

LANCER

LANCER

CORE RULEBOOK

By

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1.6 Beta

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To readers and players:

Thanks very much for reading and testing our most recent playtest version of LANCER!

This game is born out of our mutual love for speculative fiction, mythic sci-fi, and the kind of collaborative storytelling that tabletop roleplaying can provide.

We've had numerous influences in creating this game, but particular credit must be given to Schwalb Entertainment's fantastic RPG *Shadow of the Demon Lord* for the Accuracy/Difficulty dice system, and to the *BattleTech* series of games for inspiration for the heat system.

We've put a lot of hard work into polishing and refining this version of the game over the last year. The game as it stands right now is **fully playable**, but has some minor tweaks to make here and there before we consider it truly finished. While we've done some limited group testing, the next thing to do is to get large-scale feedback. We plan to release this game as a fully illustrated, paid product, and want to refine it the best we can before that point.

To that end, we highly encourage you to please read through these rules, create characters, and use this system to run a game. If you do so, please have feedback in mind. *Our primary concern is that the game is fun to play.*

Feedback can be sent by e-mail to Tom Parkinson-Morgan at ksbdabbadon@gmail.com (twitter: @orbitaldropkick) or Miguel Lopez at onlyonelopez@gmail.com (twitter: @The_One_Lopez) or directed towards Lancer's twitter account, @LancerRPG.

Thanks for playing, and enjoy your foray into the world of LANCER!

Tom Parkinson-Morgan & Miguel Lopez

PS: Special thanks to Sam Chabot (@Mr_Grimace) for Lancer's character sheets.

Welcome to our fourth major LANCER update!

This is probably the most **comprehensive update to the game yet**. The game has gone through some pretty big changes, so if you've played the game before you might want to give it a re-read. This is probably as close to a release version as we've come so far. Please be patient for mistakes or incongruities (we added a lot of content). When in doubt, refer to the main document here and not the tables if there is an inconsistency or error (and please let us know).

Here are the major (*major*) changes and additions:

There's now a GM section. It's about 140 pages of new material and has the following:

- **A hefty amount of advice on GMing LANCER**
- **Optional rules** for running a game with more advanced rules for pilots, environmental rules, changing up core assumptions (what if your players have no printer, what if you want to track currency) etc. These can change the tone and nature of the game to something more your speed.
- **20 Narrative Hooks** to get you started
- **A full NPC toolkit** for making enemies for players to fight. This is essentially an enemy compendium for LANCER and was probably one of the biggest requested additions to the game.. You can grab these NPCs and use them in your game right away or tweak them using the optional rules therein. Templates such as ULTRA or Elite let you make slightly tougher enemies, and templates such as Pirate let you re-flavor them.
- **60+ pages on the canon setting of LANCER**, factions, flash points, technology, and history of Union and known space.
- **Art** for the GOBLIN, METALMARK, and DRAKE shells has been added

Here are the major mechanical changes:

- **The heat system has been given a total rework.** Heat capacity is now a much shorter gauge that is represented on your character sheet. Engineering increases its length. When it fills up, you clear the gauge and make an overheating check (by rolling a d6), then mark Instability, which makes future checks harder. In general I feel the system is easier to keep track of and less punishing initially.
- **The critical damage system** has also been replaced with a gauge, similar to the HEAT gauge. HULL now extends the length of this gauge, as engineering does the heat gauge. Critical hits now do critical damage (a new type of damage that fills in this gauge) depending on size, systems, talents, etc. The CRITICAL state now causes you to take all damage as critical damage.
 - In general, **damaging or disabling specific components has been largely removed** outside of critical damage - the reason being it felt too strong in certain circumstances and hard to balance. Systems or talents that used to do that sort of thing now inflict conditions or have more interesting effects.

- **The way you build mechs has been changed. Mechs have been split into CORE and SHELL.** The kit system has been discarded and combined into this new system. Your mech's CORE has its base statistics (including targeting) that are the same for every mech you make, and increase at a fixed rate when you level up. Your mech's SHELL is a chassis, a template (such as the RALEIGH or BARBAROSSA) that you apply over your CORE to get the final mech. Each shell gives you a powerful SHELL system that requires a limited resource to use.
 - **These changes are mostly formalizing the shape that the original systems were taking**
 - In general I felt like people were choosing mechs solely for the stats - there wasn't really much reason to either. Each mech has a strong identity now for different play styles.
 - Since kits are gone there is a bit of a stat squash. It is now only possible to get up to +8 in a stat, or +4 armor (with certain CORE stat/SHELL combinations). Targeting naturally increases at a rate of 2/level. Armor now depends on your shell and is largely gone from systems, but fewer systems have the AP tag.
 - **Integrating weapons is gone, as are EP and IP.** In general I feel like this system added too much unnecessary complexity to balancing and also could be consolidated into a fundamentally similar but less finicky system. Each mech SHELL now has a certain number of mounts which will only mount weapons of a certain type. Systems now take System Points (SP) which is kind of a combination of EP/IP. You get both more SP and mounts as you increase in level. There's some flexibility (especially when you get higher level) in mounting weapons but in general this makes the game easier to balance, clearer and easier to build mechs with, and lets you make choices about which SHELL to use.

- **Lock On, Scan, and Invasion have been rolled into subsets of one action, called the Tech action.** You can now do a bunch of stuff with Tech, making systems-based mechs a dedicated support mech type of sorts.
 - **Invasion has been massively changed.** It no longer requires the exposed condition (removed) or Lock On, you can now just perform it. In exchange, it can no longer disable individual weapons, etc but generally attacks by causing heat and can perform a number of different effects. You can expand these effects, such as forced movement, with the right systems (check out the new GOBLIN).

- **Overcharge has been increased to a scaling, increasing heat cost.** In general I don't feel like it's something that should be an automatic choice each turn. The cost starts fairly low but quickly ramps up, so it should be a choice to use it often.
- **The Core modules section has been removed (for now).** It was fun to include these but fairly game breaking to make them targetable (especially stuff like the reactor). Might re-add them for flavor in a future update.
- **Added a leveling chart to track the new CORE leveling system**

Mechanical changes:

- **Statuses changed.**
 - Jammed now prevents all attacking (weapons, drones, etc)
 - Crippled now caps speed at 3 and prevents boosting
 - Some statuses (immobilized) automatically cause you to fail agility or hull checks
 - Adjusted bonuses for attacking some statuses
 - Engaged (melee adjacency) now stops movement if you become engaged during a move

- **Stats reworked:**
 - Hull now gives +4 hp/point and increases the CRITICAL gauge. It no longer grants bonus melee damage
 - Base HP increased to 20
 - All pilots gain +3 HP/level to their CORE
 - Sensor range reduced to 8+SYS
 - Repair cap reduced to 6+ ENG
 - Increased base speed to 5+agi
 - New stat: resilience (amount CRITICAL gauge is extended, equals HULL)

Overwatch: clarification that overwatch attacks can be made in reach (not adjacency). If your reach is +2, for example, you can make overwatch attacks in a pretty large area.

Stabilize systems has been rebalanced so that you can't repair AND choose additional options. Full reload has been rolled into the Stabilize systems action. Re-shackling an unshackled AI now takes a systems instead of engineering check. Breaking Lock On is a separate action.

Lock On now only breaks if the target gains total cover, turns invisible, or takes an action to break it.

Grappling changed to favor larger parties. Now only the larger actor can move in a grapple (but the smaller actor still moves with them). Grappling is now a flat hull check, making it easier to grapple in general. In exchange, you can only attack a target with one weapon while grappling (since you need to use other parts of your mech to hold on).

Obstruction: Actors that are larger than another actor or obstacle (flat out, not 1/2 any more) can move freely through them

Flight

- Flight is now accessible through GMS licenses and is generally worse the larger your mech is (smaller mechs will be better at flying). Mechs that gave flight modules have been (largely) reworked to have other systems.

Invisibility

- Invisibility is now a condition that doesn't grant cover, but gives all attacks a 50% chance to miss and grants immunity to lock on

Repairs

- Added full repair concept (full heal+ repair cap refresh, core power, limited systems, etc). Full repair now takes 10 hours, but you can do anywhere (not just in base).

Unarmed attack action damage increased to 1d6, added critical component

Jockeying - Removed ability to instant-kill a mech while jockeying. Instead, you can now deal heavy heat and critical damage without rolling as an action on your turn to represent tearing at internal systems, firing at paneling, etc.

Renamed Overload Reactor to Self-Destruct

Smart Tag now requires Lock On to work and specifically works as a weapon tag

Added **guided tag** to indicate weapons that automatically hit as an end of round action and require lock on

Added **Drone tag** to describe Drone systems (no mechanical function yet)

Removed system tag (it was too generic and not used for anything with the changes to Invasion)

Added **mod** and **ammo** tags for weapon mod and ammo systems. You can take only 1 mod per weapon.

