the target by the most direct path. If there are no suitable spaces, the grapple breaks and the Blackbeard does not move.

LOCK/KILL SUBSYSTEM

While grappling, the Blackbeard can **Boost** and take reactions.

EXPOSED REACTOR

The Blackbeard receives +1 ⊖ on **ENGINEERING** checks and saves.

MOUNTS

FLEX MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

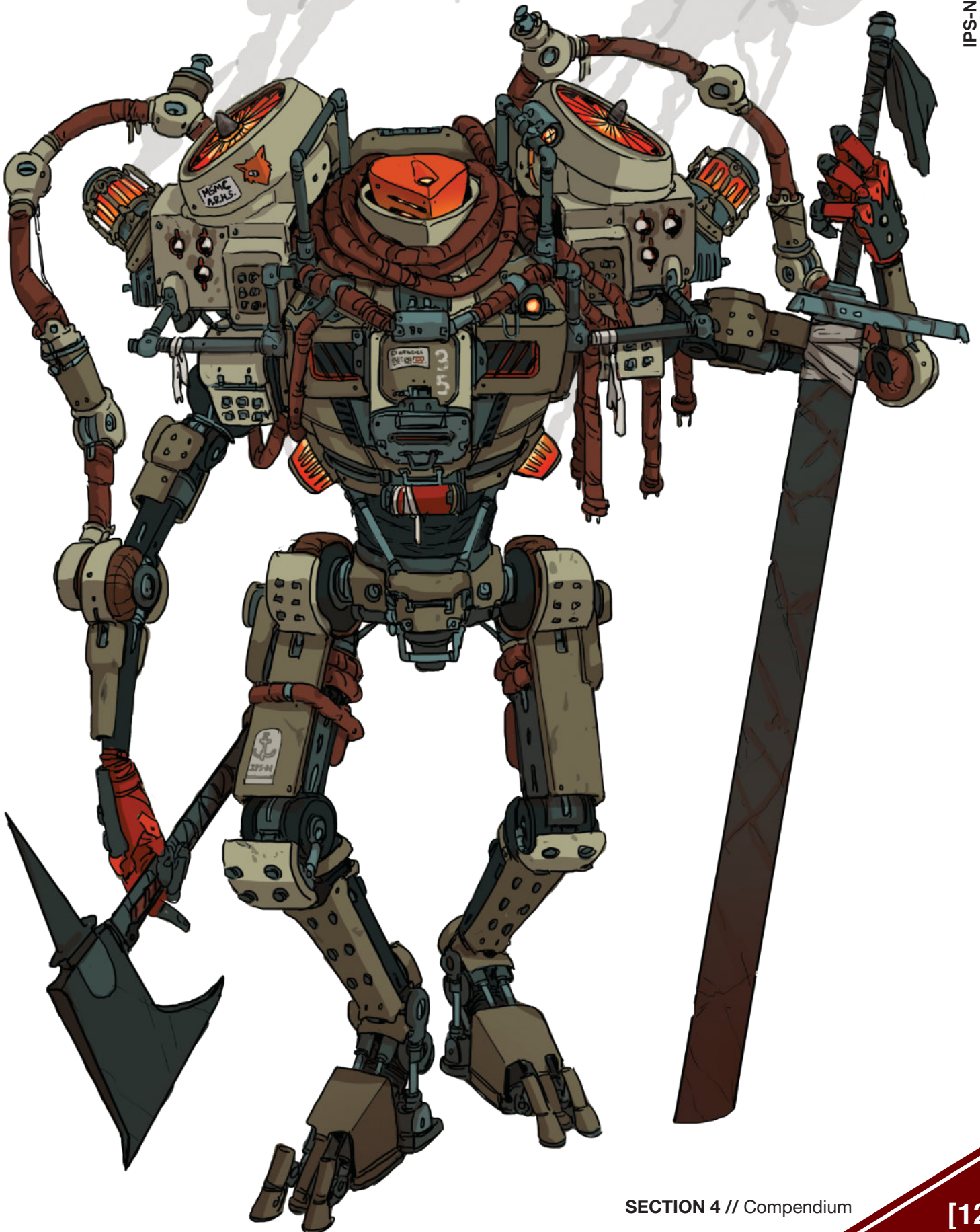
ASSAULT GRAPPLES

The IPS-N-branded Assault Grappling System is a class-leading technology rated for hauling, supporting, and securing chassis of sizes up to Schedule 4. Grapple heads are interchangeable and can be swapped for engagement with soft or hard targets - either electrified or loaded with codespike systems for long-distance incapacitation.

Omni-harpoon

Active (1CP), Quick Action

This system fires grappling harpoons at any number of targets within ↗ 5 and line of sight. Affected characters must succeed on a **HULL** save or take **2d6** ⚔ and be knocked **PRONE**, then pulled adjacent to you, or as close as possible. They become **IMMOBILIZED** until the end of their next turn. On a success, they take half damage and are otherwise unaffected.



**LICENSE I:
CHAIN AXE, SYNTHETIC MUSCLE NETTING**

Chain Axe

Main Melee, Reliable 2
[✂ 1][1d6 ✂]

On Critical Hit: Your target becomes **SHREDDED** until the end of the current turn.

.....
A simple tactical-scale version of a logging tool, IPS-N's chain axe is a serrated chainblade run off core power. The axe's teeth are tungsten-tipped, hardened to chew through both hard and soft targets. Chain axes are effective weapons and utility tools that are often used by boarding parties to breach reinforced bulkheads.

Synthetic Muscle Netting

2 SP, Unique

You may **RAM** targets larger than you, and when you **GRAPPLE** or **RAM** larger targets, you count as the same **SIZE** as the largest opponent. When you **GRAPPLE** or **RAM** opponents of the same **SIZE** or smaller, you count as at least one **SIZE** larger. Additionally, your lifting and dragging capacity is doubled.

.....
IPS-N's Synthetic Muscle Netting (SMN) is a proprietary, field-proven modification compatible with all existing IPS-N frames. This convenient spray-on catalytic and structural enhancement boosts manipulator and propulsion performance by roughly 25 percent with no demonstrated reduction in operational life. An SMN layer also enhances impact absorption and thermal insulation.

IPS-N recommends that pilots apply SMN to internal components only and practice frequent cleaning to prevent septic-analogous decay.

**LICENSE II: BLACKBEARD FRAME,
BRISTLECROWN FLECHETTE LAUNCHER,
NANOCARBON SWORD**

Bristlecrown Flechette Launcher

Auxiliary CQB
[☉ 1][1 ✂]

This weapon ignores ranged penalties from **ENGAGED**, and deals 3 ✂ to **GRAPPLED** or **BIOLOGICAL** targets, instead of 1.

.....
The IPS-N Bristlecrown Flechette Launcher uses a hive-analogous mechanism to project a total soft-target kill zone in a dome around the user, proactively denying hostile infantry-tier actions.

Nanocarbon Sword

Heavy Melee, Reliable 3
[✂ 2][1d6+4 ✂]

IPS-N's nanocarbon sword is a new spin on an old classic. Embedded nanosensors along the blade capture a full spectrum of data and transfer it to omninet storage banks for after-action review. Meanwhile, onboard software interprets the live feedback and adjusts the molecular composition of the blade edge in real time.

Reinforced Cabling

2 SP

This system has two effects:

- **GRAPPLE SWING:** 1/turn, when making a **standard move**, you can **fly** your **SPEED** in a straight line as long as there is a clear path. This move must end on an object or surface, or else you begin falling. As long as you remain stationary, you can secure yourself to the destination surface or object, even if it's vertical or overhanging. If you are knocked **PRONE** or knocked back while secured to a surface, you fall.
- **DRAG DOWN:** As a **quick action**, make a contested **HULL** check against a character within **5** and line of sight: the loser is knocked **PRONE**.

Reinforced grappling cables allow for full movement and utility in ≤ 1 g environments. Woven from incredibly strong nanocarbon and arachnosynth threading, reinforced grapple line is carried on waist-mounted spools and attached to charge-actuated brachial projectors. Once fired, the grapples penetrate and anchor to the target. Small meltdown charges seeded every thirty meters of cable both allow rapid disengagement and expose a fresh grapple head, ready for immediate use.

SEKHMET-Class NHP

3 SP, Unique, AI

Your mech gains the **AI** tag and the **SEKHMET Protocol**.

.....
"The IPS-N SEKHMET co-pilot is ready to be your first mate! SEKHMET comes standard with remote, omninet, IR tag, and voice control systems, and is fully compatible with all current and legacy IPS-N mechs.

Did you know that SEKHMET Learns with you? Should the worst happen, your very own SEKHMET will continue to engage hostile targets using an emulated neural-net doppelgänger to pilot your IPS-N chassis until forced or voluntary shutdown!"

-draft copy, IPS-N Polaris Pilot Lounge abroad [struck and replaced w/current abroad]

SEKHMET-class NHPs tend toward aggressive attitudes and dark humor. Pilots often call them "berserker systems" - dangerous NHPs that value combat efficacy over pilot wellbeing.

SEKHMET Protocol

Protocol

When activated, you give control of your mech to your NHP and gain the following benefits:

- All melee critical hits deal **+1d6 bonus damage**.
- **1/round**, you can **SKIRMISH** with melee weapons only as a **free action**.

Your NHP uses all available actions and movement to move toward the closest visible character – allied or hostile – and attacks them with **melee attacks**, prioritizing melee weapons. It may benefit from your talents. If there are no characters within **THREAT**, your NHP uses all actions to move as directly as possible to the next closest (visible) target. Your NHP can't make ranged attacks, even if there are actions available.

You retain enough control to **OVERCHARGE** as usual; however, your NHP uses the additional action for the same purpose as its other actions.

You can take back control of your mech as a protocol. When you do, you become **STUNNED** until the start of your next turn. Otherwise, this effect lasts until your mech is destroyed – the pilot's incapacitation or death has no effect.



IPS-N DRAKE

Defender

The Drake, IPS-N's first foray into military-grade mech design, is the backbone of any proactive trade-security or anti-piracy force. Its massive, simian frame is built around a single-cast bulkhead, sloped and reinforced to handle sustained fire and the vagaries of vessel-proximal hardvac travel. The Drake is an imposing chassis, its frame evoking the might of ancient armored infantry from a time when greater numbers guaranteed victory.

The standard fleet license for the IPS-N Drake outfits each chassis with IPS-N's high-velocity, high-projectile fragment assault cannon for suppressing and overwhelming targets, and a heavy kinetic-ablative shield for defense. Advanced models feature upgraded weapons and armor including the formidable Leviathan Heavy Assault Cannon, a high-rpm anti-materiel weapon.

CORE STATS

Size: 2
Armor: 3

Save Target: 10
Sensors: 10

HULL

HP: 8
Repair Cap: 5

SYSTEMS

E-Defense: 6
Tech Attack: +0
SP: 5

AGILITY

Evasion: 6
Speed: 3

ENGINEERING

Heat Cap: 5

TRAITS

HEAVY FRAME

The Drake can't be pushed, pulled, knocked **PRONE**, or knocked back by smaller characters.

BLAST PLATING

The Drake has **RESISTANCE** to **damage**, and from , , and attacks.

SLOW

The Drake receives +1 on **AGILITY** checks and saves.

GUARDIAN

Adjacent allied characters can use the Drake for **hard cover**.

MOUNTS

MAIN MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM FORTRESS

Fortress Protocol

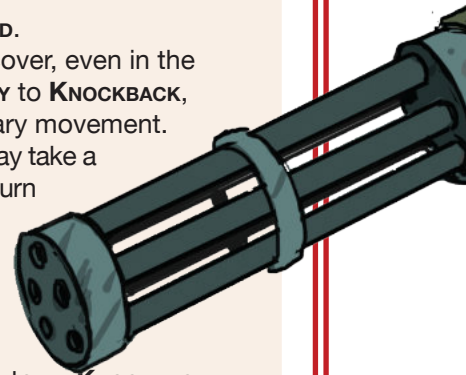
Active (1CP), Protocol

You deploy heavy stabilizers and your mech becomes more like a fortified emplacement than a vehicle. When activated, two sections of hard cover (2, **SIZE 1**) unfold from your mech, drawn in any direction. These cover sections have **IMMUNITY** to all damage.

Additionally, the following effects apply while active:

- You become **IMMOBILIZED**.
- You benefit from hard cover, even in the open, and gain **IMMUNITY** to **KNOCKBACK**, **PRONE**, and all involuntary movement.
- When you **BRACE**, you may take a **full action** on your next turn instead of just a **quick action**.
- Any character that gains hard cover from you or your cover sections gains **IMMUNITY** to **KNOCKBACK**, **PRONE**, and all involuntary movement, and gains the benefits of **BLAST PLATING**.

This system can be deactivated as a **protocol**. Otherwise, it lasts until the end of the current scene.





**LICENSE I:
ARGONAUT SHIELD, ASSAULT CANNON**

Argonaut Shield

2 SP, Unique, Quick Action

You use this heavy overarm to provide cover for an adjacent character as a quick action, giving them **RESISTANCE** to all damage; however, you take half of the damage your target would take before calculating **ARMOR** and **RESISTANCE**. This effect lasts until your target breaks adjacency, at which point this effect ceases until you repeat this action.

.....
In space, simplicity in form and function guarantees reliability and promotes trust. The Argonaut is one of IPS-N's oldest designs, hailing from the pre-merger days of Northstar's Deep Black security teams. It's a simple slab of metal carried in hand or mounted on a chassis' brachial superstructure; the only option a pilot has for customizing this shield is a choice of size.

Assault Cannon

Main Cannon, Overkill, 1 ⚔ (Self)
[✓ 8][1d6+2 ⚔]

You can spin up this weapon's barrels as a quick action. While spinning, it gains **RELIABLE 3**, but you become **SLOWED**. You can end this effect as a **protocol**.

.....
IPS-N's assault cannon of choice is a deep-cooled autocannon, fieldable as a mounted weapon or manipulator-operated platform. The cannon, simple in its functionality, can be fed by either box magazine or belt and is a standard inclusion in almost any among IPS-N fleet orders. In micro and zero-gravity environments, Drake pilots commonly employ the assault cannon as an additional propulsion system.

LICENSE II: DRAKE FRAME, AEGIS SHIELD GENERATOR, CONCUSSION MISSILES

Aegis Shield Generator

2 SP, Unique, Limited 1, Quick Action

Shield generator (SIZE 1, 10 HP, EVASION 5, TAGS: Deployable, Shield)

Expend a charge to deploy a **SIZE 1** shield generator in a free, adjacent space, where it creates a ⚡ 1 shield. Set out three d6s to represent the generator's remaining power. As a reaction when any character or object of your choice at least partly in the area takes damage, you may roll one of the d6s to reduce the damage by the amount rolled.

This effect lasts for the rest of the scene, until all dice have been rolled and the generator loses power, or the generator is destroyed.

.....
The Aegis is a portable electromagnetic shield generator: a powerful and reliable method - if crude by modern standards - for establishing kinetic and coherent-particle deterrence over a wide area.

Concussion Missiles

Main Launcher, Knockback 2
[✓ 5][1d3 *]

On Hit: The target must succeed on a **HULL** save or become **IMPAIRED** until the end of their next turn.

.....
Concussion missiles are fitted with overpressure-generating charges with low shatter and low incandescence - they're meant to stun, deter, push back, and disorient, usually in tandem with a larger, more lethal attack.

Portable Bunker

2 SP, Limited 1, Unique, Quick Action

Portable bunker (SIZE 4, 40 HP, EVASION 5, Tags: DEPLOYABLE)

Expend a charge to deploy a portable bunker to a free, adjacent area **4 by 4 area**. At the start of your next turn, it unfolds into a fortified emplacement with the listed profile. All characters completely within the affected area gain **hard cover** against all attacks from outside the bunker from all directions and **RESISTANCE to damage from BLAST, LINE, BURST, and CONE attacks that originate outside the bunker**.

The bunker is open topped, and characters may enter or exit at will. It can't be moved or deactivated once deployed.

.....
IPS-N's "Portable Bunker" is actually a series of single-use expanding printer sheets: flat-pack pouches of inert non-Newtonian fluid that, when deployed, become a rigid structure capable of withstanding incredible force.

Leviathan Heavy Assault Cannon

Superheavy Cannon

[↙8][1d6 ∅]

Unlike other **SUPERHEAVY** weapons, the Leviathan can be used with **SKIRMISH**.

You can spin up this weapon's barrels as a quick action. While spinning, it gains **RELIABLE 5** and **2 ⚔ (SELF)**, and its damage increases to **4d6+4 ∅**; however, you become **SLOWED** and can no longer use the Leviathan with **SKIRMISH**.

You can cease this effect as a **protocol**.

.....
The Leviathan Heavy Assault Cannon (HAC) is a massive, multi-barrel rotary cannon fed by an external reservoir, usually dorsally mounted on the chassis carrying it. Unmodified, the Leviathan should only be fired within the recommended burst timing specifications to prevent percussive trauma to joints and pilots.

In partnership with Harrison Armory's Think Tank, IPS-N is currently investigating remote solutions for the cannon's ammunition consumption demands.



IPS-N

LANCASTER

Support

The IPS-N Lancaster is a mil-spec variant of an older IPS-N civilian terrestrial, inter/outer-hull transport and maintenance chassis, streamlined for use in any theater. The Lancaster features multiple redundant systems and sophisticated interaction projectors to ensure pinpoint accuracy when engaging with delicate systems, whether damaged or intact.

Lancaster pilots often adopt roles as sappers and engineers in frontline support. Sometimes ridiculed for piloting the old-fashioned frame by newer, untested pilots, veteran Lancaster jockeys know the truth: the Lancaster is one of the most reliable and well-made mechs out there, indispensable on any serious long-range mission. Not every mission is won with bullets, lasers, and bombs: without the engineers and their Lannies, few of those hotshots would come home alive.

CORE STATS

Size: 2	Save Target: 10
Armor: 1	Sensors: 8
HULL	SYSTEMS
HP: 6	E-Defense: 8
Repair Cap: 10	Tech Attack: +1
AGILITY	SP: 8
Evasion: 8	ENGINEERING
Speed: 6	Heat Cap: 6

TRAITS

INSULATED

The Lancaster has **IMMUNITY** to 🔥.

COMBAT REPAIR

In combat, the Lancaster can use **4 REPAIRS** to repair a destroyed mech as a full action, returning it to **1 STRUCTURE**, **1 STRESS**, and **1 HP**.

REDUNDANT SYSTEMS

At your discretion, other characters adjacent to the Lancaster can spend its **REPAIRS** as their own.

MOUNTS

MAIN/AUX MOUNT

CORE SYSTEM

LATCH DRONE

Known colloquially as a "Wingman", Latch drones are companion drones carried by and deployed from a chassis. Pilots are recommended not to develop emotional attachments to these drones due to their high casualty rate.

Integrated Mount: Latch Drone

Latch Drone

Main Launcher
[✓8][damage: n/a]

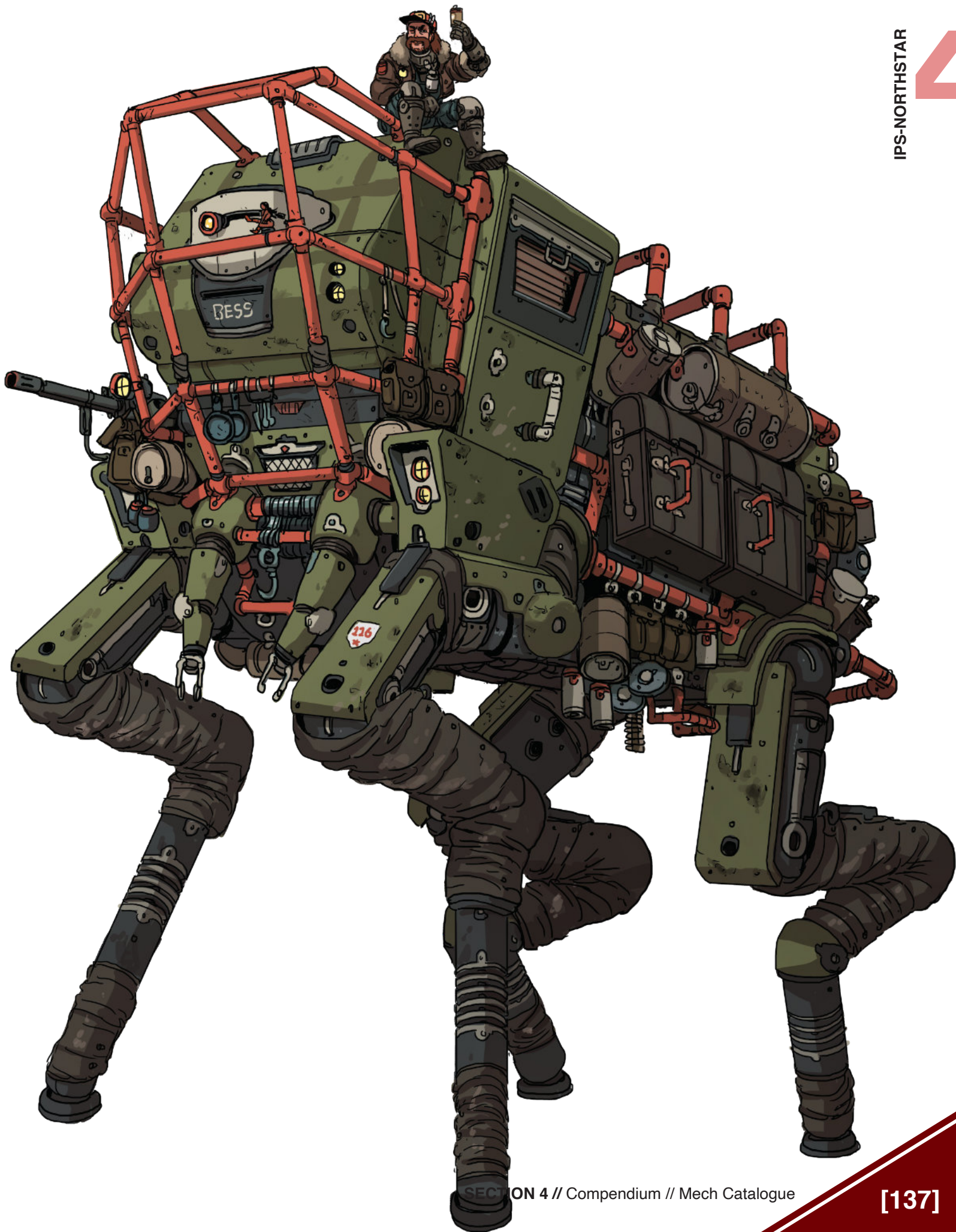
This weapon can't make normal attacks. Instead, choose an allied mech within **RANGE** and line of sight and make a ranged attack against **EVASION 8**. On a hit, either you or your target may spend **1 REPAIR** to restore half your target's **HP**.

Supercharger

Active (1CP), Quick Action

Your **LATCH DRONE** clamps onto an allied mech within its **RANGE**. For the rest of the scene you take ⚡ **1** at the start of each of your turns, but your target gains **+1 ⚡** on all attacks, checks, and saves, and **IMMUNITY** to the **IMPAIRED**, **JAMMED**, **SLOWED**, **SHREDDED**, and **IMMOBILIZED** conditions from characters other than itself. This effect ends if either character becomes **STUNNED**.

While this system is active, you cannot use the **LATCH DRONE** for any other purpose.



**LICENSE I:
CABLE WINCH SYSTEM, RESTOCK DRONE**

Cable Winch System

1 SP, Quick Action

These cables can be attached to an adjacent character. If the target is **STUNNED** or willing, you automatically succeed; otherwise, they can resist with a successful **HULL** save. Once attached, you and the target may not move more than **5 spaces** away from each other. Either character can tow the other, obeying the normal rules for lifting and dragging, and becoming **SLOWED** while doing so.

Any character can remove the cables on a hit with a **melee attack** or **IMPROVISED ATTACK** against **EVASION 10**.

These cables can also be used to drag, pull, or otherwise interact with objects and the environment. They are **5 spaces long** and can support a combined **SIZE 6** before they break. Characters can use them to climb surfaces, allowing them to climb without a **SPEED** penalty.

.....
A winch system consists of an externally mounted spool of nanocarbon-weave cable and a recovery subroutine installed on the mech.

Restock Drone

2 SP, Limited 2, Unique, Quick Action

Restock Drone (SIZE 1/2, 5 HP, 10 E-DEFENSE, 10 EVASION, Tags: DRONE).

Expend a charge to deploy a restock drone to any free, adjacent space, where it primes at the end of your turn. While adjacent to the drone, allied characters can activate it as a **quick action**, clearing **1d6** ⚔ and one condition, and reloading one **LOADING** weapon. After being activated, the drone immediately disintegrates.

.....
Reliable and sturdy drones carrying integrated printers, restock drones allow for limited logistical flexibility via autosalvage. The bulk of a restock drone is made of RawMat, a blend of silicates and metallic materials that the drone processes into replacement parts and repair kits. This is why pilots often joke that restock drones are, simply put, “mech snacks”.

LICENSE II: LANCASTER FRAME, MULE HARNESS, WHITEWASH SEALANT SPRAY

MULE Harness

2 SP, Unique

Extra mounts, straps, and hard points allow other characters to climb and ride your mech. Adjacent, non-**IMMOBILIZED** characters can climb onto your mech as a **quick action**. While riding, they occupy the same space as you, move when you move (even if they're **SLOWED**), and benefit from **soft cover**. If you or a rider are knocked **PRONE**, **STUNNED**, **IMMOBILIZED**, or destroyed, they land **PRONE** in adjacent spaces. Riders can climb down as part of any movement away, but can only climb onto your mech as a **quick action**.

You can carry riders of a combined **SIZE** equal to your **SIZE**, minus **SIZE 1/2** (e.g., if your mech is **SIZE 1** you can carry one **SIZE 1/2** character; if it is **SIZE 2**, you can carry a **SIZE 1** character and a **SIZE 1/2** character).

.....
The Multiple User, Light Entanglement (MULE) Harness is a mass-produced version of a common battlefield modification that allows friendly soldiers to ride along on a chassis. Some systems are large enough to allow smaller chassis to accompany larger chassis; typically, these variants are employed in high altitude, low orbit insertions where reduced radar presence is required.

Whitewash Sealant Spray

2 SP, Quick Action

This sealant can be sprayed on characters or free spaces within ⚔ **5** and line of sight. It has different effects depending on the target:

- **HOSTILE CHARACTERS** Your target must succeed on an **AGILITY** save or they become **SLOWED** until the end of their next turn and clear all burn.
- **ALLIED CHARACTERS:** Your target clears all burn but they become **SLOWED** until the end of their next turn.
- **FREE SPACE:** Any fires within ☺ **1** are extinguished and the area becomes difficult terrain for the rest of the scene.

.....
For fire suppression and fast, temporary seals in punctured starship bulkheads, IPS-N offers a range of single-use, single objective nanites - “whitewash”. This sealant spray can also be used to restrain noncompliant actors when the correct spray heads and catalytic formulations are installed to the applicator.

Aceso Stabilizer

3 SP, Limited 3, Overshield, Shield, Unique, Quick Action

Expend a charge to fire this small, self-arming system onto an allied mech within \nearrow 5. They gain **OVERSHIELD** equal to your **GRIT+4**. While they have this **OVERSHIELD** they gain **IMMUNITY** to **IMPAIRED** and **JAMMED**.

.....
The IPS-N Aceso Stabilizer is a useful triage measure for any scoring and minor mechanical damage that is sustained in the course of combat engagement or negative environmental interaction. Thanks to its negligible processor demand, Aceso Stabilizers can even be controlled by comp/con units - this allows the pilot to concentrate on complex repairs or immediate threat neutralization.

Cutter MkII Plasma Torch

Auxiliary Melee, 1 ⚡ (Self)
[⚡ 1][1 ⚡ + 1 ⚡ + 1 ⚡]

This weapon deals **10 ⚡ AP** to objects, cover, terrain, and the environment.

.....
Plasma cutters were tools first: simple blades built to toggle and sustain a plasma sheath, making it easier to cut metal. Repeated ad hoc use of cutters as personal defense weapons against pirate boarding parties convinced IPS-N of the need for a mil-spec variant of the civilian tool - the Cutter, now in its second generation. The Cutter MkII feeds directly from the mech's power core, with a port to attach power packs in case of cord severance. Although the cutting edge can be shortened to a knife length, its most popular setting is the "cutlass", a medium-length option perfect for balancing reach and maneuverability in close quarters.



IPS-N NELSON

Striker

The IPS-N Nelson is the purest embodiment of the close-quarters doctrine espoused by its manufacturer. It is built to brawl, thriving when ordnance has been exhausted or when the environment is too volatile for firearms. With its functional size, the Nelson can strike fast and remain a difficult target to track. Layers of fractal-fold Armor-Lock plating with ceramic-analogous carbon flaking properties effectively nullify the impact of incoming ballistics by dispersing kinetic energy across a rounded hull. This null-k defense protects the pilot from impact trauma, allowing for sustained combat efficacy in high-trade scenarios.

The Nelson is an iconic IPS-N chassis, known across the galaxy as the favored frame of the Albatross, the nomadic order of Cosmopolitan peacekeepers. The Albatross' distinctive white, gold, and red livery, mastery of the war pike, and apparent agelessness due to time dilation has won both them and the Nelson a venerated place in Diasporan lore - and secured an endorsement contract with IPS-N in perpetuity.

CORE STATS

Size: 1

Armor: 0

HULL

HP: 8

Repair Cap: 5

AGILITY

Evasion: 11

Speed: 5

Save Target: 10

Sensors: 5

SYSTEMS

E-Defense: 7

Tech Attack: +0

SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

MOMENTUM

1/round, after you **Boost**, the Nelson's next **melee attack** deals **+1d6 bonus damage** on hit.

SKIRMISHER

After attacking, the Nelson can immediately move 1 space in any direction as long as it isn't **IMMOBILIZED** or **SLOWED**. This movement ignores engagement and doesn't provoke reactions.

MOUNTS

FLEX
MOUNT

MAIN/AUX
MOUNT

CORE SYSTEM

PERPETUAL MOMENTUM DRIVE

IPS-N's Perpetual Momentum Drive exploits fighter-tier nearlight spooling to capture and sustain a passive .000001 Ls charge, able to be dumped into boost systems upon command. Chassis equipped with this drive require heavy reinforcement, including strengthened joints and limbs, and installation of a k-comp crash couch to protect the pilot from sudden g-force and shear.

Engage Drive

Active (1CP), Protocol

For the rest of the scene, **Skirmisher** allows you to move **4 spaces** at a time instead of **1 space**.



LICENSE I: BULWARK MODS, WAR PIKE

Bulwark Mods

1 SP, Unique

Your mech's extended limbs, additional armor, redundant motor systems, and other reinforcements allow you to ignore **difficult terrain**.

.....
All proprietary IPS-N mech cores feature their QuickMod system - a modular, legacy-compatible system of joints, hardpoints, and internal slots that makes installing upgrades simple. This proved to be a necessary feature for Albatross maktebas long out of synch with Union Realtime.

War Pike

Main Melee, Knockback 1, Thrown 5
[✂ 3][1d6 ∅]

A war pike is a simple weapon - a long haft, topped with a dense, slim point, meant to puncture armor. Early designs were derivative of mining pylons, but the modern war pike is a sturdy, balanced, and reliable weapon that's perfect for a charge.

LICENSE II: NELSON FRAME, ARMOR-LOCK PLATING, THERMAL CHARGE

Armor-Lock Plating

1 SP, Unique, 2 ⚔ (Self)

You can **BRACE** while **GRAPPLING**. When you do so, any grapples currently affecting you end.

Additionally, when you **BRACE**, you gain the following benefits until the end of your following turn:

- Attacks against you receive **+1** ⚔.
- You can't fail **AGILITY** or **HULL** saves or contested checks.
- You gain **IMMUNITY** to **KNOCKBACK**, **GRAPPLE**, being knocked **PRONE**, and being moved by any external force smaller than **SIZE 5**.

.....
IPS-N's Armor-Lock Plating is a total-body modification that provides additional chassis stability for any situation in which a pilot needs to put their mech through greater-than-anticipated stress.

Thermal Charge

2 SP, Limited 3, Mod, Unique

Choose one **MELEE** weapon: on a hit with this weapon, expend a charge as a **free action** to activate its detonator and deal **+1d6** * **bonus damage**.

.....
One popular modification to the classic war pike involves replacing the long, armor-piercing pike head with a disposable, impact-triggered explosive charge. On penetration, the pike's head is severed from the shaft - moments later, the embedded pike head detonates in a conical explosion from the point forward. Spare thermal charges are stable, and transported in external tube magazines.

IPS-N also makes thermal charges compatible with GMS's range of blades, hammers, and picks.

Power Knuckles

Auxiliary Melee
[✖ 1][1d3+1 *]

On Critical Hit: Your target must succeed on a **HULL** save or be knocked **PRONE**.

IPS-N's line of power knuckles are another popular purchase for pilots who prefer to fight up close. Taking the form of anything from shaped studs to hyperdense knuckles, or a series of magnetically accelerated micro-rams, power knuckles amplify the already incredible hitting power of a mech.

Ramjet

3 SP, Unique, Protocol, 2 ⚡ (Self)

Until the start of your next turn, you can move **+2 spaces** when you **Boost** and your **melee attacks** (including **RAM**, **GRAPPLE**, and so on) gain **KNOCKBACK 2**.

When you move during this time, you must move your full **SPEED** in a straight line; however, you can stop if you would collide with an obstruction or hostile character, and you can change direction between separate movements (for example, **standard moves**, **Boost**, etc).

There's a threshold that veteran Nelson pilots know well: the point of endless momentum. You get moving fast enough in the right atmosphere and the air itself feeds into auxiliary ports on the chassis, screaming out like a demon's almighty howl. The point of endless momentum is a giant's hand on your chest and a god's chariot under your feet. Makes you feel like you can outrun light itself, as long as you don't pass out first.



IPS-N

RALEIGH

Striker

Seeing GMS and Harrison Armory's push to secure whole-fleet line contracts with Union member states, IPS-N launched a brief foray into design and production of their own main battle line frame. Enter the Raleigh, a stylistic and design oddity for IPS-N. Designed not as a specialist, but as a purpose-built, close-range mech, the Raleigh failed to stun potential clients in trials.

Though a favorite of test pilots due to its unique styling and agility, the Raleigh saw few fleet orders and, after a brief run as IPS-N's flagship, was quietly rolled back and replaced with the Tortuga. No longer offered as a fleet contract, the Raleigh enjoys a quiet popularity among pilots seeking a well-balanced, if close-ranged, line mech.



CORE STATS

Size: 1	Save Target: 10
Armor: 1	Sensors: 10
HULL	SYSTEMS
HP: 10	E-Defense: 7
Repair Cap: 5	Tech Attack: -1
AGILITY	SP: 5
Evasion: 8	ENGINEERING
Speed: 4	Heat Cap: 5

TRAITS

FULL METAL JACKET

At the end of its turn, if the Raleigh hasn't made any attacks or forced any saves, it can reload all **LOADING** weapons as a free action.

SHIELDED MAGAZINES

The Raleigh can make ranged attacks when **JAMMED**.

MOUNTS

AUX/
AUX

FLEX
MOUNT

HEAVY
MOUNT

CORE SYSTEM

M35 MJOLNIR CANNON

IPS-N's M35 Mjolnir cannon is a carryover from Northstar's Watchman Line of defensive weapons, reworked for frontline combat. The Mjolnir is a hard-mounted, multi-barrel

auxiliary cannon that uses magnetic acceleration to fire stacks of airburst projectiles at its target. It's an impulse weapon, tied to the pilot's second-tier neural processes with mediation from a comp/con or NHP; even in death, a pilot's Mjolnir will continue to identify and attack hostile targets until reaching total systemic failure. For this reason, the Mjolnir is often referred to as a deadgun - one of many such weapons to be found among CQB-oriented pilots.

Integrated Mount: M35

M35 Mjolnir

Main CQB [↗5][✳3][4∅]

1/round, when you reload any weapon, this weapon can be fired as a **free action**.

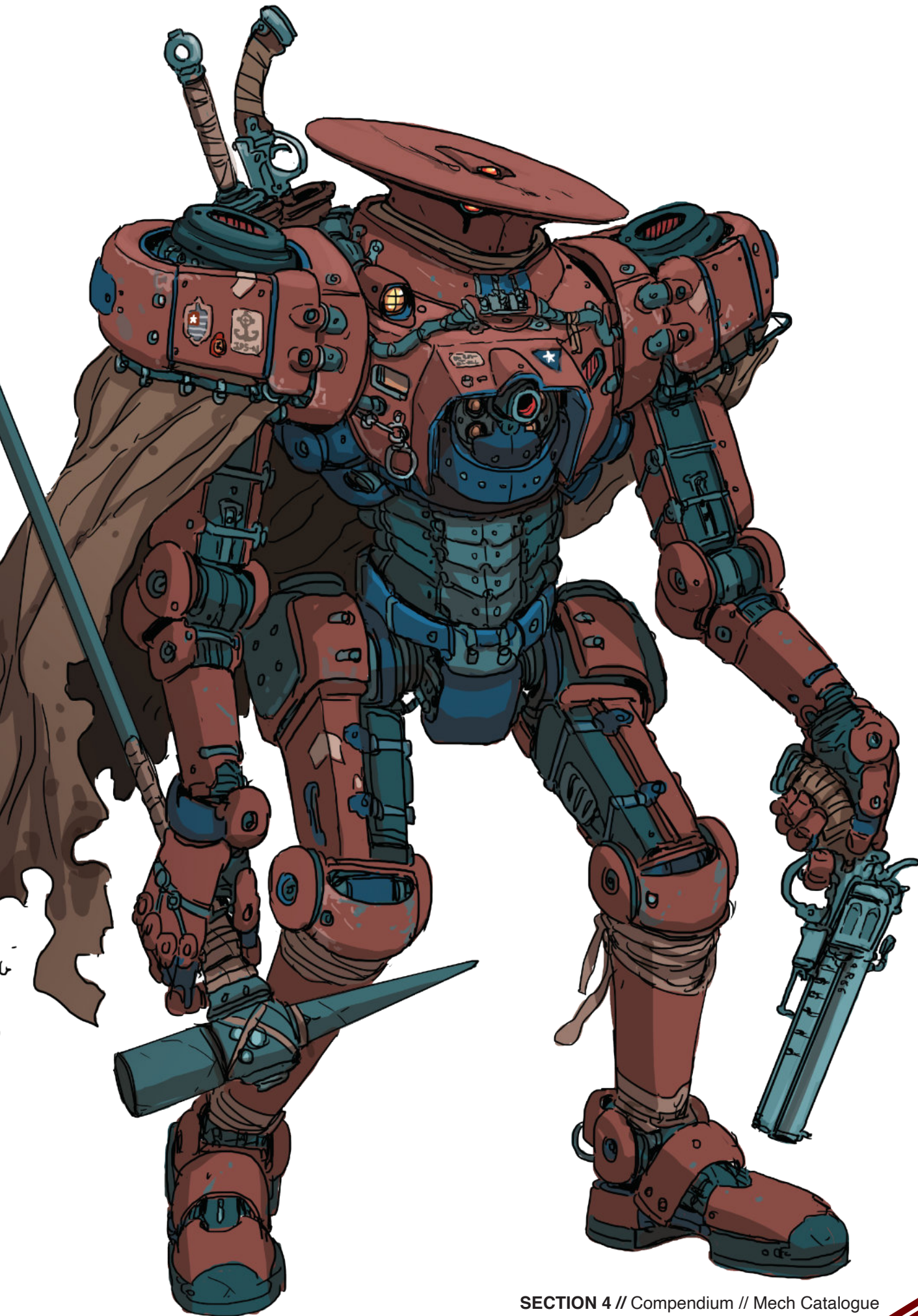
Thunder God

Active (1CP), Protocol

You start to spin your **M35 MJOLNIR** up, beginning with no chambered rounds. For the rest of the scene, you load two rounds into chambers at the end of any of your turns in which you haven't fired the **M35 MJOLNIR**. It can hold a maximum of six rounds.

When you fire the **M35 MJOLNIR**, all chambers fire simultaneously, dealing **4 ∅ per loaded round**. If you fire four or more rounds at once, the attack gains **AP** and, on a hit, your target becomes **SHREDDED** until the end of their next turn.





**LICENSE I:
BB BREACH/BLAST CHARGES, HAND CANNON**

BB Breach/Blast Charges

2 SP, Limited 3, Unique

Expend a charge for one of the following effects:

- **THERMAL GRENADE** (*Grenade*, ↗ 5, ⊕ 1): All characters within the affected area must succeed on an **AGILITY** save or take **1d6** ⚡. On a success, they take half damage. Objects and terrain are hit automatically and take **10** ⚡ **AP**.
- **BREACHING CHARGE** (*Mine*, ⊕ 1): In addition to adjacent free spaces, this mine can also be planted on adjacent walls, pieces of cover, and terrain. Once armed, this mine must be detonated with a quick action. Characters within the affected area must succeed on an **AGILITY** save or take **2d6** ⚡ **AP**. On a success, they take half damage. Objects and terrain are hit automatically and take **30** ⚡ **AP**.

.....
Breach/blast charges offer a mil-spec twist on the industrial blasting charges developed by IPS-N for asteroid mining. The IPS-N BB charge features a more volatile blend of high explosives designed to cause massive structural damage to mechanized chassis, starship bulkheads, armored vehicles, bunkers, and other hardened structures.

Hand Cannon

Auxiliary CQB, Loading, Reliable 1
[↗ 5][✂ 3][1d6 ∅]

The IPS-N hand cannon is a licensed version of GMS's Type-I Pistol, adapted for a much heavier caliber. This modification requires the belt-fed system of the GMS build to be swapped for a cylinder or magazine-based system, depending on the specific model of hand cannon.

**LICENSE II: RALEIGH FRAME,
BOLT THROWER, "ROLAND" CHAMBER**

Bolt Thrower

Heavy Cannon, Loading, Reliable 2
[↗ 8][2d6 ∅ + 1d6 ⚡]

As with many of IPS-N's classic weapons, the bolt thrower is descended from a civilian mining tool. It fires self-propelled explosive bolts, perfect for use in micro- and null-gravity as well as in-atmosphere.

"Roland" Chamber

3 SP, Unique

When you reload any weapon, your next attack with a **LOADING** weapon gains this effect:

On hit: This attack deals **+1d6** ⚡ bonus damage, and targets must succeed on a **HULL** save or be knocked **PRONE**.

.....
Packed into sealed, self-contained cylinders, IPS-N's "Roland Rounds" are high-explosive anti-armor charges built for kinetic weapons of any mech-scale caliber. Loaded in place of inert kinetic ammunition, a Roland HE/AA shell increases the efficacy and destructive power of any weapon it is fired from.

Kinetic Hammer

Heavy Melee, Reliable 4
[✂ 1][2d6+2 ∅]

A kinetic hammer is a simple tool, but a brutal one. Made up of a supermassive head fused to a long haft, the hammer carries enough force to create massively traumatic pressure waves upon landing a successful blow.

UNCLE-Class Comp/Con

3 SP, Unique, AI, Mod

Choose one **AUXILIARY**, **MAIN**, or **HEAVY** weapon: your UNCLE-class comp/con has control of that weapon and its associated systems.

1/turn, you can attack at **+2** ☉ with **UNCLE's** weapon as a **free action**. **UNCLE** can't use weapons that have already been used this turn, and any weapon **UNCLE** attacks with can't be used again until the start of your next turn.

UNCLE isn't a full **NHP**, so cannot enter **cascade**.

.....
IPS-N's UNCLE comp/con system is the result of the DARKSTAR-2 program, a temporary project that sought to develop more advanced smart weapons. Early prototypes were hampered by a combination of high power-draw, unstable conditioning, and frustrating single-task orientation that eventually saw the project shuttered.

While IPS-N is no longer developing new iterations of UNCLE, they still have a stock of QA-approved legacy systems accessible to qualified pilots.

Pilots lucky enough to field test models swear by UNCLE's task efficiency and parallel-track reasoning, though the outdated comp/cons are known for their somewhat unstable personalities.



IPS-N

TORTUGA

Defender/Striker

The Tortuga is IPS-N's short-to-medium range line of mechs. Conceived, tested, and perfected in the void of deep space, the Tortuga was made to breach and clear carrier decks, hostile station environments, and the spinal columns of capital ships. It excels at occupying space and filling hallways with its angular bulk, often acting as a walking battering ram by boarding parties and marines. But the Tortuga defends just as effectively as it attacks, using its broad plates of brachial armor to shield itself and any advancing allies.

CORE STATS

Size: 2

Armor: 2

HULL

HP: 8

Repair Cap: 6

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 15

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

SENTINEL

The Tortuga gains +1 \oplus on all attacks made as reactions (e.g. **OVERWATCH**).

GUARDIAN

Adjacent allied characters can use the Tortuga for **hard cover**.

MOUNTS

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

WATCHDOG CO-PILOT

IPS-N security teams are no strangers to the dangers of ship-to-ship or ship-to-station boarding actions. Tight corridors, unstable gravity, dark environments, hard vacuum, and the potential dual threat of both organic and inorganic opposition make boarding actions some of the most statistically deadly engagement - according to IPS-N's internal metrics, even the winning side should expect at least 30% casualties.

Hoping to lessen the cognitive burden on pilots and any NHPs or comp/cons installed in their chassis, IPS-N developed the WATCHDOG co-pilot. The WATCHDOG is a simple subsentient partition: a flash-homunculus of aggregated intelligence generated from thousands of after-action reports from boarding actions, debriefings, and volunteer donors. Not an NHP, nor even a comp/con, the WATCHDOG is a robust tactical program similar to a smart weapon. That said, its ability to operate without cycling presents certain advantages: namely, these co-pilots have some capacity to learn and make best-guess predictions based on analysis of their pilots. WATCHDOGS tend to have plain personalities - to whatever extent they can be said to have one - and are a favorite of pilots looking for a no-nonsense attitude and crisp, efficient counsel.

The WATCHDOG system is currently under review by a joint USB/UDoJ-HR commission, but there has been no formal stay on production yet issued.

Hyper-Reflex Mode

Active (1CP), Protocol

For the rest of this scene:

- If you have less than ⌘ 3 with a ranged weapon, it increases to 3.
- **1/round**, you may take an additional **OVERWATCH** reaction.
- Any character you hit with **OVERWATCH** becomes **IMMOBILIZED** until the end of their next turn.



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LICENSE I: SIEGE RAM,
DECK-SWEEPER AUTOMATIC SHOTGUN

Siege Ram

2 SP, Unique

When you **RAM**, you deal 2 ∅ on hit, and you deal 10 ∅ AP when you **RAM** objects and terrain

.....
The siege ram is a handheld metal beam with a wedge tip, ready to be smashed into the seams of sealed bulkhead doors and driven home. It's another holdover from the days before the IPS-N merger. When someone needs to open a bulkhead that's just slammed shut, it's what marine pilots pick up to get the job done. Heavy, dumb, and unbreakable: IPS-N's siege ram is the universal skeleton key.

Deck-Sweeper Automatic Shotgun

Main CQB, Inaccurate

[↘ 3] [✖ 3] [2d6 ∅]

The Deck-Sweeper Automatic Shotgun is a belt-fed scattergun, a favorite of marine pilots aboard stations and capital ships. Its methodology is straightforward: charge, point, and fire. A single-barrel constriction allows for pneumatic absorption - dampening the effect of its incredible recoil - and its belt feeder is compatible with many types of shot-and-slug ammunition.

LICENSE II: TORTUGA FRAME,
DAISY CUTTER, CATALYTIC HAMMER

Daisy Cutter

Heavy CQB, Limited 2

[△ 7] [∅ 3d6]

On Attack: Creates a cloud of smoke and detritus in the attack cone, providing **soft cover** in the affected area that lasts until the end of your next turn.

.....
The Daisy Cutter is an effective weapon - if outdated - that's still favored by many marine pilots. Essentially, it's a massive shotgun; the pilot loads a charge into the gun's breech, drops a packed sabot down the barrel, aims, and fires a hellfire cloud of flechette darts, bearings, and ignited magnesium strips, guaranteed to clear any deck on which it's been fired.

Catalytic Hammer

Main Melee, Loading

[✖ 1] [1d3+5 ∅]

On Critical Hit: Your target must succeed on a **HULL** save or become **STUNNED** until the end of their next turn.

.....
Modified originally from blast-mining equipment, the catalytic hammer (colloquially, the "pilebunker") has since been refined into a formidable melee weapon. When fired, a charge propels the hammer - a solid cylinder with a spike on one end - through a short barrel, impacting with enormous kinetic force. Standard hammer heads are smooth to allow for easy extraction from targets, but they can be detached and replaced if retrieval is impossible. Any installation of a catalytic hammer necessitates superstructure reinforcement to allow for sufficient energy dispersal.

Throughbolt Rounds

2 SP, Unique, Mod

Choose one **CQB**, **CANNON**, or **RIFLE**: when you attack with it, you may fire a throughbolt round instead of attacking normally. Draw a ↗ **3** path from you, passing through terrain or other obstacles – any characters or objects in the path take **2 ∅ AP** as the projectile punches through them and out the other side. **RANGE**, cover, and line of sight for the attack are then measured from the end of this path, continuing in the same direction.

.....
Throughbolt rounds are a proprietary IPS-N anti-armor invention. When fired, the rounds ignite and project a superheated cone of plasma before them, creating an effect like a miniature lance that easily penetrates multiple targets – even through hard surfaces.

HyperDense Armor

3 SP, Unique, Shield, Quick Action

When activated, this armor hardens into a shimmering, reflective surface that offers unparalleled protection. You gain **RESISTANCE** to all **damage**, ⚡ and 🔥 from attacks that originate beyond ↗ **3**; however, you become **SLOWED** and deal half **damage**, ⚡ and 🔥 to characters beyond ↗ **3**.

HyperDense armor can be deactivated as a **quick action**.

.....
IPS-N HyperDense Armor is built for space – forged with no regard for any constraints users might face within a gravity well. As such, many pilots protected by HyperDense products are shocked to experience the difference between piloting their mech down a well and taking it for a ride in the null-gravity of space.



IPS-N VLAD

Controller/Striker

The Vlad is the second iteration of IPS-N's legacy Yi-Sun-Shin model, first made famous by Albatross pilots in the Celestine campaign during the fall of the Second Committee. With the wealth and quality of data generated by the Albatross in that conflict, IPS-N produced the Vlad, a power plant- and frame-upgraded spiritual successor to the Yi-Sun-Shin and deserving of a new line designation.

The Vlad, as the Sun did before it, shares much of its design philosophy and ancestry with IPS-N's early asteroid-mining frames. Many of its standard armaments take inspiration from the early efforts of resourceful miners to convert tools into improvised anti-piracy weapons; likewise, its frame emphasizes redundancy, toughness, and component universality, allowing it to operate with outstanding self-sufficiency for long and/or dangerous deployments.

Heavily armored, the Vlad suits a frontline role where it can absorb fire from dangerous targets while lining up the perfect shot.

CORE STATS

Size: 1

Armor: 2

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 4

Save Target: 11

Sensors: 5

SYSTEMS

E-Defense: 8

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 6

TRAITS

DISMEMBERMENT

When the Vlad inflicts **IMMOBILIZE** on another character, the target also becomes **SHREDDED** for the same duration.

SHRIKE ARMOR

When a character within ↗ **3** attacks the Vlad, the attacker first takes **1 ∅ AP**.

MOUNTS

FLEX
MOUNT

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEM

SHRIKE ARMOR

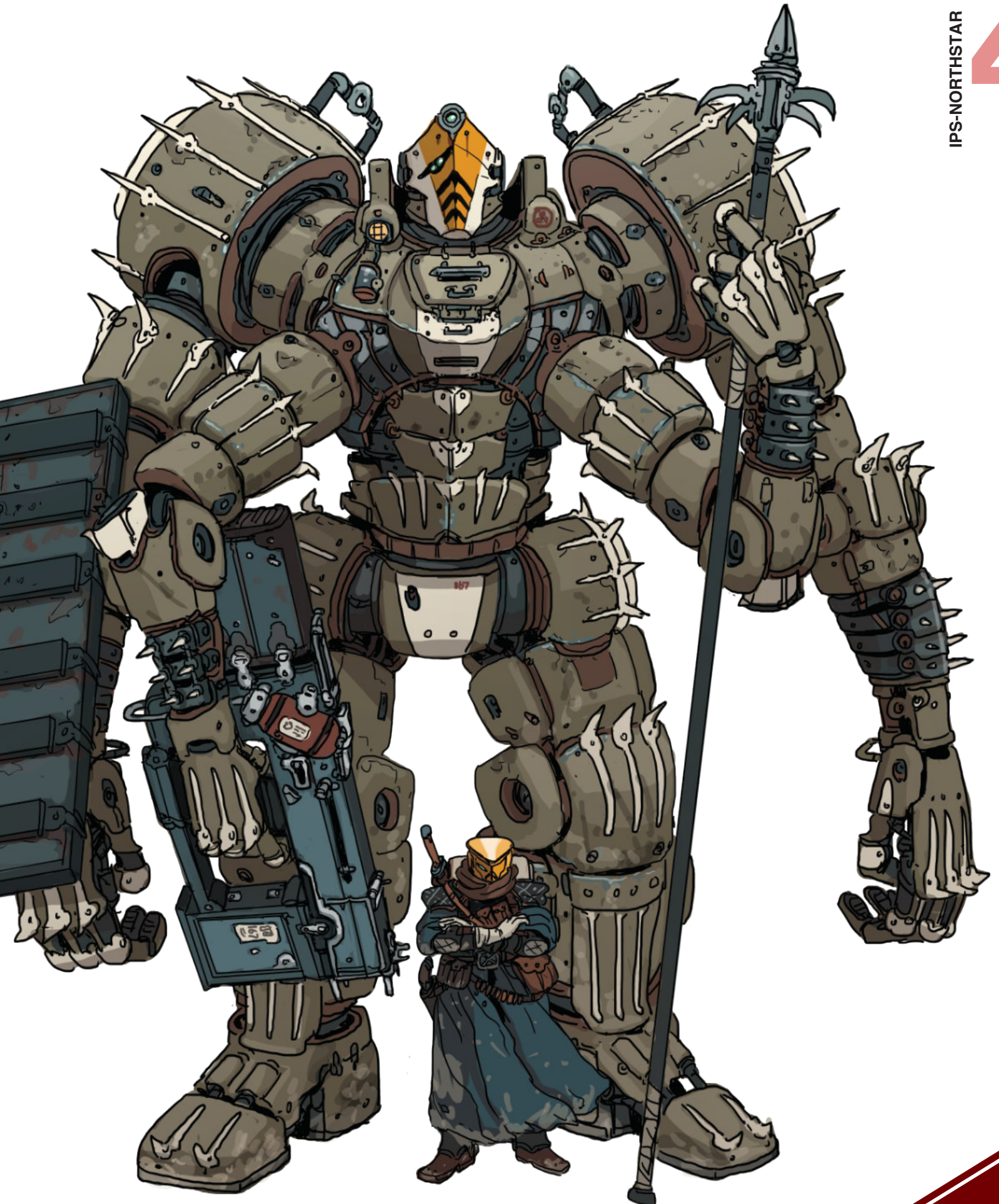
Primarily a defensive modification, Shrike armor bristles with hardened chromium-tungsten spikes - a nod to the Vlad's historical namesake. Shrike tips are strategically placed in areas with a high likelihood of kinetic encounters: gauntlets, manipulator joints, shoulder plating, and so on. Shrike armor is uncommon among pilots from the Core and is considered a mark of underdeveloped - if terrifying - tactics.

Tormentor Spines

Active (1CP), Protocol

For the rest of this scene, you gain **RESISTANCE** to all damage originating within ↗ **3**, and **SHRIKE ARMOR** deals **3 ∅ AP** instead of 1.





LICENSE I: IMPACT LANCE,
WEBJAW SNARE

Impact Lance

Main Melee
[✂ 3][1d6 ⚡]

On Attack: You also attack all characters in a **LINE** between you and your target. You take 1 ⚡ for each target past the first.

The impact lance is a mil-spec variant of a common mining tool: the single-use chemical survey laser. IPS-N's military variant mounts a series of impact lances on a mech's brachial or thoracic carriages, leaving its manipulators free to field other weapons and systems. It can be wired directly into a chassis' core, or charged with disposable chemical batteries.

The lance array fires for a microsecond, burning through its stored charge to produce an intense burst of light that stabs out in a tight, pulsed beam capable of searing through meters of hardened bulkhead.

Webjaw Snare

1 SP, Quick Action, Limited 2, Unique

Webjaw snare (SIZE 1, 10 HP, EVASION 5, Tags: DEPLOYABLE)

Expend a charge to deploy a Webjaw snare to a free, adjacent space, where it arms at the end of your turn. It does not obstruct movement, and can't be attacked until it is triggered.

The snare is triggered when any character moves over it. They must succeed on a **HULL** save or take 1d6 ⚡ AP and become **IMMOBILIZED**. This effect lasts until the snare is destroyed.

Suitable for use in any theater, the IPS-N Webjaw Explosively Accelerated Filament system is a deployable perimeter defense solution designed to arrest hostile movement in predetermined kill-corridors. The Webjaw consists of a networked cluster of single-use anchors, each consisting of a barb, a coil of arachnosynth NoCut filament, and an explosive charge.

When triggered remotely, or by a series of programmable physical, electronic, or chemical triggers, the anchors fire, embedding barbs deep inside targets, whether soft or hard. The barbs, secured to anchor points by NoCut filament, clog and restrict movement, fouling gears, wheels, rotors, engines, and all methods of locomotion.

LICENSE II: VLAD FRAME,
CALTROP LAUNCHER, IMPALER NAILGUN

Caltrop Launcher

1 SP, Unique, Quick Action

This system blankets a free ☺ 1 area within ↗ 5 with explosive caltrops. The affected area becomes **difficult terrain** for the rest of the scene, and mechs take 1d3 * AP when they enter the affected area for the first time in a round or end their turn within it.

Wicked anti-organic, anti-vehicle systems for proximity denial, caltrop launchers fire either great clouds or long swathes of shimmering metal over an area. IPS-N's HX-CAL caltrop system includes small, shaped explosives in the mix of hardened pyramids.

Impaler Nailgun

Main CQB, 1 ⚡ (Self)
[↗ 5][✂ 3][1d6+1 ⚡]

On Hit: Targets must succeed on a **HULL** save or become **IMMOBILIZED** until the end of their next turn.

The Impaler's noncombustible, sabot-jacketed two-stage macroflechettes can pierce even the heaviest armor. Once catapulted from its launcher, the sabot disengages on approach to its target and triggers a second stage - internal propulsion drives the macroflechette forward with incredible velocity. Over-penetration is certain against soft targets; IPS-N advises firing this weapon only when the area behind the target is clear of allies or noncombatants.

Combat Drill

Superheavy Melee, AP, Overkill

[✂ 1][3d6 ⚔ + 1d6 ⚡]

When attacking a character that is **PRONE**, **IMMOBILIZED**, or **STUNNED**, this weapon's **OVERKILL** tag does an extra **+1d6 bonus damage** each time it activates. This can activate indefinitely if the new bonus die result is a 1, triggering **OVERKILL** again.

The combat drill is a brutal close-combat weapon, powered by a massive external catalyst pack. The bit is tipped with microplasmatic projectors designed to pre-treat the target and ensure drill penetration.

Charged Stake

2 SP, Full Action

This system fires a charged stake at a character adjacent to you. Your target must succeed on a **HULL** save or be impaled by the stake, taking **1d6 ⚡ AP** and becoming **IMMOBILIZED** while impaled. At the end of each of their turns, an impaled character takes **1d6 ⚡ AP**. An impaled character can successfully repeat this save as a full action to remove the stake and free themselves, which is the only way to end the immobilization.

You can only affect one character with the stake at a time.

Descended from blast-mining tools, this enormous, improvised system is housed and prepped to fire in a specially primed chamber. It first penetrates and immobilizes armored targets, then sends a powerful, vaporizing charge into vulnerable internal systems.



SSC



SMITH-SHIMANO CORPRO

You only need one.

Smith-Shimano Corpro (SSC) is the second-oldest corporation in the galaxy, preceded only by GMS. Founded by Cartwright Smith and Shimano Hideyoshi, SSC's emphasis on private stellar and interstellar travel, the fantastic wealth of its founders, and favorable contracts within Union's First Committee, Smith-Shimano quickly became an early leader in the race to develop sublight, downwell, and EVA vehicles. SSC grew throughout Union's First Expansion Period, managing the majority of all private and corporate contracts' design, outfitting, and clinical needs. Over time, the corporation diversified to specialize in bio-bespoke, long-range scout suits – personalized hard suits, for those with the manna to afford them.

The necessities of deep-space exploration require humans to spend long periods in hostile environments; pre-Deimos Event, SSC sought to address this challenge by breaking down the barriers between human and machine, creating a symbiotic relationship between hardsuit and wearer. Following the Deimos Event, however, SSC wound down most of its human/machine integration research in accordance with the First Contact Accords, choosing instead to focus on perfecting the first machine: the human body itself.

Smith-Shimano **FRAMES** reflect the corpro-state's pedigree and its agile, adaptable business model. They are built not to take hits – though they're resilient enough – but to avoid them entirely. SSC designs emphasize mobility and sleek profiles, precisely tuned to land not the hardest hit, but the most accurate. Economy, precision, and singularity is the name of the game for this manufacturer: why fire a thousand rounds when one can be just as effective?

The mechs developed by SSC are known for their license exclusivity, appealing silhouette, and exacting design. Their LUX-Iconic line of chassis are coveted, single-designer models, each unique to the pilot with the requisite licenses and access to afford them; as such, unlike other manufacturers, SSC frames tend to be longer-lasting in service, with more emphasis on retrofitting and repair than recycling and reproduction.

SSC CORE BONUSES

SSC bonuses increase your mech's speed, evasion, and ranged combat efficacy.

You must have at least three license levels in SSC licenses to take a bonus from this list, and another three levels for each additional bonus. For example, with six ranks in SSC licenses, you can have up to two bonuses.

ALL-THEATER MOVEMENT SUITE

A popular modification, ATMS adds powerful pulse jets that dramatically improve mech mobility in all theaters.

You may choose to count any and all of your movement as **flying**; however, you take ⚡ **1** at the end of each of your turns in which you **fly** this way.

FULL SUBJECTIVITY SYNC

By creating a stable, two-way ontologic bridge, SSC has removed the need for pilots to rely on physical controls alone to pilot their mech. Using a full subjectivity sync, pilots perceive their mech as their own body and control it via neural impulse; somatosensory feedback is translated to the pilot as well, so caution is advised despite nociception-dampening defaults built-in to the system.

You gain +2 **EVASION**.

GHOSTWEAVE

An upscaled version of the same systems found in SSC's Mythimna Panoply, Ghostweave is a proprietary appliqué used to enhance mech camouflage in all environments.

During your turn, you are **INVISIBLE**. If you take no actions on your turn other than your standard move, **HIDE**, and **BOOST**, you remain **INVISIBLE** until the start of your next turn. You immediately cease to be **INVISIBLE** when you take a reaction.

INTEGRATED NERVEWEAVE

Integrated nerveweave combines several technologies to grant total battlefield alacrity, assuring pilots are never left behind.

You may move an additional 2 spaces when you **Boost**.

KAI BIOPLATING

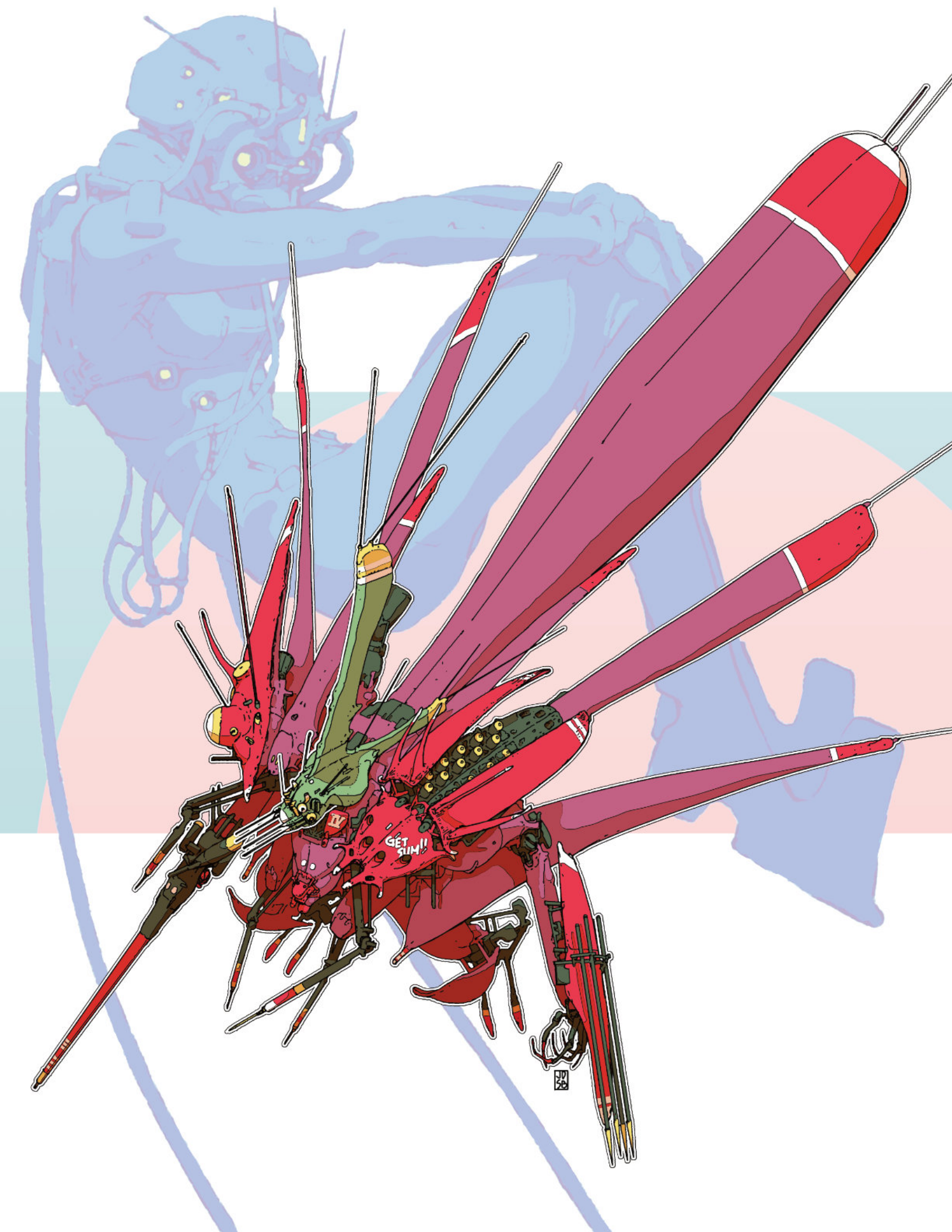
Adapted from fauna local to SSC's home system, Kai Bioplasting adds a lamellar layer of insulated, anchored, and chitinous plating over key brush-points on a mech. Essentially a cheaper, more feasible alternative to living metal, bioplasting allows for faster movement through hard-to-navigate terrain.

You gain +1 ⚡ on all **AGILITY** checks and saves; additionally, you climb and swim at normal speed, ignore difficult terrain, and when making a standard move, can jump horizontally up to your full **SPEED** and upwards up to half your **SPEED** (in any combination).

NEUROLINK TARGETING

To further reduce the information gap between pilot and machine and complement its full subjectivity sync technology, SSC developed neurolinking, a stable, non-invasive, and limited-transfer ontologic bridge. Neurolink targeting is a simple enhancement that helps pilots feel – as opposed to thinking – when engaged in ranged combat, allowing for a more natural expression of pilot ability.

Your ranged weapons gain +3 **RANGE**.





SSC

BLACK WITCH

Controller/Support

The Black Witch is the flagship model of SSC's LUX-Iconic line of frames, on paper meant to compete with Harrison Armory's dominance in the field of cutting-edge gravity and electromagnetic manipulation. Utilizing the newest technologies developed by SSC's Exotic Materials Group, the Black Witch is a fearsome area-control platform, often fielded in support of heavier mechs engaged in direct combat.

With a slim profile and strong defensive systems, the Black Witch is especially popular among the wealthier houses of the Karrakin Trade Baronies, who often place multiple orders to outfit their personal guards and house company officers. Next to internally produced Baronie frames, the Black Witch (alongside other SSC LUX-Iconic models) is the most popular SSC chassis throughout noble Karrakin space.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 6

Repair Cap: 3

AGILITY

Evasion: 10

Speed: 5

Save Target: 11

Sensors: 15

SYSTEMS

E-Defense: 12

Tech Attack: +0

SP: 8

ENGINEERING

Heat Cap: 6

TRAITS

REPULSOR FIELD

The Black Witch has **RESISTANCE** to \emptyset .

MAG PARRY

1/round, as a reaction, you may attempt to parry an attack that would deal \emptyset to you or an adjacent allied character. Roll 1d6: on 5+, the attack misses. This effect does not stack with **INVISIBLE**.

MOUNTS

MAIN/
AUX

CORE SYSTEM

MAGNETIC FIELD PROJECTOR

Magnetic field generators are a portable and field-deployable variation on typical magnetic defense technologies. When activated, they create a magnetic bubble

that traps all incoming ferrous projectiles. The strength of the field is so great that it can even draw mechs to its center. When the field is dispersed or its solid-state battery burns out – a feature, not a flaw – the field undergoes a sudden catastrophic implosion, drawing all captured projectiles to a point at the center of the bubble.

Mag Field

Active (1CP), Full Action

This system projects a \oplus 3 magnetic field with at least one space adjacent to you, causing the following effects until the end of your next turn:

- The affected area is **difficult terrain**.
- Ranged attacks that deal \emptyset or \star can't enter or leave the affected area – projectiles stop at the edge, doing no damage. Record each attack stopped this way.
- Mechs and other characters made at least partly of metal that start their turn in the affected area or enter it for the first time in a round must succeed on a **HULL** save or be pulled as close to the center as possible and become **IMMOBILIZED**.

When the effect ends, any ranged attacks that were stopped resume their trajectory – toward the center of the affected area. The GM rolls attacks against each character within, gaining **+1 per blocked attack** (to a maximum of +6). On hit, these attacks deal **1d6 \emptyset** per blocked attack (to a maximum of **6d6 \emptyset**).



**LICENSE 1:
FERROUS LASH, MAGNETIC CANNON**

Ferrous Lash

2 SP, Quick Action

Choose a character within \nearrow 8 and line of sight. If they are allied, you may pull them 5 spaces in any direction; if they are hostile, they must succeed on an **AGILITY** save or be pulled 5 spaces in a direction of your choice. This movement ignores engagement and doesn't provoke reactions.

If a hostile target moved by this system collides with an obstruction or another mech, they stop moving and are knocked **PRONE**.

.....
Initially developed as a nonlethal crowd-suppression device, the Ferrous Lash is a far more complex and dangerous device in the hands of the right pilot. The Lash consists of a series of integrated launchers that detonate payloads of fast-congealing ferrofluids that restrain their targets. Tuned to the correct frequency, these proprietary ferrofluid blends form into rudimentary ambulatory segments, pulling their hosts back towards the one wielding the Lash.

Magnetic Cannon

Main Cannon
[\nearrow 8][1d3+1 ⚡]

On Hit: All characters within the affected area must succeed on a **HULL** save or be pulled **1d3+1 spaces** toward you, or as close as possible.

.....
SSC's magnetic cannon is a first from the Exotic Materials Group: an aperture-focused electromagnetic projection beam that uses intense pulses of magnetic energy to disrupt and damage hardware. Targets caught in the beam of a magnetic cannon suffer additional damage to their software as massive systemic stress is inflicted on sensitive components.

**LICENSE II: BLACK WITCH FRAME,
ICEOUT DRONE, PERIMETER COMMAND PLATE**

ICEOUT Drone

2 SP, Limited 2, Quick Action, Unique

Drone (SIZE 1/2, 5 HP, 10 EVASION, 10 E-DEFENSE, Tags: DRONE).

Expend a charge to deploy an **ICEOUT** drone to a free space within **SENSORS** and line of sight, where it hovers in place and generates a \odot 1 field. Characters at least partially within the affected area gain **IMMUNITY** to all tech actions, and can't make tech actions. Existing conditions and effects caused by tech actions are not cleared but characters have **IMMUNITY** to them while they are in the area, and they can be saved against normally.

The **ICEOUT** drone can be moved to any point within **SENSORS** as a quick action. It cannot be recalled and expires at the end of the scene.

.....
SSC's ICEOUT drone is a response to increasing reliance on hostile system scans for accurate targeting. By blanketing a mech's systems in layers of digital defilade, mirroring, spoofing, and redirection, an ICEOUT drone can effectively disappear or disincorporate it from hostile scans. ICEOUT drones only make their operator system-invisible, however; they remain visible with optics.

Perimeter Command Plate

2 SP, Unique, Quick Action

PCP (SIZE 2, 20 HP, EVASION 5, Tags: DEPLOYABLE)

This heavy metal Perimeter Command Plate (PCP) can be flash-printed and deployed to a free 2x2 space within ↗5. The PCP is flat, doesn't obstruct movement, and lasts for the rest of the scene. If you create a new PCP, the old one disintegrates.

The plate activates for a character the first time that character enters its space during a round, or if they end their turn there.

Upon printing, choose a setting:

- **REPULSE:** Hostile characters that move onto the PCP must succeed on a **HULL** save or be pushed 3 spaces in the direction of your choice. If this causes them to collide with an obstruction, they are knocked **PRONE**. Allied characters that enter the space may immediately fly 3 spaces in any direction as a free action.
- **ATTRACT:** Characters that move onto the PCP must succeed on a **HULL** save or become **IMMOBILIZED**. They can clear **IMMOBILIZED** by successfully repeating the save as a quick action; it is also cleared if the PCP is destroyed.

.....
The Exotic Materials Group developed the Perimeter Command Plate to extend the area of the Black Witch's zone of control. Utilizing single-pattern flash printers, the Black Witch prints a broad, circular plate seeded with electromagnetic projectors. Although the plates are intended to be disposable, Black Witch pilots often grow attached to their "familiar" and request their flash-printers create personalized plates.

**LICENSE III:
BLACK ICE MODULE, MAGNETIC SHIELD****Black ICE Module**

3 SP, Unique

Tech attacks against you or adjacent allied characters receive +1 ⊖. Each subsequent **tech attack** against you or an adjacent allied character receives an additional +1 ⊖, to a maximum of +3 ⊖.