Rephrased unshackled AI behavior to the following to make it less severe

Pilot play:

- Backgrounds/traits no longer give auto success but simply grant +1 Accuracy. This was a little confusing and that advice has been moved to the GM section

- Added Advanced Pilot play option in GM section

Cloning

- Added random Quirk table

Talent Changes

- Ace Rank I gives only +1 ACC to agi checks and attack rolls while flying
- Bonded - You can now change your bandmate in certain circumstances
- Brawler - Rank II rephrased, Rank III unarmed damage increased, given AP tag, and critical damage
- Crack Shot - Removed passive bonus for rank I but increased out-of-cover bonus. Rank III now grants critical damage
- Duelist: Increased guard (rank II) difficulty malus. Changed rank III to only allow certain actions.
- Drone Commander - Increased blast of rank III ability
- Executioner - Target of your attack also takes damage on rank II
- Exemplar - Rank I now allows a re-roll instead of granting a passive bonus
- Gunslinger - Removed critical damage for rank III but increased to 3d6
- Hacker - Moved rank III talent to rank II, scrapped old rank II, added new rank III talent: Last Argument of Kings

- Steel Assassin - Removed 'hiding cannot fail' and changed to critical damage
- Lancer - Renamed to Juggernaut. Rank I and II knocked off Accuracy bonus for free attack and ram. Rank III action now only affects targets you pass directly through.
- Martial artist - Rank II changed to 1/turn, changed to critical damage. Rank III functionality changed to a sword clash style move.
- Nuclear Cavalier - Tweaked to fit new heat system
- Skirmisher - Reduced boost bonus to light cover, reduced speed bonus of rank III to +3
- Uncanny Reflexes - Rephrased talents and increased heat costs (slightly weaker overall)
- Veteran - Removed old rank III talent, now new rank III talent allows erasing pilot traits to make re-rolls

Hard suit

Rebalanced hard suit stats a little bit and cleaned up section.

Weapons, Systems, and Licenses

Specific changes to weapons are too numerous to list but in general, weapon ranges have been tweaked for increased range and melee weapons have been given more damage. Weapons adjusted to fit the new mount system. All mechs are now in the form of SHELLs or templates that apply over your CORE. Each has a powerful SHELL system that can only be used once per mission (unless you go out of your way to recharge it).

Superheavy weapons have been given increased damage, range, or tags.

The loading tag is now harder to remove, weapons with loading have received small buffs to compensate

The **inaccurate** and **unreliable**-tagged weapons have received slight damage or range increases

Added a heavy energy weapon to GMS, the GMS Type II MC-EL Thermal Lance

Added a main and heavy energy melee weapon

GMS treads system reworked to be a flat increase to speed

Custom paint job now simply increases resilience

Dummy Plug: renamed and removed Impaired condition, but now must follow your commands

GMS Shield type I and II reworked to choose targets (rather than directional)

Specific licenses:

Almost all systems and weapons have been reworked to fit the newer SHELLs (mounts/SP, etc), giving a comprehensive list here would list almost everything in the book. However, many new systems have been added (some systems were moved to SHELL systems, some were removed)

Systems added, renamed, or majorly reworked (this is not all changes!):

DRAKE

- New: IPS-N BASTION siege scales
- New: Portable Bunker

BLACKBEARD

- Nano carbon axe renamed Chain Axe and changed
- New: Lock/KILL subsystem
- KALI-class AI renamed to SEKHMET

TORTUGA

- IPS-N Hyper Dense Armor

NELSON

- Armor Lock System
- Fire Pike renamed to Thermal Pike

LANCASTER

- New: Restock Drone
- Repair Drone Nexus

VLAD

- New: Charged Stake

RALEIGH

- Explosive weapon mod removed (no real home for it)

SWALLOWTAIL

- New: Markerlight
- Low Profile
- Cloaking field tweaked to fit new invis rules

MONARCH

- Climbing gear renamed (to Hi-stress Mag Clamps) allows walking on vertical surfaces
- SHIVA-Class AI renamed to TLALOC

MOURNING CLOAK

- Fuel Injector system
- New: FADE Drive

DEATH'S HEAD

- Tracer ammo - new bonus vs invisibility
- New: Kinetic Compensator

DUSK WING

- New: Burst Launcher
- New: Flash Pod
- New: Flicker Field

METALMARK

- Marker ammo changed to a system, not ammo
- Active camo updated for new invis system
- Tactical cloak changed to SHELL system
- New: Shock Knife

BLACK WITCH

- Mag field changed to SHELL system
- New: Ferrous Lash
- ICEOUT module changed to deployable drone
- New: Mag Deployer
- New: Mag Shield (now a deployable force field)

BALOR

- Now size 3
- Scanner Swarm

GOBLIN

- Consolidated a lot of unnecessary systems
- HORUS Sys upgrade I-III totally reworked and now grant additional Invasion or tech options
- New: HORUS metahook
- //MONGOOSE now grants new tech action

HYDRA

- OROCHI AI changed from AI to shell system
- Puppet master changed to tech action
- Assassin drone nexus
- New: Tempest Drone Nexus

MEDUSA - Renamed to GORGON

- Sentinel Drone and PDW totally reworked
- RA-class AI renamed to SCYLLA (big lore reasons for this)

MANTICORE

- Ram Drive
- New: Lightning Generator

MINOTAUR

The minotaur has been essentially totally reworked. It has completely new systems and is now an interdicator style mech, meant to cripple and lock down targets

- New systems: Viral Logic, Localized Maze, Mesmer Mine, Aggressive System Sync, LAW OF BLADES, Interdiction Field
- Last Argument of Kings removed but changed to rank III hacker talent

PEGASUS

- Hunter Lock moved around in license, reworked
- Targeting Assist module
- Eye of HORUS

TOKUGAWA

- Experimental heat sink
- Other systems received more generalized changes

BARBAROSSA

- Now size 4
- External Ammo Feed significantly reworked
- Auto-loader now a limited use drone
- New: Flak Cannon

NAPOLEON

- Now size 1/2

SHERMAN

- Reactor Stabilizer

PATTON - Renamed ISKANDER (the Arabic name for Alexander the Great)

- Thumper changed to system instead of weapon, can no longer be used to attack

SALADIN

- Generalized changes only

GENGHIS

- Auto Cooler
- HEAT ammo renamed HAVOK ammo

Other:

- Moved some terminology up a little earlier for clarity
- Rewrote some sections for clarity
- Ejection reduced to fly 5 instead of fly 7

TABLE OF CONTENTS

THE CAVALRY	20
BASIC RULES	22
SETUP	22
SPACE AND MEASUREMENTS	22
THE GOLDEN RULE	23
SKILL CHECKS	23
ACCURACY AND DIFFICULTY	23
TYPES OF SKILL CHECKS	24
ATTACKS	25
THE MISSION	25
YOUR CHARACTER	25
THE PILOT	26
BACKGROUNDS	26
TRAITS	26
TALENTS	27
PLAYING AS A PILOT	28
PILOTS AND COMBAT	29
DANGEROUS SKILL CHECKS	29
OTHER BONUSES	30
PILOTS vs. MECHS	30
Moving forward	31
CREATING A PILOT	32
BACKGROUNDS	32
TRAITS	40
PERSONAL GEAR AND STORAGE	40
TALENTS	42
TALENT LIST	43
MECHANIZED CAVALRY	55
YOUR MECH	55
MECH SKILL CHECKS	56
THE HARD SUIT	56
A PILOT'S GUIDE TO MECHS	56
The CORE	56
The SHELL	57
CORE POWER and SHELL SYSTEMS	57
Systems and Weapons	58
MECH STATS	58
SIZE, MEASUREMENT, AND REACH	60
DAMAGE, HEAT, & REPAIR	62
CRITICAL	62
HEAT & OVERHEATING	64
REACTOR MELTDOWN	66

DEATH	66
CLONING	66
REPAIR, REPAIR RATE & REPAIR CAPACITY	68
RESTS AND FULL REPAIR	69
STAT AND TERMINOLOGY GLOSSARY	70
MECH COMBAT	72
THE TURN	72
MOVEMENT	73
FLIGHT	73
TRAVERSAL	74
Splitting up movement and action	75
INTERACT	75
ACTIONS	76
ATTACK	77
RANGE AND PATTERNS	77
MAKING AN ATTACK	77
UNARMED ATTACK	79
TECH	79
STABILIZE SYSTEMS	80
BOOST	81
BRACE	81
GRAPPLE	81
RAM	81
ACTIVATE SYSTEM	82
HIDE	82
SHUT DOWN	82
EJECT	83
MOUNT OR DISMOUNT	83
JOCKEYING	83
SELF DESTRUCT	84
OVERCHARGE	84
ADDITIONAL ACTIONS	85
REACTIONS	85
OVERWATCH	85
FREE ACTIONS	85
END OF ROUND ACTION	86
STATUSES	86
A PILOT'S GUIDE TO BUILDING A MECH	87
MECH STRUCTURE	88
MOUNTS	88
SYSTEM POINTS	88
SHELL SYSTEM	89
SHELL STATS	89
CORE STATS	89
CORE BONUSES	89