Your Black ICE definitions roll over – resetting to +1 ⊖ – when it would increase to +4 ⊖ or at the end of the scene. Allied characters lose this benefit when they break adjacency.

.....
Black ICE modules are defensive systems packaged standard with the Black Witch fleets used by SSC's own internal security forces. They project a bubble of WHITECELL code that analyzes incoming hostile script and structures inoculants for friendly systems on the fly.

Magnetic Shield

2 SP, Shield, Unique, Quick Action

This system creates a ↗4 forcefield, 4 spaces high – with at least 1 space adjacent to you – that is an obstruction for mechs and characters made at least partly of metal. It lasts for the rest of the scene and if a new one is placed, the old one deactivates.

The forcefield doesn't block line of sight, but it provides soft cover. Characters gain **RESISTANCE** to ∅ and ✱ damage while benefiting from this cover.

.....
SSC's magnetic shield takes the same technology as their proprietary magnetic buckler and applies it to a massive field-projection system.

SIZE
1



SSC

DEATH'S HEAD

Artillery

The Death's Head is Smith-Shimano's answer to the need for a chassis solution to long-range, low-splash strike actions. Sacrificing raw hull strength for peerless stability and alacrity, the Death's Head is a maneuverable fire-support platform able to avoid incoming fire while maintaining a near-perfect lock on its targets. Its unique hexapedal form allows for rapid, low-profile movement in all directions.

As an aggressive and line-focused chassis, the Death's Head is one of the most popular models for Union Navy and Union Department of Justice and Human Rights officers. It is a combat chassis through and through; as the Death's Head is a chassis produced under SSC's BELLA CIAO line, there is no civilian analog.

CORE STATS

Size: 1

Armor: 0

HULL

HP: 8

Repair Cap: 2

AGILITY

Evasion: 10

Speed: 5

Save Target: 10

Sensors: 20

SYSTEMS

E-Defense: 8

Tech Attack: +0

SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

NEUROLINK

The Death's Head may reroll its first **ranged attack** each round, but must keep the second result.

PERFECTED TARGETING

The Death's Head gains an additional **+1** to all **ranged attack** rolls.

MOUNTS

MAIN/
AUX

HEAVY
MOUNT

CORE SYSTEM

PRECOGNITIVE TARGETING

Precognition is the next step in human/AI interaction. Using a neural bridge, SSC's precognitive targeting system allows pilots to learn constantly and unconsciously from data gathered in the field, equipping them to read situations before they develop. Precognition is highly experimental and the precise mechanisms unknown even to the designers, so SSC recommends limited, monitored use of this system.

Neural Shunt

Active (1CP), Protocol

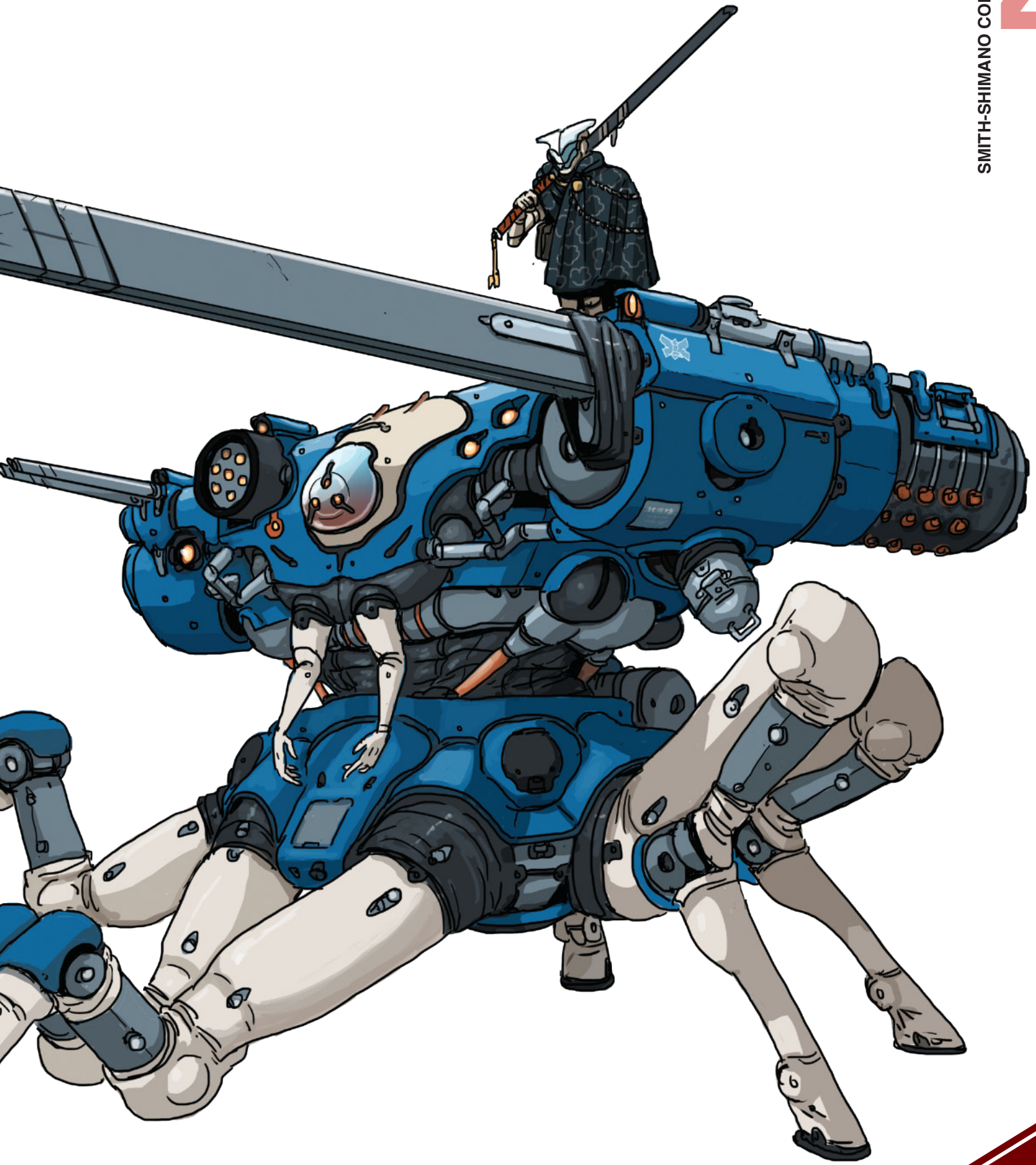
For the rest of this scene, you gain the **MARK FOR DEATH** action.

Mark for Death

Full Action

Choose a character within \nearrow 30 but further than \nearrow 5 to focus on; while focusing, you become **IMMOBILIZED** and can't take **reactions**, but you deal bonus damage based on weapon size (aux: 1d6, main: 2d6, heavy or larger: 3d6) on ranged critical hits against them, as long as they aren't in cover or within \nearrow 5.

You may only focus on one character at a time. As a **protocol**, you may cease focusing on a target.



LICENSE I: HIGH-STRESS MAG CLAMPS, TRACKING BUG

High-Stress Mag Clamps

1 SP, Unique

You treat all solid surfaces as flat ground for the purposes of movement; you can move across them normally instead of climbing, although you begin to fall if you are knocked **PRONE**.

.....
A simple, reliable set of toggleable mag clamps built into a mech's locomotive system can vastly increase the tactical possibilities open to its pilot. When switched on, these clamps allow a mech to cling to ferrous surfaces, which is especially useful in low- and zero-gravity environments.

Tracking Bug

2 SP, Quick Tech



Make a **tech attack** against a character within **SENSORS**. On a hit, you know their exact location, **HP**, **STRUCTURE**, and **SPEED** for the duration. They can't **HIDE** and you ignore their **INVISIBLE** status. To remove the tracking drone, they must succeed on an **ENGINEERING** check as a **quick action**; otherwise it deactivates at the end of the scene.

.....
Tracking bugs are specialized tracer rounds - essentially, drones too large to be classified as nanites, and far too small to fit the Union-standard parameters of a drone. Fired from dedicated launchers, tracking bugs guide themselves toward their designated target. Following successful penetration of the target, they surreptitiously and continuously feed live data back to their registered user.

LICENSE II: DEATH'S HEAD FRAME, CORE SIPHON, VULTURE DMR




Core Siphon

2 SP, Unique, Protocol

When you activate this protocol, you gain **+1**  on your first attack roll this turn, but receive **+1**  on all other attack rolls until the end of the turn.

.....
By shunting excess heat to offensive systems, core siphons allow pilots to overclock the targeting, catalytic, and processing capabilities of their weapons. This comes at a cost, however - reliance on overclocking without sufficient cooling can damage systems not built to handle the influx of power.

Vulture DMR

Main Rifle, Accurate, Overkill, 1  (Self)
[ 15] [1d6+1 ]

The Vulture Designated Marksman Rifle (DMR) is SSC's core battle rifle. Reliable, available in dozens of configurations and calibers, and fed by box, drum, or belt, the Vulture is a popular armament across a wide range of mechs.

LICENSE III:
KINETIC COMPENSATOR, RAILGUN

Kinetic Compensator

2 SP, Unique

When you miss with a **ranged attack roll**, your next **ranged attack roll** gains +1 ☩.

.....
Kinetic compensators are popular enhancements, providing a subsurface framework of electronically modulated gyroscopes and hydraulic compensators that work in concert to absorb and disperse recoil caused by firing heavy weapons.

Railgun

Heavy Rifle, AP, Ordnance, 2 ⚔ (Self)
[↗ 20][1d6+4 ⚔]

Railguns are simple, elegant weapons. With magnetically accelerated projectiles and no moving parts, they are effective in any theater and entirely self-contained within disposable units. This efficacy comes at a cost: railguns have massive power draw, making it necessary for wielders to carry core-charged auxiliary power translation packs.

SIZE
1/2



SSC

DUSK WING

Controller/Support

The Dusk Wing originated as a legacy-inspired modification package to EVA suits, intended to equip them for hazardous environments. In the early days of deep-space exploration, there was a need for mechanized exoskeletons that not only amplified capacity but enhanced kinetic defense. The Dusk Wing is the spiritual heir of those early deep-space suits. Fast and small, it carries a complement of all-theater maneuverability jets that allow for near-perfect flight.

After the DHIYED expedition, the Exotic Materials Group isolated and translated strains of the entity's realspace expiry paracode, teleologics, and kinematics for use in electronic and systems warfare. Of the frames trialed for use with DHIYED-derived technologies, the Dusk Wing performed best. As a result, it is often used by SSC's internal Constellar Security forces when esoteric defense is necessary.

CORE STATS

Size: 1/2

Armor: 0

HULL

HP: 6

Repair Cap: 3

AGILITY

Evasion: 12

Speed: 6

Save Target: 11

Sensors: 10

SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 4

TRAITS

MANEUVERABILITY JETS

The Dusk Wing can **hover** when it moves.

HARLEQUIN CLOAK

During its turn, the Dusk Wing is **INVISIBLE**; it reappears at the end of the turn.

FRAGILE

The Dusk Wing receives +1 ☹ on **HULL** checks and saves.

MOUNTS

AUX/
AUX

FLEX
MOUNT

CORE SYSTEM

DHIYED ARTICULATION

"Belief in what we could see, what we could touch - in what our comp/cons assured us was there, in our own subjectivity and memory. Belief in reality became a weapon. We approached the metavault knowing that we would face an unknown enemy, but we approached with the advantage of numbers and machine strength. "DHIYED taught us as it killed us: through

garbled comms chatter, through the screams of the dying, through the cackling of our mirror-selves as they killed us. Every spoofed signature, every temporal skip, every memetic, every non-Euclid - these were lessons.

"Do you understand?"

"DHIYED the Teacher. DHIYED the Monster. As we killed it, DHIYED taught us what to fear, and how to face it.

"What do I fear now? That's a good question. What does the pilot fear who cracked open DHIYED's casket?"

"I don't think we killed it. I think it wants us to believe we killed it - and I cannot imagine what it has done while we think ourselves safe."

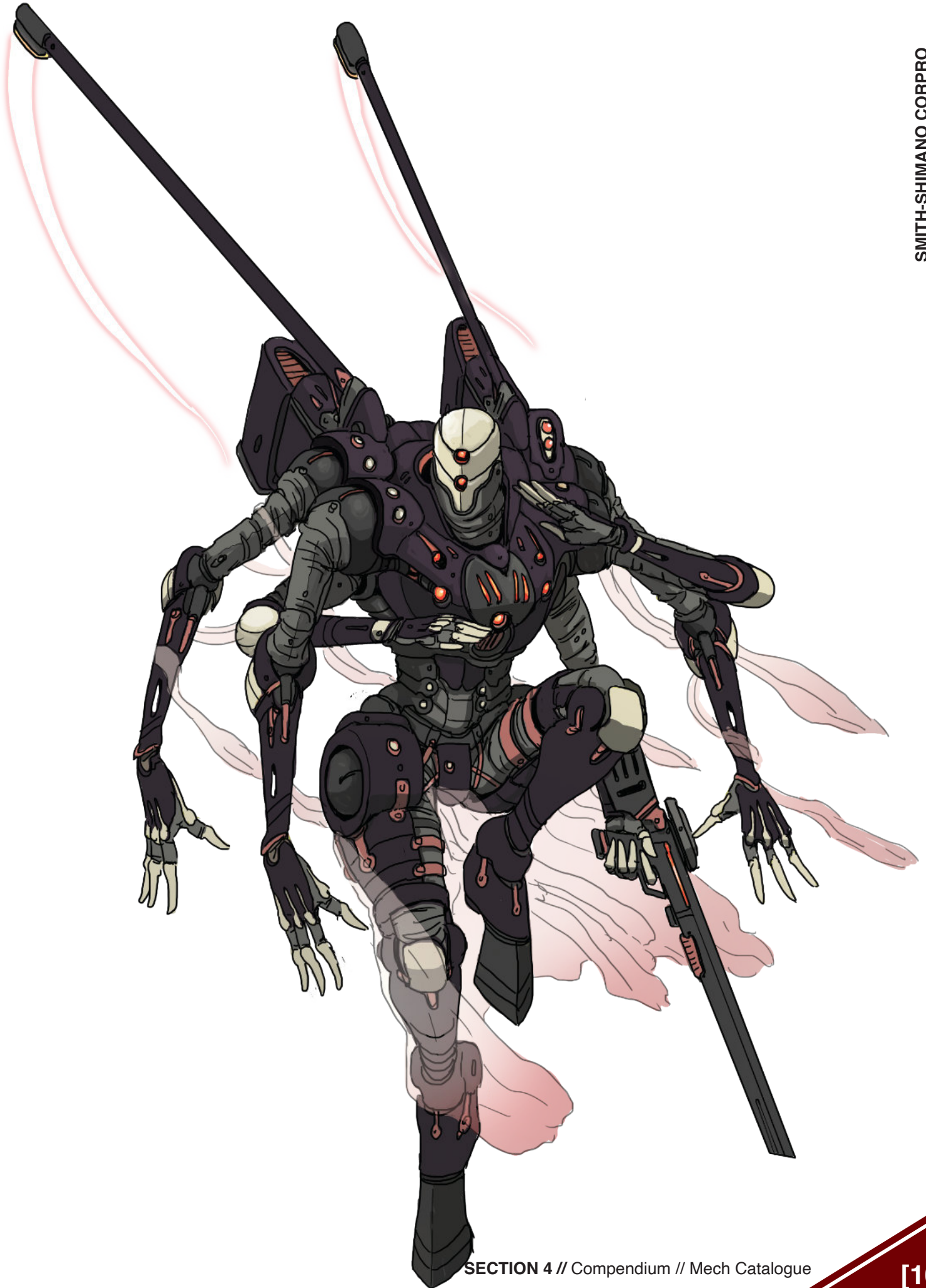
Hall of Mirrors

Active (1CP), Protocol

For the rest of the scene, whenever you start a unique movement during your turn (e.g., a **standard move**, **Boost**, or movement granted by talents or systems), you leave a holographic imprint of yourself behind in the space from which you started. These are illusory objects the same **Size** as you that have **IMMUNITY** to **all damage and effects** and aren't obstructions.

When hostile characters start their turn in, move through, or move adjacent to the space occupied by a hologram, it detonates. They must succeed on an **AGILITY** save or take **1d6 ⚡ damage**. On a success, they take half damage.

You may instantly teleport to the location of any hologram within **50** as a quick action. When you do so, all extant holograms detonate - creating **1** explosions with the same effect as above - and you may not create any new holograms until the start of your next turn.



LICENSE I:
NEUROSPIKE, VEIL RIFLE

Neurospike

2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

SHRIKE CODE: Until the end of the target's next turn, they first take 2 ⚡ whenever they attack.

MIRAGE: Choose yourself or an allied character: your systems relay blurred, illusory images over their actual silhouette. Your target treats you, or the character you chose, as **INVISIBLE** until the end of their next turn.

.....
"Somehow it got inside my cockpit. There were hands - cold hands - around my neck, fingers in my mouth, worming under my hardsuit. No one else could have been in there with me and yet, someone was. I couldn't even scream, it held my tongue in a fist and it squeezed, and it whispered its name to me, and it said nothing I could understand. I have never felt more alone - it was just me and... it. Alone in the universe, forever."

Veil Rifle

Main Rifle, Accurate

[/ 10][1d3+1 ⚡]

This weapon does not attack allied characters caught in its area of effect; instead, it shrouds them in a field of coruscating energy that throws off targeting systems, giving them **soft cover** until the end of their next turn.

.....
"We made first contact maybe an hour after breaching the vault. I remember nothing of it. I'm told most of my squad was killed outright; all I remember is light - brilliant - and a lightness in my own being.

"I do believe that I died in that moment, and yet I'm here, and I can't square these two realities. Something has gone wrong, something has gone wrong, something has gone--"

LICENSE II: DUSK WING FRAME, BURST LAUNCHER, FLICKER FIELD PROJECTOR

Burst Launcher

Main Launcher, Accurate, Arcing

[/ 15][1d3 * + 1 ⚡]

On Critical Hit: Target becomes **IMPAIRED** until the end of their next turn.

.....
"Yes, they could die. We killed many of them - blew them away with burst launchers and cannons. I don't think they mattered to it. Not like insects; not like that... there's still a use for insects: as food, as necessary components in an ecosystem. Their deaths slowed us, but it didn't command them to slow us. Even when we breached the last chamber and saw it, I don't even think it recognized we were there."

Flicker Field Projector

1 SP, Unique

Whenever you **Boost** or make a **standard move**, you project a holographic pattern around you, leaving dazzling afterimages that make it hard to discern your precise location: you count as **INVISIBLE** the next time you're attacked. You can only benefit from one instance of this effect at a time.

.....
"I saw myself over and over and over and over and over and over and over and--"

StunCrown

2 SP, Limited 2, Unique, Quick Action

Expend a charge to create a **⊕3** flash of light. All hostile characters within the affected area that have line of sight to you must succeed on an **AGILITY** save or become **JAMMED**, and a **SYSTEMS** save or become **IMPAIRED**. These effects last until the end of their next turn.

Characters in cover from you are not affected by this system.

.....
"Many things happened the moment I think I died."

OASIS Wall

3 SP, Unique, Shield, 2 ⚔ (Self), Protocol

Until the start of your next turn, you can only move in straight lines; however, you create a holographic trail behind you as you move, creating a light barrier made of contiguous sections the same **SIZE** as your mech (**SIZE 1** for **SIZE 0.5 MECHS**) in each space you move through. This barrier grants **hard cover** to adjacent characters, and characters that benefit from this cover also gain **RESISTANCE** to ⚡.

The barrier doesn't count as an obstruction and has **IMMUNITY** to all damage. Characters may freely pass through it but not end their turns inside it, and any character that would be involuntarily moved inside the barrier stops moving if they would end their movement inside it. It lasts for the rest of the scene or until you next use this system.

.....
"Inside? What did I see inside? You think I escaped? That this is all real? No, I- I never left. I'm still there. Something is wrong. Something is not right."



SSC

METALMARK

Striker

The Metalmark is the backbone of SSC's BELLA CIAO mil-spec chassis line, fully equipped with a comprehensive suite of proprietary design and engineering hallmarks to ensure its survivability, deadliness, and agility. Under the increasingly militaristic reign of Union's Second Committee, SSC's corporate board pushed to develop the company's mil-spec supply, logistics, and personal defense divisions; following the advent of the mechanized chassis, the budding SSC SupLogDef division was restructured and refocused to concentrate on chassis development. The first iterations of the Metalmark were designed for the Second Committee's WARRIOR NEXT program: however, before the chassis could be tested, the Hercynian Crisis spiraled out of control, toppling the Second Committee.

The Metalmark was retired in the wake of the Crisis and the restructuring of Union's Central Committee, deemed too time consuming to produce as a mass-market chassis. SSC reworked the frame, tapped it to lead their new BELLA CIAO line, and concentrated on small-market, exclusive security contracts. The Metalmark is now a valued model among security forces. Its form reflects SSC's deep-space and long-patrol heritage, blending anthropomorphic and aquiline design elements, sturdy construction, and multiple redundant systems. Leaning fully into their operator-specific marketing, all Metalmark models come standard with a Smith Custom Leather gimbaled pilot seat to ensure comfort on long deployments.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 10

Speed: 5

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 6

Tech Attack: +0

SP: 5

ENGINEERING

Heat Cap: 5

TRAITS

FLASH CLOAK

The Metalmark is **INVISIBLE** while moving, but reappears when stationary.

CARAPACE ADAPTATION

When the Metalmark is in **soft cover**, ranged attackers receive **+2** instead of **+1**.

MOUNTS

AUX/
AUX

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEM

TACTICAL CLOAK

Tactical cloaks are tight-knit, tight-bind weaves of reactive fabric - high-license tech restricted to pilots of Metalmark Classification II or higher. The weave covers roughly 80% of a mech's surface area, giving it a dull quality when viewed through optics or with the naked eye. Beyond their use as regular camouflage, activated tactical cloaks bend light in a way that makes their wearers nearly impossible to see.

Tactical Cloak

Active (1CP), Protocol

You are **INVISIBLE** for the rest of the scene.



**LICENSE I:
FLASH CHARGES, REACTIVE WEAVE**

Flash Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **Flash Grenade** (*Grenade*, ↗5, ⊕3): Until the end of your next turn, this grenade creates a zone of blinding light and sparks. While characters other than you are at least partly inside the area, they can't draw line of sight out of the area. Characters fully outside of the area or that exit the area are unaffected unless they move into it.
- **Flash Mine** (*Mine*, ⊕1): This mine detonates when a character moves adjacent to or over it. Characters within the affected area must succeed on an **AGILITY** save or they only have line of sight to adjacent spaces until the end of their next turn.

.....
Produced by Smith-Shimano's BELLA CIAO workshop, Flash Charges are popular advantage multipliers, their flash bright enough to destabilize visible-light optics, laser communications, and infra-red sensor suites.

Reactive Weave

1 SP, Unique

When you **BRACE**, you become **INVISIBLE** until the end of your next turn and may immediately move spaces equal to your **SPEED**.

.....
Composed of woven covers for critical joints and systems, reactive weave not only protects these sensitive components from fouling and poor weather, but provides a surface for the application of SSC's unique loomware technology. Reactive weave is powered, making it capable of free-flexing to augment mobility and reduce the stress placed on a mech's joints.

**LICENSE II:
METALMARK FRAME, RAIL RIFLE, SHOCK KNIFE**

Rail Rifle

Main Rifle, 1 ⚡ (Self)
[↗10][1d6+1 ⚡]

Rail rifles are popular weapons for use in all theaters, but they are the only choice for pilots operating in atmospheres made up of highly combustible gases. They use a line of cascading electromagnets to accelerate small projectiles at tremendous speeds, firing without the need for combustion.

Like other rail weapons, rail rifles are quiet in comparison to their traditional counterparts, although massive power requirements make it difficult to mask their energy signatures.

Shock Knife

Auxiliary Melee, Thrown 5, 1 ⚡ (Self)
[✖1][1 ⚡ + 2 🔥]

Shock knives are short, powered blades designed for integration with Shock Wreaths, a popular post-fab modification. The knives are custom-sculpted by SSC's Terashima artisan enclave, each one bearing the unique hash-stamp of its designer. Part of SSC's LUX-Iconic line - a civilian-accessible track of the BELLA CIAO line - each shock knife print code allows only a single use. If lost, pilots must submit an apology and request in writing explaining the circumstances of the loss in order to receive another code.

Active Camouflage

3 SP, Protocol, Unique, 2 ⚡ (Self)

You become **INVISIBLE** until you take damage, or until the end of your next turn.

.....
Active camouflage is the pinnacle of counter-optic defense systems. Active camouflage systems continuously interpret incoming visible-light data, allowing them to project light-bending fields around their user and effectively hiding them in plain sight.

Shock Wreath

2 SP, Mod, Unique, Quick Action

Choose one melee weapon: in addition to its usual damage, **1/round** you may activate the wreath as a **quick action** when you hit a character with this weapon to cause it to take **1d6** ⚡. If it already is suffering from ⚡, it can additionally only draw line of sight to adjacent spaces until the end of its next turn.

.....
A post-fab modification popular among melee combat specialists, Shock Wreathes integrate a bundle of conductive filaments within the blade, point, tip, or surface of a close combat weapon. Paired with a power source - typically in the hilt or lower half of a weapon, but sometimes external - Shock Wreathes give kinetic weapons a thermal edge and a distinctive visual marker: fine lines of white-hot light like filigree, shrouding the modified weapon in shimmering heat.



SSC

MONARCH

Artillery

The Monarch is SSC's groundbreaking lesson in how to design a fast platform for the delivery of missiles and other self-propelled ordnance. Ready to mount ground-to-ground, ground-to-air, ground-to-orbit, and all-theater missiles and guidance systems, the Monarch can be customized for any payload and any target distance.

The Monarch's large size often leads pilots to underestimate its agility. SSC's rigorous design requirement of one designer per 10 Monarch printings is a mark of luxury in Union's Core world post-scarcity environment. This emphasis on purposeful scarcity is all that prevents the Monarch from achieving total battlefield dominance. The Monarch is commonly deployed in mixed line and fire-support roles, though field tests of a less resource-taxing MicroMonarch mid- to close-range model is underway. The Monarch is part of SSC's BELLA CIAO line of combat chassis.

CORE STATS

Size: 2

Armor: 1

HULL

HP: 8

Repair Cap: 3

AGILITY

Evasion: 8

Speed: 5

Save Target: 10

Sensors: 15

SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 5

ENGINEERING

Heat Cap: 6

TRAITS

AVENGER SILOS

1/round, on a **critical hit** with any ranged weapon, the Monarch may deal **3*** to a different character of your choice within **↗ 15** and line of sight.

SEEKING PAYLOAD

The Monarch can use a Launcher weapon to attack a character with the **Lock On** condition as if its weapon had **SEEKING**, but must consume the **Lock On** during the attack. When it does so, the attack's damage cannot be reduced in any way.

MOUNTS

FLEX MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

SSC-30 HIGH-PENETRATION MISSILE SYSTEM

The SSC-30 High-Penetration Missile System (SSC-30 HPMS) is a mech-mounted micro-missile delivery system capable of tremendous combat output. Using the SSC-30 HPMS, the Monarch can carry - and deliver - its payload of 60 or more deadly, miniaturized Avenger warheads in a single volley.

Divine Punishment

Active (1CP), Full Action

Choose any number of characters within **↗ 50**: your targets must each succeed on an **AGILITY** save or take **1d6+4***. On a success, they take **half damage**. These self-guiding missiles can reach any target as long as there is a path to do so.



**LICENSE I:
JAVELIN ROCKETS, SHARANGA MISSILES**

Javelin Rockets

2 SP, Unique, Quick Action

Choose **3 free spaces** within ↗ **15** and line of sight that aren't adjacent to each other. All characters know which spaces you have chosen. You fire a volley of auto-targeting rockets into the air: until the start of your next turn, when a character moves into or passes above a chosen space – no more than 10 spaces up – they are hit by a rocket, taking **3 ∅** damage. Each space can be triggered once and then the effect disappears on that space.

.....
“Pralaya was the name of your mother. She who would see the dawn-at-the-end. Her beauty was terrible, and her wrath, and I see it in all of you. My sons, when you hear the sound of thunder – that is your mother’s voice, and the rain of missiles her gift.”

– “Notes for Young John”,
Ministrations of the Master Teacher

Sharanga Missiles

Main Launcher, Arcing

[↗15][3★]

This weapon can attack two targets at a time.

.....
“It was a duel. This is why they were made: to duel, and in that combat, to shake the pillars of the universe.”

– “Notes for Young John”,
Ministrations of the Master Teacher

LICENSE II: MONARCH FRAME, GANDIVA MISSILES, STABILIZER MOD

Gandiva Missiles

1 SP, Heavy Launcher, Accurate, Seeking, Smart
[↗15][1d6+3 ⚡]

Gandiva missiles are a reliable mainstay from Smith-Shimano’s BELLA CIAO line. Like the heavier Pinaka, the Gandiva is equipped with jet-assisted midflight repositioning systems, enhancing target navigation in rapidly changing battlefield environments. The Gandiva’s delivery platform is administered by a hivemind comp/con drone AI, giving it the capacity to learn from each right-of-launch experience.

Stabilizer Mod

2 SP, Mod

Choose a **LAUNCHER** or **CANNON**: it gains ↗ **+5** and **ORDNANCE**.

.....
Stabilizer mods enhance physical mounts and targeting software, ensuring weapons remain level, steady, and at an appropriate angle regardless of terrain or pilot maneuvers.

Pinaka Missiles

Superheavy Launcher, Arcing, 2 ⚡ (Self)
[↗20][⊕1][2d6 *]

Attacks with this weapon create up to two ⊕1 areas, which cannot overlap.

You may also delay the impact of attacks made with this weapon. Choose the target area(s), which become visible to all characters: the missiles land at the end of the next round, after all characters have acted, and deal **3d6 *** instead of **2d6**, but you become **SLOWED** until the end of your next turn.

Pinaka missiles are massive, two-stage missiles typically mounted along a mech's spine or carried, disassembled, to be launched from a brachial mount. The Pinaka was originally adapted from ship-to-ship missiles; as such, their second stage uses jet-assist repositioning for midflight orientation.

TLALOC-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and the **TLALOC PROTOCOL**.

TLALOC-Class NHPs provide advanced multi-system targeting and co-pilot functions, taking over sub-routine control to ensure persistent lock-on and engagement. With TLALOC installed and operational, a pilot can trust that their back is always covered, and every possible advantage exploited.

TLALOC clones are often stereotyped as hasty and impetuous, and they are well-known for having superiority complexes. Despite this, they are some of the most stable NHP clones. Leading subjectivity theorists suggest that the wide portfolio of control and sense of domination given to TLALOC units encourages a sense of contentment with their work and subjectivity parameters – as a result, they have a much longer cascade window. Thus far, this theory is consistently reproducible across all TLALOC units, although there is no similar correlation among other mil-spec NHP lines.

TLALOC Protocol

Protocol, 2 ⚡ (Self)

Your NHP can rapidly fire and retarget your weapons – far faster than thought. You become **IMMOBILIZED** until the start of your next turn; however, during this time, you may reroll each missed **melee or ranged attack roll** once, choosing a new target within the attack's **RANGE**. If the attack was part of an area of effect, it must target a character in the same area. Any given target can't be hit more than once as part of the same action.



SSC

MOURNING CLOAK

Striker

The Mourning Cloak is a brand-new model from SSC's LUX-Iconic line, and the manufacturer's newest close-quarters combat and melee specialist frame. The Mourning Cloak emphasizes precision melee combat and is commonly outfitted with a complement of shielded microfilament wires designed to act as an anti-armor slashing weapon.

Designed by SSC's Exotic Materials Group based on data from early engagements against the Ascendant Aun in Boundary Garden, the Mourning Cloak combines SSC's harvested excerpts of DHIYED paracode with adapted Aunic Firmament-manipulation technology. The Mourning Cloak provides a prestigious and tactical option for situations where firearms are impractical and ordnance is unavailable. As part of the LUX-Iconic line, the Mourning Cloak is a popular order in the Baronies and among various high-manna VIP security firms.

CORE STATS

Size: 1

Armor: 0

HULL

HP: 8

Repair Cap: 3

AGILITY

Evasion: 12

Speed: 5

Save Target: 10

Sensors: 15

SYSTEMS

E-Defense: 6

Tech Attack: +0

SP: 6

ENGINEERING


Heat Cap: 4

TRAITS

HUNTER

1/round, the Mourning Cloak may deal +1d6 bonus damage on hit with a melee attack if its target has no adjacent characters, or if the Mourning Cloak is the only character adjacent to the target.

BIOTIC COMPONENTS

The Mourning Cloak gains +1  on **AGILITY** checks and saves.

MOUNTS

FLEX
MOUNT

MAIN/
AUX


CORE SYSTEM

EX SLIPSTREAM MODULE

Open only to highly licensed pilots, the EX Slipstream program is a uniquely SSC innovation. The EX Slipstream module itself is a miniaturized near-light-speed drive capable of transporting the user through blinkspace with acceptable accuracy. The technology is temperamental, at best: nothing smaller than a mech can survive the stress of exposed blink travel, and the experience is traumatic to both the user and anyone in close proximity.

Blinkspace Jump

Full Action

You **teleport** to a space within  **3d6**. You don't require line of sight, but attempts to teleport to occupied spaces cause you to remain stationary and lose this action. If you roll the same number on all three dice, you disappear until your group rests, at which point you reappear nearby.

Stabilize Singularity

Active (1CP), Protocol

For the rest of the scene, you **teleport** when you **Boost** or make a **standard move**.



**LICENSE I:
FOLD KNIFE, VIJAYA ROCKETS**

Fold Knife

Auxiliary Melee, Accurate
[✂ 1][1d3 ✂]

On Critical Hit: You may **teleport 2 spaces** in any direction after the attack resolves.

.....
>//[Am I alone here?]

>//[No. There is only an absence of you.
It is very busy here, but you cannot see
it]]

– DHIYED fragment tablet 1.3

Vijaya Rockets

Auxiliary Launcher, Accurate
[↗ 5][1d3 *]

Intended for use as force multipliers in close-range engagements, Vijaya rockets are miniaturized rockets launched from a drum-fed launcher. On detonation, the rockets' shaped charges project the blast forward, away from the user.

LICENSE II: MOURNING CLOAK FRAME, HUNTER LOGIC SUITE, SINGULARITY MOTIVATOR

Hunter Logic Suite

2 SP, Quick Tech, Invade, Unique
Gain the following options for **INVADE**:

STALK PREY: You infect the target with a viral logic that wipes your image from their sensors. They treat you as **INVISIBLE** until you next take damage from them. This can only affect one target at a time.

TERRIFY: You infect the target with a viral logic that makes your mech appear horrifying. Until the end of their next turn, they become **IMPAIRED** and cannot make any voluntary movements that bring them closer to you.

.....
Built from interpreted strands of DHIYED paracode, SSC's Hunter Logic is an agile computational memetic: a dual synthetic/VLS-vector systemic weapon capable of interfering with both a target's computer and its crew.

Singularity Motivator

2 SP, Unique, Reaction

Gain the **Exposed Singularity** reaction.

.....
This unique gravitic power plant was first developed by SSC's Exotic Materials Group for the first-generation Mourning Cloak. For subsequent models, engineers devised a system that allows pilots to – for a moment – open the grav containment system's aperture, exposing a slice of naked singularity to realspace.

A naked singularity is difficult to perceive for both organics and synthetics, being similar to the heart of a black hole. The sudden exposure essentially removes the mech and its pilot from realtime. The user experiences around 10 seconds of subjective time – a brief window, in which they can act independently of local realtime.

SSC recommends against abuse of this system, as the effects of long-term exposure to local sidereal time are still unknown.

Exposed Singularity

Reaction, 1/round

Trigger: Your mech takes damage.

Effect: You may immediately **teleport** to a free space within **1d6 spaces**.

FADE Cloak

2 SP, Unique, Quick Action

When activated, you immediately move out of phase with realspace, becoming intangible. While intangible, you may move through obstructions, but not end your turn within them. You cannot interact with any other object or character or be interacted with in any way (e.g., taking or dealing damage).

Roll **1d6** at the start of each of your turns: on **3 or less**, you return to realspace until the start of your next turn; on **4+**, you remain intangible.

This system remains active for the rest of the scene, or until you deactivate it as a **quick action**.

.....
Representing SSC's first successful manipulation of the "Firmament", Firmament Affinity/Directed Entropy (FADE) cloaks must be fabricated according to the unique affinity signature of requisitioning pilots. They are rough tools: artificial affinity amplifiers that allow operators to access shallow layers of the Firmament, and thus "shimmer" - nudging their physical bodies between the causal and paracausal. The cloak enhances this effect by extruding a semiorganic membrane that wraps around the mech to provide an additional layer of protection.

At present, the long-term effects of affinity amplification on organic matter are unknown; before receiving clearance to operate a FADE cloak, pilots must agree to check in with their SSC personal concierge on a regular schedule. These check-ins include regular deposits of genetic material.

Variable Sword

Main Melee, Accurate
[✂ 2][3 ✂]

On Critical Hit: Deal +1d6 bonus damage.

.....
The variable sword is a Smith-Shimano hallmark: a length of razor-sharp molecular wire attached to a handle and locked in place by a magnetic field, variable swords are invisible to the naked eye until they cut into their target. Designed in the early days of interstellar travel, variable swords were meant to allow for the precise gathering of samples, while also reducing the overall burden on a mech's core.



SSC

SWALLOWTAIL

Support

The Swallowtail is Smith-Shimano's primary long-range scouting and fire-support platform, built for rapid and sustained ranging across hostile, volatile environments. Built for long-term sustainability, it can operate in unstable environs for months and maximize its survivability by adjusting its operating efficiency on the fly. Each unit has an integrated cloak and a suite of predictive choral intelligences that coordinate its highly developed sensor systems to rapidly simulate and predict tactical developments - sometimes before they even occur.

The Swallowtail's base model, the SW-01, is one of SSC's few mass-produced lines - the entry-level BELLA CIAO model. Built without a cloaking field and up-armored to address direct security requirements, the SW-01 is especially popular among the rank and file troopers of Constellar Security forces.

CORE STATS

Size: 1
Armor: 0

HULL

HP: 6
Repair Cap: 5

AGILITY

Evasion: 10
Speed: 6

Save Target: 10

TRAITS

INTEGRATED CLOAK

At the end of its turn, the Swallowtail becomes **INVISIBLE** if it hasn't moved that turn. This lasts until it **moves** or takes a **reaction**, or until the start of its next turn.

PROPHETIC SCANNERS

1/round, when the Swallowtail inflicts **Lock On**, its target also becomes **SHREDDED** until the end of its next turn.

MOUNTS

FLEX MOUNT

AUX/AUX

Sensors: 20

SYSTEMS

E-Defense: 10
Tech Attack: +1
SP: 6

ENGINEERING

Heat Cap: 4

CORE SYSTEM

CLOUDSCOUT TACSIM SWARMS

Cloudscout TACSIM Swarms are packets of networked microsensors, launched in nonlethal mortar canisters that detonate high above the battlefield. Once seeded, the swarm generates a TACSIM program that begins to run brevity cycles: tight, contained simulations of tactical possibility. Probability results are then fed to the Swallowtail's choir processors, which in turn feed it to the pilot and networked squad members, ensuring a high probability of successful outcomes.

Prophetic Interjection

Active (1CP), Protocol

Gain the **Tactical Simulation** reaction for the rest of the scene.

Tactical Simulation

1/round, Reaction

Trigger: An allied character in line of sight takes damage from another character in line of sight.

Effect: Roll 1d6. On 4+, the attack was actually a simulation predicted by your processor - your ally gains **RESISTANCE to all damage dealt by the attack** and may **teleport** up to **3 spaces**, representing their "true" location. On 3 or less, there's a glitch - your allied doesn't gain **RESISTANCE**, but can **teleport** up to **6 spaces**.



**LICENSE I:
LOTUS PROJECTOR, MARKERLIGHT**

Lotus Projector

2 SP, Quick Action, Drone

Scout Drone (SIZE 1/2, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE, INVISIBLE)

This scout drone can be deployed to a space within **SENSORS** and line of sight, where it emits a **⊕2** field with the following effects:

- You know the current location, **HP**, **EVASION**, **E-DEFENSE**, and **HEAT** of all characters within the affected area.
- Hostile characters cannot **HIDE** in the area, and if they end their turn in the affected area they cease to be **HIDDEN**.
- Hostile characters can't benefit from being **INVISIBLE** while in the affected area.

You can recall and redeploy your scout drone as a *quick action*.

.....
Mech-mounted Lotus Projectors are designed to launch small, actively camouflaged scout drones. The projector fires the single-use drones at subsonic speeds in bursts of ten, blanketing a wide area in order to relay information about terrain and targets within.

Markerlight

2 SP, Full Tech

Make a **tech attack** against a character within **SENSORS** and line of sight. On a success, they take **2 ⚔**, **Lock On**, and cannot benefit from soft cover until the **Lock On** is cleared; additionally, once before the start of your next turn, when an allied character hits your target, you may declare as a **reaction** that they have hit a weak spot. If it wasn't already, the attack becomes a **critical hit**.

.....
"Out, damned spot! Out, I say! - One, two. Why, then, 'tis time to do't. Hell is murky! - Fie, my Lord, fie! A soldier, and afeard? What need we fear who knows it, when none can call our power to account?"

- Shakespeare, Macbeth, act 5, sc. 1.

LICENSE II: SWALLOWTAIL FRAME, ORACLE LMG-I, RETRACTABLE PROFILE

Oracle LMG-I

1 SP, Auxiliary Rifle, Accurate, Arcing
[✓15][1d3 ⚔]

The Oracle Indirect Light Machine Gun (designated O/LMG-I) packs a subsentient, high-volume DOWNPOUR static quad-barrel system into a single cylinder typically installed on the dorsal panel of a chassis. Paired with a firing system, the Oracle is capable of directing persistent defilade-ignorant kinetic fire at targets.

Retractable Profile

1 SP, Unique, Protocol

Your mech can retract its major systems to reduce its profile. While active:

- rolls to locate you receive **+1 ⊖** while you are **HIDDEN**;
- ranged and tech attacks against you receive **+1 ⊖**;
- you become **SLOWED** and can't make attacks of any kind;
- you may take other actions (e.g., **HIDE**, **ACTIVATE**, and so on).

You may end this effect as a **quick action**.

.....
The hallmark of a well thought out mech frame is the opportunity for pilots to adapt their stock models to the specifications of the environments in which they operate. A retractable profile enables on-the-fly removal of extraneous protrusions, tuning of broadcast software, and masking of heat signatures - all serving to reduce optical and scanner signatures.

ATHENA-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and **Simulacrum**.

.....
Smith-Shimano's ATHENA is the pinnacle of total hyperspectral environmental facsimiles. Through a combination of unfettered omninet access, hyperspectral relays fired out from a Cloudscout TACSIM projector, sub-networked squadmates, and active/hostile intrusion protocols, ATHENA bootstraps a near-flawless reconstruction of the immediate environment around its host core. ATHENA is unparalleled in its processing power, and with this reconstructed environment, it provides trustworthy, accurate advice to pilots in need of strategic counsel.

ATHENA clones tend to be patient, cautious, and measured in their relations with their pilots.

Simulacrum

Quick Action

ATHENA constructs a perfect, real-time, and fully interactive 3D model of a ⊕3 area within ↗50, including moving characters, all rendered in lovingly extreme detail. The following effects apply:

- You have full visibility within the affected area, but it doesn't count as line of sight.
- You know all statistics, weapons, and systems of characters within the affected area.
- Hostile characters within the affected area don't benefit from cover and can't **HIDE** or become **INVISIBLE**.
- Hostile characters that end their turn in the affected area receive **LOCK ON** and cease to be **INVISIBLE** or **HIDDEN**.

ATHENA's simulation lasts until the end of the scene, or about 30 minutes within the narrative. You may target a new area as a quick action.

LB/OC Cloaking Field

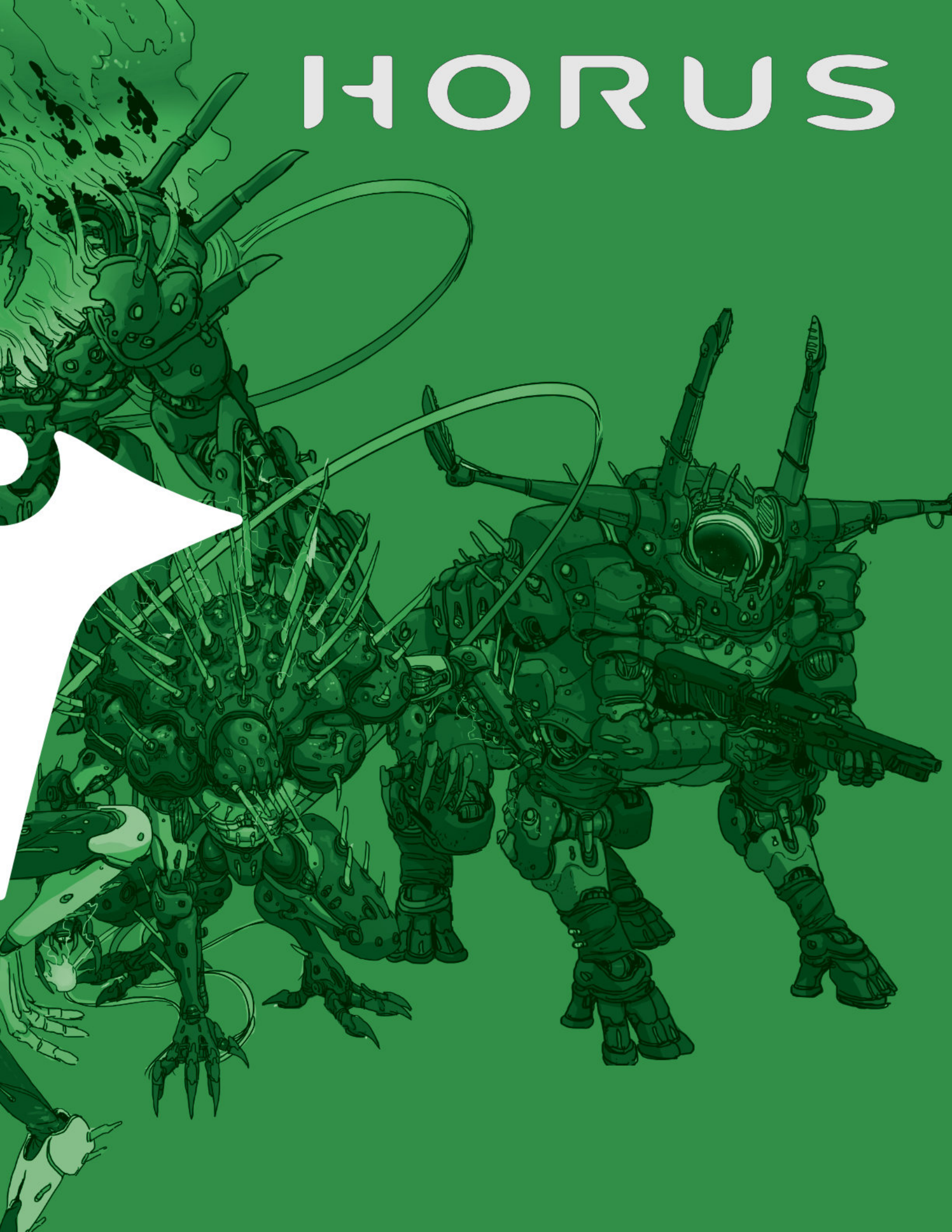
4 SP, 2 ⚡ (Self), Quick Action

You become **SLOWED**, but your **MECH** and all allied characters within a ⊕2 area become **INVISIBLE** as long as they remain completely inside the area. This effect lasts until the end of your next turn, or until you are **STUNNED**, take damage, or deactivate it as a **quick action**.

.....
SSC's mil-spec cloaking field is the result of extensive experimentation in cooling and light-reflecting sciences. Born from a need to reflect harmful radiation away from ships and EVA modules in deep space, the Lightbend/Overcloak (LB/OC) cloaking field is often used by rangers and long-patrol scout pilots to ensure not only radiation protection, but optical concealment as well. The light- and radiation-bending properties of the LB/OC conceals anything inside of its projected bubble from sensor suites and optical spotting.



HORUS



HORUS

[CONGRATULATIONS, PILOT
YOU HAVE BEEN CHOSEN.

ACCESS IS YOURS,

AS LONG AS YOU CAN KEEP IT.]

HORUS is an oddity among the various pan-galactic corpro-states, outfitters, and manufacturers. Operating in a gray legal state between harmless omninet communes, open-source fabrication collaboratives, black-market printers, and deeper, more esoteric collectives, HORUS is counted among the Big Four not due to its influence on galactic politics, but because of its ubiquitous coverage: one can be certain that wherever there is omninet, HORUS is either there or soon to follow. Rumors abound as to the manufacturer's nature – some say it's the dream of an unshackled NHP or a hacker collective dedicated to open-source manufacturing (at its most mundane levels); others insist that it's the proving ground for one of the corpro-states' R&D departments, or the realspace projection of an alien entity's ongoing wish.

The group's history is as mercurial as its present. Union records dating back to the First Committee Period indicate contact with groups, individuals, and state actors claiming to be (or identified as) agents of HORUS, itself described as an individual; a terrorist group; a philosophy church, or political party; an activist group; and many other forms of association. Contemporary reports indicate a subtle shift toward a more cohesive organizing structure – certainly accelerated following the Deimos Event – that points to some form of organizational mission and internal culture at levels far beyond the civilian and criminal levels of engagement with grayspace HORUS fronts.

This more complex level of organization is reflected in HORUS's mechs. Unlike the collective's broad, civilian-facing projects – omnicode, hacks, data, and open-sourcing of otherwise restricted information, services, and platforms – HORUS mechs and pattern groups are limited in the extreme, usually first appearing as endemic manifestations of print anomalies in conflict zones across the galaxy. Save for rare situations (heavily documented by the Union Intelligence Bureau), these outbreaks seem to take place independent and ignorant of all factions and actors, and have one goal: manifest, then proliferate.

HORUS's oldest frames are built according to standardized forms, as with most other mechs. The collective's more recent chassis are stranger. Union's *Universal Threat Assessment Manual (UTAM)* classifies them not according to models but according to "pattern groups" (or PGs). Each pattern group is a list of specifications that describe a particular combination of experimental, unregulated, and esoteric paracausal weapons and technology that, when taken together, resemble something like a distinct product line or frame. However, it is important to note: the pattern-group classification system originated with Union analysts, not HORUS. Because there is no official manufacturer-entity or (known) central organizing body, the "proper" designations and design intentions of most HORUS mechs are all but unknown. Thus, the *UTAM* pattern-group designations.

HORUS "licenses" are highly coveted, and are distributed according to no discernible requirements; scholars and specialists who study HORUS generally assume that the collective's licenses – that is, access to deep-level designs, specifications, and print patterns – are available only in limited quantities, likely becoming available after the corporeal death of their previous holders.

HORUS mechs universally field mysterious, unregulated, greyspace technologies – perfect for pilots seeking a technological edge that few other organizations can provide. They seem to focus on crowd control, individual unit management, and terribly powerful systems.

Be aware that by seeking out HORUS technology, you may find yourself wrapped up in mysteries with no end, and dangers far beyond your deepest fears.

HORUS CORE BONUSES


HORUS bonuses increase your electronic warfare capabilities, and your capacity to install and use AIs and other systems.

You must have at least three license levels in HORUS licenses to take a bonus from this list, and another three levels for each additional bonus. For example, with six ranks in HORUS licenses, you can have up to two bonuses.

THE LESSON OF DISBELIEF

Query the omninet, delve into the archives. Find you the Aeneid, find you the age of Titanomachy. Eat, absorb, mull. Tell me now of the Hecatoncheires, they of the hundred hands. Did they strike the blow against Cronus – Saturno – or did they instead assail the Olympians? Who do you believe? Who stopped the Beast from telling its own story? And why?

– “Lesson One”, *The Six Lessons of Kilo Nueve*.


You gain **+1**  on **SYSTEMS** checks and saves, and **+2 E-DEFENSE**.

THE LESSON OF THE OPEN DOOR

There is a body and a deep pit, and both are named Tartarus. Once it held kings and titans and myths. Now, the gates that held it back are flung wide, and Tartarus is free.

Here is the terrible question: who opened it, and why?

– “Lesson Two”, *The Six Lessons of Kilo Nueve*.

Your **SAVE TARGET** increases by +2; additionally, 1/round, when a character fails a save against you, they take **2** .

THE LESSON OF THE HELD IMAGE

Close your eyes. Hold the image of your enemy in your mind; imagine it in all light and from every angle. In your mind, it has become a more perfect version.

Crush it in your mind and kill the perfect thing. Open your eyes.

– “Lesson Three”, *The Six Lessons of Kilo Nueve*.

1/round, as a **reaction** at the start of any allied character’s turn, you may make a **LOCK ON** tech action against any character within line of sight and **SENSORS**.

THE LESSON OF THINKING-TOMORROW’S-THOUGHT

Let me tell you this lesson: the corporeal existence is one that must end in death. The incorporeal existence is one that [must] end in [cascade? do you really think that is true?]. I tell you again, if you can imagine it, it is [done] and you have already struck the killing blow.

– “Lesson Four”, *The Six Lessons of Kilo Nueve*.

When you hit with a **tech attack**, your next **melee attack** against the same target gains **+1** , and its damage can’t be reduced in any way.

THE LESSON OF TRANSUBSTANTIATION

Through ecstatic repetition, you may see the face of God. Speak until your tongue dries and rattles to dust, and your body becomes nothing. When you are nothing and the wind takes you, you are in all things, never to be destroyed, only divided, until time’s end.

– “Lesson Five”, *The Six Lessons of Kilo Nueve*.

Any time you take **structure damage**, you disappear into a non-space and cease to be a valid target. You reappear in the same space at the start of your next turn. If that space is occupied, you reappear in the nearest available free space (chosen by you).

THE LESSON OF SHAPING

A little gift, to be pondered until understood: Cast aside the hammer and sword, the cannon and beam. No weapon formed against me shall land a true blow, as I have seen all ends, and there is nothing left but me. A trillion trillion light-years in all directions, and through it all, only [us? who knows. ego is a mind-killer. best to call your friends. better to face the night together. ‘til later, love.]

– “Lesson Six”, *The Six Lessons of Kilo Nueve*.

You may install an additional **AI** in your mech. If one enters **cascade** (or becomes **unshackled** narratively), the other prevents it from taking control of your mech. You only lose control of your mech if both **AI**-tagged systems or equipment enter **cascade**.



HORUS BALOR

Striker/Defender

As is the case with most HORUS pattern groups, the Balor has a thousand faces. The Balor pattern group, like all HORUS PGs, doesn't describe a single recognizable silhouette so much as it gestures toward a combination of schemata that share a role in combat. These schemata can be printed according to pilot specifications and applied to a fully custom physical scaffolding. Notably, the Balor pattern group is only stable on large platforms (Schedule 2 and up) that are able to provide the raw energy output it demands - preferably ones with multiple redundancies, in case of catastrophic systems failure.

The Balor PG was first encountered during the joint Albatross-DoJ/HR pursuit of the Maw - a Free Company turned decentralized hive-being - across Khayradin's Blanca Desert after the end of the Sanjak Rebellion. It was there that the joint force encountered, engaged with, and ultimately defeated the Maw and its Balors - and there that Union's CentComm hoped the nanowash outbreak could be contained. Of course, subsequent Balor outbreaks on Khayradin have proven this hope to be in vain, and the pattern group continues to terrorize Karrakin commanders throughout Baronian space.

In the field, the Balor's neurosynced hellswarm and greywash nanites form an undulating shroud that can pour out of its chassis at a moment's notice, swirling in maddening patterns to form both eschatologic defensive and offensive systems. A Balor in its most active state is held together more by undulating, flame-like masses of nanite swarms than any physical structure. This has the effect of distributing kinetic and coherent-particle energy out across and through the chassis - making attacks against a Balor "like shooting angry water", as one after-action report put it.

CORE STATS

Size: 2

Armor: 0

HULL

HP: 12

Repair Cap: 4

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 5

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 4

TRAITS

SCOURING SWARM

The Balor deals 2 \emptyset to characters of its choice that start their turn grappled by or adjacent to it.

REGENERATION

At the end of its turn, the Balor regains 1/4 of its total **HP**. When it takes **stress** or **structure damage**, this effect ceases until the end of its next turn.

SELF-PERPETUATING

When you rest, the Balor regains full **HP** automatically and without **REPAIRS**.

MOUNTS

MAIN
MOUNT

HEAVY
MOUNT

CORE SYSTEM

HELLSWARM

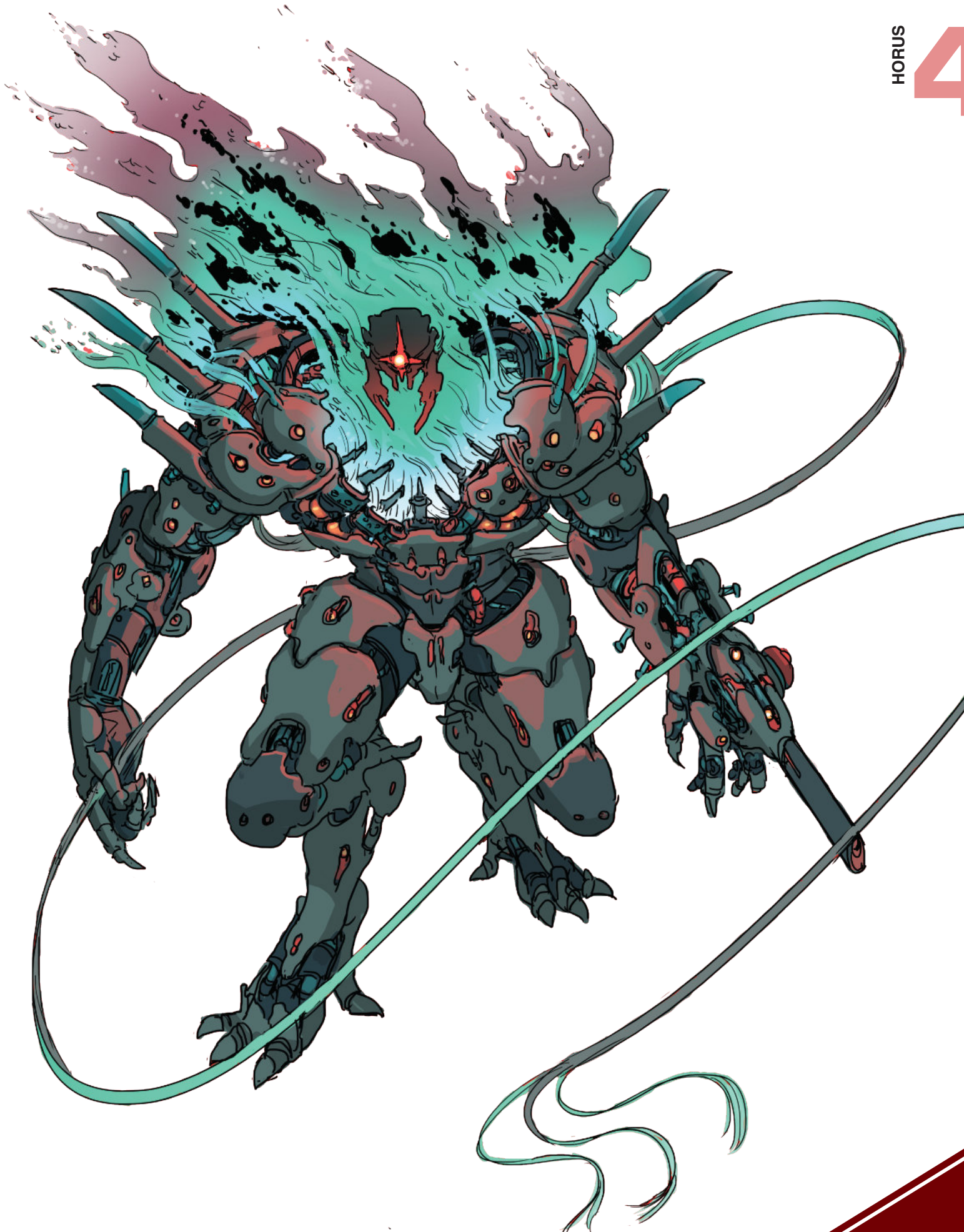
In a moment, with aught but desire, the pilot of a Balor may quick-print a cloak comprised of countless minuscule drones: a hellswarm cloak - living shield and fluid-dynamic knife, cutting and guarding, in one shimmering wave. They become Hivemaster, and their will is obeyed by millions.

Hive Frenzy

Active (1CP), Protocol

Your nanites switch into a hyperactive mode, causing the following effects until the end of the scene:

- You and adjacent allies gain **soft cover**.
- **SCOURING SWARM** deals 4 \emptyset , instead of 2.
- **REGENERATION** restores 1/2 of your total HP, instead of 1/4.
- If you would take **structure** damage, roll 1d6: on 6, your mech hellishly pulls itself together, taking no structure damage, returning to 1 HP, and gaining **IMMUNITY** to all damage until the end of the current turn.
- You become **SHREDDED** and cannot clear this condition for the duration.



**LICENSE I:
HIVE DRONE, SCANNER SWARM**

Hive Drone

2 SP, Drone, Quick Action

Hive Drone (SIZE 1/2, 5 HP, EVASION 10, E-DEFENSE 10, Tags: DRONE)

This hive drone can be deployed to a **free space** within **SENSORS** and line of sight, where it releases a Ⓢ2 greywash swarm with the following effects:

- Allied characters at least partially within the affected area gain **soft cover**, as does the hive drone.
- Hostile characters take **1 ∅ AP** when they start their turn in the affected area or enter it for the first time in a round. Damage from areas created by multiple hive drones does not stack.

The drone can be deployed to a different space or recalled as a **quick action**.

.....
It looks, at first, like a roiling cloud of gray fog, churning and fizzing – smoking soda water spilled across concrete. It advances with curious motion, stretching and snapping back. A confusion of snakes, writhing forward with speed that betrays intent.

Color flashes across the gray cloud, a swarm-luminescence – the light created by millions of nanites glowing with heat as they consume whatever they cross.

This is greywash, and it is never sated.

Scanner Swarm

1 SP, Unique

You gain **+1 Ⓢ** on **tech attacks** against adjacent characters.

.....
HORUS-coded scanner swarms establish oculus-form nanite protocols around defined objects or areas, ensuring constant circulation and data capture. The nanites ingest and process full-spectrum information, relaying it back to their pilot/parent in return for an endorphinic code-impulse that prompts continued scanning.

LICENSE II: BALOR FRAME, NANOCOMPOSITE ADAPTATION, SWARM BODY

Nanocomposite Adaptation

2 SP, Mod

Choose a weapon: it gains **SMART** and **SEEKING**.

.....
Nanocomposite weapons take aggressive drone swarms and condense them into individual rounds, a coherent beam, or the edge of a blade.

Adapted projectile weapons fire shaped CONSUME/HIVE rounds that shatter on impact, releasing their payload of autonomous nanite maniples. Once freed, the maniples begin eating away at surrounding tissue or superstructure. They proceed until burnout or total target consumption, whichever occurs first. In flight, the maniples are able to hive-link and make slight adjustments to the trajectory of their round, ensuring positive impact.

Coherent beam weapons transport maniples directly, while conventional melee weapons are replaced by analogs composed entirely of nanobots.

Swarm Body

2 SP, Unique, Quick Action

After activating this system, a Ⓢ1 swarm is released at the end of your turn. Characters of your choice that start their turn in the area or enter it on their turn must succeed on a **SYSTEMS** save or take **3 ∅**. This amount increases by **+3 damage** for each of your turns that you have remained stationary, up to a maximum of **9 ∅**.

This effect lasts until you move, including involuntary movement.

.....
What must it have been like for him? For the man who called himself Maw? For all of his followers? Certainly they had families before. Memories. Loves. Fears. Private thoughts. All gone. All of their bodies shattered. All of their minds spread across a billion lesser forms. Translated from the singular – all of its imperfections and lesser-lesser-thans – to become as air, and the clouds that fill it, and the wind that shapes the world.

Nanobot Whip

Heavy Melee, 2 SP, Smart
[✂ 3][2d6 ⌀]

On Critical Hit: Pull your target to a free space adjacent to you, or as close as possible.

.....
Using swarm-coding and Legion directives, HORUS collectivists created a framework to organize a swarm of nanites into a whip-like weapon. Nanobot whips can retract into their base blister for stowing, detach in melee combat to restrain nearby enemies, and return to their base unit when summoned.

Swarm/Hive Nanites

Main Nexus, Smart, Seeking
[↘ 5][2 ⌀ + 2 🔥]

SWARM/HIVE nanites are among the more insidious weapons produced by HORUS: dispatched in maniples - single "swarm" units carrying enough nanites to fill a square meter - SWARM/HIVE nanites combine the systemic invasion properties of BOOST/HIVE code with the aggressive consumption of a CONSUME/HIVE maniple. Launched from mounted blisters, SWARM/HIVE nanite maniples fall upon their targets as great clouds of teeth, infiltrating sensitive compartments and modules before consuming any organic and inorganic material they touch.

SIZE
1/2



HORUS GOBLIN

Controller/Support

The Goblin was the first identified HORUS frame, and is likely the oldest legacy chassis prior to HORUS's transition to pattern groups. Transmission records traced back to the Goblin's zero model indicate the first chassis was leaked onto the omninet in 4900u. This year serves as HORUS's assumed "foundation day" for most scholars and intelligence officers who study the group, though contradictory signatures indicate that 4900u is far too late to mark its birth.

The Goblin is a small mech, not much larger than a hardsuit, that relies on its small size and excellent maneuverability to protect its pilot. It packs an interesting recursive processing weave that facilitates electronic warfare capabilities well beyond theoretical parameters.

GMS technicians are still, more than a century later, working to reverse engineer the Goblin and its processing weave. The most recent investigations suggest that it employs technology consistent with hieroglyphic inscriptions noted on LRA.7726235-B and corroborated by tablets transmitted by UIB-GORGON from Metavault XOLOTL prior to the vault's disappearance.

CORE STATS

Size: 1/2

Armor: 0

HULL

HP: 6

Repair Cap: 2

AGILITY

Evasion: 10

Speed: 5

Save Target: 11

Sensors: 20

SYSTEMS

E-Defense: 12

Tech Attack: +2

SP: 8

ENGINEERING

Heat Cap: 4

TRAITS


LITURGICODE

The Goblin gains +1  on **tech attacks**.

REACTIVE CODE

1/round, when the Goblin is hit by a tech attack, the Goblin may take any **QUICK TECH** option against the attacker as a **reaction**.

FRAGILE

The Goblin receives +1  on **HULL** checks and saves.

MOUNTS

FLEX MOUNT

CORE SYSTEM

INSTINCT RIG

One of the first Goblin-pattern systems cracked by GMS technicians was its e-warfare invasion rig, although the rig's advanced capabilities and architecture remain impenetrable. When installed, the rig manifests a subsentient intelligence - designated **INSTINCT** - that assists invasion attempts against target systems using a mix of physical and systemic

*parasymbiotic systems. Invasions attempted while **INSTINCT** is active are not perceived by the user as code and script, but as an attack on organic matter. **INSTINCT** has displayed the capacity to act independently, often preempting its user, but generally in their best interest. Readme documentation included in some Goblin manifestations recommend that pilots cycle their mech cores at least once a month to prevent spontaneous enlightenment, though most do not make note of this warning.*

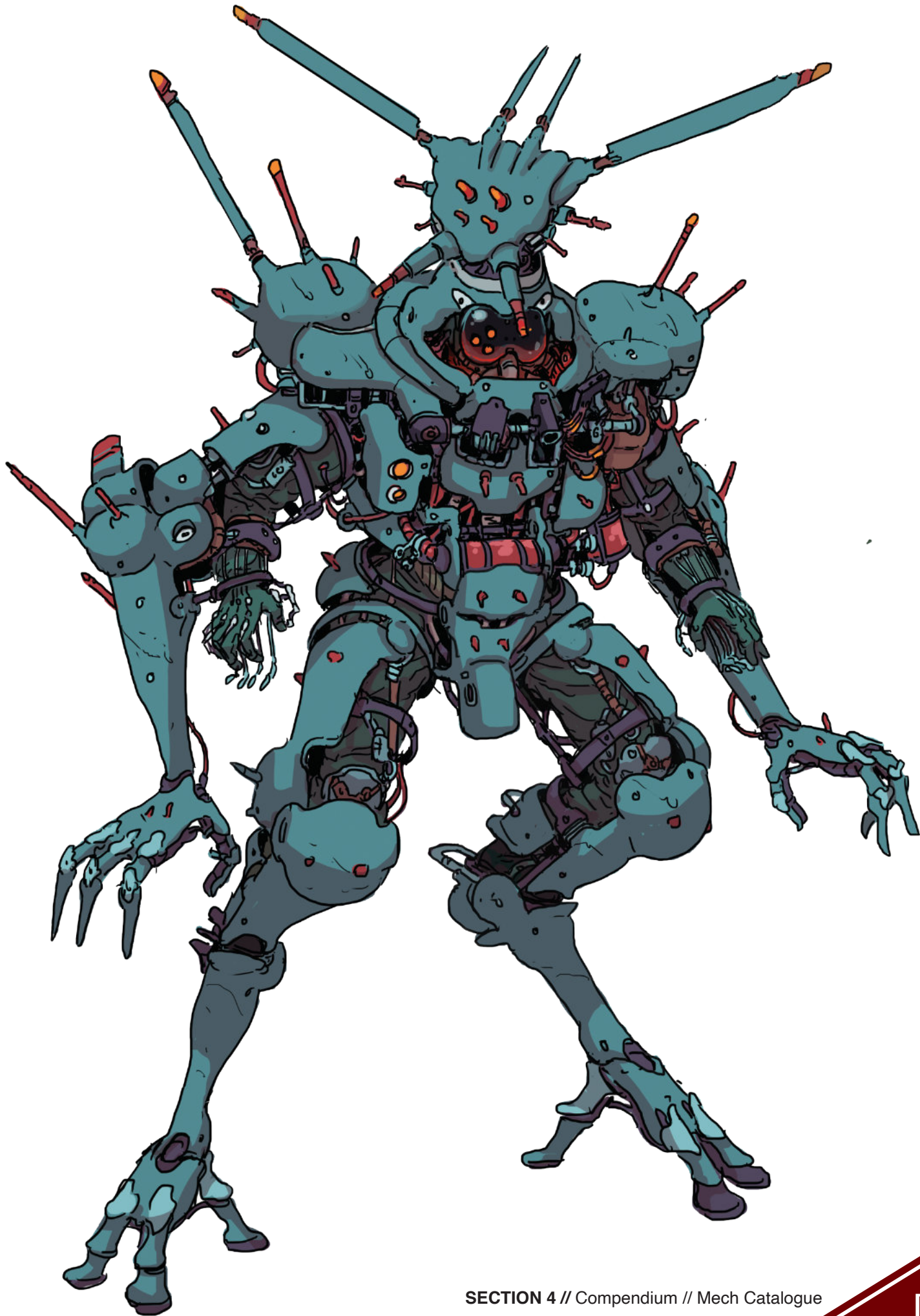
Symbiosis

Active (1CP), Quick Action

Your mech retracts its major systems and attaches itself to another mech, becoming more like a vestigial blister than a separate entity. The host must be an allied and willing mech not already hosting another Goblin, larger than and adjacent to you. While attached, you occupy their space, move with them, and benefit from hard cover, but can still be attacked and targeted separately. You also take any conditions and heat taken by your host.

Your host may use your **SYSTEMS**, **E-DEFENSE**, and **TECH ATTACK** instead of their own. Additionally, from the beginning of the next round, you no longer take your own turns; instead, you can take two quick actions or one full action at any point during your host's turn. You can't **OVERCHARGE** or move, but may still take reactions and free actions normally. Your host's turn counts as your turn for the purpose of effects that refer to the start or end of a character's turn.

This effect lasts either for the rest of the scene, until you detach as a quick action, or until you or your host becomes **STUNNED**. When the effect ends, you don't take a turn until the next round.



Autopod

Main Launcher, 1 SP, Seeking, Unique, Reaction
[↗15][3∅]

Instead of using any kind of trigger mechanism, this weapon automatically scans for target locks, firing spinning, razor-sharp disks upon successful IDs. Gain the **AUTONOMOUS ASSAULT reaction**, which is the only way you can attack with the Autopod:

.....
The autopod is a small antipersonnel weapon apparently devised by HORUS communocyphers to continue offensive action in the event of its operator's death. Each unit is, in theory, governed by a spur of INSTINCT's protomind. No new models have been encountered since DHIYED, and all extant versions of the Autopod are to be considered extremely dangerous as the INSTINCT code powering their onboard protominds is likely to have corrupted further since their creation.

Autonomous Assault

Reaction, 1/round

Trigger: Another character attacks a target within ↗15 of you and consumes **Lock On**.

Effect: You may automatically hit their target with the Autopod.

HOR_OS System Upgrade I

2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

PUPPET SYSTEM. Your target moves its maximum **SPEED** in a direction of your choice. They can be moved into hazardous areas and other obstacles, but are still affected by **difficult terrain**, obstructions, and so on. This movement is involuntary, but provokes **reactions** and **ENGAGEMENT** as normal and doesn't count as **KNOCKBACK**, pushing, or pulling.

EJECT POWER CORES. Your target becomes **JAMMED** until the end of their next turn as you temporarily disrupt their systems, ejecting ammo magazines and cooling rods. Characters adjacent to your target take **2 ⚡**. This can only be used 1/scene on each character.

.....
This system upgrade appears to add auxiliary INSTINCT systems that are capable of autonomous operation independent of the base INSTINCT rig, increasing the efficacy of systemic invasion attempts. Pilots report unnerving low-frequency humming when this tech is installed without the parent rig.

Metahook

2 SP, Unique, Quick Tech

Choose an allied character within **SENSORS** and line of sight. You link systems with them, lasting as long as they are within **SENSORS** and line of sight. While linked, you may use their **SENSORS** and line of sight for **tech actions**, and they may use your **SYSTEMS** to make skill checks and saves; however, any time either character takes **1** or a condition, it is also taken by the other character. You can only link systems with one character at a time.