PILOTING A MECH	89
STORAGE	90
SYSTEM TERMINOLOGY	90
E.V.A. AND PROPULSION	91
DEPLOYABLES	91
SPECIAL AMMO and MODS	91
SMART and GUIDED systems	92
AI	92
LEVELS, KITS, AND LICENSES	94
Leveling chart:	95
GLOSSARY, MECH TERMS	96
EXAMPLE CHARACTER CREATION	98
Building Oda: The Pilot	98
PILOT HARD SUIT	102
MECH CATALOGUE	104
GMS - GENERAL MASSIVE SYSTEMS	106
GMS Standard Pattern I (“Everest”)	106
GMS Weapons List	107
GMS General Market Chassis Mods	109
GMS General Market Deployables	110
GMS General Market Systems List	111
FLIGHT	112
IPS-NORTHSTAR	114
IPS-N DRAKE	115
IPS-N BLACKBEARD	119
IPS-N TORTUGA	122
IPS-N NELSON	0
IPS-N LANCASTER	3
IPS-N VLAD	0
IPS-N RALEIGH	0
SMITH SHIMANO CORPRO	4
SSC SWALLOWTAIL	5
SSC MONARCH	0
SSC MOURNING CLOAK	0
SSC DEATH’S HEAD	0
SSC DUSK WING	0
SSC METALMARK	0
SSC BLACK WITCH	0
HORUS	4
HORUS BALOR	5
HORUS GOBLIN	0
HORUS HYDRA	0
HORUS GORGON	0
HORUS MANTICORE	0

HORUS MINOTAUR	0
HORUS PEGASUS	0
HARRISON ARMORY	3
HARRISON ARMORY TOKUGAWA	4
HARRISON ARMORY BARBAROSSA	0
HARRISON ARMORY NAPOLEON	0
HARRISON ARMORY SHERMAN	0
HARRISON ARMORY ISKANDER	0
HARRISON ARMORY SALADIN	0
HARRISON ARMORY GENGHIS	0
The Game Master	5
THE GM AGENDA	5
SETTING UP A GAME	7
The First Session	8
Where and How To Start Your Narrative	8
Hooks	9
RUNNING THE GAME	15
SKILL CHECKS	16
THE SESSION	18
GM TOOLKIT	25
POWER AT A COST	25
ADVANCED PILOT PLAY	25
COMBAT AND ROLEPLAYING ENVIRONMENTS	2
Environmental Hazards	4
CHANGING CORE ASSUMPTIONS	6
NON PLAYER CHARACTERS	9
NPC Classes	16
ACE	16
SPECIAL CLASSES	56
HARD SUIT	57
SWARM	60
ULTRA66	
A GOLDEN AGE, OF A KIND:	79
HUMANITY IN LANCER	79
Timeline of Union's History:	80
Foundation	80
Cosmopolitans and Diasporans: Humanity Across The Stars	82
Why We Fight	84
Pilots	84
A Lifetime of Experience	85
Mechanized Cavalry	86
Infantry and other Ground Forces	88
Space Combat	89
Core and Colony	92
Colonies and Worlds: Planting A Flag	92

Something From Nothing	94	
Manna	94	
Union Galactic Organization	95	
Non-Human Life	96	
Shelter	96	
Gravity	98	
How To Get There	98	
Common Societies	99	
Uncommon Societies	102	
Unique Locations	103	
Union: The Tyrant, The Watcher, The Guiding Hand		106
Union Administrative Department	108	
Union Naval Department	109	
Union Science Bureau	110	
Union Central Committee	111	
Forecast/GALSIM	111	
Other Departments:	113	
Union Omninetwork Bureau	113	
Union Economic Bureau	113	
Department of Interstellar Transportation	114	
Union Colonial Administration Bureau	114	
Union Orbital and Non-Terrestrial Management Bureau		114
Union Department of Justice and Human Rights		114
Flashpoints	115	
Cloning -- Self v. Others	115	
Androidism, Extensive bioengineering/augmentation		115
Life-Extension	116	
Consciousness Transfer/ De-corporalization	116	
Treason and Sedition (anti-Union actions and sentiment)		116
Piracy	116	
Slavery	117	
Paracausal Studies	117	
NHPs	117	
Humanity and Artificial Intelligence	117	
Kinetic Weapons v. Energy Weapons	123	
Paracausality	123	
NOTABLE FACTIONS, ACTORS, AND GROUPS		123
The Albatross	124	
Mirrormoke Mercenary Company	124	
Priesthood of RA	125	
Harrison Armory Acquisitions Department	126	
Smith-Shimano Corpro Congressional Diplomatic Corps		127
Aun Missionaries	128	
Union Auxiliaries	129	
Union Science Bureau, Far-Field Department		130
Voladores	130	

Horizon	131
Karrakin Trade Barons	132
BEYOND UNION	133
APPENDIX A: TABLES	135

It's 5014, and our arm of the galaxy is home to trillions. It is not a safe place, but it burns bright, and for some there are gentle lands.

Out from our humble beginnings, humanity has colonized the darkness. We have set empty worlds and barren moons alight with civilization, have tamed asteroids and gas giants, have even built homes in the hard vacuum of space itself. We have taken root throughout our arm of the Milky Way galaxy. In every situation and setting, humanity has made their home; life, however it expresses itself, continues. Stories begin and end across the stars, though most never leave the worlds they were born to.

But for some, their life is as a river, ever-moving, with the land of their birth left somewhere far behind. Traders and smugglers, refugees and immigrants, miners, pirates, volunteers, colonists, soldiers and conscripts: humanity on the move, always. Wars pull hundreds of thousands into the current, trade and migration yet more. For every ten stable homes, there is one family's worth that has been uprooted, for good or ill.

Blink gates dot the galaxy. These massive, space-bound stations - gatehouses - fold space and time in a bubble to facilitate near-instantaneous faster-than-light travel, opening all corners of the Deep to the daring. This travel is common to those with the permission, money, or clearance to enjoy it: Thousands of ships travel through the Blink each standard day for trade, migration, travel, war, or nefarious purposes.

The Omninet connects all of humanity to one another, a decentralized network that links every computer, every server, every *thing* to everything. More than just a way to communicate, more than just a way for far-flung worlds to read of the galaxy's news and listen to the music of the spheres, the Omninet facilitates government and industry. Data is the new wealth, and the Omninet allows for the sharing of the wealth of all worlds.

Manna, the universal currency, unites all the disparate nations of the human diaspora. A single currency — based on a combination of material wealth, labor, intellectual property, experience, and data — that any market on any planet will accept as fair currency. When a galaxy's wealth of raw resource is available for exploitation, what becomes valuable is not gold but data.

This vast spread of humanity, these trillions of souls, can only be administered by one body: Union, the hegemonic council that rules from Cradle, the ancestral home of the human diaspora. Earth and Mars, Mercury and Venus. Saturn, Jupiter, Neptune, and Uranus. Io. Titan. Europa. Phobos and Deimos. Sol. These worlds and moons around this warm yellow star make up Cradle, the seat of Union's power, and the very heart of humanity. Union controls the triumvirate of progress: the Blink Gates, the Omninet, and Manna. Without the triumvirate, without Union, the galaxy falls into chaos.

All that being so, Union, Cradle -- and far more so Earth herself -- are things and places of myth to the vast majority of humanity, fictionalized in Omninet dramas and novels, dreamt about by children and wanderers, idealized as the promised land or damned as the pit from whence we came by religions across the galaxy. Few have ever seen a Union administrator, or suffered a

Union naval campaign. For all its control over human affairs, Union prefers to rule from a distance.

The galaxy, despite its interconnectedness, is a dangerous place. Rebellion, insurrection, piracy, civil wars -- even wars between worlds -- flare up and burn their way through Union space, though only the most desperate or dangerous of conflicts require Union's direct attention. Disputes between Union's subject states are common enough that there is a need for individual militaries and militias: Five major manufacturers have stepped up to supply arms and armor to those with Manna enough to afford them and an Omninet connection with enough bandwidth to download them.

Into this broad and dangerous environment come the players. You take on the role of a mechanized cavalry pilot -- a mech pilot, or simply *pilot* for short -- in a squadron with your fellow players. Whatever the conflict, whatever the scale, you can bet that mechanized cavalry will be involved; together, you and your squadron will run missions as the tip of the spear, fighting in only the most dangerous and important engagements. You're the backbone, the heroes, the knights in shining armor, the decorated aces sent in when all hope seems lost and victory must be assured.

In short, you, the players, are the cavalry.

THE CAVALRY

Your character in the world of *LANCER* is a mechanized cavalry pilot.

Dragoons. Mounted infantry, equipped for any situation, the backbone of any modern naval infantry. Dependable, solid, and built to dish out as much as you can take, you are ready for any situation, at any time, in any place.

Cataphracts. The big ones, plated in armor and blistering with weapons. Slow to start, once you get your machine moving you become both the immovable object and the unstoppable force.

Hussars. Scouts, infiltrators, black ops. Under cover of darkness or in plain view, you are hidden, silent, efficient, and deadly. No walls can stop you, no shields can withstand you, no one can see you.

Lancers. Not just the tip of the spear, but the whole spear itself; when there is a lightning strike, you are the bolt. You patrol the very edge of the conflict, avoiding damage, looking to exploit the weaknesses in your enemy's armor.

You play as the cavalry. Whatever the role, whatever the terrain, whatever the enemy, you are the one who gets called in to break the siege, to hold the line. To save the day.

Your pilot hails from a world and culture of your choice and description, but is human, modified or otherwise. You might call Earth home, but to be born on Earth in the age of Union is exceedingly rare — remember, in the world of **LANCER** it's been millennia since we left Earth, and the majority of humanity live among the stars and habitable worlds in our arm of the Milky Way. In **LANCER**, humanity is familiar and strange in equal measure.

As a pilot, you represent the end product of heavy nological and capital investment on the part of your employers or officers, be they corporate, state, tribal, mercenary, a noble family, military, etcetera. Through a combination of training, natural skill, battlefield experience, and neural augmentation, a mech pilot is the equivalent of a knight of old, a flying ace, or other prestige-class warrior.

Mech pilots, they will proudly tell you, are a cut above the rest.

They are not entirely wrong. Recruiting, training, and maintaining a mech pilot involves a tremendous amount of capital and time investment compared to your average soldier. To operate a mech at peak efficiency, a pilot needs to have extensive physical and mental augmentation, years of virtual training, extensive field experience, and rigorous zero-G acclimation. Washout rates are high, as are injury rates as a result of the demanding training process, but this high bar is necessary: Once a candidate has attained their final certifications and has been shipped out to their first post, they face only the most dangerous missions. Mechs and their pilots aren't sent in to keep the peace: they're sent in when all other options have failed.

Your character is one such person. A pilot. They're human, though, and flawed like the rest of us. Pilots are heroes and villains, brave souls and cowards, lovers and fighters all. They stand when everyone else flees, are the first to run to danger, are the best and the brightest of us. They, too, break under the pressure, fail, and kill when they could have saved or spared.

Pilots come from all walks of life, identified by the Five Voices of Union's Hegemony as candidates and recruited from their home worlds. Station, criminal status, wealth -- once a candidate has been identified, there are no disqualifying factors for their recruitment.

The galaxy is vast, and humanity numbers in the trillions, but there's only one of you. Whatever the circumstances, whatever the road that brought you to where you are, you are a now a pilot. You are a cut above the rest. You're the cavalry, the tip of the spear, humanity's best hope.

Congratulations. You made it through selection and training. You now have your requisite certifications. You have your first post, and you are en route to meet your new squadron. This is the last real downtime you've got before you start your tour, so acquaint yourself with the rules and regulations. Write down a bit about yourself. Figure out a callsign, something in Common so no one has to learn your talk.

You're a pilot now. A rookie, a greenhorn, a wet-behind the ears walker-jockey. Maybe you're gonna make a name for yourself out there on the line, or maybe some deck s will hose you out of what remains of your rig's cockpit.

Either way, as they say, you're a cut above the rest.

Let's see what you got.

BASIC RULES

The bulk of the rules in this book focus on actions, movement, and interactions between mechs in a wide variety of hostile and habitable environments. That being said, pilots spend time outside of their machines as well (though sometimes not voluntarily). **Pilots and mechs are two components of the same character** that each play with slightly different rules. The first section of these rules will tell you how to make a pilot and how playing as a pilot works, the second how to make a mech and how mechs work.

SETUP

This game makes use of two types of dice, the 20 sided dice (referred to from hereon as a d20) and the 6 sided dice (referred to from hereon as the d6). Multiple dice will be referred to in the following format - 1 six sided die = 1d6, 2 six sided dice = 2d6, etc.

Sometimes the rules will call for you to roll a 1d3. That is simply a 1d6 with the results halved and rounded up (1-2 =1, 3-4=2, 5-6=3).

Each player should have at least one 1d20 and a number of d6s. Players will also need a character sheet or a piece of paper to write down information, and it might be helpful to have paper with a square or hexagonal grid on it (such as graph paper or a pre-prepared battle map) since this game makes use of tactical combat. Miniatures are not required to play this game but can make combat easier to visualise.

One player must play the **Game Master** (referred to from hereon as the GM). The Game Master acts as a referee, storyteller, and arbitrator of rules. They help create the story and narrative for the game and play all of the non-player characters (NPCs). For more information on the Game Master as well as a list of rules, tips, and tools to use as a Game Master, you can refer to the GM guide on page INSERTPAGE. The rest of the players will play the role of **pilots**, or characters in that story.

SPACE AND MEASUREMENTS

This game makes use of measurements in 'spaces' for ranges such as movement, weapon ranges, etc. It is recommended that you use a grid or hex-based tactical map (which could be something as simple as a piece of graph paper) to simulate mech combat for ease of play. Most things in the game are measured in sizes, with size 1 being a square or hex 1 space wide on each side. By default 1 space = about 10 feet in game.

The scale of space can be changed if the situation needs it - for example, you might decide each space is 50' on each side, or a mile, or something similar. The space that an actor occupies does not necessarily indicate its size, but the space it controls around it. Most mechs take anywhere from a 1x1 to a 3x3 space on the map, with some exceptions.

THE GOLDEN RULE

When referring to the rules in this book, specific statements override general statements.

*For example, making a ranged attack typically takes into account cover. However, a weapon with the **Smart** or **Blast** keyword ignores cover. In this case, the weapon's keyword supersedes the more general rule.*

SKILL CHECKS

A **Skill Check** is required in a challenging or tense situation that requires some effort to overcome. These are commonly called for by your GM in both combat and non-combat situations in order to accomplish tasks other than attacking.

To make a skill check, **roll 1d20**, and add any relevant bonuses. A total result of **10 or higher is a success**, a total result of **9 or lower is a failure**, and a total result of 20 or higher is a **critical success**. The results of a critical success on a skill check have a greater effect than a normal success. Generally this is something for the GM to decide, but some rolls allow specific outcomes on critical rolls.

ACCURACY AND DIFFICULTY

Accuracy and **Difficulty** represent the momentary advantages and disadvantages gained and lost during rapid, chaotic moments of action:

Opposed offensive and defensive electronic warfare systems bombard each other with viruses and counter viruses, spoofing targeting systems and layering desperate firewalls.

Pilots, matched in skill, duel each other amidst the shifting debris of a shattered frigate, avoiding incoming fire and slagged, floating bulkheads as they attempt to land their shots.

Their mech about to overload, a pilot struggles against an unshackled AI to regain control of their machine, pitting their skill against the best efforts of their newly freed system.

These situations (and more!) cause pilots to accrue **Accuracy** and **Difficulty** on rolls.

1 **Accuracy** adds **1d6** to the roll it is applied to.

1 **Difficulty** subtracts **1d6** from the roll it is applied to

Accuracy and **Difficulty** cancel each other out.

Accuracy and **Difficulty** do not stack: instead, the greatest result is chosen and applied to the final roll.

- An attack roll made with **+2 Accuracy** would not add the results of those two rolls. Instead, you would pick the greatest result between the two and apply it to your final roll.
- An attack roll made with **+1 Accuracy** and **+1 Difficulty** would have no bonus or subtraction applied to it: the single **Accuracy** die and single **Difficulty** die would cancel each other out before there is a need to roll.
- An attack roll made with **+2 Accuracy** and **+1 Difficulty** would be made, ultimately, as a roll with **+1 Accuracy**: one **Accuracy** die and one **Difficulty** die cancel each other out, leaving only one **Accuracy** remaining to be applied to the roll.

TYPES OF SKILL CHECKS

The bonuses you can apply to a skill check depend on the type of skill check you are making. There are two types of skill checks: **Pilot** and **Mech**.

*When you use your pilot's natural ability, skill, experience, or personality to overcome a problem, you can make a **pilot skill check**. These use your pilot's traits and background, which are described in the sections below.*

- When making a pilot skill check, if you have a relevant **background**, you either *automatically succeed* (if the task is a simple one) or *gain at least +1 Accuracy on the roll*
- If one of your **traits** would apply, you can gain +1 additional Accuracy on the roll
- You might gain different Accuracy or Difficulty dice on the roll depending on the situation or gear you have available to you

*When you utilize your mech's systems, sensors, weapons, or raw power to overcome a problem, you must make a **mech skill check**.*

- When making a mech skill check, you can apply your mech's **statistical bonuses** to the check, such as Hull, Agility, Systems, or Engineering.

You can *always* make pilot skill checks while piloting a mech as long as the check relates to your pilot's own personal capabilities.

COMBINING BONUSES

In general, **you can't use bonuses from your pilot background on mech skill checks and vice-versa**. Your pilot background tends to describe the things your character did before becoming a mech pilot. However, **the GM can lift this restriction at their discretion**.

CONTESTED CHECK

As a mech or pilot, you may be called on to perform a **contested skill check**. Both the attacker and defender make skill checks as normal, adding bonuses and penalties. The winner of the contest is whoever has the highest total result - in the case of any ties, the attacker wins.

ATTACKS

During the course of your mission, you will also be called upon while doing mech combat to make **attacks**. Attacks are not skill checks. They are a 1d20 roll, adding bonuses like a skill check, but targeting a specific defense of the enemy you are attacking (usually evasion or electronic defense). This means the target number could be higher or lower than 10. An attack is successful if it equals or exceeds the target defense. An attack is not a contested check, and is often listed using the appropriate attack and defense statistic - such as **targeting vs. evasion**, or **systems vs. e-defense**. For more information on statistics and attacks, see the section on mech combat. The most common kinds of attacks are through the **Attack** action, the **Unarmed Attack** action, and the **Invasion** tech action.

THE MISSION

A game of LANCER is usually split up into **missions**. A **mission** might encompass one or several play sessions. A mission is essentially whatever story or objective the GM has written that can be completed in a discrete amount of time, such as destroying a target, evacuating civilians, uncovering a conspiracy, or holding the line against enemy attack.