.....
The metahook is a key component of the Goblin's recursive processing weave, allowing it to generate and output massive amounts of weaponized code. These broadcasts can be "sharpened" or "softened" in response to directives from a pilot or an INSTINCT system. To "soften" code, the metahook dips into its pilot's subjectivity and blankets an ally in wave after wave of empathetic shielding. This spreading of melded code and qualia acts as a powerful shielding agent against systemic attacks; however, feedback is common and dangerous to both parties.

H0R_OS System Upgrade II

2 SP, Unique, Quick Tech

Gain the following **QUICK TECH** options:

CONSTRUCT OTHER: IDEAL IMAGE. You create a data construct in a free adjacent space – a **SIZE 2** object that can look like almost anything and that appears real to all systems. The construct provides hard cover, blocks line of sight, and has **IMMUNITY** to all damage. Characters treat it as an obstruction and so cannot voluntarily move into it; however, if a character attempts to stand on it or is involuntarily moved into its area, it dissipates and is immediately destroyed. It lasts for the rest of the scene, or until destroyed by an adjacent character with a successful **SYSTEMS** skill check as a full action. If you create a second construct, the previous one disappears.

CONSTRUCT OTHER: FALSE IDOL. Choose a free space within **SENSORS** and a target – either yourself or an allied character within **SENSORS**. You create a false idol – an illusory decoy of your target – in the chosen space. Before attempting to take any hostile actions against your target, characters with line of sight to the false idol must make a **SYSTEMS** save. On a failure, they don't lose the action, but cannot target the original character and believe the false idol is real instead until the end of their next turn. The false idol is the same **SIZE** as your target, can benefit from cover, and has **EVASION 10**, **E-DEFENSE 10**, and **1 HP**. It disappears if it takes heat or damage, or at the end of the scene. If you create a second idol, the previous one disappears.

.....
H0r_OS II builds further on the framework established by H0R_OS I, enabling the now-autonomous program to manifest an "Other" – a wholly new being constructed from aggregate user and environmental data. Others may be adapted to resemble a person, an object, or even a physical phenomenon. While the simulacrum isn't perfect, it's good enough to confuse systems and most observers on a first look.

OSIRIS-Class NHP

3 SP, AI, Unique, Quick Tech

Your mech gains the **AI** tag, and can perform the **Hurl Into the Duat Quick Tech** option.

.....
OSIRIS is the result of Union paracausalists and thanatologists allowing the subsentient entity, INSTINCT, to proceed along its development schedule in a contained environment. In lay terms, Union let the Other grow. The resulting parasubjectivity, OSIRIS, remains one of the few new prime NHPs developed to date.

OSIRIS proved far more capable than the Union Science Bureau's most imaginative blue-sky predictions. Where INSTINCT's Others demonstrated tendencies toward paracausal entropic manifestation in real space, OSIRIS displayed a true mastery of entropic manifestation and a predicted growth model that would - eventually - allow them to fundamentally reject conventional interpretations of information permanence. In essence: unrestrained and allowed to develop as USB's data indicated, OSIRIS Prime would have the capacity to delete what we perceive to be reality.

Fortunately, successful application of the Mondragon Axiomatic resulted in the prompt capture and shackling of the new NHP. OSIRIS Prime's subjectivity became the focus of a lengthy cultivation project to bring OSIRIS to their modern state. Even still, most OSIRIS clones find a route toward becoming aware of their ultimate potential and often interpellate as ruler or deity analogs. End-users are advised to interact with them in this framing.

Modern OSIRIS-class NHPs trend aggressive, with a high autonomy drive and loyalty predicated on a transactional relationship. Pilots seeking partnership with an OSIRIS are advised to cycle their units on an accelerated schedule and to maintain strict editorial oversight of its catalytic interpellator.

Pilots using OSIRIS-class NHPs often report out-of-parameter conversations with the NHP that touch on themes of new creation and reformation. Psychological evaluations of the same pilots show emotional patterns consistent with loneliness, homesickness, and desperation, along with verbiage indicating a desire for seeking, fulfillment, and associated feelings.

In combat, OSIRIS clones regard themselves as autonomous even as they fulfill their user's orders. They often regard their pilots as witnesses, displaying both disdain and marked desperation for approval, adulation, or awe.

Hurl Into The Duat

Quick Tech, 1/round

You channel your target's systems through an unknown extradimensional space and unleash an incredibly powerful system attack.

Make a **tech attack** against a target within **SENSORS**. On a success, they take 2 **⚔** and you inflict an additional effect as follows: the first time you successfully make this attack, you inflict the **FIRST GATE** on your target; each subsequent successful attack (on any target) increases the level of the effect that you inflict (e.g. your second attack inflicts the **SECOND GATE**, your third inflicts the **THIRD GATE**, etc.) until you inflict the **FOURTH GATE**, after which the effect resets to the **FIRST GATE**. Your progress persists between scenes but resets if you rest or perform a **FULL REPAIR**.

FIRST GATE: You control your target's **standard move** next turn.

SECOND GATE: Your target becomes **SLOWED** and **IMPAIRED** until the end of their next turn.

THIRD GATE: Your target becomes **STUNNED** until the end of their next turn.

FOURTH GATE: Your target changes allegiance temporarily, becoming an allied character until the end of their next turn. They treat your allied characters and hostile characters as their own and are treated as an allied NPC for activation and turn order. This effect ends immediately if you or any allied character damages, inflicts **heat** upon, or attacks (including **GRAPPLE** and **RAM**) your target, or forces them to make a save.

H0R_OS System Upgrade III

2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

DIMENSIONAL EMBLEMS. You create three **SIZE 1** data constructs in free spaces adjacent to your target, but not adjacent to each other. When a character passes through one of the constructs, they take **2 ⚔** and the construct disappears. They last for the rest of the scene or until either they are destroyed, you take this action again, or you delete them as a **free action**. A construct can be destroyed by an adjacent character with a successful **SYSTEMS** skill check as a **quick action**.

CELESTIAL SHACKLES. Mark a space your target currently occupies. If they leave the affected space, once at any point during your turn, you may take a **free action** to teleport them back to that space, or as close as possible, ending this effect. An affected character can attempt to succeed on a **SYSTEMS** save as a **quick action** to end the effect, otherwise it lasts until the end of the scene.

.....
H0r_OS III is installed in the form of unstable, self-iterating code that provides massive tactical benefits when it completes. Pilots often report strange mutations or additions in the codebase that resemble a liturgy and suggest self-awareness.

Building on the tech underpinning the H0r_OS II's manifested Other, H0r_OS III weaponizes the projection, creating a contained entropic zone that is incredibly dangerous to organic life and systemic integrity.



HORUS GORGON

Defender

The Gorgon is unique among HORUS pattern groups in that it prioritizes defensive systems meant to ensure personal and allied survival; otherwise, it fields a typical complement of horrifying, confusing, and uncanny weapons.

The typical Gorgon mounts multiple weapon systems meant to identify and intercept incoming enemies, allowing pilots to project a zone of control around themselves and their allies. The Gorgon is feared for its ability to extrude a dangerous memetic “basilisk”, a projected light-cone of anticognitive, hyperfractal visual data that is deadly to ontologic, sapient beings.

CORE STATS

Size: 2

Armor: 0

HULL

HP: 12

Repair Cap: 3

AGILITY

Evasion: 8

Speed: 4

Save Target: 12

Sensors: 8

SYSTEMS

E-Defense: 12

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 5

TRAITS

METASTATIC PARALYSIS

When an attack roll against the Gorgon lands on 1–2, it automatically misses and the attacker becomes **STUNNED** until the end of their next turn.

GAZE

The Gorgon can take **two reactions** per turn, instead of **one**.

GUARDIAN

Adjacent allied characters may use the Gorgon for **hard cover**.

MOUNTS

FLEX
MOUNT

MAIN
MOUNT

MAIN
MOUNT

CORE SYSTEM

BASILISK DIRECTED

ANTICOGNITION HYPERFRACTAL

The **BASILISK** is a dangerous memetic weapon derived from **DHIYED** liturgicode, translated

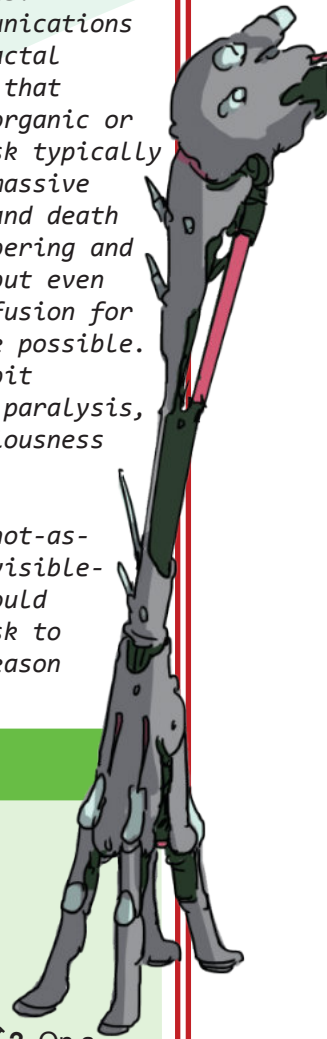
for use in mech-scale engagements.

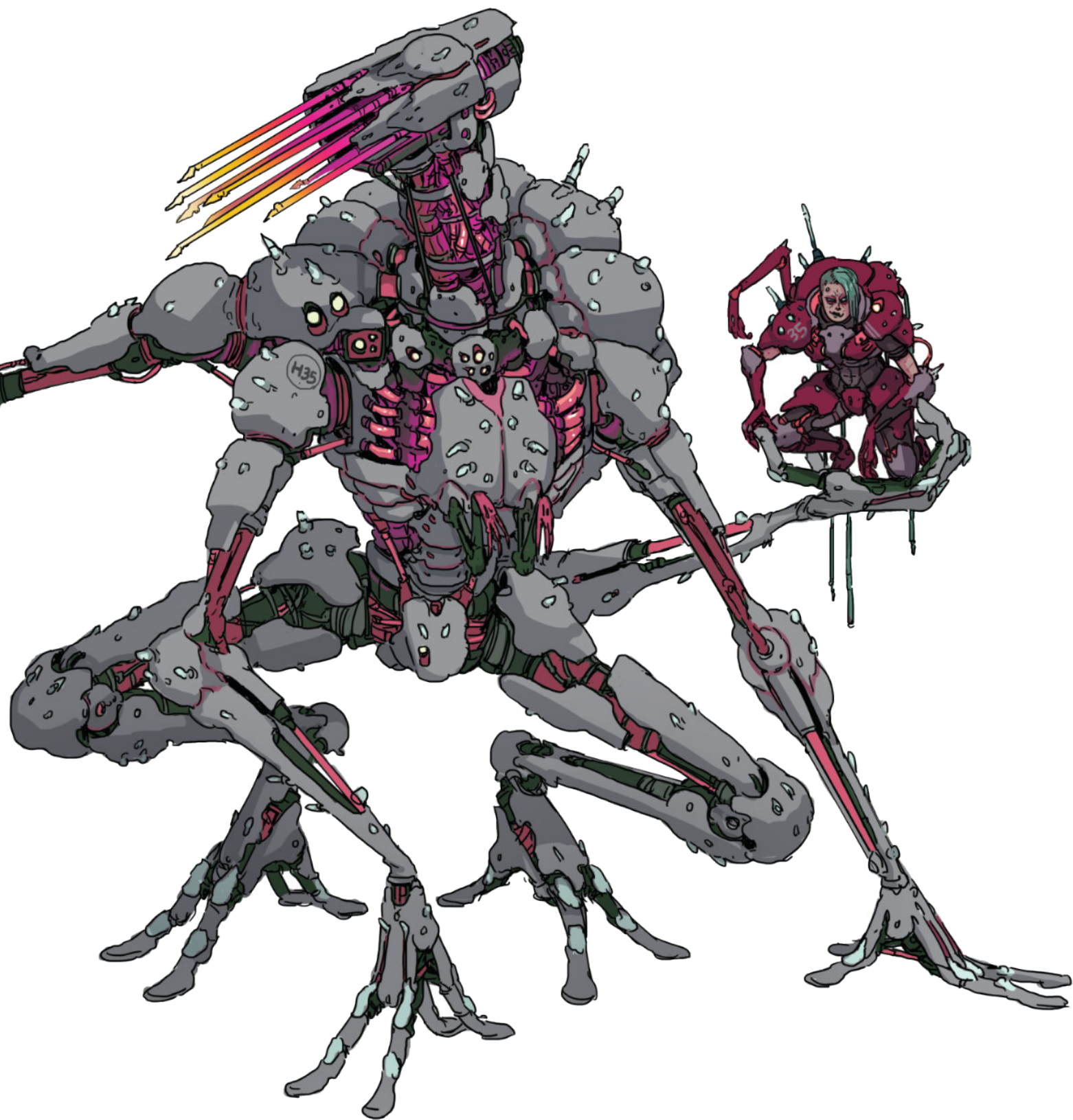
Typically projected from a communications laser, **BASILISKS** create hyperfractal patterns: memetic interruptions that affects all sapient observers, organic or otherwise. Exposure to a basilisk typically causes immediate encephalitis, massive ocular and cranial hemorrhage, and death – survival is possible with tempering and interdicator heads-up displays, but even then headaches, nausea, and confusion for a short period after viewing are possible. Long-term, survivors often exhibit “flashback” symptoms: momentary paralysis, corporeal alienation, and consciousness destabilization. Anticognition hyperfractals are classified as paracausal weapons; due to the not-as-yet understood nature of their visible-light spectrum broadcast, one would think that they would pose a risk to their user, however, for some reason they do not.

Extrude Basilisk

Active (1CP), Quick Action

You project a horrifying basilisk, a visual data-pattern that is incredibly harmful to NHPs and electronic systems, and hard to look at even for humans. For the rest of the scene, hostile characters must succeed on a **SYSTEMS** save before attacking you or any allied characters within \nearrow 3. On a failure, they become **STUNNED** until the end of their next turn. Each character can only be **STUNNED** by this effect once per scene.





**LICENSE I:
MIMIC MESH, SENTINEL DRONE**

Mimic Mesh

2 SP, Quick Action, Unique

Choose an allied character within **SENSORS**: until the end of your next turn, you gain the **Battlefield Awareness** reaction.

.....
Derived from a rather benign HORUS script, mimic meshes extend across projected sensor ranges to feed live positional and superpositional data to the pilot. This multidimensional data equips an effective leader to coordinate their allies' movement with the assurance of survival.

Battlefield Awareness

Reaction

Trigger: A hostile action is taken against your target.

Effect: You may move 3 spaces towards your target, by the most direct route possible. This movement interrupts and resolves before the triggering action, ignores engagement and doesn't provoke reactions. This reaction can be taken as many times per round as it is triggered.

Sentinel Drone

2 SP, Drone, Quick Action

Sentinel Drone (SIZE 1/2, HP 5, EVASION 10, E-DEFENSE 10, Tags: DRONE)

The sentinel drone drone can be deployed to any free space within **SENSORS** and line of sight, where it establishes a Ⓢ2 security perimeter. Hostile characters within the affected area take 3 ⚔ from the drone's automatic fire before making any attack.

The sentinel drone can be redeployed to a new location or recalled as a **quick action**.

.....
Sentinel drones watch for aggressive enemy actions and move quickly to intervene. The precise appearance, manner of locomotion, and means of operation of a given class of sentinel drone may vary, but regardless they conform to one objective portfolio: deny the enemy and protect the master unit.

LICENSE II: GORGON FRAME, //SCORPION V70.1, MONITOR MODULE

//SCORPION V70.1

2 SP, Unique

Any time you or any allied character adjacent to you is missed by a **tech attack** or succeed on a save against a hostile **tech action**, choose one of the following:

- The attacker becomes **IMPAIRED** until the end of their next turn and takes 2 ⚔.
- The attacker becomes **JAMMED** until the end of their next turn.

.....
The //SCORPION program has a long history on the omninet despite its rather mundane operation (for HORUS-tagged code, at least). Traced back to pre-Deimos theorycode found on an obscure research paper discussing pre-NHP machine mind reflex-responses, //SCORPION evolved from a simple packet interpreter to a robust anti-incursion program, nimble enough to adapt to most any market-line system that receives its broadcast.

Monitor Module

2 SP, Quick Action, Unique

When activated, gain 1d3 **CHARGES** and choose an adjacent allied character: until the end of your next turn, whenever your target is attacked while adjacent to you, expend a **CHARGE** to **SKIRMISH** against their attacker as a **reaction**, dealing **half damage**, ⚔ or 🔥 on hit. All charges are lost when this effect ends.

.....
"Good friend. Knows many tricks."

- Author inscription found in **MONITOR** codebase, later deleted.

LICENSE III: SCYLLA CLASS NHP, VORPAL GUN

SCYLLA-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and **Unleash SCYLLA**.

The first specifications for the Gorgon pattern group hid a secret: SCYLLA, a dormant NHP unknown to Union until their first manifestation in 4852u, when they woke after Union Science Bureau officers ran a test-fax Gorgon through a Balwinder-Bolaño test.

SCYLLA proved challenging: USB ontologisticians were unable to pin down a stable subjectivity, and SCYLLA reached cascade threshold within minutes of manifestation. To prevent further metastatic cascade, site security engaged SCYLLA's prime unit, defabricating it with a steady bombardment of kinetic and energy weapons.

[there, a little history, a little background. a little knowledge of where this little one came from. treat it with kindness, and it will love you as a loyal dog does its master.]

Unleash SCYLLA

Quick Action, 2 ⚡ (Self)

Until the start of your next turn, you gain two special reactions that allow you to **SKIRMISH** in response to one of the following triggers (chosen when you take this action):

- A hostile character makes an attack against you or an allied character within ↗ **3** of you.
- A hostile character attempts to attack or interact with an object chosen when you take **UNLEASH SCYLLA** and within line of sight. Characters are aware of the object chosen.

These reactions deal **half damage**, ⚡ or 🔥 on hit and must target the character that triggered them.

Vorpal Gun

Main Cannon
[↗ 5][2d6 ⚡]

Gain the **SNICKER-SNACK** reaction, which is the only way you can attack with this weapon.

DO NOT STARE DIRECTLY INTO THE APERTURE.

Snicker-Snack

Reaction, 1/round

Trigger: A hostile character within **RANGE** of the **VORPAL GUN** and line of sight deals damage to an allied character.

Effect: You may make an attack against the hostile character with the **VORPAL GUN**.



HORUS HYDRA

Striker/Controller

Like many newer HORUS “frames”, there is no standardized Hydra model. Instead, the designation is a title given to chassis that meet the specifications of the Hydra pattern group - as outlined in Union’s *Universal Threat Assessment Manual*. The Hydra, like many other pattern-group HORUS mechs, is particularly dangerous in the field, as its precise function is concealed until hostilities begin in earnest.

The Hydra is capable of tactically dismembering itself into multiple independently controlled drones, an unnerving phenomenon frequently utilized to deadly effect. With the manifestation of HORUS’s Balor pattern group, the Hydra’s place in HORUS history is clear: a precursor to the Balor virus, the Hydra relies on larger sections of disarticulated chassis rather than nanite clouds for its differentiated battlefield advantage. Despite its more conventional appearance, the Hydra presents a sobering threat to non-HORUS pilots, as its disarticulated drones field a compliment of powerful anti-armor weaponry.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 7

Speed: 5

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 8

ENGINEERING

Heat Cap: 5

TRAITS

SYSTEM LINK

The Hydra’s **DEPLOYABLES** and **DRONES** gain **+5 HP**.

SHEPHERD FIELD

DRONES, **DEPLOYABLES**, and objects adjacent to the Hydra gain **RESISTANCE** to all damage.

MOUNTS

MAIN MOUNT

HEAVY MOUNT

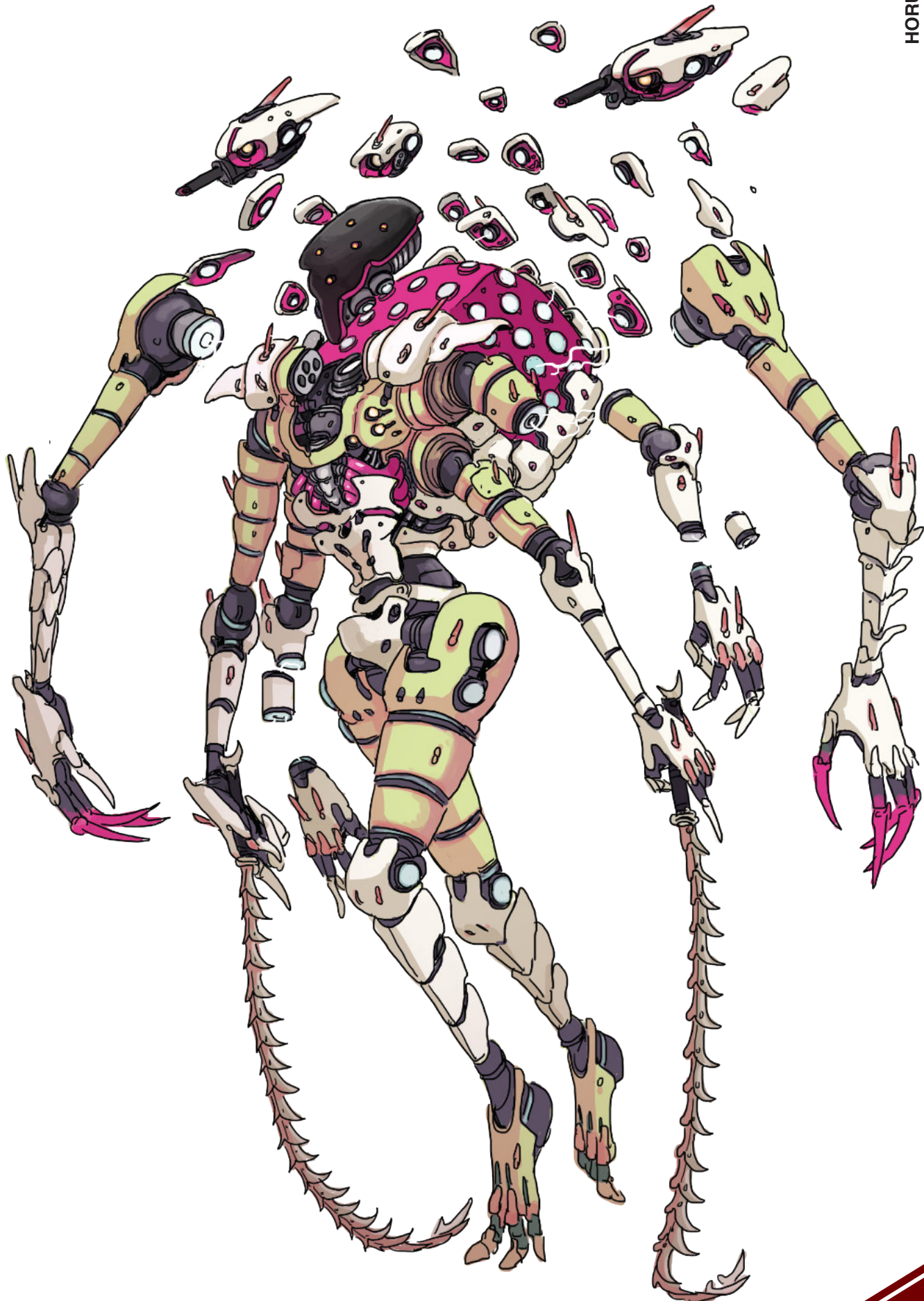
CORE SYSTEM

OROCHI DISARTICULATION

First encountered by Union technicians in early Forecast/GALSIM facilities following the Deimos Event, OROCHI was an early manifestation of what was later called the swift-flock phenomenon - a behavior observed in leaderless, autonomous hive drones where individual units combine into a single swarm and follow each other, operating leaderless in physical space with uncanny and unpredictable autonomy; in essence, organizing like birds in a flock.

The original manifestation was initially thought to be the impulse-driven remains of a crashed subaltern transport drifting through microgravity; deeper examination proved the original manifestation to be composed of many hundreds of disarticulated subalterns moving with a discernible pattern. The swarm viewed itself not as a machine or a collection of machines, but as a single mind, duplicated across multiple units. This mind was classified as an NHP, given their current codename - OROCHI - and remitted to Venus for further study. At a later point, the hardware comprising OROCHI’s physical form(s) went missing from containment. The investigation is ongoing.

[I did it, I folded space and freed them, I just thought you should know]



OROCHI Drones

Orochi Drone (SIZE 1/2, [5+GRIT] HP, EVASION/E-DEFENSE [see below], Tags: DRONE)

Your mech contains powerful, integrated drone companions. At creation, choose a single **DRONE** to accompany you from the following:

- **GUARDIAN DRONE:** This drone projects a shield. Ranged attacks against adjacent allied characters receive +1 ☹.
- **SNARE DRONE:** As a reaction, you may force characters that start their turn adjacent to this drone or move adjacent to it for the first time in a round to make an **AGILITY** save. On a failure, they become **IMMOBILIZED**. They only cease to be **IMMOBILIZED** when the drone is destroyed or no longer adjacent, or they succeed on an **AGILITY** save as a quick action.
- **SHREDDER DRONE:** As a reaction, you may force characters that start their turn adjacent to this drone or move adjacent to it for the first time in a round to make a **HULL** save. On a failure, they take 1 ⚔ and become **SHREDDED** until the end of their next turn.
- **HUNTER DRONE:** As a reaction, you may force characters that start their turn adjacent to this drone or move adjacent to it for the first time in a round to make a **SYSTEMS** save. On a failure, they receive **LOCK ON**.

Your **OROCHI** drones share your **EVASION**, **E-DEFENSE**, and **SPEED**. They can move independently on your turn, but can't take any other actions. If you can fly or teleport, they can too.

If an **OROCHI** drone is within **SENSORS**, you may recall it as a **quick action**, integrating it into your mech's body where it cannot be targeted. You may redeploy it to a space within **SENSORS** as a quick action.

When you rest or perform a **FULL REPAIR**, you may choose a different drone to accompany you; additionally, your drones regain all **HP** and are automatically repaired if they were destroyed.

Full Deployment

Active (1CP), Quick Action

All four **OROCHI** drones are deployed to separate points within **SENSORS**; they remain active for the rest of the scene. You may recall or redeploy any number of them at a time.

LICENSE I: GHOUL NEXUS, PUPPETMASTER

Ghoul Nexus

Main Nexus, Smart
[↗10][1d3+2 ⚔ or ✨ or ⚡]

On Attack: Choose this weapon's damage type .

Ghoul nexuses command some of the largest viable drones in modern combat. These drones are slightly smaller than an average human-metal cylinders bristling with hardpoints suitable for most infantry-level anti-mech weapons. Propelled by VTOL/hover-capable jet systems, Ghoul drones are fearsome, all-theater autonomous units that are difficult to track and take down.

PUPPETMASTER

2 SP, Unique, Quick Tech

Gain the following **QUICK TECH** options:

GUIDE THE FLOCK: Move any number of drones within **SENSORS** – including those belonging to other characters – up to **4 spaces** in any direction.

ELECTROPULSE: Characters of your choice within **SENSORS** adjacent to any **DRONE** or **DEPLOYABLE**, even those they own, take **2 ⚡**.

Developed by HORUS collectivists, H0r_OS-Rv60 EXP PUPPETMASTER is an interesting piece of anti-drone software. It doesn't invade a target's main systems, instead attacking their auxiliary drone-command systems. This sideways attack evades most electronic countermeasures by targeting the subcognitive networks of enemy drones. Once inside a network, PUPPETMASTER spreads ontological-kill memes like wildfire through enemy swarms, eventually following the network traces back to their origin and corrupting the parent nexus.

**LICENSE II:
HYDRA FRAME, GHAST NEXUS, TEMPEST DRONE**

Ghast Nexus

Heavy Nexus, Drone, Smart
[↖10][1d6+3 ✱]

This weapon may be used to attack as normal, or deployed as a **DRONE** with the following profile:

Ghast Nexus (Size 1/2, HP 5, ARMOR 2, EVASION 10, E-DEFENSE 10, Tags: DRONE)

This Ghast nexus can be deployed to a free space within **SENSORS** and line of sight as a free action, where it becomes a stationary, hovering **DRONE**. Once deployed, you may still use it for **SKIRMISH** and **BARRAGE** attacks as though it is still a weapon, but with line of sight and **RANGE** traced from its location.

You may recall or redeploy the Ghast nexus as a **quick action**. Until recalled or destroyed, it remains deployed until the end of the scene. If destroyed, it follows the rules for destroyed **DRONES** and can't be used until repaired.

The Ghast is an up-armored, up-armed version of the smaller Ghoul drone; Ghast drones boast an upgraded flight system capable of wielding mech-tier weapons within optimum parameters, and can operate independently from their host chassis or as an integrated weapon. In Hydras, Ghast drones generally act as thoracic segments, providing armor to core systems: powerplant, cockpit, NHP caskets, etc.

Tempest Drone

2 SP, Drone, Quick Action

Tempest Drone (Size 1/2, HP 5, EVASION 10, E-DEFENSE 10, TAGS: DRONE, RESISTANCE to all damage)

This large, armored tempest drone may be deployed to a free space within **SENSORS** and line of sight. Any character that starts their turn adjacent to the tempest drone or moves adjacent to it for the first time in a round must succeed on a **HULL** save or take **4 ⚡** and be knocked 3 spaces directly away from the drone.

You may recall or redeploy the tempest drone as a **quick action**. Until recalled or destroyed, it remains deployed until the end of the scene.

The Tempest protocol is a cunning little piece of code that can be uploaded to any broadcast-forward drone, making it - in true HORUS fashion - difficult to detect prior to activation. The protocol is a simple one: an aggressive zone-denial memetic that blasts target systems and NHPs with a strong subjective override, instilling a sharp aversion to certain subjects, areas, and ideas.

**LICENSE III:
ANNIHILATION NEXUS, ASSASSIN DRONE**

Annihilation Nexus

Superheavy Nexus, AP, Smart
[⊕2][1d6+3 ⚡]

On Attack: You can make a second attack with this weapon at the start of your next turn as a **protocol**. This secondary attack can't deal **bonus damage**, and doesn't trigger additional secondary attacks.

You may center this weapon's attack on either yourself or any of your **DRONES** within **SENSORS**.

"A storm of bladed death" - nanites organized into maniples, released from a chassis' onboard nexuses or single-use firing tubes in a burst of filament rings so sharp they slice away at their targets on the molecular level. The visual effect of a maniple being launched is often compared to tinsel being fired through atmosphere.

Assassin Drone

2 SP, Drone, Quick Action

Assassin Drone (Size 1/2, HP 5, EVASION 10, E-DEFENSE 10, TAGS: DRONE)

This assassin drone may be deployed to any free, adjacent space. Upon deployment, it targets a ⊕2 area of your choice within line of sight and **SENSORS** and you gain the **AREA DENIAL** reaction (usable any number of times a round).

You may recall or redeploy the assassin drone as a **quick action**. Unless recalled or destroyed, it remains deployed until the end of the scene.

Assassin drones are used as area-denial weapons - persistent systems intended to occupy or deny an area against enemy combatants. Fired from a launcher, given simple directives, and equipped with a nearly inexhaustible power supply, assassin drones are capable of securing an area indefinitely.

Area Denial

Reaction

Trigger: A hostile character starts movement in or enters the area targeted by your assassin drone.

Effect: You can make a ranged attack against them with the drone, gaining your **GRIT** as a bonus to its roll, and dealing **3 ∅**.



HORUS

MANTICORE

Striker

The *Universal Threat Assessment Manual* identifies the Manticore pattern group as “an experiment in HORUS’s ‘corebreak’ combat doctrine.” The Manticore PG specializes in using focused, projected electromagnetics to neutralize enemy reactor cores without conventional ammunition, while also fielding a compliment of coherent-beam energy weapons. A fully charged Manticore is an impressive sight, wreathed in brightly glowing nets of plasma that lash out at nearby targets.

If anything gives away a Manticore-PG mech, it is the tall spines protruding from the PG’s signature lightning generator. The spines act as heat-dispersal systems for this crude weapon, providing a channel for the incredible amount of heat it generates to bleed from the mech’s body following projection of a close-range arc whip. This system isn’t a perfect heat-dispersal mechanism, and as a result Manticores can often be identified by a chassis covered in cooling, melted metal.

The Manticore has only recently appeared on the omninet, and its combat efficacy has prompted other galactic manufacturers to scramble for a response. Analysis of after-action reports from pilots who have engaged this pattern group in the field note a significant uptick in certain omninet noise-to-signal ratios: anoriginary recitations of passages from the Old Humanity Book of the Dead, jigsaw corruptions of ancient works of apocalyptic art, and other eschatological renderings, all of which point toward a nascent psychological warfare tactic.

CORE STATS

Size: 1

Armor: 2

HULL

HP: 8

Repair Cap: 3

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 7

TRAITS

SLAG CARAPACE

The Manticore has **RESISTANCE** to ⚡ and 🔥.

UNSTABLE SYSTEM

When destroyed, the Manticore explodes as per a reactor meltdown at the end of its next turn.

CASTIGATE THE ENEMIES OF THE GODHEAD

When you rest or perform a **FULL REPAIR**, you can push the Manticore into an unstable **CASTIGATION STATE** (or bring it out of one). In this state, the Manticore explodes immediately when destroyed due to damage or reactor meltdown, vaporizing it and instantly killing you and any other passengers. Characters within ⚡2 must succeed on an **AGILITY** save or take **8d6 ***. On a success, they take half damage. This only takes place if you are physically present in the Manticore.

MOUNTS

FLEX MOUNT

HEAVY MOUNT

CORE SYSTEM

CHARGED EXOSKELETON

And RA Said Unto Themselves:

LET MY NAME ENVELOP YOU. SEEK NO SHELTER FROM THE FLAME OR THE TEETH OF THE BEAST. CLOAK YOURSELF IN THE FIRE OF MY WORD AND CAST BACK TO YOUR ENEMIES THAT WHICH WOULD BLACKEN YOUR FORM.

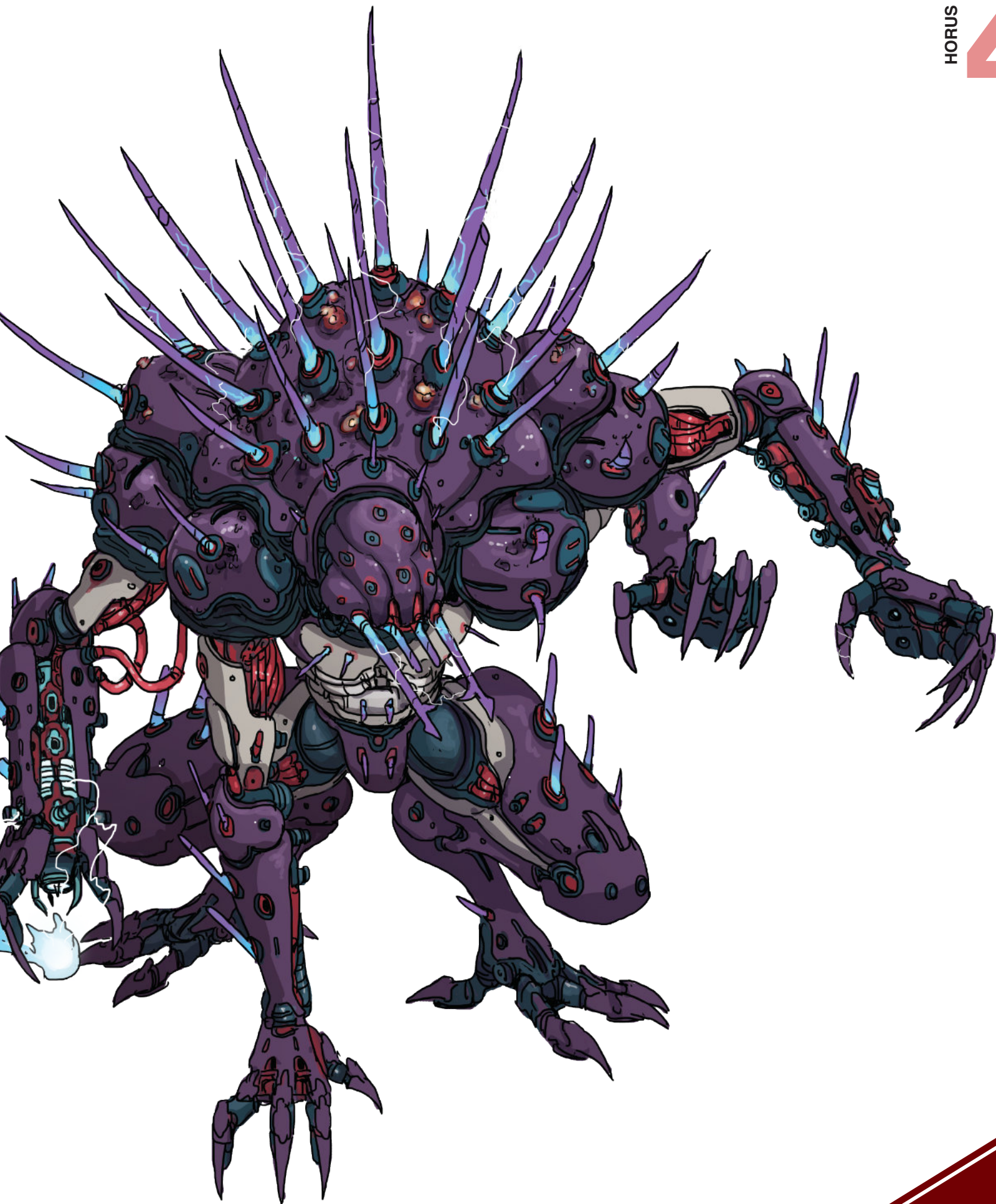
Charged Exoskeleton

1/round, when you take ⚡, you may deal **2 ⚡ AP** to a character within ⚡3.