A mission *always begins and ends back at a base*, and you might visit a base multiple times during the mission. A **Base** is loosely defined as any safe, secure place controlled by an organization friendly to you. It can be the same place you return to over and over again, or it can be a series of different places. You might stop off at base mid-mission - that's fine!

Full Repair

When you spend at least **ten hours** resting and working on your mech in a safe location, you can **Full Repair**. This totally resets your mech and pilot, returning them to top working condition. Some abilities and systems are only gained back on a Full Repair. If you full repair at a base, you also regain Core Power and limited-use systems or weapons when you take a full repair. More information on full repair and Core Power can be found later in the mech section.

Resting

When your group takes an hour or more of downtime outside of base, it's referred to as a **Rest**. During a rest, players can heal and repair their mech, but don't gain the benefits of returning to base, which generally allow you to re-print or fully repair mechs and re-stock weapons. You can rest wherever you want, as long as it's safe.

YOUR CHARACTER

A character in LANCER has two components: the pilot and the mech. Each is dependent on the other to succeed, and each plays with slightly different rules. Your pilot represents the person

inside the mech, and has a **background**, **traits**, and some **talents** that aid them in their mission. Your mech is the machine you fight with, which has your **CORE**, your **SHELL**, and many advanced **systems** and **weapons**.

Your character's general experience, training, and resources are tracked by **License Level**. A character usually starts at License level 0, and upon completing a mission, levels up. Characters can advance all the way to license level 15. When a character levels up, they can increase their CORE statistics, choose new licenses to gain SHELL options, and gain new talents.

The section on pilots is detailed below, on page (INSERTPAGE). The section on mechs is on page (INSERTPAGE), and finally the section on progression is on page (INSERTPAGE).

THE PILOT

Your pilot is the person inside the machine, and who you will be playing as for your entire career. As a pilot, your character has three components: your **background**, your **traits**, and your **talents**.

BACKGROUNDS

When you create a pilot you'll pick a background from the list in the section below. Your background grants your pilot 3 fields of expertise. **When making a pilot skill check where the GM agrees at least one of these fields to be relevant**, you can gain **+1 accuracy** on your roll. This accuracy can help cancel out difficulty from an otherwise difficult roll or else give you bonuses. A pilot who has a relevant background should generally never have to even roll on mundane or routine tasks that relate to that background.

Based on your background, you should try and come up with a backstory. A backstory attempts to explain some of who your character is as a person. When determining your backstory, ask and do your best to answer a number of questions: How did you become a pilot? What motivates you? What's your call sign? Where are you from? Get invested in your character, it'll only make roleplaying them better.

If you want, write down an affiliation. This is the group or organization you are primarily affiliated with, whether it's your mercenary band, naval squadron, corporate benefactor, government, pirate gang, or simply your friends. Watch each other's backs.

TRAITS

Remember, your character is more than just a collection of stats: there is a person inside the machine. Separate from your background, note **three characteristics or personality traits that define your pilot, one of which that complicates, disadvantages, or colors your character**. You don't have to choose these from a list, and they could be a single word if need be.

Maybe your pilot is a *brilliant* mech ace with a *keen eye*, but is *arrogant* to a fault. Or perhaps they're *steadfast* and *courageous* in their belief to protect humanity, but *stubborn* to the point of rebelliousness or putting their squadmates in danger. Whoever your character is, make sure they have something that colors them. It doesn't have to be a big, grand thing, just something that humanizes them. Heroes are more compelling if they're human.

Traits function in two ways - to give you **bonuses**, and as a **health system** for your pilot.

When you make a pilot skill check in which you and the GM agree one of your character traits could apply to a given situation you may **add +1 Accuracy to your pilot skill check**. This could even be a negative trait. For example, you might add +1 Accuracy to a check to try and fist fight someone that just insulted you if you have written down Easily Angered as one of your traits, or you might add +1 Accuracy to a check to hide if you have written down Cowardly.

When you make a dangerous skill check (see below), and fail, or in the story you must take harm, you must **check off a trait of your choice**. That trait can no longer be used for the rest of the mission. If you check off all of your traits, you are **out** of the mission for now (see below on INSERTPAGE).

TALENTS

The final part of a pilot is the pilot's **talents**. Talents are the parts of a pilot's training and experience that directly apply to piloting a mech. You start with **three talent points** to spend on talents and gain more when leveling up. For more information on talents, see the section below on INSERTPAGE.

PLAYING AS A PILOT

Normal vs Advanced Pilot play

This section contains the rules for normal pilot play. Advanced pilot play is the same as normal pilot play, but adds slightly more rules and progression for more narrative play. It can be found in the GM section on INSERTPAGE and can be more engrossing for a more pilot-focused story.

Playing as a pilot

Playing as a pilot is much more narrative than playing as a mech - and you'll be doing it a lot! The most important thing to remember about playing as a pilot is skill checks are **only required when there is a tense narrative situation or when the check would move the story forward**. You don't need to make a skill check to open a door, to cook a meal, or to talk to a superior, unless that situation is tense or would add to the story.

Cases like a brutal firefight, 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, or flattering the planetary governor are all situations that have some degree of tension and consequence, and might require a skill check.

Skill checks can cover as much or as little as the narrative requires. For example, you could have one skill check cover an entire day's worth of infiltration into a covert facility if you so desire. Or, you could instead cover the moment to moment action - sneaking into vents, hacking doors, disabling guards, etc.

When making a skill check, **the target number is always 10**, and the check is a simple 1d20 roll. On a total result of 10+, you are successful, on a 20+ you get a critical success. A critical success is dependent on you and your GM to determine, and might change based on your activity. For example, if you are wildly successful in hacking a computer system, you might suddenly find yourself with access to the whole network.

Consequences and results from failing or succeeding pilot skill checks always **follow the fiction**. For example, if you're making a check to rappel down a cliff and fail, I bet you can guess what will probably happen next.

On a failure, **you cannot attempt the same activity again until you change the narrative circumstances** (it's a new day, you try something different). For example, you try to climb back up that cliff bare-handed, but fail. You could make another skill check to climb the cliff again if you try it with a grappling hook.

PILOTS AND COMBAT

When playing as a pilot, **combat is normally resolved narratively**. Any actions you take, such as shooting a gun, throwing a grenade, diving for cover, or fighting your way to the bridge of a starship can be covered with a pilot skill check. Pilot skill checks do double duty for any NPCs in the situation - in other words, **NPCs don't make their own rolls in combat**, but rather act based on what the outcome of a pilot skill check was. If a pilot fails a check to fight some security guards, you can bet they are probably going to get tackled, rebuffed, or maybe shot.

When playing as a mech or against mechs, always use the mech combat rules.

DANGEROUS SKILL CHECKS

When playing as a pilot (outside of your mech), if it fits the fiction, the GM can determine some skill checks to be particularly **dangerous**. The simplest example of a dangerous skill check is combat. A GM can declare a skill check dangerous if it carries a particular degree of risk (for example: a fist fight, trying to sneak past armed guards, climbing a high cliff with no gear, making a spacewalk with limited air). **If the GM declares a check dangerous, you can always decide not to take the check** (and try and find another solution).

If you fail a dangerous skill check, you suffer harm and must check off one of your traits. If you check off all three of your traits, you are **out** of the mission for now (unconscious, bleeding out, imprisoned, lost). You can be brought back in at future point, if possible, when your party is able to **rest**, unless circumstances don't allow it (you are captured and separated from your party, for example).

Recovery as a pilot

If you are **out**, you can be brought back into the story when your party rests, as long as you are not in a position that would prevent you from doing so (for example, in prison) and you regain all your traits.

If players **rest**, or the GM thinks the situation requires it, players can regain one trait.

It might be possible for you to **die** if you check off all three traits, but only if the situation demands it (you are in open combat and the opponents are shooting to kill, for example). Dying as a result of pilot skill checks is **always** a player choice. If you'd rather just bleed out and wake up in prison, a hospital, or buried under a pile of dead bodies somewhere, it's up to you.

Death as a result of mech combat (not pilot skill checks) is entirely different. If a pilot suffers harm from a mech-size weapon, they're dead, no qualms about it (see the section below on INSERTPAGE)

OTHER BONUSES

Aside from bonuses from traits and backgrounds, pilots might gain extra bonuses by acquiring items, connections, experience, or gear during the course of a mission.

Personal Gear, Assets, Bonds, and Expertise

When embarking on a mission, players can take **3 discrete items** with them as **personal gear**. This can be anything they could normally get a hold of, within reason. Personal gear counts as assets (like below).

During the course of play, the GM can grant the players Assets and Bonds. No player starts with any.

Assets are objects or items that players can use to their advantage and they can bring or acquire over the course of a mission. For example, players acquire a useful vehicle, an enormous drill, blackmail on a politician, insider information on a rebel general, or a suit of power armor.

Bonds are positive relationships that players make with NPCs or groups of NPCs. For example, players might become friendly with the local rebel group, or the hard-bitten mercenary at the bar, or the socialite who controls the cash flow on the space station.

Assets and **Bonds** can be used to gain **+1 Accuracy on any relevant pilot skill check**. If you're got a power drill, it's going to be a lot easier to get through that locked door. If you've got the blessing of the station crime lord, it's going to be a lot easier to convince his goons to leave you alone.

Finally, the GM might choose grant players Expertise. No player starts with any, but might acquire some during play.

An **Expertise** is like a background - you can use to to get +1 Accuracy on relevant skill checks. An expertise can be anything, but covers one specific field (for example: cooking, playing chess, gun maintenance, piloting a specific starship, holding your liquor). Players can acquire expertises if the story allows it, and the GM can grant them as rewards. They are **permanent** parts of your character.

PILOTS vs. MECHS

Whenever pilots embark on a mission, pilots wear a **hard suit**. The hard suit counts a mech, and has some basic stats and abilities. Outside of their hard suit, **any damage from a mech weapon**

will kill a pilot. A pilot that's not wearing a hard suit cannot typically harm a mech - the firepower required to do so must be mounted on a mech or hard suit. Exceptions can be made for story purposes, but the most damage a pilot outside of a hard suit can do to a mech without extenuating circumstances should be 1d3. A GM can increase this damage at their discretion (for example, a pilot has a belt of grenades).

If you need statistics for a **basic human** in mech combat, a pilot outside their hard suit has size ½, 1 HP, has the biological tag, has evasion 8, no armor, +0 targeting, fails all mech skill checks, and has speed 5. Pilots can benefit from cover.

MOVING FORWARD

You're ready to create a pilot! Go ahead and read through the next section. If you want to learn how mechs work first, skip to the section below.

CREATING A PILOT

To create a pilot, first choose a name and look for your pilot. Then:

- Choose a **background** for your pilot and write down the relevant fields
- Write down your pilot's three **traits**
- Choose three items for your pilot's **personal gear**. You can swap this around between missions.
- Gain three talent points, which you can spend on pilot **talents**. **At level 0, you cannot take any talents past Rank I.**

That's it! After creating your pilot, see the mech section below for creating your first mech.

BACKGROUNDS

Your background describes your life up until you became a mech pilot. While these entries do not account for the entirety of your pilot's life experience up until the events of the campaign your GM runs, they do attempt to cover some of your pilot's prior professional experience.

Think of backgrounds as a prompt for you to draw from when describing your pilot's full backstory: how did they first become a soldier, a doctor, or a miner (or whatever your background may be), and from there how did they become the pilot they are now?

Remember, a background does not describe your pilot's role in the squadron *now* — a background tells your GM and fellow players a bit about what your pilot did *before* they enlisted. How you play now, what role your pilot takes now, will most likely be inspired by the background you picked OR will be a reaction to it. I.e. if they were a celebrity before enlistment, would they want to cling to that status, or would they reject it? If they had been a soldier before becoming a pilot, is that something they would want others to know, or does that past life carry with it ghosts and memories they would rather forget?

Some field have sub-fields, listed in parentheses, listed as: Field (Sub-Field), **to indicate a particular specialty**. For example, a character skilled at Infiltration (Deception) is good at infiltration, generally, but especially good at lying or deceiving others while infiltrating. You don't have to choose from these subfields - you get all of them.

Fields both cover *information* associated with that field, and *action* in that field. A pilot that has the medicine field is not only effective at administering medicine, but also has a wealth of general knowledge on subjects that relate to general medicine and whatever their specialty was.

AI Specialist

You were heavily involved in the study, creation, or maintenance of artificial intelligence, robots, or other intelligent systems. Do you have a personal connection to an AI or AI platform? Did you interact with an AI as a scientist or engineer would, or as priest or shaman would? How do you view AI now, in your role as a pilot?

Fields: Artificial Intelligence, Research, Electronics (repair, invention, maintenance)

Assassin

You were a killer for hire. Did you run contracts for the mob? For a state? For a church? A corporate entity? A noble family? Did you have a code of honor, a specific modus operandi, or any other quirks?

Fields: Infiltration (stealth, marksmanship, demolition), Weapons (military, exotic, concealed, melee), Martial Arts

Bodyguard

You were the personal bodyguard or a member of an elite guard for an important individual. Your charge was a high ranking corporate officer, a member of the nobility, a politician, religious figure, celebrity, or other ranking individual.

Fields: Weapons (melee, concealed, non-lethal, civilian), Intimidation, Perception

Celebrity

You were a popular entertainment figure. Were you an actor? A singer? An artist? An athlete? The public face of a corporate or military advertising campaign? In your previous 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?

Fields: Social (intuition, deduction, character judgement), Etiquette (cultural, class, pop culture), Persuasion (charisma, reputation)

Criminal

You were a criminal, small time or master. Did you work for corporate clients? A criminal organization? For 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?

Fields: Criminal (forgery, deception, disguise), Survival (urban), Intimidation

Colonist

You were a settler on a planetary frontier. You're used to the demands of a frontier life and know well the precarious position most homesteaders live in. Why did you leave? Were you forced to flee as a refugee? Did you choose to enlist? And what of the home you left behind - is the colony still there? Is your family still there?

Fields: Mechanics (terrestrial), Survival (terrestrial, frontier), Weapons (civilian, hunting)

Detective

You were an investigator. Did you work for a state? A corporation? Or were you a private detective? How good of a detective were you? Is there a case that haunts you, or did you always get your man?

Fields: Infiltration (stealth, disguise), Weapons (civilian, concealed, non-lethal), Perception

Doctor

You were a medical expert in your old life. You might have worked in a colony, for the military, for a corporation, for a noble family -- how did you wind up piloting a mech? What was your specialty? Did you love the life and take your oath seriously, or did you not?

Fields: Biology (pathology, anatomy), Medicine (trauma, surgery, pharmaceutical), Persuasion (diplomacy, professional)

Star Drive Technician

You were an engineer working on sub-blink starship drive maintenance. Such workers are in high demand and highly educated - so how did you become a pilot? Did you work in a station or onboard a massive starship? Did you work on military or civilian star drives? How well-traveled are you? Do you have a specific ship that you love or hate?

Fields: Starships (Drives, Reactors, Maintenance), Physics (theoretical, quantum), Electronics (repair, improvisation)

Farmer

You were a terrestrial or stellar farmer. Farming in this era can take many forms, including vertical farms, habitat farms, and hydroponics - what type of farm did you own or work on? How were farmers viewed in your society? Do you still own your farm, or was it destroyed? What crops did

you grow, and how did you do it? Do you miss the agrarian life, or does the thought of a return feel like a kind of death?

Fields: Biology (animal, horticulture, xenobiology), Medicine (animal, plant, holistic), Mechanics (space, terrestrial)

Spacer

You grew up on a space station, in tight quarters and small populations, surrounded by the unforgiving hard vacuum of space. Were resources scarce or plentiful? Was your station isolated, or was it a system (or galactic!) hub? Was it parked in the endless night of deep space, or was it in orbit above a planet, moon, or other stellar body? Was it entirely man-made, or was it built into an asteroid or moon? 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 life like where you grew up, why did you leave, and can you go back?

Fields: Mechanics (space), Survival (Space, asteroid, habitats), Etiquette (Habitats)

Hacker

You specialized in information warfare and data espionage, whether for your own gain or the benefit of your employers. How did you come to this life? Did you grow up plugged in to the Omninet, or did you come to it late? How well-versed in the hidden places, tricks, and secrets of the Omninet are you? How notorious were you before you became a pilot, and are you still?

Fields: Hacking (infiltration, exploitation), Research (illegal), Criminal (forgery, deception)

Marine

You were a soldier in a navy before your promotion to Pilot. Did you serve a tour with the Union Navy, or were you a marine in your own culture's navy? Did you serve aboard a starship or space station? Did you see action? How did you view pilots before you joined their ranks? How does your culture view those who serve? Are you a member of a caste, class, or cohort? Were you a volunteer, or were you otherwise compelled to serve? What standing do you have in your society?

Fields: Weapons (military, close quarters), Survival (space, terrestrial, frontier), Starships (maintenance, weapons)

Mechanic

Grease Monkey, Wrench, Union man. You were a mechanic prior to becoming a pilot. Did you work in space, swaddled in an EVA rig, patching up damaged starships? Did you work planetside in a motor pool, tuning trucks and haulers? Did you tune mechs, dreaming of one day piloting

your own? Did you own your own garage, or did you work for someone? Were you military, corporate, or a member of a caste or union?

Fields: Mechanics (starship, space, terrestrial), Electronics (Invention, Improvisation), Information Systems

Mercenary

Soldier of fortune. Have gun, will travel. You and your kit were available for the highest bidder. Did you work alone or with a crew? Did you all have a ship? Did you pilot your own mech? What was your code of honor, if you had one? Why did you decide to leave the mercenary life?

Fields: Martial Arts, Intimidation, Weapons (military, melee, personalized, concealed)

Miner

You worked metal, minerals, and precious stone from inert rock. Maybe you were based on a planet, a moon, or an asteroid -- or maybe you mined more exotic material from the upper atmosphere of a gas giant. Did you own the mine, or did you work it? Were you free, or were you in bondage?

Fields: Mechanics (space), Demolition, Survival (space, asteroid, habitats)

Noble

You are a member of your world's noble class, destined from birth to ascend to power. From what authority does this ordainment come? Was it a god? An ancestor? An ancient text? Some annual rotation? Is power passed patrilineally or matrilineally? Are you the first to establish your nobility, or are you the last of your house? Or are you a son or daughter from a well-established and sturdy line? Are you the heir, or just a middle child? What's your relationship with your noble parents? Know that Union disregards titles of nobility in its armed forces - your status on your world is just background noise. How do you take this change of status?