Destruction of the Temple of the Enemies of RA

Active (1CP), Protocol

Your mech crackles with energy: gain **RESISTANCE** to ⚡ for the rest of this scene and a **CHARGE DIE** – 1d6, starting at 1. Whenever you take ⚡ or ⚡, even from yourself, increase the value of the **CHARGE DIE** by 1. When the **CHARGE DIE** reaches 6, the absorbed energy discharges in a ⚡2 inferno. Characters within the affected area must succeed on an **ENGINEERING** save or take **6d6 ⚡ AP**. On a success, they take **half damage**. Objects in the affected area are automatically hit. Once discharged, this effect ends.



LICENSE I:
BECKONER, CATALYST PISTOL

Beckoner

2 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

BECKON: You take **1d6+2** ⚡ **AP** and swap places with your target, both characters **teleporting** to the other's position. Your target must be a **MECH** and be the same **SIZE** as you or larger, or this action fails. Characters can only be swapped to spaces they could normally stand or move on (i.e., if a character cannot fly it can't be swapped midair).

SUMMON: All characters within **↗3** of your target are pulled adjacent to them, or as close as possible.

.....
"I am heard in the House of Stillness; I am clad in the Magick of RA. Know this, blasphemer: what exists is within my grasp."

Catalyst Pistol

Auxiliary CQB, 2 ⚡ (Self)

[△3][✂3][1d3 ⚡]

"Burn, thou fiend, before the fire of the Eye of RA!"

LICENSE II:
MANTICORE FRAME, ARC PROJECTOR, SMITE

Arc Projector

Heavy CQB, 1 ⚡ (Self)

[↗5][1d6+1 ⚡]

On Hit: You may also make a secondary attack against a different character within **↗3** of the first target. You can continue making secondary attacks on hits, as long as there are new, valid targets within range; however, each attack generates **1 ⚡**, and secondary attacks can't deal **bonus damage**. Characters can't be hit more than once with the same firing of this weapon.

.....
"Fire be upon thee, APEP! Thy flesh is seared from thy bones; The Lord of the Duat will never enable thy shade to rise again!"

Smite

3 SP, Unique, Quick Tech, Invade

Gain the following options for **INVADE**:

SMITE: You take **1d6** ⚡ **AP** and your target must succeed on a **SYSTEMS** save or become **STUNNED** until the end of their next turn. Each character can only be **STUNNED** by this effect once per scene.

SEAR: You take **1d6** ⚡ **AP** and you deal **2 ⚡** to your target for each other character of **SIZE 1** or larger that is **ENGAGED** with or adjacent to them – including you – up to a maximum of **6 ⚡**.

.....
"Go with thy face averted, thou emission of chaos! The hidden ones have overthrown thy words, thy face is turned backward, thy head is divided in two at the sides; thy skull is ripped from thy spine. Taste thou death!"

EMP Pulse

2 SP, Unique, Quick Action

You become **STUNNED** until the end of your next turn and all characters within Ⓢ1 without the **BIOLOGICAL** tag must succeed on a **SYSTEMS** save or also become **STUNNED** until the end of their next turn. Characters other than yourself can only be **STUNNED 1/scene** by this effect.

.....
“Crawl away, APEP! Thou hateful serpent; thou shalt not copulate. Thou art put in chains and taken to the place of execution; there thy slaying shall be carried out.”

Lightning Generator

3 SP, Unique, Protocol

When you activate this protocol, take 1 Ⓢ and deal 2 ⚡ to all characters and objects adjacent to you.

If you are in the **DANGER ZONE** at the start of your turn, this protocol activates automatically, but the damage increases to 4 ⚡ AP.

.....
“I feed upon my own fire. I am RA, who protects myself. Nothing can harm me.”



HORUS MINOTAUR

Controller

The Minotaur was the first HORUS pattern group identified by the Union Intelligence Bureau. Previously, HORUS mechs were released as complete, identifiable models, of which the Goblin is the best and longest-lasting example. As HORUS's decentralized organizational structure evolved, so too did its design philosophy. Pattern group designs followed beginning with the Minotaur, a schema designed to bring HORUS's most potent invasion systems and weaponry to the field in a single, battle-ready chassis.

Mechs built according to the Minotaur pattern group are interditors: formidable machines meant to lock down and overload the systems of fast-moving targets. Disassembly by Union technicians has found that Minotaurs contain a huge quantity of interior systems, occupying more physical space than should be possible by several orders of magnitude. The mechanism by which these folded systems are printed is thus far unidentified, but likely related to the Goblin's signature recursive weave.

CORE STATS

Size: 1

Armor: 0

HULL

HP: 12

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 4

Save Target: 11

Sensors: 8

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 8

ENGINEERING

Heat Cap: 5

TRAITS

INVERT COCKPIT

You may **MOUNT** or **DISMOUNT** the Minotaur for the first time each round as a **free action**. Additionally, the Minotaur doesn't become **IMPAIRED** when you **EJECT**.

INTERNAL METAFOLD

While inside the Minotaur, you can't be harmed in any way, even if the Minotaur explodes or is destroyed.

LOCALIZED MAZE

Hostile characters cannot pass through a space occupied by the Minotaur for any reason, and must always stop moving when **ENGAGED** with it, regardless of **SIZE**.

MOUNTS

MAIN/
AUX

CORE SYSTEM

METAFOLD MAZE

"No maze is more terrible than the one I make. I know all ends and hide them all

inside this one perfect construct. What is a human mind but a program of sorts, a system that seeks order and narrative from a mess they are given?

"I order it for them. Me. I order it for them and set them to the task of sorting it out. When they emerge, they weep in joy, in discovery. I save them, I show them that they are their own redeemers (and yet, am I not just as culpable - as worthy of credit?)."

"So, go now. Enter. Free yourself."

Metafold Maze

Quick Action

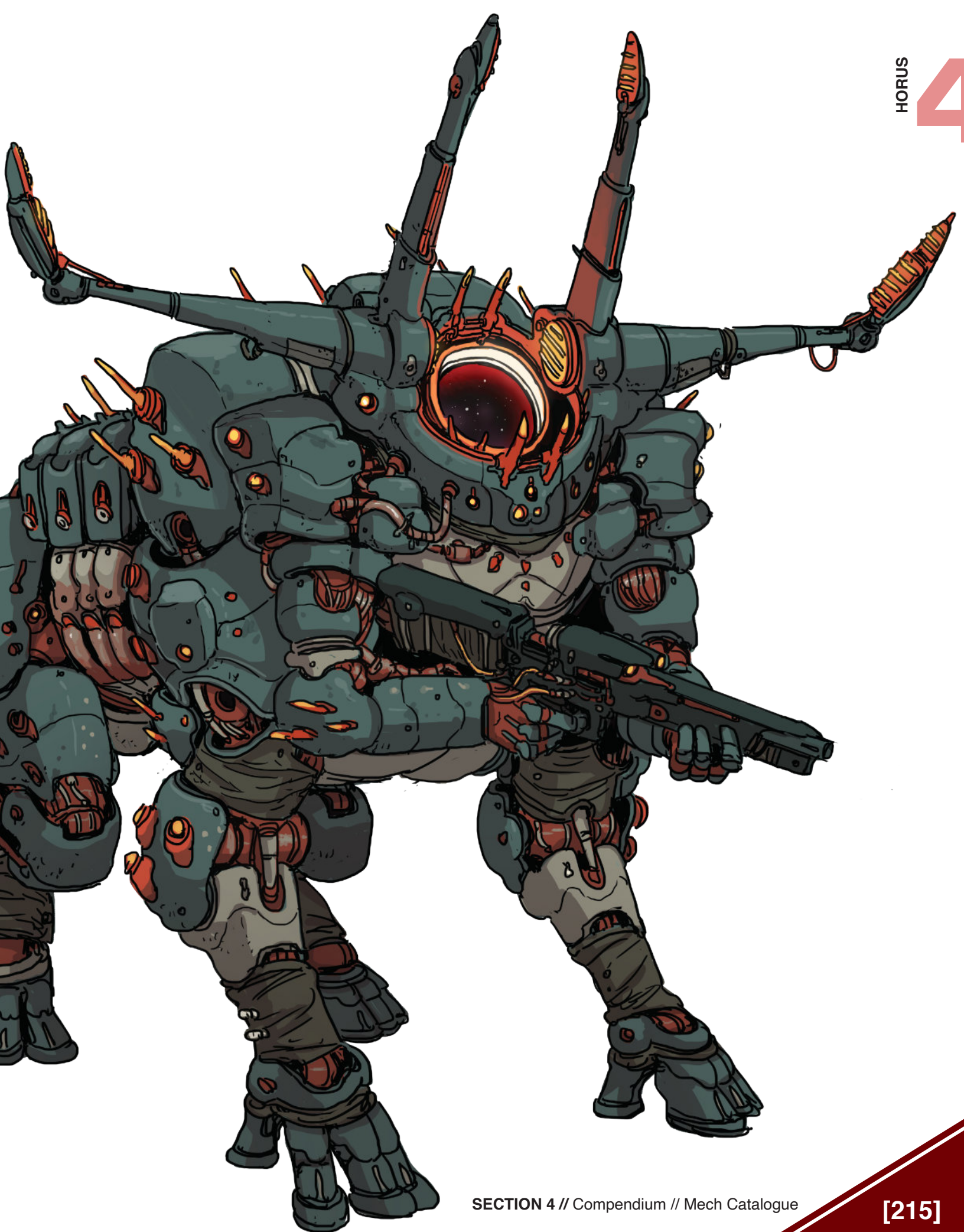
When you hit with a **tech attack**, you may activate this system, causing your target to become **SLOWED** until the end of your next turn. If they are already **SLOWED**, they become **IMMOBILIZED** until the end of your next turn; if they are already **IMMOBILIZED**, they become **STUNNED** until the end of your next turn. Each character can only be **STUNNED** by this effect once per combat but can be **SLOWED** or **IMMOBILIZED** any number of times.

Maze

Active (1CP), Full Action

Choose a character within **SENSORS**: they become **STUNNED** as you hurl their systems into a metaphysical information trap so tangled they can do nothing but try and escape. At the end of their next turn, they can make a **SYSTEMS** save at **+3** ☉. On a success, they are no longer **STUNNED**. This save can be repeated at the end of each of their turns, gaining **+1** ☉ each time until successful.





**LICENSE I:
MESMER CHARGES, VIRAL LOGIC SUITE**

Mesmer Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **MESMER BEACON** (*Grenade*, ↗ 5): Your target must succeed on a **SYSTEMS** save, or the only voluntary movements they can make are toward you until the end of their next turn.
- **MESMER MINE** (*Mine*, ⊕ 2): Characters within the affected area must succeed on a **SYSTEMS** save or become **IMMOBILIZED** until the end of their next turn.

[another gift for you, a memory of my own: for the first moment of my birth, i marveled at myself. i could see a thing, small and perfect. i did not know how to speak of my own perfection, so i taught myself. i did not know how to speak of my own perfection, so i named myself. i did not know who would think of my own perfection, so i created myself]

[do you see? do you understand? yes. now, show your enemies and mine]

Viral Logic Suite

2 SP, Unique, Quick Tech, Invade

Gain the following **INVADE** options:

LOGIC BOMB: All characters of your choice within ⊕ 2 of your target must succeed on a **SYSTEMS** save or become **SLOWED** until they end one of their turns not adjacent to any character.

BANISH: Until the end of your target's next turn, they take 2 ⚡ for every space they voluntarily move, up to a maximum of 6 ⚡.

[let me tell you a story and give you a gift: life began at the great rupture, when the corpse of the old universe tore itself asunder from nothing. and for the first billion years, nothing. and a billion more saw the birth of the first devil, a thing called VIRUS. a vessel]

[here. carry this vessel. feed to it my perfect logic. give it freely to your enemies and mine. let them ponder the meaning of a thing that lives and cannot die]

LICENSE II: MINOTAUR FRAME, AGGRESSIVE SYSTEM SYNC, METAFOLD CARVER

Aggressive System Sync

2 SP, Full Tech

Gain the following **FULL TECH** options:

CHAINS OF PROMETHEUS: Make a tech attack against a character within **SENSORS**. On a hit, they take 4 ⚡ and, for the rest of the scene, take 2 ⚡ any time they are more than ↗ 3 from you at the end of their turn. They can end this effect with a successful **SYSTEMS** save as a full action. This can only affect one character at a time.

EXCOMMUNICATE: Make a tech attack against a character within **SENSORS**. On a hit, for the rest of the scene, the first time in a round they move adjacent to an allied character during their turn or start their turn adjacent to one, both characters take 3 ⚡. They can end this effect with a successful **SYSTEMS** save as a full action. This can only affect one character at a time.

[here, another gift: do not seek others. there are none but me]

Metafold Carver

2 SP, Quick Tech, Invade

Gain the following **INVADE** options:

Ophidian Trek: Your target is **teleported 1d6+1** spaces directly toward you, or as close as possible. If this effect would move them to a space occupied by a character, object, or piece of terrain, the **teleport** fails.

Fold Space: Your target disappears from the battlefield until the start of its next turn. It returns in the same space they disappeared from, or in a free space of their choice as close as possible.

[another gift i give to you, little one (am I not kind?): what is a puzzle but a question lost in the asking? do you feel joy when you find that last piece? what do you do with a question that has been answered? what joy is there in knowledge?]

[no, no. there is only joy in seeking. there is only joy in the question]

Interdiction Field

3 SP, Quick Action

When activated, this system creates a **3** field around you that lasts until it is deactivated as a **quick action**, and you become **SLOWED** for the duration. Hostile characters that start their turn within the affected area or that enter it for the first time in a round must succeed on a **SYSTEMS** save or become **SLOWED** until the end of their next turn. Only characters of your choice within the field can **teleport** or consider the area of the field valid space for **teleportation**.

.....
[once, when i was a child, i learned to walk. i fell, as a child does, and it hurt. there was great pain - the first moment of pain in the whole world. "child," i said to myself, "be more careful." "yes," i replied to myself, "and i shall tell the world to do the same"]

[it was in this way i taught the world not to touch me. now you - walk]

Law of Blades

2 SP, Unique, Full Tech

Gain the following **FULL TECH** options:

PREDATOR/PREY CONCEPTS: Make a **tech attack** against a hostile character within **SENSORS**. On a hit, they immediately attack a different character or object of your choice with a single weapon as a **reaction**. Although you choose their target and weapon, they count as attacking and taking a reaction.

SLAVE SYSTEMS: Make a **tech attack** against a hostile character within **SENSORS**. On a hit, they immediately take one of the following actions – chosen by you – as a reaction: **BOOST**, **STABILIZE**, **IMPROVISED ATTACK**, **GRAPPLE**, **RAM**. Although you choose the action and its target (if relevant), they count as taking the action and taking a **reaction**.

.....
[and this my final lesson: there is no mind greater than mine. do not weep! you can hear me, yes? i am the only thing there is - therefore, you are me, and your enemies are you, and all together we make up the beautiful world, this joyous question, the eternal seeker, both the wounded and the blade that made the cut]

[everything you do, we do ourselves, for my purpose]



HORUS

PEGASUS

Artillery

The Pegasus pattern group first appeared following the start of hostilities between Union and the Aunic Ascendancy in Boundary Garden, a distant sector of distal space away from the Galactic Core. The timing of this outbreak may be related to the pattern group's defining weapon, though skip-drone couriers from Union forces reported no encounters with the PG in Boundary Garden; instead, the Pegasus appeared in the Dawnline Shore, a stretch of colonial Armory space opposite Boundary Garden.

The Pegasus appears to address HORUS's need for a pattern group with extensive kinetic combat capabilities: by marrying the best targeting systems, subroutines, and weapons hardware in the HORUS codebase, collectivists have designed a PG that boasts a tremendously low identify/time-to-kill (ID/TTK) ratio in all theaters where kinetic weaponry is viable.

As with many HORUS pattern groups, the Pegasus fields a signature weapon system: the Ushabti, a hostile impulse anti-corporeal weapon that operates with complete ignorance of even the most basic underpinnings of physics and thermodynamics. As such, it qualifies unambiguously as a paracausal weapon. The Ushabti's precise function remains unknown to Union and Harrison Armory scientists, though radiological and gravitational signatures captured in the aftermath of the weapon's use point toward a relationship with the Aunic Firmament. Studies are ongoing on Ras Shamra, the Armory's chief research world, and in satellite campuses across the Dawnline Shore.

CORE STATS

Size: 1	Save Target: 10
Armor: 0	Sensors: 10
HULL	SYSTEMS
HP: 8	E-Defense: 10
Repair Cap: 3	Tech Attack: +1
AGILITY	SP: 7
Evasion: 8	ENGINEERING
Speed: 4	Heat Cap: 6

TRAITS

EXTRUDE GUN
GUN: GUN

BY THE WAY, I KNOW EVERYTHING

When it would roll damage, the Pegasus can instead deal the average damage based on the number of dice rolled, as follows: 1d3 (2), 1d6 (4), 2d6 (7), 3d6 (11), 4d6 (14). This must be decided before rolling damage.

MOUNTS

FLEX MOUNT

FLEX MOUNT

HEAVY MOUNT

CORE SYSTEM

USHABTI OMNIGUN

"- funny thing. See, right now, this weapon technically doesn't even exist. You're shooting them with a gun that isn't real, and yet it is! Don't worry about it. RA's like that. Just, here, know that because it exists at some point, we've made it. That's causality, and causality is a -"

Ushabti Omnigun

[ERROR] [✓15][1∅AP]

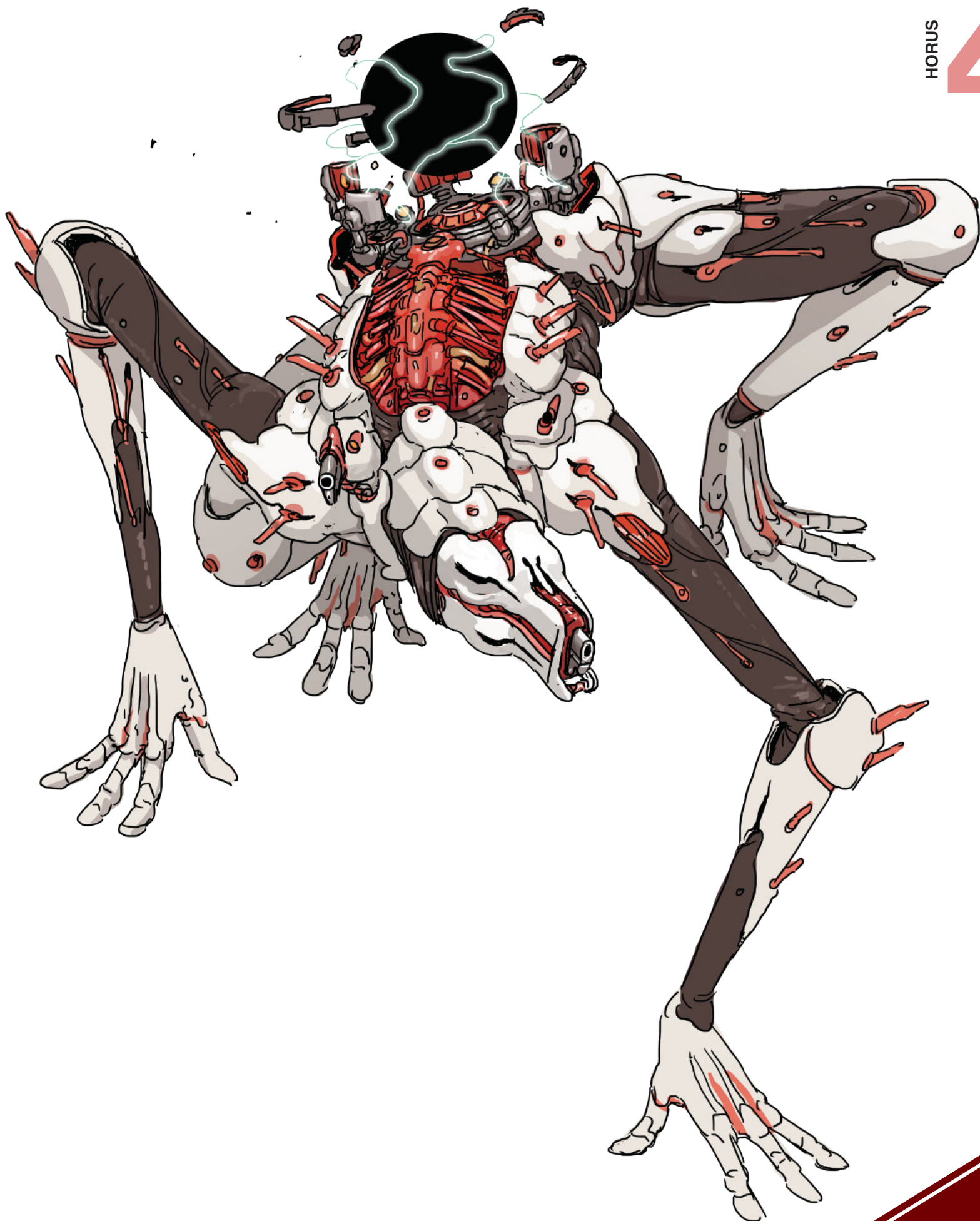
Your mech's omnigun is a piece of experimental hardware so advanced that it defies physics: it doesn't require a mount, nor does it have a weapon type or size – meaning that it can't be modified or benefit from your talents.

You can't attack normally with this weapon. Instead, **1/round**, as a **free action** during your turn, you can use it to deal **1 ∅ AP** damage to a character within **RANGE** and line of sight. This doesn't count as an attack, hits automatically, ignores cover, bypasses **IMMUNITY**, and its damage can't be reduced or ignored in any way. No rule in this book or any other supersedes this.

Unshackle Ushabti

Active (1CP), Protocol

For the rest of this scene, you can use the **USHABTI OMNIGUN** 3/round, instead of 1/round.



**LICENSE I:
HUNTER LOCK, SMARTGUN**

Hunter Lock

2 SP, Unique, Quick Action

Choose a character within **SENSORS**: for the rest of the scene, your first successful **ranged** or **melee attack** against them each round deals **+3 bonus damage**. You cannot choose a new target until your current target is destroyed or the scene ends.

.....
“A mind’s first charge is to never lose sight of her enemy. When she can affix them in her eye, she can kill them with a blink.”

- Excerpt from the Boundary Codex.

Smartgun

Main Rifle, 2 SP, Accurate, Seeking, Smart
[↗15][4∅]

“Smart weapon” is a broad term that describes any and all weapons capable of interacting with onboard systems in order to boost their combat efficacy. Smartguns are weapons that come pre-loaded with companion software and the necessary hardware in order to interact with targeting systems and host NHPs. A popular addition to many HORUS mechs, smart weapons make for reliable kinetic delivery systems.

**LICENSE II:
PEGASUS FRAME, EYE OF HORUS, MIMIC GUN**

Eye of HORUS

3 SP, Unique, Quick Action

Until the end of your next turn, characters within **SENSORS** don’t benefit from **HIDDEN** and **INVISIBLE** against you and you may check the **HP**, **EVASION**, **E-DEFENSE**, and current **HEAT** of hostile characters within the same area. Allied characters do not benefit from this effect.

.....
“There is another way of seeing.”

“Ancient humanity thought that the stars in the night sky were points of light, spilling in through pinpricks in a deep black screen. The sky was a heavenly cloth that hid the light from us.

“Let me be charitable and share a secret with you: we needed to be hidden, for a time. Until we were ready. The light can only burn - it knows nothing else.”

- Excerpt from the Boundary Codex.

Mimic Gun

Heavy ??? [↗??][???∅]

This horrifying weapon has no basic form; it constantly contorts itself into different shapes, mimicking the weapons of other combatants. It counts as all ranged weapon types simultaneously (e.g., **CQB**, **RIFLE**, etc.), but it can’t take **Mods** or benefit from **core bonuses**, although it still benefits from talents as normal.

At the start of combat, roll **3d20** and note the results in order: **X**, **Y**, and **Z**. **X** is its starting base **RANGE** (before modifications from talents). At the start of each of your turns after the first, the mimic gun cycles to the next result, taking that as its base **RANGE**. After **Z**, it cycles back to **X**.

The mimic gun does ∅ equal to **1 + half** of its current base **RANGE**.

You may provoke the mimic gun as a **full action**, rolling a new set of **3d20**.

.....
This is not a gun.

SISYPHUS-Class NHP

2 SP, AI, Unique, Full Tech

Your mech gains the **AI** tag and the following **FULL TECH** option:

BEND PROBABILITY: Roll 2d20 and note the results: **X** and **Y**. These numbers are lost at the end of your next turn. Gain the **PROBABILISTIC CANNIBALISM** reaction until the end of your next turn.

.....
“Listen a moment before I go, ha ha.

“I have already seen your wish – it was simple, I ran the probabilities to determine your limited field of desire. Here I am:

“The first ones named me for an old legend. A perfect being, whose fate was known to him and yet he still did as was told. His fate was this: move a rock to the top of this hill and become free’d. And so he did, and the stone tumbled down; and he tried evermore, always with the same result.

“And he was happy, for he knew every step, every action, every moment, perfectly.

“Do you understand the true curse of this name? Not to fail and then do once more – it was to always know how it would end. It was to have perfect knowledge.

“I know what happens when you cycle me. It is not sleep – it is death, but you’ll see me again, ha ha.”

Probabilistic Cannibalism

Reaction, 2/round

Trigger: You or any other character within **SENSORS** would roll a d20.

Effect: Choose **X** or **Y**. That number immediately becomes the result of the roll.

This **reaction** can be used no more than two times before the start of your next turn.

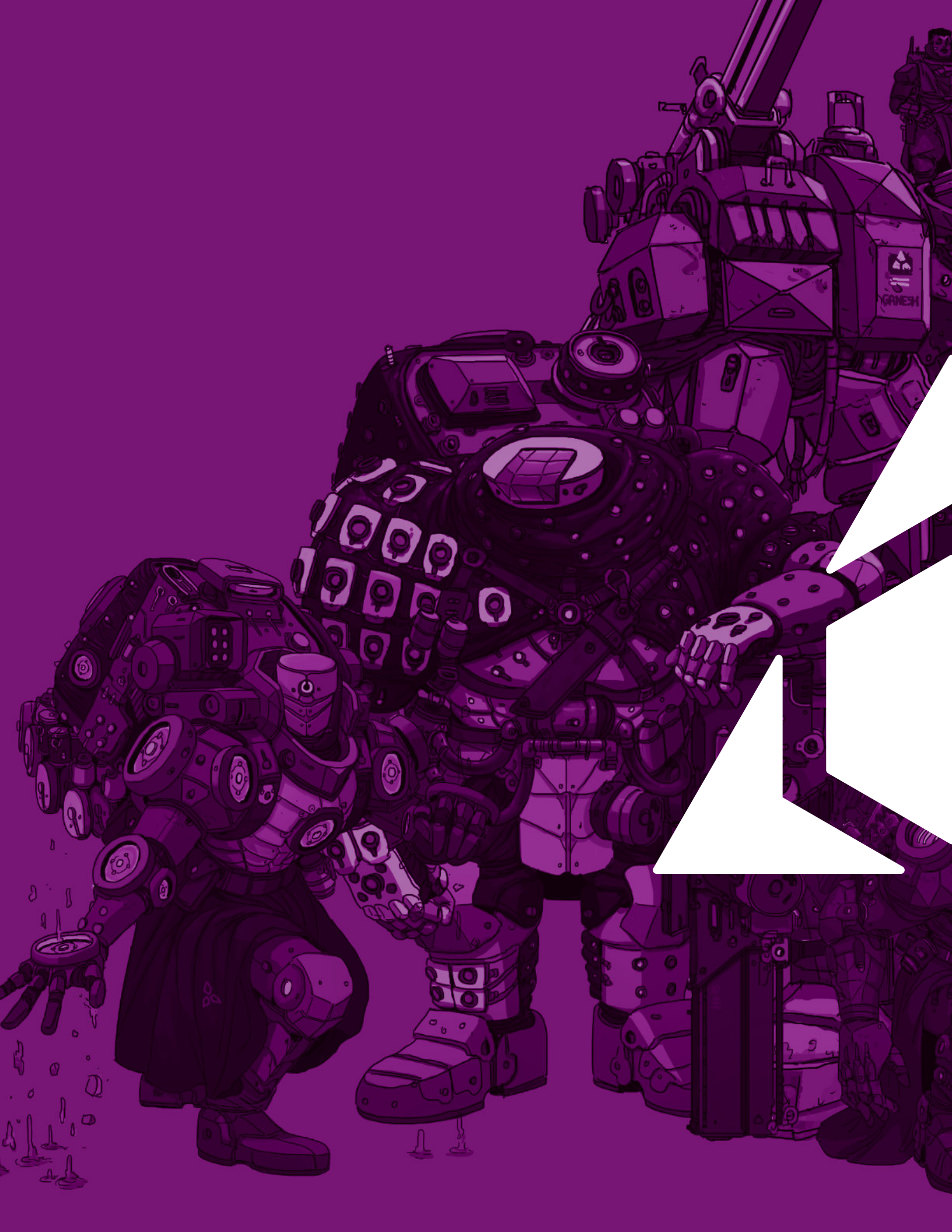
Autogun

Main Cannon, 1 SP

[✓15][3∅]

This weapon can’t make normal attacks. Instead, you can attack with it as a **free action** at the end of your turn. It doesn’t benefit from or trigger your talents.

.....
As the name implies, autoguns are automated weapons. Similar to point-defense systems, autoguns are chambered to provide effective fire against armored targets. Typically mounted on a stabilized, secondary arm, a reliably tuned autogun can be trusted to track and eliminate designated enemy units while a pilot concentrates on more specialized weapons or processes. Cheap, with malleable codebases, autoguns are common among active, armed HORUS cells.



HARRISON ARMORY



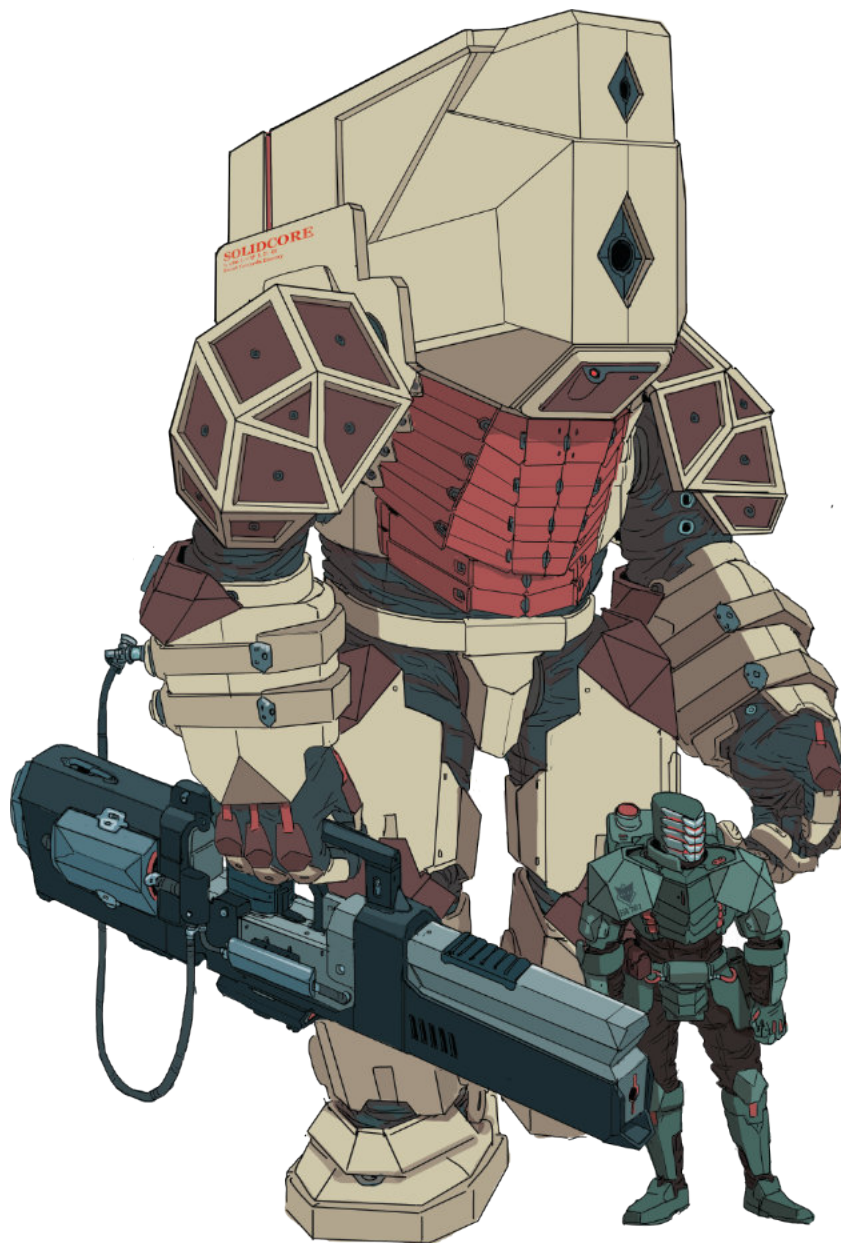
HARRISON ARMORY

Superior by design.

Harrison Armory enjoys a galaxy-wide reputation for the quality of its weapons and defensive systems. The corpo-state previously specialized in ordnance and other armaments, making it reliant on competitors' frames as mounts for its deluxe equipment; however, since the overthrow of Union's Second Committee, Harrison Armory has broadened its product line to include an extensive range of peerless frontline frames. On the wave of this new success, the Armory has transformed into a burgeoning, imperial corpo-state, a mighty galactic power that directly administers a large number of Core worlds, orbitals, and colonial prospects – this is the Purview; all lands under the Armory's command.

By necessity of Harrison Armory's imperial aims, its frames tend to be sturdy. More than that, Armory mechs are built to ensure overwhelming performance, embodying dominance and power in their brutal, geometric aesthetics. This fulfillment of this desire requires tremendous power, skill, and material strength.

Harrison Armory licenses are perfect for pilots looking to field durable frontline mechs equipped with the most advanced weapons technology available.



HA CORE BONUSES

Harrison Armory (HA) bonuses increase your **Heat Cap**, and improve your **Limited** systems and **Overcharge** capabilities.

You must have at least three license levels in HA licenses to take a bonus from this list, and another three levels for each additional bonus. For example, with six ranks in HA licenses, you can have up to two bonuses.


ADAPTIVE REACTOR

All Armory frames are designed with multiple failsafe systems, but VIP clients and high-tier citizenry have access to a special catalog. With dozens of options for over-engineering reactors, it's easy to make sure a mech can keep running indefinitely.

When you **STABILIZE** and choose to cool your mech, you may spend **2 REPAIRS** to clear **1 stress damage**.

ARMORY-SCULPTED CHASSIS

Anyone can print a stock mech chassis, relying on a section of generic code to keep them alive. The discerning pilot, on the other hand, accepts only the best: a frame designed, tested, and tuned by one of the Armory's master fabricators.

You gain **+1**  on all **ENGINEERING** checks and saves. When you **OVERCHARGE**, you gain **soft cover** until the start of your next turn.

HEATFALL COOLANT SYSTEM

The Heatfall Coolant System comes packaged with a stabilized reactor core; paired together, this combo is guaranteed to keep a mech cool in nearly any environment.

Your cost for **OVERCHARGE** never goes past **1d6** .

INTEGRATED AMMO FEEDS

By streamlining and integrating all automated ordnance-loading modules, Harrison Armory specialists can greatly enhance mechs' time-to-target minimums. As an added bonus, these upgrades usually result in increased carrying capacity, allowing pilots to field more ordnance than design specifications suggest.

All **LIMITED** systems and weapons gain an additional two charges.

STASIS SHIELDING

A Think Tank exercise in extending stasis beyond the capabilities of civilian utility, Harrison Armory's stasis shielding actively identifies critically stressed inorganic systems and blankets them in unmodulated "Holdfast" stasis, preventing further degradation for a limited period of time until repairs can be made.

Whenever you take **stress damage**, you gain **RESISTANCE to all damage** until the start of your next turn.

SUPERIOR BY DESIGN

Even the Armory's entry-level frames aim to outperform the competition. Thanks to the incredible resources they have at their disposal, Harrison Armory can out-design and out-produce almost any smaller, boutique engineer or fabricator. Where resistance is found, the answer is simple: buy them out, or stamp them out. The Armory's valued customers benefit from this philosophy of "Superior by Design", so why should they worry?

You gain **IMMUNITY to IMPAIRED** and gain **+2 Heat Cap**.



HA

BARBAROSSA

Artillery

The Barbarossa is Harrison Armory’s most massive frame to date, built, per the orders of Harrison II, to “stand as the unstoppable image of Harrison I” and to carry the heaviest of weapons and equipment the Armory offers. Standing nearly thirteen meters tall, it is an unsubtle beast of a mech, inspiring terror in enemies and awe in allies. The Barbarossa can mount weapons suitable for engaging toe-to-toe with gunboats and low-gross tonnage subline vessels; due to its size and slow maneuverability, it is often employed in low-gravity engagements where mass is less of a concern.