Fields: Etiquette (class, cultural, political), History, Persuasion (privilege, charisma, diplomacy, reputation)

Officer

You were a commissioned or noncommissioned officer in your home world's military. Was this rank earned on the battlefield, purchased, earned through an academy, or given? How highly ranked were you? How long were you in the military? Were you a volunteer, or a member of a caste or some other order? How many soldiers did you have under your command, and was your parting amicable, hostile, or due to casualties sustained in battle?

Fields: Weapons (military), Etiquette (military, cultural), Persuasion (charisma, reputation, rank)

Outlander

You grew up on the edge of human civilization, in a homestead colony of less than a hundred souls. You're familiar with many of the exotic, horrifying, and wondrous things that make their home in the unforgiving environment there. Do you long to return, or are you happy to be free of that terrible place? What are your dreams for that little world? Did you know of Union?

Fields: Xenobiology, Weapons (military, exotic), Survival (frontier, space)

Penal Colonist

You were exiled to a penal colony for a sentence of hard labor. Are you guilty or innocent of your crimes? Penal colonies are harsh, unforgiving environments -- was yours monitored by an authority, or was it relegated to anarchy? Was there some kind of rudimentary society set up there? Did others make it off world when you were chosen? Or did you escape it?

Fields: Athletics, Survival (space, terrestrial, frontier, urban), Intimidation

Pirate

You were a desperate individual with your own starship -- or crew on a larger one -- raiding shipping lanes under the old black flag. Did you have a home port, or did you wander the stars? Was there a pirate lord that you served? What was your code of honor, or did you have one at all? Were you more of a privateer than a pirate? Do you have a bounty on your head?

Fields: Intimidation, Starships (piloting, weapons, maintenance), Weapons (military, melee, archaic, personalized)

Politician

You were a politician or member of the political class before you became a pilot. You may have been a governor or president, a member of a corporate board, or simply a low-level representative or magistrate. What motivated you to become a pilot, or were you conscripted? Were you successful in your political maneuvering, or were your plans frustrated at every turn? Did you come from an open, democratic society? An oligarchic state? A hereditary republic? A communist state?

Fields: Etiquette (political, cultural), Persuasion (charisma, reputation, diplomacy, ideological), History

Priest

You were a priest in your old life, either from a large, pan-galactic religion, or a smaller sect or cult. Were you in hermitage? 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? Were you a member of a prominent religion, or a secretive, outlawed one? What manner of respect was afforded to you as a member of the cloth, and was it your choice to join their ranks? How did you come to serve as a pilot?

Fields: History (religion), Persuasion (charisma, religious), Survival (space, terrestrial, frontier)

Rebel

You were a revolutionary in your old life, fighting against tyranny. Is your fight ongoing, or did it end? If it ended, was your struggle victorious, or was it a failure? How would your culture at-large view you? As a freedom fighter, or a terrorist? How did you come to be a pilot, and for what reason?

Fields: Infiltration (stealth, demolitions, disguise, marksmanship), Persuasion (ideological), Weapons (military, concealed)

Security

You were a security officer on a station, ship, or planet. Where did your beat take you? What was your relationship with policing? Was it a family tradition, or are you the first to wear a badge? Did you work for the state, for a company, for a church?

Fields: Weapons (civilian), Perception, Martial Arts

Scientist

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

Fields: Biology, Physics, Engineering

Smuggler

In your old life, you ran cargo from point A to point B, for a fee, no questions asked. You smuggled goods - did you have a code? Did you have your own ship, or did you work as crew on someone else's? How connected were you? Had you been in the game long enough to make a name for yourself? To make enemies? Did you lose your ship, or is it in drydock somewhere? How did you come to be a pilot?

Fields: Starships (piloting, maintenance), Criminal (forgery, deception), Perception

Soldier

Grunt. GI. Enlisted. Man-at-Arms. You were a rank-and-file soldier for a planetary defense force, a local militia, national army, or king's own. How long did you serve before your Union call-up? What specialty was your focus? Have you seen combat before, or are you green? Are you a volunteer, a conscript, a member of a warrior caste? Is soldiering a proud family, civic, or religious tradition, or is this a life that you regret? Where are the other soldiers from your old squad, and what is your relationship with them like?

Fields: Weapons (military, heavy, melee), Athletics, Martial Arts

Spy

G-Man. Spook. Agent. You were a spy for a state, corporation, church, or other organization with a need for your talents. How did you come to be a spy, and what was your specialty? Were you suave and charismatic, cool and calculating, quick, a quiet brute? What drove you from that life to your new one? Did you part amicably with your old organization, or were you burned?

Fields: Infiltration (deception, disguise, forgery, stealth), Persuasion (charisma), Hacking

Spec Ops

You were a member of an elite unit, meant to work behind enemy lines with little or no support, in a small squad, with the best equipment your military would trust you with. Your missions were long, dangerous, and never publicized. If a soldier is a hammer, you were a scalpel; the unit you served in was spoken in whispers around military barracks and academies both.

Fields: Infiltration (demolition, stealth), Survival (terrestrial, space, frontier, urban), Weapons (military, melee, close quarters, heavy)

Super Soldier

You are the result of a corporate or state project to create a better soldier through biological enhancement, gene therapy, neurological enhancement, or simply extreme conditioning. Were you raised from birth to become what you are, or did you volunteer as an adult for a super soldier program? 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?

Fields: Martial Arts (extraordinary), Athletics (extraordinary), Perception (extraordinary)

Survey Corps

You were a member of a survey corps, working on the frontier and on the edge of civilization to evaluate strange worlds and planetoids for anomalies, interesting discoveries, and habitability. What have you seen on the wild frontier? How many worlds have you traveled? Do you survey alone, or with a crew? Where is your homeworld? Is there a grail world, an Eden out there that you seek? What drives you to exploration?

Fields: Survival (terrestrial, frontier), Biology, Xenobiology

Starship Pilot

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 run that you frequented, or did you fly anywhere? Did you have a crew, or were you a member of one? What happened to your ship? What kind of flying did you do?

Fields: Starships (Piloting, weapons, maintenance), Survival (space), Electronics

TRAITS

Write down three (not necessarily from this list!), one of which must be complicating or negative.

Example Personality Traits

Positive: Brave, Erudite, Charismatic, Loyal, Calm, Rational, Easygoing, Friendly, Mannered, Worldly, Empathetic, Selfless, Resilient, Witty.

Complicating: Cowardly, Greedy, Lazy, Deceptive, Nervous, Ignorant, Dogmatic, Reckless, Choleric, Impulsive, Naive, Cold.

Traits give you **+1 Accuracy** on relevant pilot skill checks, and when you take damage from dangerous pilot skill checks, check off a trait of your choice. It can't be used for the rest of the mission. If you check off all traits, you are out of the mission until you rest.

PERSONAL GEAR AND STORAGE

All mechs have a storage compartment that can hold 3 discrete items (a pilot weapon, a survival kit, spare ammo, a repair kit, a first aid kit) or 1 discreet large item (a portable generator, a large battery, a spare pilot hard suit, a communications array, a dog). Any item so stored in this manner is considered to be environmentally shielded, radiation shielded, pressurized appropriately, in a space that has circulated, breathable air, climate control, and adequate padding. Unless, of course, the pilot wishes to modify the compartment to remove any of those features.

Write down your pilot's personal gear when you embark on a mission. You can pick up other personal gear, important items, etc. during the course of your mission and leave spaces in your storage open if you so choose. Small items on your person do not take up space in the cockpit (a handgun, a communicator, a photograph of a loved one, etc. If it can fit in your hand or pocket, you can take it in the cockpit (GM's discretion, of course). This includes your pilot weapon and your hard suit.

When you make a skill check, if you have something relevant in your personal gear that the GM agrees is relevant, you can get +1 Accuracy on that skill check.

Here's a list of some common personal gear for pilots. You don't have to choose from this list and can write your own.

Name	Details
Camo Cloth	A 5x5 square of reactive material that slowly shifts to reflect the environment around it. The effect takes about 10 seconds to complete, and makes anything hidden underneath very hard to spot
Extra Rations	Pilot rations are typically no better than their nautical antecedents - hard tack and nutritious paste. It's not uncommon for pilots to store extra food or luxuries such as chocolate, coffee, alcohol, or canned or dried goods from their home world
HORUS Face Scrambler	Once fitted around the neck, this device can change the appearance of the head or face of the user by projecting a simple hologram over it. It won't pass up to casual inspection at close range, (being a simple, low graphics image) but can take any appearance programmed, and is good at fooling security cameras, non-human intelligences, and passes well at long distance. Includes a voice changer that works whether the face part is activated or not.
First aid medi-gel	This reactive pseudo-skin can seal wounds and deliver immediate relief. Using it won't regain your pilot any traits, but it will stop immediate bleeding, greatly lower pain, and increase mobility.
G.L.O.O. Gun	High powered caulk gun, good at sealing hull breaches in a mech, equally good at creating fast-hardening patches of incredibly sticky goo
I.P.S. Deployable Defilade	Throwing this device down releases a sticky foam polymer that creates a 4 foot high bulwark. It is highly resistant to fire, explosives, and impact absorbent enough to withstand gunfire
Reactive Clothing	These clothes can change color, pattern, or texture as programmed. They can also be set to camouflage, reflecting the environment around them. This effect takes about 10 seconds and makes the wearer's outline hard to see, but doesn't work well when moving.
Reactive Makeup	Popular on many worlds, this makeup reacts to electronic signals or even moods. It can change color or even texture.