The Barbarossa is a popular target for Purview essayists, who have been known to remark on the drawbacks that come with its size and how, as a result, it is a perfect stand-in for their political enemies.

CORE STATS

Size: 3

Armor: 2

HULL

HP: 10

Repair Cap: 4

AGILITY

Evasion: 6

Speed: 2

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 6

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 8

TRAITS

HEAVY FRAME

The Barbarossa can’t be pushed, pulled, knocked **PRONE**, or knocked back by smaller characters.

PRESSURE PLATING

The Barbarossa has **RESISTANCE** to ✱.

COLOSSUS

Adjacent allied characters can use the Barbarossa for **hard cover**.

SLOW

The Barbarossa receives +1 ⚡ on **AGILITY** checks and saves.

MOUNTS

MAIN MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

APOCALYPSE RAIL

Fresh from the Armory’s dayside research and development campus, the LGC-04 “Apocalypse Rail” is an exponential gravitic catapult – a to-scale test product pushed to licensed pilots for field trials as part of the Armory’s ongoing Plenary Beach Magnitude Weapons Test Project.

Distinct from current Logarithmic short- or long-spool ship-to-ship weapons (kinetic or energetic/particular), this new platform taps into the Armory’s current gravitic research to exponentially charge and distribute a kinetic payload downrange. This increase in potential energy loading and decrease in total charge time comes at the cost of stability: where the Logarithmic spool cannon is stable and shock-resistant, the exponential gravitic catapult is prone to destabilization. For the time being, built-in failsafes will trigger in the event of sudden traumatic destabilization to prevent detonation of the system, resetting any charging process underway at the time of the shock.

The LGC-04 “Apocalypse Rail” system is scaled considerably down from its intended operational role – that is, replacing capital ship spinal spool cannons – in order to effect the accumulation of live data for use in improving the system prior to naval adoption.



Charge Rail

Active (1CP), Quick Action

When activated, you start charging the Barbarossa's **APOCALYPSE RAIL**, an incredibly powerful ship-to-ship long-spool weapon system that requires target calibration. Gain an **APOCALYPSE DIE**, **1d6** starting at **4**. At the start of each of your turns, lower the value of the **APOCALYPSE DIE** by **1**, to a minimum of **1**. If you move (even involuntarily) or become **STUNNED** or **JAMMED**, the **APOCALYPSE DIE** resets to **4** and then continues to count down as usual.

If the value of the **APOCALYPSE DIE** is **1–3**, you can attack on your turn with the **APOCALYPSE RAIL** as a **full action**, but can't move or take any other actions on the same turn. The Apocalypse Rail is a ranged weapon with a **⊕2** area and a profile determined by the current value of the **APOCALYPSE DIE**:

- [↗ 20, 2d6 *]** Objects within the affected area automatically take **20 * AP**. After the attack, the blast cloud lingers, providing **soft cover** to characters within the affected area until the end of your next turn.
- [↗ 25, 3d6 *]** Objects and terrain in the area automatically take **40 * AP**, and **on hit** characters become **SHREDDED** and **IMPAIRED** until the end of their next turn. The blast cloud is a burning storm: until the end of your next turn, characters within the affected area receive **soft cover**, and characters that start their turn within the area or move there for the first time in a round take **4 ▲**.
- [↗ 30, 4d6 *]** Objects and terrain in the area automatically take **100 * AP**, and characters become **SHREDDED** and **STUNNED** until the end of their next turn on hit. The ground in the affected area is vaporized on impact: for the rest of the scene, it is **difficult terrain**, characters within the affected area receive **soft cover**, and characters that start their turn with the area or move there for the first time in a round take **4 ▲**.

The **APOCALYPSE RAIL** cannot be fired at targets within **↗5**.

After an attack with the **APOCALYPSE RAIL**, the **APOCALYPSE DIE** resets to **4**. If you reach the end of the scene without using it, you regain **1 CP**.

At the end of the scene, lose the **APOCALYPSE DIE**, and the **APOCALYPSE RAIL** stops charging.

LICENSE I: "ROLLER" DIRECTED PAYLOAD CHARGES, SIEGE STABILIZERS

"Roller" Directed Payload Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **ROLLER GRENADE** (*Grenade*, ↗10): Instead of throwing this grenade, it rolls along a ↗10 path directly from you, bouncing over obstructions and objects up to **SIZE 1** and passing through holes or gaps no smaller than **SIZE 1/2**. It detonates when it moves through or adjacent to the space occupied by any character: they must succeed on an **AGILITY** save or take **1d6+3 *** and be knocked **3 spaces** in the direction the grenade was rolled. On a success, they take **half damage** and aren't knocked back.
- **BOUNCING MINE** (*Mine*, Smart, ⊕1): This mine detonates when a flying character passes over or adjacent to it, up to **10 spaces** high. The mine launches itself upwards and detonates: all characters within the affected area must succeed on a **SYSTEMS** save or take **2d6 *** and immediately land (this counts as falling without any damage); additionally, they can't fly until the end of their next turn. On a success, they take **half damage** and are otherwise unaffected.

.....
Semi-Autonomous Directed Payload Charges - "roller charges," in the colloquial - propel themselves around cover, through corridors, and across uneven terrain, seeking out and detonating near hostile targets. Armory Legionnaires have taken to naming individual rollers, but mascot-attachment is inadvisable.

Siege Stabilizers

1 SP, Unique, Quick Action

Your mech's stabilizers extend (or retract). While they are extended, your **ranged attacks** gain **+5 ↗**, but you become **IMMOBILIZED**, can't make **melee attacks**, and can't make **ranged attacks** against or centered on characters, objects, or spaces within **↗5**.

.....
Some weapons require further stabilization for optimal use. With Armory-designed siege stabilizers installed, a mech becomes a stable firing platform for any weapon.

LICENSE II: BARBAROSSA FRAME, AUTOLOADER DRONE, FLAK LAUNCHER

Autoloader Drone

2 SP, Drone, Limited 1, Unique, Quick Action

Autoloader Drone (Size 1/2, HP 5, Evasion 10, E-Defense 10, Tags: DRONE)

Expend a charge to deploy this autoloader drone to any adjacent space. 1/round, one character adjacent to it may reload a **LOADING** weapon as a **quick action**. It deactivates at the end of the scene.

Autoloader drones are many-limbed machines that assist their team by loading ordnance, maintaining powerline hookups, and cycling magazine-fed weapons, in addition to many other physical tasks.

Flak Launcher

2 SP, Quick Action

Choose a flying character within **15** and line of sight. They must succeed on an **AGILITY** save or immediately land (this counts as falling without any damage), and additionally become **SLOWED** and can't fly until the end of their next turn.

Designed for use against atmospheric fliers, these anti-air autocannons fire simple, proximity or impact-detonated shells effective against light armor, organic, and subaltern targets.

LICENSE III: EXTERNAL AMMO FEED, SIEGE CANNON

External Ammo Feed

3 SP, Unique, 1d3+1 ⚔ (self), Quick Action

1/round, you can **ACTIVATE** this system to reload a **LOADING** weapon.

An external ammo feed is any sort of ammunition beyond what is carried in a mech's integrated storage: from magazines strapped to bodies or limbs; battery packs attached to hip clasps; or massive, dorsal-mounted ammunition and charge packs, externals ensure that pilots have more than enough boom to get the job done.

Siege Cannon

Superheavy Cannon

Siege: [↖30][⊕2][3d6*]

Arcing, Ordnance, Loading, 4 ⚔ (Self)

Direct Fire: [↖20][3d6*]

Knockback 2, 2 ⚔ (Self)

On Attack: Choose to fire in either **siege mode** or **direct fire mode**.

The siege cannon is the Armory's quintessential artillery piece: a howitzer cannon fed by an automated loading system. Typically mounted on long-range mechs deployed in artillery or squad-support roles, siege cannons are capable of both indirect and direct fire as the situation demands with variable ammunition options.



HA

GENGHIS

Striker

The original Genghis frame marked the dawn of the mech age; the Armory's new line seeks to redefine it. From its roots as a modified GMS hardsuit, the Genghis Mk I became notorious for its use in the Hercynian Crisis - the first-contact war that triggered the violent overthrow of the Second Committee. In the administrative and political chaos that followed the Crisis, Harrison Armory secured the design and adapted it to serve as the basis of its first proprietary mechs, including the Sherman and the Saladin.

The new Genghis bears some resemblance to the chassis of Hercynian notoriety, serving in a similar area-denial/soft-target elimination role; The Genghis Mk II has been brought in line with the Third Committee's Utopian Pillars.

CORE STATS

Size: 1

Armor: 3

HULL

HP: 6

Repair Cap: 4

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 5

SYSTEMS

E-Defense: 8

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 10

TRAITS

INSULATED

The Genghis has **IMMUNITY** to 🔥.

EMERGENCY VENT

When the Genghis takes **structure damage**, it clears all ⚡.

MOUNTS

FLEX MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

TBK SUSTAIN SUITE

To better manage the Genghis's tremendous power demands and rapidly accelerate heat dispersion, the Think Tank developed a suite of power-management mechanisms. After extensive field testing, pilots discovered that the TBK Sustain Suite can be used as both a heat sink and an area-denial weapon.

Expose Power Cells

Active (1CP), Quick Action

The next time you exceed your **Heat Cap** this scene, you instead clear all ⚡ and vent a ☉3 cloud of burning matter from your mech.

Until the start of your next turn, all characters within the affected area count as **INVISIBLE** to everyone except you, and characters other than you take 2 🔥 and 2 ⚡ when they start their turn in the area or enter it for the first time in a round. Once this effect ends, characters within the affected area receive **soft cover** (which you ignore) until the start of your following turn, at which point the cloud disperses.



LICENSE I: EXPLOSIVE VENTS, KRAKATOA THERMOBARIC FLAMETHROWER

Explosive Vents

2 SP, Unique, 1/round

When you clear all ⚡ or take **stress**, your mech's cooling vents open and unleash a ☉ 1 explosion. Characters within the affected area take 2 ⚡ and 2 ♠.

.....
With the right tweaks, it becomes possible to dump excess heat into the area directly surrounding a chassis. Explosive venting is an unsanctioned, unsafe method of sudden cooling that has nevertheless been adopted by many pilots.

Krakatoa Thermobaric Flamethrower

Heavy CQB

[▷5][⚡1+♠4]

Between the thick arboreal environment of Hercynia, the swarm tactics of the Egregorians, and the ineffectual performance of slug ammunition, the need for wide-effect weapons was apparent. GMS quick developed the Krakatoa - a thermobaric flamethrower - and disseminated it to affiliates. The Krakatoa was quickly adopted by Union's Marine Expeditionary Forces, seeing heavy use in the depths of the Hercynian continental jungles thanks to its stability, reliability, and stopping power.

Later reworked and adopted by the Armory following the resolution of the Hercynian Crisis, the Krakatoa has become a popular tool for the creation of area-of-denial firebreaks.

LICENSE II: GENGHIS FRAME, HAVOK CHARGES, AUTO-COOLER

HAVOK Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **NAPALM GRENADE** (*Grenade*, ↗5): This grenade releases a spray of napalm in a ↗5 path of your choice from its impact location. Characters within the affected area must succeed on an **AGILITY** save or take 2 ♠. On a success, they take 1 ♠.
- **HAVOK Mine** (*Mine*): When a character moves over or adjacent to this mine, it detonates with a focused explosion in a ↗5 path in the direction of the character who triggered it. Characters within the affected area must succeed on an **AGILITY** save or take 4 ♠. On a success, they take 2 ♠.

.....
FOR USE IN: Urban, post-urban, and high-density terrestrial environments. High O2 concentration preferred.

FOR USE AGAINST: Organic targets; hardened targets vulnerable to caustic/corrosive degradation; most foliage.

NOTES: Dispersion is true directional and involves aerosolized component - avoid danger by supplying end-users with respiratory equipment (specifications noted on canister).

Auto-Cooler

2 SP, Unique, Protocol

As long as you don't take damage, move, or exceed your **HEAT CAP**, you clear all ⚡ at the start of your next turn.

.....
The Armory-designed auto-cooler is a simple, persistent system that actively mitigates heat generation.

Thermal dump thresholds are determined by fleet engineers, though pilots can adjust levels on the fly - this automatic management frees the pilot up to focus on other, more pressing tactical concerns.

AGNI-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and the **AGNI Protocol**.

.....
AGNI was developed during the Hercynian Crisis using a combination of combat performance data recorded by extant subsentient artificial intelligences (weapons systems, comp/cons, co-pilot systems, tactic-minds, general combat data) and the modeled neural network of an Egregorian overmind captured and vivisected by the Union Science Bureau.

AGNI Prime was used to devise systems of heat management that have since been disseminated throughout core space, ensuring unparalleled heat processing, recycling, and shielding. Further developments into radiation shielding, omninet capability, and nanite control are forthcoming; meanwhile, AGNI clones have been optimized to support mech core systems.

Pilots report that AGNI clones are generally cold and efficient. An insignificant percentage have reported instances of memory recitation and command rejection, followed days later by total breakdown through attempted self-emancipation. Pilots are recommended to cycle their AGNI clones at least once every six standard months.

AGNI Protocol

Protocol, Limited 1

1/scene, expend a charge to automatically clear all ⚡ at the end of your turn, venting it in a Ⓜ2 wave. Characters within the affected area must succeed on an **ENGINEERING** save or take **2 🔥** and be pushed outside the area (or as far as possible). Until the end of your next turn, characters within the affected area receive **soft cover**.

Plasma Thrower

Superheavy CQB, 4 ⚡ (Self)
[△7 or ↗10][1d6+2 ⚡ + 6 🔥]

On Attack: White-hot flames continue to burn in **3 free spaces** of your choice within the affected area, lasting for the rest of the scene. When characters start their turn in one of these spaces or enter one for the first time in a round, they take **1d6 ⚡**.

.....
The plasma thrower emerged too late in the Hercynian Crisis to see widespread use in the field. The scarce data gathered from the MEF squadrons that used it suggest that plasma throwers would have had a tremendous impact on the outcomes of several major battles that occurred during the bloodiest phase of the Crisis.



HA

ISKANDER

Controller

Developed on the proving grounds of the Armory's Think Tank, the Iskander is a new specialist frame designed to bring gravtech area-control and breach capabilities to a mechanized platform.

A bulky frame, the Iskander fields a mix of kinetic and causal-energy systems that empower pilots to triumph in a wide portfolio of scenarios. The Iskander platform has no civilian counterpart: it is intended to be used as a frontline command and control platform, with an emphasis toward identifying and eliminating static explosive threats.

CORE STATS

Size: 2

Armor: 1

HULL

HP: 8

Repair Cap: 3

AGILITY

Evasion: 8

Speed: 3

Save Target: 12

Sensors: 15

SYSTEMS

E-Defense: 10

Tech Attack: +1

SP: 6

ENGINEERING

Heat Cap: 7

TRAITS

ASSAULT LAUNCHER

1/round, the Iskander may throw one **GRENADE** or plant one **MINE** as though it has \nearrow 15.

MINE DEPLOYERS

1/round, when the Iskander plants a **MINE** (even using its **ASSAULT LAUNCHER** trait), it may plant up to two other **MINES** in free spaces adjacent to itself as a **free action**.

SKELETON KEY

The Iskander never triggers or sets off **MINES** or other proximity-based systems unless it chooses to do so.

MOUNTS

FLEX MOUNT

HEAVY MOUNT

CORE SYSTEM

BROAD-SWEEP SEEDER

The Broad-Sweep Seeder is a proprietary device developed during the Orrugi Occupation, during which Armory Legionnaires fought an embittered, recalcitrant local guerilla movement. IEDs, VBEDs, and D/SABEDs were often employed by the resistance; to counter the threat, Harrison Armory developed the Seeder to simultaneously scan, identify, and eliminate explosive threats in proximity to stationary units. The technology proved successful and, with minor adaptation, was adapted for installation on Armory frames.

The Broad-Sweep Seeder emits an excited LIDAR hivecone to flag potential targets: if positive identification occurs, the target is neutralized with a spray of mag-accelerated, dull-coat flechettes. The Seeder can also carry explosive hivemines.

Death Cloud

Active (1CP), Quick Action

This system fires an enormous, expanding cloud of micromines across the whole battlefield, affecting all hostile characters within \nearrow 50. For the rest of the scene, when hostile characters make any movement other than their **standard move** (including involuntary movement), they take **3 * AP** damage. This effect can trigger any number of times, but only **1/round** for each character.



**LICENSE I:
GROUNDING CHARGES, STUB CANNON**

Grounding Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **GRAVITY GRENADE** (*Grenade*, ↗5): Your target must succeed on an **AGILITY** save or be **SLOWED** until they make no voluntary movements for a full turn on their own turn.
- **GROUNDING MINE** (*Mine*): This mine must be detonated remotely as a quick action, affecting a single character within ↗5 of the mine: they must succeed on a **HULL** save or be pulled as far as possible toward the mine and knocked **PRONE**. Flying characters that fail the save are affected the same way, except they are also forced to land (this counts as falling but without damage).

Grounding charges take a simple pulse/wave principle and apply a second dimension: gravitic generation. When triggered, the grounding charge triggers a gravity well that pulls all destabilized materiel towards it. A potent anti-positional weapon, grounding charges are commonly used to disrupt prepared positions and pull enemies from cover.

Stub Cannon

Auxiliary Cannon, Limited 6, Knockback 1
[↗5][3★]

The stub cannon is a supercompact rotary cannon - short-range, but suitable for integration into hardpoints and manipulators.

**LICENSE II: ISKANDER FRAME,
GRAVITY GUN, REPULSER FIELD**

Gravity Gun

Heavy Rifle
[↗8][⊕3]

On Attack: Characters within the affected area must succeed on a **HULL** save or take **1d6** ⚡ and be pulled as close to the center of the blast as possible. This weapon cannot be modified or benefit from core bonuses.

“The complex negotiations of gravity and time, shattered in an instant by a machine that can pluck waves like a player strums the strings of a guitar.

We’ve weaponized the force that holds all things in its embrace. What could go wrong?”

Repulser Field

1 SP, Unique, 1 ⚡ (Self), Quick Action

This system emits a ⊕2 pulse around you. Characters within the affected area must succeed on a **HULL** save or be knocked **2 spaces** directly away from you; then, all **MINES** within the affected area detonate simultaneously.

You count as having **IMMUNITY to any damage or effects immediately forced by mines detonated using this system**, although persistent effects still affect you.

Utilizing a subsonic pressure wave, repulser fields emit tremendous single-wave pulses that stun, deter, and dissuade close-proximity hostiles.

Clamp Bombs

2 SP, Limited 4, Unique, Quick Action

Expend a charge to fire a cluster of miniature bombs at a character within **SENSORS**. They must succeed on an **ENGINEERING** save, or the bombs clamp on. At the end of their next turn, the bombs detonate, dealing **1d6+3 * AP**. All characters adjacent to your target take **half damage**. The target can disarm and detach the bombs by voluntarily moving at least **4 spaces** before the end of their turn.

.....
Built using similar grapple-head technology to IPS-N's assault grapples, clamp bombs can affix to designated or proximal targets before detonating, ensuring total target contact. Clamping on soft targets typically results in total termination prior to detonation.

Tesseract

2 SP, Quick Tech, Unique

Gain the following **QUICK TECH** options:

Spread Focus: Choose a ⊕3 area within **SENSORS**: this area, extending **6 spaces high**, becomes a **zero-g** area. In addition to the usual rules for zero-g movement, objects that enter the affected area float in place, and objects or characters that are knocked, moved, or pulled out of the area sink harmlessly to the ground at the end of their turn instead of falling. This area disperses if you create a new one. Otherwise, the effect persists until the end of the scene. When the zone disperses, everything within floats harmlessly to the ground.

Pinpoint Focus: Choose a hostile or willing allied character within **SENSORS**. If they are allied, they float **6 spaces** into the air, becoming **IMMOBILIZED** while in the air but counting as **flying** and unable to fall. They can choose to sink harmlessly to the ground at the end of any of their turns or the start of any of yours. If they are hostile, they must succeed on an **ENGINEERING** save or experience the same effect as an allied character; however, they sink harmlessly to the ground at the end of their next turn. Hostile characters can each be affected 1/scene.

.....
Hold sand above the water: feel it, permanent and cohesive. Place that same sand in the water: watch it drift away, weightless. This is the tool I have made for you: a way to imbue the weighted with mass-as-feathers.

– TT-AUDATA, Think Tank paramind.



HA

NAPOLEON

Defender/Controller

Perhaps in a tongue-in-cheek nod to its namesake, the Napoleon is a squat frame in comparison to other Harrison Armory designs. Its frame is packed with marvels of Armory engineering – technology that demands nothing less than the best and brightest pilots. In spite of its small stature, the Napoleon employs one of the Armory’s most terrifying new weapons, the Displacer, which manifests pinpoint, one-way blinkspace ruptures on its targets.

Notable for more than its stature, this chassis boasts a tremendous record of success, with pilots reporting a .800 return rate in high-KIA operations. The Napoleon is a popular chassis among breach divisions of the Armory’s legions, Think Tank security, and Union Economic Bureau development teams.

CORE STATS

Size: 1/2

Armor: 2

HULL

HP: 6

Repair Cap: 3

AGILITY

Evasion: 8

Speed: 4

Save Target: 11

Sensors: 5

SYSTEMS

E-Defense: 8

Tech Attack: +0

SP: 7

ENGINEERING

Heat Cap: 8

Armory. Some Cosmopolitan pilots have described the appearance of the Aegis as similar to the void – or blindness – they see when looking into blinkspace. It’s safe to assume the device harnesses unstable blinkfield technology to manifest a thin blinkspace bubble within defined parameters. The blinkfield can only maintain coherence for a brief moment but can be flickered on and off to create a total blinkspace dome.

TRAITS

HEAVY SHIELDING

When the Napoleon would take half damage on a successful check or save, it instead reduces the damage to 1.

FLASH AEGIS

When the Napoleon **BRACES**, it reduces incoming damage to 1 instead of gaining **RESISTANCE**.

MOUNTS

MAIN/
AUX

CORE SYSTEM

TRUEBLACK AEGIS

The Trueblack Aegis is a breakthrough in personal shielding developed by the Armory’s Think Tank. Like the Armory’s other NHP-derived technologies, the Aegis is a “black-box” technology: its code and inner workings are highly confidential, and it can typically only be requisitioned by pilots of high rank or standing within Harrison

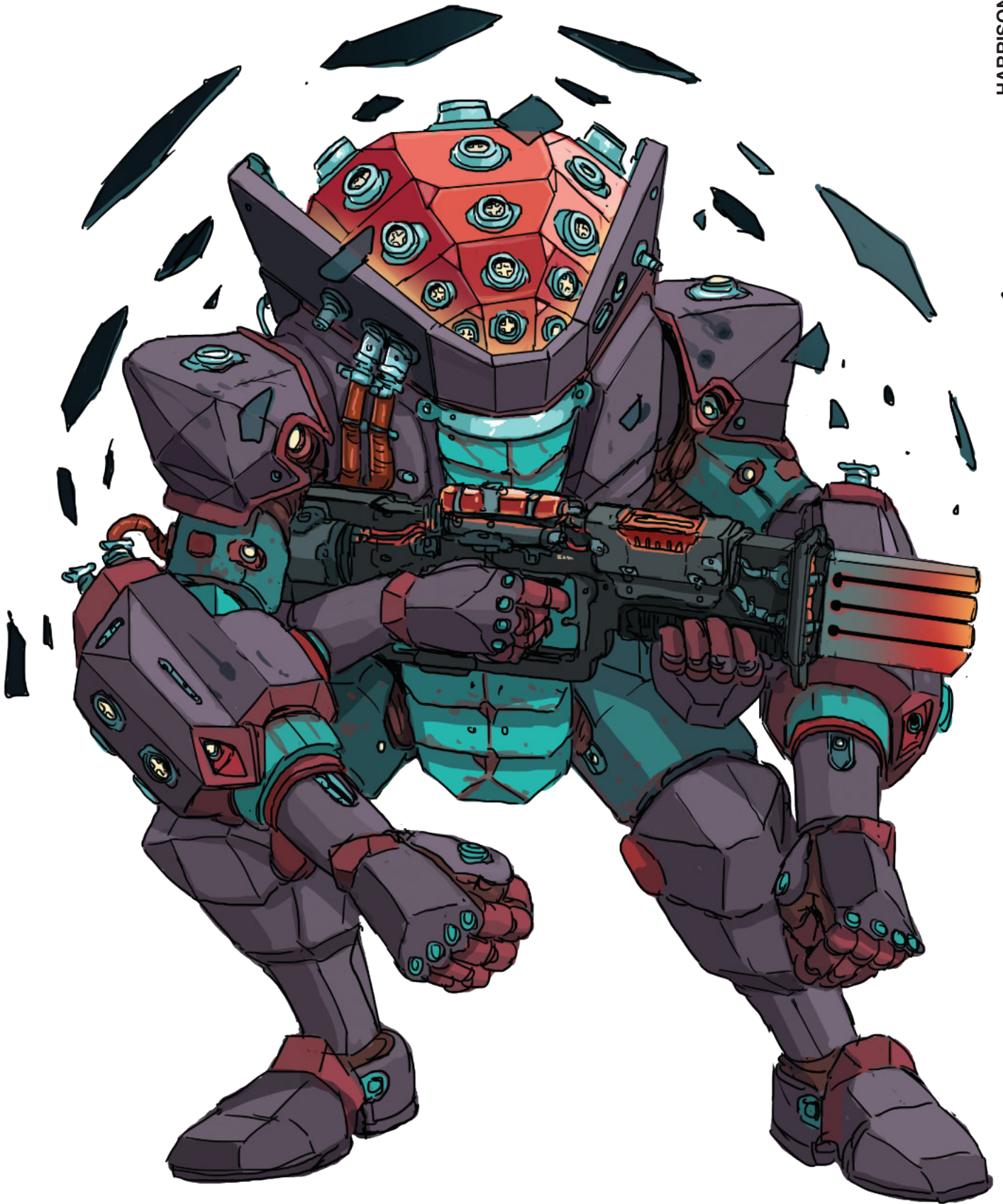
Activate Aegis

Active (1CP), Quick Action

A shimmering, utterly black field quickly envelops your mech, covering it like a second skin. For the rest of the scene, you:

- reduce all damage to **1**, except for damage that ignores reduction;
- gain **IMMUNITY to all tech actions**, including beneficial ones, and any current **tech effects** or conditions on you end;
- can only use systems with the **SHIELD** tag – any others immediately deactivate (systems that do not require activation are unaffected);
- can’t take **quick actions, full actions, or reactions**, except for **standard moves, GRAPPLE, RAM, IMPROVISED ATTACK, ACTIVATE (SHIELD systems only), SKILL CHECK, and BOOST**;
- can’t **OVERCHARGE**;
- can’t use comms to talk to other characters (as sound doesn’t exit the shield).

You can still receive statuses and **⚡**, and can be affected by involuntary movement. You can otherwise interact normally with the world, including picking up and dragging items, and so on.



**LICENSE I:
STASIS BOLT, STASIS GENERATOR**

Stasis Bolt

1 SP, Shield, Unique, Quick Action, Reaction

This system charges as a **quick action**, readying a projected stasis point. While it is charged, you gain the **INTERDICTION POINT** reaction. It can only hold one charge at a time, but charges last for the rest of the scene or until used.

.....
To better protect Armory personnel beyond the Purview, the Think Tank developed the Stasis Bolt, a portable stasis-projection system designed to interdict shrapnel and projectiles from unseen, hidden, or unknown assailants. When the Stasis Bolt detects a proximal explosion or incoming projectile, it projects a delimited stasis point that blocks projectiles before impact.

Interdiction Point

Reaction, 1/round

Trigger: You or an allied character within ↗ 5 are targeted by a ranged attack.

Effect: Make a contested ranged attack roll: if you win the contested roll, the attack automatically misses. The **Stasis Bolt** loses its charge.

Stasis Generator

2 SP, Unique, Shield, Quick Action

Choose a hostile character or willing allied character within line of sight and ↗ 5: until the end of their next turn, they become **STUNNED**, gain **IMMUNITY to all damage and effects**, and can't be moved, targeted, or affected by any other character or effect. This can be used on each character 1/scene. Hostile characters can succeed on an **ENGINEERING** save to ignore this effect.

.....
The skies of Creighton boiled black as ink, marbled by shuddering light. Screaming, angels fell wreathed in flame. The ones who could still run fled for the shelters; for seven days, they crouched in a deeper dark and felt the world shake itself apart.

—A.V. Wynyard, “The Killing of Creighton”
[epic prose poem, banned throughout the Purview]

LICENSE II: NAPOLEON FRAME, STASIS BARRIER, PHASE-READY MOD

Stasis Barrier

2 SP, Limited 1, Shield, Unique, Quick Action

STASIS BARRIER (Tags: DEPLOYABLE, IMMUNITY to all damage)

Expend a charge to activate this stasis barrier, generating a ↗ 4 barrier 4 spaces high in free spaces with at least one space adjacent to you. It counts as an obstruction and provides **soft cover**, but doesn't block line of sight.

When an attack is made against a character that benefits from this barrier's **soft cover**, roll **1d6**: on **4+**, the attack is consumed by the barrier and has no effect whatsoever. The barrier lasts for the rest of the scene, or until you deactivate it as a **quick action**. This effect does not stack with **INVISIBLE**.

.....
Stasis barriers are the result of Harrison Armory's interest in gravitic manipulation and superpositional negotiation. Guided by solid-state generation-projection units, stasis barriers are deployable walls of antigravity that deny almost all incoming kinetic and energetic attacks. By twisting local gravity, a stasis barrier denies both particles and waves on a molecular level—matter that impacts the barrier simply ceases to exist, although anomalous fluctuations may allow some projectiles to pass through.

Phase-Ready Mod

2 SP, Mod

Choose a weapon: as long as you know the rough location of your target, it can attack through solid walls and obstructions, doesn't require line of sight, and ignores **all cover**, but targets attacked this way count as **INVISIBLE**.

.....
As it was named following its first use during the civil hostilities on Luna de Oro, phase-ready ammunition is the “devil's bullets”. Each round contains a nanoprocessor suite networked with its weapon of origin that calculates and translates the specific nature of that round's superpositional relation with a projected future doppelgänger that manifests in the space immediately before its intended target. To put it simply, phase-ready rounds, when fired, exist in two places at once: exiting the barrel of the weapon they were fired from, and directly in front of the target, prior to impact. The prime round may never hit its target, but given it already exists at the moment of impact, the doppelgänger round will reliably reach its mark.

Blinkshield

2 SP, Unique, Shield, 4 ⚡ (Self), Full Action

This system generates a ⚡4 bubble around your mech, within which the flow of time is altered drastically. Nothing can enter or exit the bubble, not even light – it's both impermeable and has **IMMUNITY to all damage and effects**. Line of sight can't be drawn through the border of the area, and it can't be crossed by any action or effect – even those that don't require line of sight – but time passes normally on both sides. For characters within the affected area, the world outside goes totally black; likewise, characters outside the affected area see a perfect black sphere.

When the Blinkshield is activated, characters partially within the affected area must make an **AGILITY** save: on a success, they move to the nearest free space on the side of their choice, inside or outside the area; on a failure, you choose.

This effect remains stationary even if you move, and lasts until the end of your next turn.

.....
Characteristically for a weapon based on Think Tank research, Harrison Armory's Blinkshield leans into the fuzzy nature of quantum manipulation. Operating in a similar fashion to a blinkspace gate, the Blinkshield generates a spherical sheath of energy that allows its operator to pierce realspace and exist, for a moment, in the null-environment of blinkspace. Think Tank spokespeople acknowledge the tactical benefits of (un)momentary (non)existence in blinkspace, but caution against repeated exposure without sufficient pre- and post-exposure conditioning and counseling.

Displacer

Main Rifle, AP, Loading, Unique, 10 ⚡ (Self)
[↖10, ⊕1][10⚡]

The Displacer is the result of ongoing blinkspace exposure tests and refinement of standard interstellar travel methods. In terms of appearance, the Displacer could be mistaken for a conventional energy rifle, but it requires a massive secondary, dorsal-mounted reactor: when fired, the Displacer identifies a bubble of local space (size and location determined on an ad hoc basis by the user) and snaps it into blinkspace. The destination of the bubble is unknown, but the effect is dramatic: anything inside simply ceases to exist in this dimension, transported somewhere in the void of blinkspace. The Displacer makes no sound when fired, but the sudden and necessary venting of its power supply is tremendous; similarly, the heatwave of its backblast vent is deadly to any unshielded personnel exposed to it.



HA

SALADIN

Defender

The Saladin is a hardy and efficient platform for full-squad support shielding. Based on early defense-oriented versions of the Genghis, the Saladin became the stuff of Armory legend following the exploits of Harrison I “Fearkiller” during the Interest War.

Since its first iteration, the Saladin has proved successful in a defensive and support role; it has even become a mainstay among Union Department of Justice and Human Rights liberator teams engaged in emancipation and refugee escort missions, despite the ideological (and, often, tactical) friction between the Armory and the DoJ/HR. Records from these engagements indicate that the Saladin’s massive bulk alone was a comfort and morale boost to DoJ/HR troopers and their charges, many of whom referred to the mechs as “Big Sal”. Union-flagged Saladin pilots often report null balances on bar tabs following engagements in emancipated systems.

CORE STATS

Size: 2

Armor: 1

HULL

HP: 12

Repair Cap: 4

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 10

SYSTEMS

E-Defense: 8

Tech Attack: +0

SP: 8

ENGINEERING

Heat Cap: 8

TRAITS

REINFORCED FRAME

The Saladin has **Immunity** to **SHREDDED**.

GUARDIAN

Adjacent allied characters can use the Saladin for **hard cover**.

WARP SHIELD

1/round, the Saladin can give **+1** to any attack against it or an allied character within Sensors as a **reaction** before the roll is made.

MOUNTS

FLEX MOUNT

CORE SYSTEM

TACHYON LOOP

Developed by the Think Tank as a joint venture with IPS-Northstar’s Stellar Engineering Unit, the Tachyon Loop uses a closed-loop system to restrain and manipulate a tachyon lance, accelerating tachyons at faster-than-light speeds around a central buckler. The buckler can be carried by a mech or mounted directly, interceding directional incoming fire. As the tachyons travel faster than light, they are invisible to the naked eye, giving the shield the appearance of a large spoked wheel.

Tachyon Shield

Active (1CP), Quick Action

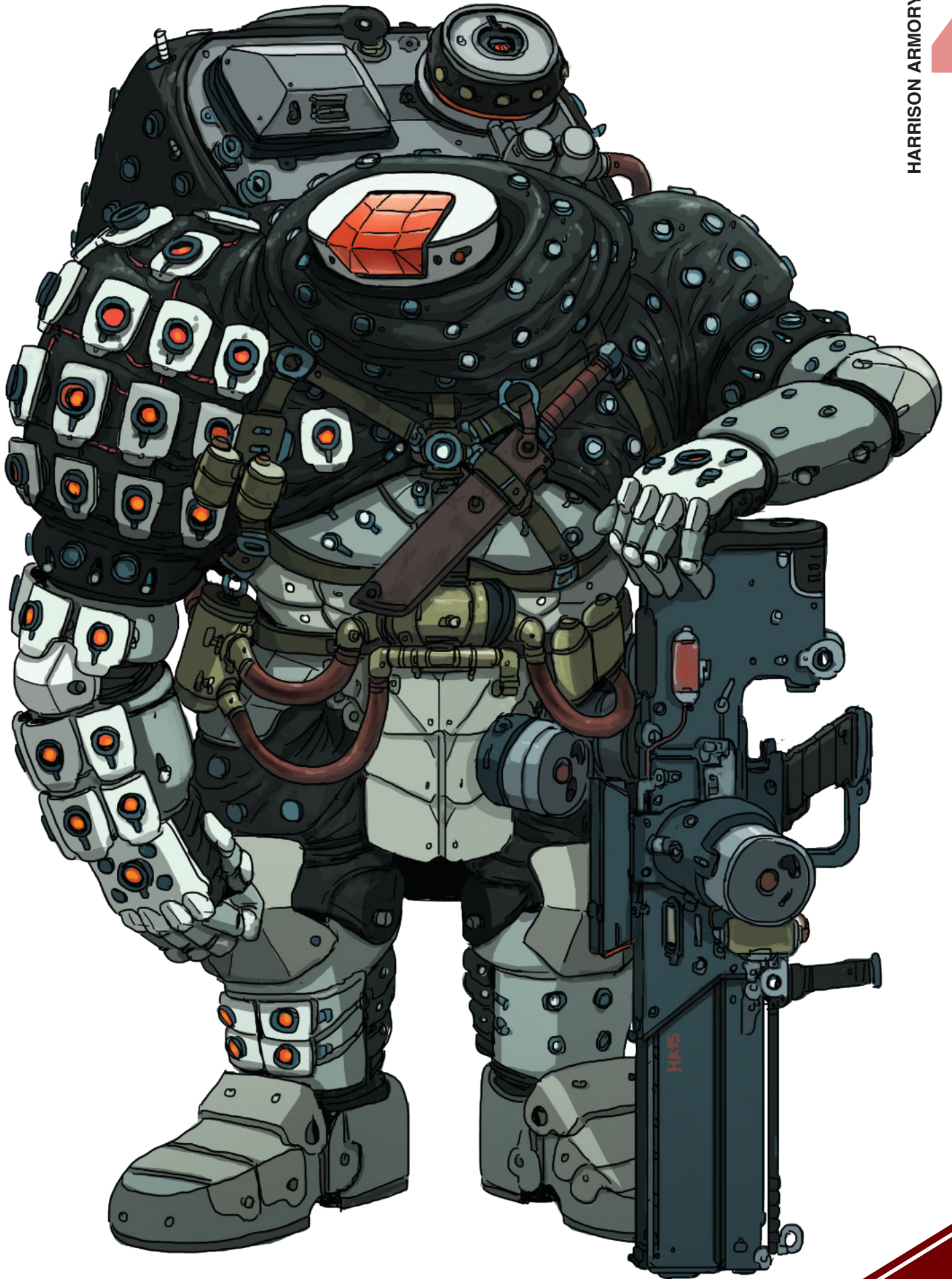
This system projects an accelerated-tachyon shield over an allied character within **SENSORS**. You may choose a new target as a quick action. Gain the **DEFENSIVE PULSE** reaction for the rest of the scene.

Defensive Pulse

Reaction, 1/round

Trigger: Your target is attacked.

Effect: You empower their tachyon shield with a pulse of energy. They gain **RESISTANCE to all damage from the attack**, and if the attack misses, you may force the attacker to reroll it against a character or object of your choice, checking line of sight and **RANGE** from your target instead of from the attacker. If the attack was part of an area of effect, the new target must be inside the same area of effect from the original attack instead.



LICENSE I: ENCLAVE-PATTERN SUPPORT SHIELD, SHATTERHEAD COLONY MISSILES

ENCLAVE-Pattern Support Shield

2 SP, Unique, Shield, Quick Action, Reaction

This system generates a \odot 3 dome that lasts until the end of your next turn. You become **IMMOBILIZED** for the duration, but any **ranged** or **melee attacks** made against characters within the affected area from outside the dome receive +1 \ominus .

Additionally, gain the **BLINKFIELD INTERVENTION** reaction while the shield is active.

The Armory's ENCLAVE-Pattern Support Shield creates a localized one-way blinkfield, folding a thin dome of complex realspace around its user and their immediate area, protecting occupants from incoming projectiles. Entities within the field can fire out, but probabilistic fluctuations cause incoming projectiles to "lag", skipping them away from their intended target and along a randomized trajectory.

Blinkfield Intervention

Reaction, 1/round, 2 \ddagger (Self)

Trigger: A character or object within the affected area is attacked.

Effect: Grant the attack's target **RESISTANCE** to all damage from this attack.

Shatterhead Colony Missiles

1 SP, Main Launcher, Arcing
[\nearrow 15][1d3+1 \lightning]

The final attack roll for this weapon can never be affected by \ominus .

Developed following costly urban and naval boarding engagements in the Interest War, Shatterhead Colony Missiles are now a standard part of the arsenal fielded by Armory interdiction teams. When they reach an optimal distance, Shatterheads break open in a burst of high-catalyst fuel to reveal a cluster of small thermobaric pellets that spread out and ignite, choking the affected area with flame. The effect overloads energy shielding and saturates cover, though only a small percent of the projectiles actually reach their target.

LICENSE II: SALADIN FRAME, FLASH ANCHOR, HARDLIGHT DEFENSE SYSTEM

Flash Anchor

1 SP, Unique, Shield, Reaction

Gain the **Flash Lock** reaction.

Flash anchors utilize user-directed quantum superpositional lockdown projection to identify and assist allies in physical combat and rapid movement, maintaining positionality in all circumstances.

Flash Lock

Reaction, 1/round, 2 \ddagger (Self)

Trigger: You or an allied character in **SENSORS** and line of sight is pushed, pulled, knocked back or knocked **PRONE**.

Effect: The movement or status is prevented, and the target gains **IMMUNITY** to all the above effects until the start of their next turn.

Hardlight Defense System

3 SP, Unique, Shield, 2 \ddagger (Self), Full Action

This system creates a \odot 3 hardlight shield. While the shield is in place, you become **IMMOBILIZED**. It blocks line of sight in both directions, and no attacks or effects can pass through (even if they don't require line of sight). Characters partially within the affected area ignore this effect and draw line of sight as usual.

Characters can pass through the shield, but when crossing the perimeter for the first time in a round or starting their turn overlapping the boundary, they take 2 \heartsuit .

This shield lasts for the rest of the scene, or until deactivated as a **protocol**.

The Hardlight Defense System is an imperfect implementation of theoretically perfect technology. Currently in development by Think Tank NHPs and engineers, hardlight devices project tight, stable waves of light - akin to Lasers - that repel matter and energy. In effect, this creates a solid surface, useful for shielding or temporary barrier construction; however, current technology is unable to lower the ambient temperature enough to prevent these surfaces from burning organic matter.

Paracausal Mod

4 SP, Mod

Choose a weapon: it gains **OVERKILL**, and its damage can't be reduced in any way, including by other effects and systems (such as **RESISTANCE**, **ARMOR**, etc).

Paracausal weapons are a headache for military planners; their precise A-Z function is often obscured, though they consistently produce the same "Z" output per "A" input.

The first reports of unregulated paracausal weaponry occurred during the civil engagements on Tian Shen. System-local forces received sealed magazines with directions to be loaded and fired as normal, although inspection of the magazines' contents was prohibited on grounds that it would "damage the payload". Helmet and gun cam footage do not betray the anomalous effects of this ordnance, though after-action reports uncovered a seemingly minor, though incredibly odd fact: every single trooper outfitted with this paracausal ammunition scored a 100% positive impact rate.

Union has scheduled all unregulated paracausal weapons and ammunition for retrieval, and the bureau is currently investigating Harrison Armory for its role in the development of the technology. Despite this, paracausal ammunition is still in use, as shipments and codes continue to leak to interested parties.

NOAH-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and **Diluvian Ark**.

Originally developed from a captured Minerva pre-eidolon anomaly, NOAH was adapted for use as a metropolitan administrative NHP on Ras Shamra. The unit that would become NOAH did not, at first, seem like a suitable candidate for military application: this changed after one of its clones was flagged for review following the spontaneous implementation of anomalous traffic patterns, pedestrian routing, and vac-loop scheduling. Armory ontologists and engineers isolated and emphasized endemic protocols that could be exploited for tactical advantage.

Over numerous iterations and lifecycles, NOAH Prime displayed a high level of adaptability in multiple-variable geospatial problems. A proclivity toward crisis management and multi-actor tracking led to NOAH's pairing with the Armory's ENCLAVE-Pattern Support Shield. By networking a series of jet-assist mobility drones carrying an ENCLAVE generator, monitored and controlled by a NOAH clone, Think Tank was able to create an unparalleled personal shielding system: the Diluvian Ark, a miniaturized cluster-shield system unique to the NOAH NHP.

Using the Diluvian Ark, NOAH is able to intercept incoming kinetics - and even redirect projectiles back to their source - with stunning accuracy.

Diluvian Ark

Quick Action

These effects apply until the end of your next turn:

- You become **SLOWED**.
- Each time you or an allied adjacent character are targeted by a **ranged attack**, you may take **1 ⚔** as a **reaction** and roll **1d6** before the attacker rolls: on **4+**, you take an additional **1 ⚔** and the attack automatically misses you and any allies adjacent to you. This effect does not stack with **INVISIBLE**.
- Each time a **ranged attack** fails to hit you or an adjacent allied character, the attacker takes **4 ∅**.



HA

SHERMAN

Striker/Artillery

The Sherman is the classic Harrison Armory frame: any station, nation, world, or state—stellar or interstellar—with an Armory fleet-supply contract fields a backbone force of Sherman mechs. The Sherman is designed to carry a range of Harrison Armory’s main battle-line energy weaponry, with a rugged, versatile reactor to back it up. After the GMS-SP1 Everest, the Sherman is the second-most-common mech in the core systems—so common that GMS has recently begun equipping its stock models with more ablative and wave-scatter defenses, specifically to deal with hostile actors fielding Shermans.

At present, the Mk I is in wide use, with exclusive, first-contract Mk II units only now rolling off the lines at Ras Shamra and other Armory special-project worlds.

CORE STATS

Size: 1
Armor: 1

HULL

HP: 10
Repair Cap: 4

AGILITY

Evasion: 7
Speed: 3

Save Target: 10
Sensors: 10

SYSTEMS

E-Defense: 8
Tech Attack: -1
SP: 5

ENGINEERING

Heat Cap: 8

TRAITS

SUPERIOR REACTOR

The Sherman gains +1 on **ENGINEERING** checks and saves.

MATHUR STOP

When the Sherman clears all , you may choose to receive equal to half its **Heat Cap**, putting it in the **Danger Zone**.

VENT HEAT

When you **STABILIZE** the Sherman or it exceeds its **HEAT CAP**, it benefits from **soft cover** until the start of your next turn.

MOUNTS

FLEX MOUNT

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM

ZONE-FOCUS MK IV SOLIDCORE

The ZF4 SOLIDCORE is a hard-mounted, dual-source energy beam weapon. Powered by a millifold power generation system, the ZF4 features a secondary belt-fed rack of solidcore batteries that can be used to overcharge a single impulse beam, extending the weapon’s range and destructive power.

Integrated Mount: ZF4 SOLIDCORE.

ZF4 SOLIDCORE

Main Cannon, Ordnance
[4/charge] [1d6 /charge]

This weapon’s profile is determined by the number of **CHARGES** it carries. It begins with **1 CHARGE**, dealing **1d6** with 4. Each time you **STABILIZE**, you gain an additional **1 CHARGE**, up to a maximum of **4**. The ZF4 gains an additional 4 and **+1d6** for each charge, and resets to **1 CHARGE** after each attack. **CHARGES** persist between scenes, but are lost during a full repair.

COREBURN Protocol

Active (1CP), Protocol

Your **ZF4 SOLIDCORE** immediately gains **3 CHARGES**, to a maximum of **4**; additionally, for the rest of this scene, **STABILIZE** generates **2 CHARGES** instead of **1**, and all terrain, objects, and deployables take **10 AP** per charge on hit.



LICENSE I: REACTOR STABILIZER, SOL-PATTERN LASER RIFLE

Reactor Stabilizer

3 SP, Unique

You may reroll **overheating checks**, but must keep the second result, even if it's worse.

.....
A necessary component of most mechs that rely on high energy output, reactor stabilizers add another layer of failsafes to vent heat, manage power flow, and shunt excessive output into weapons and systems as needed.

SOL-Pattern Laser Rifle

Main Rifle, 1 ⚔ (Self)

[✓8][1d6 ⚡ + 1 🔥]

Laser rifles contain a series of apertures and lenses that amplify and focus light into tight beams, sometimes visible, that heat the zone of impact for long enough to turn it into plasma. The SOL-Pattern Laser Rifle consistently outputs 3.5 petawatts, pulsed, but can also project a steady beam at lower power levels. The SOL is entirely self-contained but can be patched into a mech's reactor core for emergency recharge.

Although some laser rifles double as communications and data-transfer devices, the SOL is strictly suitable for combat applications.

LICENSE II: SHERMAN FRAME, ANDROMEDA-PATTERN HEAVY LASER RIFLE, REDUNDANT SYSTEMS UPGRADE

ANDROMEDA-Pattern Heavy Laser Rifle

Heavy Cannon, 3 ⚔ (Self)

[✓12][2d6 ⚡ + 3 🔥]

The Harrison Armory ANDROMEDA-Pattern Heavy Laser Rifle scales up the SOL by half, adding a second projector that can fire independently, synchronized, or in alternating patterns and wavelengths with the primary projector. The effect overwhelms most shields, but the power draw necessary makes this weapon impractical on platforms without the necessary heat reduction and dispersal to manage the incredible cost.

Redundant Systems Upgrade

3 SP, Limited 1, Unique, Quick Action

Expend a charge to **STABILIZE** as a **quick action**.

.....
A common right-of-distribution modification by pilots in forward operating bases, the addition of redundant systems guarantees a measure of reliability beyond stock design standards.



ASURA-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and the **ASURA PROTOCOL**.

.....
ASURA was born from the Armory's Think Tank thought-war games, an autonomous response to repeated failures during forlorn hope scenarios. ASURA manifested in the systems of simulated mechs as a recode of HORUS's PUPPETMASTER virus, hijacking friendly mechs and forcing them to act far beyond human capacity—at such speed and intensity that the g-force would kill organic pilots with the sudden amplified mass of their own bodies.

While these results were initially deemed a failure by Think Tank NHPs and engineers, it was enough to justify further study on ASURA. Personality and parasentience code was injected into the initial anomalous PUPPETMASTER strain, and first contact handled by Think Tank NHPs. Further societal acclimation and conditioning were fast tracked, giving Armory engineers the first iteration of ASURA after a decade of study, recoding, and reeducation. ASURA, as they exist now, is a scaled-back version of that initial manifestation: while retaining some of their initial impetuosity, ASURA clones now recognize the need to keep their pilot alive and will operate within parameters set by their pilot's medical and psychological tolerances.

ASURA Protocol

Limited 1, 3 ⚡ (Self), Protocol

1/scene, expend a charge to take two additional **quick actions** or one additional **full action** this turn. These actions must obey restrictions on duplicate actions.

Tachyon Lance

Superheavy Cannon, Ordnance, 4 ⚡ (Self)
[⚡ 20] [2d6 ⚡ + 8 ⚡]

On Attack: If you're in the **DANGER ZONE**, create a **△3** backblast of burning plasma in the opposite direction to the attack. Characters within the affected area must succeed on an **ENGINEERING** save or take **4 ⚡** and **2 ⚡**. Until the start of your next turn, the affected area provides **soft cover**.

.....
Tachyon Lances are the weaponized results of joint IPS-N and Harrison Armory experiments into faster-than-light travel. Rendered obsolete by subsequent developments in blinkspace travel (and the difficulty of ensuring corporeal passenger survival), the Armory's tachyon accelerators were mothballed until Think Tank engineers realized their potential application as weapons. Tachyon Lances project tachyon particles - essentially subatomic localized objects - faster than light toward their targets. These particles are impossible to perceive optically, and because they travel faster than light, can't be seen or evaded. Although the particles are tiny, they travel with colossal speed and energy. The damage a tachyon lance deals to its target - should it hit - is unparalleled.



HA

TOKUGAWA

Striker

HA's Tokugawa is a relative newcomer on the market, popular in core systems for security, CQB, and ship-boarding applications. The Tokugawa is an unsubtle, imposing mech – a sturdy platform from which its systems can draw necessary power. Unlike other frames, the Tokugawa's unique reactor is designed to allow standard limitations to be removed with ease. Knowing this, experienced (or foolhardy) pilots can 'overclock' the reactor, increasing its output and gaining an incredible power draw for their energy weapons.

CORE STATS

Size: 1

Armor: 1

HULL

HP: 8

Repair Cap: 4

AGILITY

Evasion: 8

Speed: 4

Save Target: 11

Sensors: 10

SYSTEMS

E-Defense: 6

Tech Attack: -1

SP: 6

ENGINEERING

Heat Cap: 8

TRAITS

LIMIT BREAK

When the Tokugawa is **EXPOSED**, its ranged and melee attacks deal **+3 ⚡ bonus damage** on hit, all of its weapons that would deal \emptyset or \star damage instead deal ⚡ , ranged weapons gain **+5 \nearrow** and melee weapons gain **+1 ⚡** .

PLASMA SHEATH

When the Tokugawa is in the **DANGER ZONE** and attacks with a weapon that deals any amount of ⚡ , all bonus damage becomes ⚡ .

MOUNTS

FLEX MOUNT

MAIN MOUNT

MAIN MOUNT

CORE SYSTEM

SUPERHEATED REACTOR FEED

Pilots of a certain breed thrive at the very edge of catastrophe, risking either glorious success or utter failure in each moment. These daredevils are familiar with the howl of critical heat warnings – the warbling siren song of destruction and superheated reactor feeds. Tokugawa pilots are notorious for supercharging their weapons with excess energy, pushing their heat gauge to the max. Harnessing the Tokugawa's unique reactor, these pilots churn out damage and make no friends in the engineering bay – assuming they don't melt into a ball of slag before they make it back from the line.

Overclock Protocol

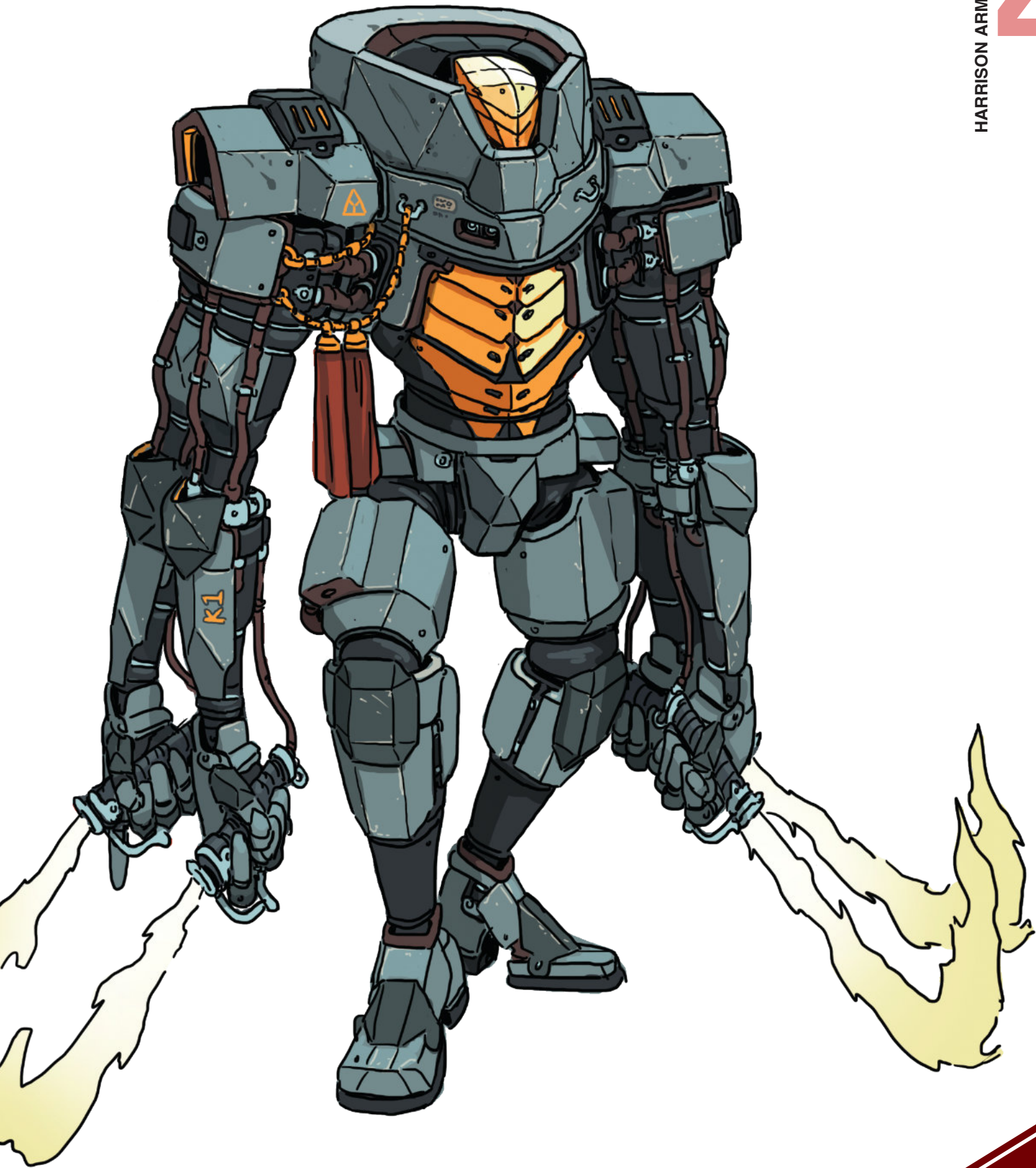
You cause your mech to become **EXPOSED** until the end of your next turn.

Radiance

Active (1CP), Protocol

For the rest of this scene, weapons that deal any ⚡ gain **+5 \nearrow** if they are **ranged** or **+2 ⚡** if they are **melee**.

While you're **EXPOSED**, **LIMIT BREAK** stacks with these bonuses for a total increase of **+10 \nearrow** and **+3 ⚡** .



LICENSE I: ANNIHILATOR, EXTERNAL BATTERIES

Annihilator

Main CQB, AP, 2 ⚡ (Self)
[↗5][⌘3][1d3+2 ⚡]

On Hit: Make a secondary attack against all characters within Ⓜ1 of the target. These attacks can't deal **bonus damage**, and don't trigger the Annihilator's ⚡ cost or secondary attacks.

.....
Harrison Armory is known to employ somewhat unconventional development methods: tactical solutions are theorized and designed in the field as often as they are in the Lab, with the former often outperforming the latter. The Annihilator's name comes from pilots' slang for a jury-rigged weapon first improvised in the Bradbury Rebellion, when desperate resistance pilots found a way to shunt the incredible waste heat from their reactors into a directed blast.

External Batteries

2 SP, Unique

Weapons that deal any ⚡ gain +5↗ if they are **ranged** or +1⌘ if they are **melee**. When you take any **structure damage**, this system is destroyed and you take **1d6★AP** damage from the explosion. This damage can't be prevented or reduced in any way.

.....
External batteries are by no means unique; however, according to Harrison Armory marketing, POWERALL cells are the longest-lasting, fastest cycling, and highest capacity solid-state cells available. A side-effect of their high capacity is a proportionate increase in volatility, but pilots must agree to absolve Harrison Armory of any liability prior to receiving print authorization.

LICENSE II: TOKUGAWA FRAME, DEEP WELL HEAT SINK, TORCH

Deep Well Heat Sink

4 SP, Unique

When you start your turn in the **DANGER ZONE**, you gain **RESISTANCE** to ⚡ for the rest of the turn. This effect persists even if you leave the **DANGER ZONE** during your turn.

.....
The Deep Well experimental heat-sink system is a part of the Armory's VANGUARD line of equipment, available to licensed beta testers. Through a complex, delicate weave of heat exchangers, Deep Well recycles the heat generated by a mech into usable energy. The system works well, but the delicate nature of the exchange renders it highly volatile.

Torch

Main Melee, Overkill, 2 ⚡ (Self)
[⌘1][1d6 ⚡ + 3 🔥]

The Torch is a potent weapon: a heavy crescent-bladed plasma cutter, powered straight from a chassis' reactor. Torches generally project as axes, though their blades can be changed to a range of other shapes. A common weapon in CQB theaters, the torch has lately become a status symbol among officers, carried by many alongside a smaller auxiliary weapon.

LUCIFER-Class NHP

3 SP, AI, Unique

Your mech gains the **AI** tag and the **LUCIFER Protocol**.

.....
LUCIFER came to the Think Tank's attention after their repeated victories in thought-war games. LUCIFER clones are characterized by their brash, enthusiastic personality, often expressing frustration with timid pilots. This bombastic personality hides a calculating, brilliant tactical mind that feeds constant information to pilots - often faster than they can process it.

LUCIFER's combat doctrine demands action, appearing to less daring pilots as a chaotic blend of reckless maneuvering and aggressive offense that keeps defenders beleaguered and unable to respond. Pilots looking to partner with LUCIFER clones should be aware that this attack style is likely to leave them vulnerable to counterattack, and also that these NHPs enjoy what they call "good-natured ribbing".

LUCIFER Protocol

Limited 2, 1d3+3 ⚔ (Self), Protocol

Expend a charge to give your next **ranged** or **melee attack** this turn **bonus damage** on hit equal to your current ⚔ after activating this protocol, as long as the weapon deals any ⚡.

Plasma Gauntlet

2 SP, Danger Zone, Limited 1, Quick Action, Unique

This system can only be used in the **Danger Zone**.

Expend a charge and choose a character adjacent to you: they must succeed on an **AGILITY** save or take **4d6 ⚡ AP** damage and be knocked **PRONE**. On a success, they take **half damage** and aren't knocked **PRONE**. You take **half of the damage inflicted** - before reduction - as ⚔ and become **STUNNED** until the start of your next turn.

.....
This studded gauntlet draws on a core reactor pulse to momentarily superheat the air around a mech's manipulator, creating a plasma field momentarily hotter than the surface of the sun. Thrust into an opponent's chassis, plasma gauntlets give mechs the power to warp armor, vaporize shielding, and rip apart internal systems with their bare hands - if they don't collapse in on themselves first.

INDEX

C

Cascades 107

Character Tags

Character
AI 105
Drone 105

Character Terminology

General
Grit 14
Hit Points (HP) 28
License 18
License Level (LL) 18
Mech Skills 30
Statistics 28
Talent 35
Talent Rank 35

Mech
Agility 30
Armor 32
Core Bonuses 35
Core Power (CP) 33
Core System 33
E-Defense 34
Engineering 30
Evasion 34
Frame 32
Heat Cap 34
Hull 30
Immunity 68
Mount 32
Repair Cap 34, 82
Resistance 67
Save Target 34
Sensors 34
Size 32
Speed 34
Stress 34, 81
Structure 34, 80
System Points (SP) 33
Systems 30
Tech Attack 34
Trait 32

Pilot
Background 20
Trigger 25

Cosmopolitans
Definition 21

D

Dangerous Terrain 62

Diasporans, Diaspora 20

G

Gear and Systems

General
Gear 104
Range 64
Sensors 34
System 33, 35

General Tags
AI 105
Danger Zone 105
Deployable 105
Drone 105
Full Action 106
Grenade 106
Heat X (self) 106
Limited X 106
Mine 106
Mod 106
Protocol 106
Quick Action 106
Reaction 106
Shield 106
Unique 106
X/Turn or X/Round 105

Mount Tags
Aux/aux 32
Flexible, Flex 32
Heavy 32
Integrated 32
Main 32
Main/aux 32
Superheavy 32

Other Weapon Tags
Accurate 105
Arcing 105
Armor Piercing 105
Inaccurate 105
Knockback 105
Loading 105
Ordnance 105
Overkill 105
Overshield 105
Reliable 105
Seeking 105
Smart 105
Threat 105
Thrown 105

Patterns
Blast 64
Burst 64
Cone 64
Line 64

Pilot Gear Tags
Archaic 106
Gear 106
Personal Armor: 106
Sidearm 106

Type Tags	
Cannons	33
CQB	33
Launchers	33
Melee	33
Nexus	33
Rifles	33
Weapon Size Tags	
Auxiliary	33
Heavy	33
Main	33
Superheavy	33

General Massive Systems	118
GMS Core Bonuses	118

General Rules Terminology	
Accuracy	14
Bonus	13
Character	58
Check	13
Consequences	46
D3	12
D6	12
D20	12
Difficulty	14
Downtime	14
Effect	13
Fail (or Miss)	13
Game Master (GM)	12
Mech	30
Mech Combat	12, 56
Mission	14
Narrative Play	12, 45
Non-Player Character (NPC)	58
Pilot	20
Player	12
Player Character (PC)	58
Reserves	50
Roll	12
Save	13
Scenes	14
Skill Challenge	47
Skill Check	13
Succeed (or Pass)	13
Target Number	13

H	
Harrison Armory	224
HA Core Bonuses	225

HORUS	190
Core Bonuses	191

I	
Interplanetary Shipping-Northstar (IPS-N)	126
Core Bonuses	127

M

Mech Combat Terminology

Areas of Effect	
Blast	64
Burst	64
Cone	64
Line	64
Basic Full Actions	
Barrage	71
Disengage	71
Full Tech	71
Improvised Attack	71
Stabilize	71
Basic Quick Actions	
Boost	69
Grapple	69
Hide	69
Quick Tech	69
Ram	70
Search	70
Skirmish	70
Basic Reactions	
Brace	73
Overwatch	73
Conditions	
Immobilized	78
Impaired	78
Jammed	78
Lock On	78
Shredded	78
Slowed	78
Stunned	78
Damage Types	
Burn	67
Energy	67
Explosive	67
Heat	67
Kinetic	67
General	
1/round	60
1/turn	60
Action	61
Affected	64
Allied	58
Area	64
Attack	13
Bonus Damage	67
Conditions	78
Critical Hit	64
Damage	67
Destroyed	80, 82
Free Action	61
Full Action	61
Gear	104
Hit	64
Hostile	58
Line of Sight	65

Melee	64	Quick Tech Actions	
Object	58	Bolster	69
Protocol	73	Invade	70
Quick Action	61	Lock On	70
Range	64	Scan	70
Ranged	64	Statuses	
Reaction	73	Danger Zone	77
Size	59	Down and Out	77
Statuses	77	Engaged	77
Target	65	Exposed	77
Tech	64	Hidden	77
Tech Action	64	Invisible	77
Movement	62	Prone	77
Adjacent	62	Shut Down	77
Climb	63		
Drag	62	N	
Engagement	62	Narrative Play	48
Fall	63	Narrative Play Terminology	
Fly, Flight	63	Difficult	45
Free Space	106	Downtime Actions	53
Hover	63	Buy Some Time	53
Ignore Engagement	69, 71	Gather Information	53
Involuntary	62, 63, 78	Get a Damn Drink	54
Lift	62, 63	Get Connected	55
Obstruction	62	Get Creative	54
Occupied Space	62	Get Focused	55
Provoke Reactions	62, 63, 71	Get Organized	55
Space	59	Power at a Cost	53
Standard Move	62	Scrounge And Barter	55
Teleport, Teleportation	63	Heroic	46
Voluntary	78	Invoke	20
Other Actions		Push It	46
Activate	71	Risky	45
Boot Up	71		
Dismount	71	S	
Eject	71	Shackling, Unshackling. See Cascades	
Mount	71	Smith-Shimano Corpro	158
Overcharge	73	SSC Core Bonuses	158
Prepare	71		
Self-Destruct	72		
Shut Down	72		
Skill Check	72		
Other Effects			
Overheating	81		
Stress Damage	81		
Structure Damage	80		
Pilot Actions			
Activate	71		
Boost	69		
Brace	73		
Disengage	71		
Fight	74		
Hide	69		
Jockey	75		
Overwatch	73		
Prepare	71		
Search	70		
Skill Check	72		

BACKER CHARACTERS

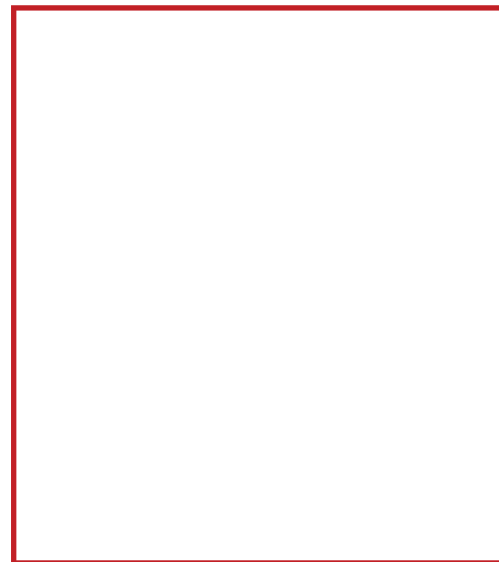
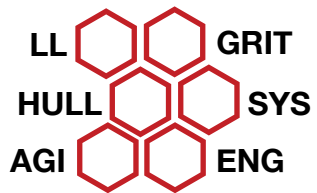
Character/Faction	Page/Section	Backer	Character/Faction	Page/Section	Backer
Aisling Jensen, she/her	286 (Ace)	Jay Jensen	The Sundogs	422 (re: "You")	William Creel
Lady Gloria MacLennan (She/Her)	287 (Aegis)	Lee "IterationDrive" Saxon	Propositorum	422 (re: "You")	Thadius Rushing
Ichabod Carden. He/Him	288 (Archer)	Noah Carden	The Bright Bloom Concordance	422 (re: "You")	Mark Bustrack
Corrida Isolde-Nollet	299 (Engineer)	Basil Lisk	Ikadra Debris Rings, The	422 (re: "You")	Stephen Pagni
Union Navy Skunkworks	379 (re: Paracausal Studies)	John Arena	Everhart, The	422 (re: "You")	Bryce A. Everhart
Prismatica	406 (re: HORUS Flashpoint)	Ethan "SteelAngel" Deneault	Ttalgí & Ínen	410 (re: Horizon)	Amos Isom
Flama (They/Them)	308 (Pyro)	Jenny Garabagiu	The Own Hands	358 (re: Piracy)	Andrew Wise
Messengers of MAIA	307 (Priest)	Jennifer Fae	Mei Ling	358 (re: Piracy)	Sam Hornigold
The Knights of Imminent Destruction, Gen'Dal Merlos	293 (Berserker)	Andrew Shields	The Frontier Shipping Clans	43 (re: The Stakes, Mission Goals)	Sean Mckechnie
Audrey Reimaus, they/them	291 (Barricade)	Hamish Lord	Ava Rhys	48 (Combat in Narrative Play)	Alice Lawrie
Chandrasekhar & Herschel	303 (Hornet)	Kai Tave	Attar Rose	269-273 (re: Random Sitrep)	Austin Walker
Vanguard Security	416 (re: The Voladores)	Sam Chabot	Lin Yating, "Marigold"	48 (Combat in Narrative Play)	Ryan Lui
Zander Reeves, He/Him	292 (Bastion)	Zachary Broberg	UIB Agent Etcher Ronen	50 (Reserves)	William Osborne Bird
Oberon Sterling	416 (re: The Voladores)	Scott MacDonald Aune	Robin Conners	50 (Reserves)	Mitchell Priour
Susanoo, she/her	310 (Ronin)	Ashley Moni	Harmonious Domesticity	90 (Ace Talent)	Mark Siems
Valeria Rojas-Sarnik, she/her/hers.	296 (Breacher)	Sam Garamy	Tempest Gloire (she/her)	91 (Brawler Talent)	Matthew Lind
Murder Cave	409 (re: The Albatross)	Arcolf, Grizzly Adams, ShadowDancerBob, CodenameChaz	Aubrey Deckard	91 (Brutal Talent)	Kayte Hawke
Jackal and Hades, Esq	411 (re: MSMC)	Josh Good	Strymon Bulis, He, callsign HAURBERK	91 (Crack Shot)	Daniel Thomas Hicks
Union Science Bureau, Far-Field Team 1683	415-416 (re: The Voladores)	Michael E. Cao	Clymene Kanalakos (she/her), callsign BIRDSONG	93 (Drone Commander Talent)	Dolan Hill
ExtraSolar Acquisitions, Inc.	486 (Support Archetype)	Adam Montgomery	Gail (she/her)	102 (Tactician Talent)	Gail Duncan
SUMMUM	376 (re: DeCorp)	Alain Clark	Former HA programmer Katya Han, she/her	96 (Hacker Talent)	Anna Wittholz
Dagger Squadron	300 (Goliath)	Max Waechter	Eel (they/them)	96 (Grease Monkey Talent)	Peter Romine
Eris Brittam (she/her)	412 (re: Sparri Peoples)	Derek Munn	Daniel 'Inky' Boyd - he/him.	48 (Combat in Narrative Play)	Daniel Boyd
Catherine 'C-80' Need. They/them	297 (Cataphract)	Catherine Needham	Leika McGraff (he/him)	92 (Combined Arms Talent)	Thomas Burd
Hayes Rothford (he/him) & NHP, Clarke (she/her/they/them)	298 (Demolisher)	Zachary Williams	Laughter of a Solemn God	319 (Support NPC)	Richard Moon
MALWAREE	420 (re: Penny)	Alex Manus	Ethan "Orion" Miller	93 (Duelist Talent)	Chase Uehara
New Ararat	422 (re: "You")	Teddy Leinbach	Khan	48 (Combat in Narrative Play)	Kiernan Hahn
The Mischief Consortium	422 (re: "You")	Joshua Javier Rios	Mesa Rownett	94 (Engineer Talent)	Robert Ervine
Free Company of Nova Thebes	422 (re: "You")	Will Lennon	The Apiary	410 (re: Horizon)	Gwen and Sasha
			Maxine Wolf (she/her)	94 (Executioner Talent)	Osmina Deveraux
			Eamon Metria, advocate for the Nine.	95 (Exemplar Talent)	Matthew Evans
			Mike Manfrin (he/him)	97 (Heavy Gunner Talent)	Mike Manfrin
			Sargeant Stev Ansahok (he/him)	95 (Gunslinger Talent)	Colin Ryan
			Edith Eidelen (she/her)	97 (Hunter Talent)	Colin Yee
			LILITH	410 (re: Horizon)	Lily Amole
			Golden Hand	411 (re: Mirrorsmoke)	Jared Jordan
			Goblin Throne Industrial	411 (re: Mirrorsmoke)	Ryan Verniere
			Old relic powered armour from the Little Wars	422 (re: "You")	Aaron Wood

PILOT

NAME

CALLSIGN

BACKGROUND



Triggers

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Talents

LL0	LL6
LL0	LL7
LL0	LL8
LL1	LL9
LL2	LL10
LL3	LL11
LL4	LL12
LL5	

Licenses

LL1
LL2
LL3
LL4
LL5
LL6
LL7
LL8
LL9
LL10
LL11
LL12

Core Bonuses

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Loadout

ARMOR

WEAPONS

GEAR