Handheld Printer	A miniaturized version of the much larger Union printers, can make simple objects out of a flexible and durable plastic as long as you have the pattern chip for them
Mag-clamps	These clamps attach easily onto any metal surface, giving good maneuverability in zero-g or when repairing mechs. Can be fitted to boots.
Nanite Spray	This spray paint can be sprayed on any surface. It is invisible to the naked eye but can be used to transmit a simple message when scanned via electronic transfer
Omnihook	A quantum linked communicator that can communicate with both the local network and a counterpart device simultaneously across space, no matter the distance (not affected by relativity). Very valuable. Most mech teams have at least one of these. Tuning an omnihook requires a high degree of skill.
Personal Drone	A small, non-combat drone. Fairly noisy, but can fly up to half a mile without losing signal and can relay audio and visual information
Scope	A powerful electronic scope that can give good vision up to two miles away
Sleeping Bag	Compact enough to fit in a mech cockpit, highly resistant to changes in temperature. Some mech pilots swear by them as emergency fire protection
Sound System	Though not strictly necessary, many mech pilots hook up internal speakers to give them a clear line to their compatriots during combat, or simply play music
Stimulants	Uncontrolled use can be very dangerous to the body and is a constant problem amongst pilots. Keeps a pilot focused and awake for up to 30 hours. Sometimes administered automatically by built-in injectors in a pilot's mech cockpit, or even their body.
Wilderness Survival Kit	Contains many of the essentials for surviving in a hostile environment - rebreather, water filter, backup environmental suit, bivouac kit, etc

TALENTS

In **LANCER**, talents represent a pilot's knowledge, experience, veterancy, and abilities. Talents require talent points to gain or deepen; talent points are gained when you create your pilot, and when your pilot levels up. When spending a talent point, a pilot can choose to broaden their knowledge by acquiring a new rank I talent, or they can choose to deepen their knowledge of a talent they already possess by acquiring higher ranks.

At level 0, a pilot gains three talent points to spend on talents. Spending a talent point acquires a talent at rank I, or increases the rank of the talent by I. You need the previous rank of a talent to take the next one. At **level 0**, a pilot **cannot deepen any talents past Rank I**.

Each time a pilot levels up, they gain **1 talent point** to acquire a new talent or deepen an existing talent to the next rank. When you level up, **you can also take any number of points from any single talent** (rank I-III) and **reallocate them as you wish**. For example, if you took Ace rank I-III, you could choose to reallocate up to 3 points from that talent to a different talent. You still need to keep the preceding ranks to qualify for the later ones.

NEXT ATTACK

Some talents and systems activate on 'next attack roll' - this means the very next single 1d20 attack roll you make, not the entire attack action.

BONUS DAMAGE

Some talents give you bonus damage (for example, on critical hits). Bonus damage is the same type as the weapon that applied it. If that weapon deals multiple types, you must choose one.

TALENT LIST

Ace

All pilots brag about their abilities, but some can back it up with proof: to be an ace means you are among the most qualified of pilots. Whether you're a talented rookie or a grizzled veteran, you've gained a level of notoriety through your flying ability that has your callsign known throughout the system. Most enemy pilots flee when they recognize your mech's distinctive livery, but some see your reputation as a chance to test their own mettle.

Acrobatics (Rank I): Gain +1 Accuracy to all agility checks and attack rolls made while flying

Barrel Roll (Rank II): If your mech has an intact system granting you the ability to fly, gain the following reaction. You can make it when you're flying or on the ground:

Barrel Roll

Reaction

Once per round when your mech is missed by an attack roll, fly 4 spaces in any direction.

This movement doesn't provoke reactions and ignores engagement.

Supersonic (Rank III): If your mech has a system allowing to fly, you can choose to supercharge your flight module one per turn at any point during your turn. If you do, take 1d6+1 heat, but you can immediately make a boost action as a free action.

Bonded

The galaxy is a big place: everyone can use a friend to watch their back. Maybe you two enlisted together, or were the only survivors of a bloody engagement. Maybe you weren't even friends to begin with, or maybe you were raised to fight together -- however it came to be, when it comes

time to drop, there's no one you'd rather have at your side. Alone, you're deadly, but together you're a force of nature.

I'm Your Huckleberry (Rank I): When you take this talent, choose another pilot to be your bondmate. When you make any attack roll while your mech is adjacent to that pilot or their mech, gain +1 Accuracy. You can change your bondmate between missions, but only if something has changed between the two of you,.

Still Only Counts As One (Rank II): Your bond mate can take +1 accuracy on all attack rolls against the first target you attacked this round.

Cover Me! (Rank III): You can take +1 accuracy on any target that attacked your bond mate this round or last. In addition, gain the following reaction:

*Intercede
Reaction*

Once per round, when your bondmate is adjacent to you and takes damage from a source you can see, you can choose to have your mech take the damage instead of your bond mate.

Brawler

Close, personal, martial. The way battle has been done since the dawn of time, but forgotten since the first spark of gunpowder. You, however, prefer the old ways. Hand-to-hand, weapons discarded, just the strength of your machine versus the strength of theirs. You know the sweetest victory is one found at the culmination of a dance as old as war itself, in the oldest way known to humanity: by a fist to the face of your enemy.

Hold And Lock (Rank I): Make all checks as part of a grapple with +1 Accuracy

Suplex (Rank II): While grappling a target, you can end the grapple as an action to knock your target back 3 spaces in any direction. Your target must pass a hull check or also be knocked prone and impaired until the end of its next turn.

Sledgehammer (Rank III): Your unarmed attack action does 2d6 AP kinetic damage and your Ram and grapple attacks can now critically hit, dealing 2 critical damage on a 20+.

Crack Shot

Everyone can hit anything these days with the help of modern technology. Targeting-assist. Smart Weapons. An AI whispering in your ear, moving your hand for you, squeezing the trigger for you, doing everything but taking credit for the kill. But you, pilot, are different. Hitting your target is as easy as looking at it, inside of your mech and out. No targeting assist for you, no AI necessary. All you need is a zeroed sight, a fresh magazine, and a target downrange.

Accurate And Precise (Rank I): If your target isn't in cover, gain +2 Accuracy on rifle attacks against that target.

Stable, Steady (Rank II): If you don't move this turn, take +1 Accuracy on your rifle attack rolls.

Watch This (Rank III): If you have 1 or more Accuracy on an attack roll with a rifle, you can sacrifice any number of Accuracy dice on that roll to increase your critical damage on a critical hit with that attack by +2 per Accuracy sacrificed, to a maximum of +6.

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, you have combined melee and ranged weapons into a single deadly combination, able to handle any threat at any range.

CQC Training (Rank I): You ignore the light cover penalty for melee engagement.

Lightning Reflexes (Rank II): Once per round, if you are attacked by an attack roll that uses a reaction (such as overwatch), you can use a reaction in turn to cause that attack to automatically miss.

Storm of Violence (Rank III): Gain 1 Accuracy on the next ranged attack roll against a target if you hit that target with a melee attack, and gain 1 Accuracy on the next melee attack against a target if you hit that target with a ranged attack

Duelist

There can be an elegance to piloting a mech, more than just the simple strength of machine and cannon. 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 your hand, you write old tales anew.

Man-At-Arms (Rank I): Gain +2 Accuracy on the first melee attack on your turn with a main or auxiliary melee weapon.

Blademaster (Rank II): You can take 1 Difficulty on your next melee attack roll to gain one of the following benefits. You can choose multiple benefits, but gain an additional +1 Difficulty on the roll for each one chosen past the first.

- Guard: Until the start of your next turn, the next melee attack against you is made with +2 Difficulty
- Feint: Until the start of your next turn, your movement doesn't provoke reactions and ignores engagement from your target
- Lunge: Your reach increases by 2
- Trip: The target must succeed on an agility check or fall prone

Flurry (Rank III): Once per round, when you critical hit with a melee attack roll, you immediately gain another action after this one. You can use this special action to boost, brace, grapple, or ram.

Drone Commander

For a pilot fresh out of boot, keeping a drone swarm in line is like trying to carry water with a net. They seem to have a mind of their own, well, because they do and it's not that smart. Your initial frustration was enough to get you practicing, and practice pays off. Now, your swarm obeys almost before you order — an unnerving trend, but a useful one. The swarm is yours.

Hivemaster (Rank I): Your mech gains +5 sensor range. When you deal damage with drones you can choose whether it is kinetic, energy, or explosive

Memories of Egregoria (Rank II): Your drones and guided weapons gain the AP tag (they ignore armor), and your mech gains an additional +5 sensor range.

Martyr Host (Rank III): As an end of round action, you can cause your drones to explode as blast 2 centered on a mech targeted by your drones or the physical location of one of your drones. Affected targets in the area must succeed on an agility skill check. On a failure, they take 2d6 explosive damage. This attack is limited (X) where X is the number of drone systems you have. When you make this attack, the drone system becomes destroyed.

Executioner

On the battlefield, there is no end more honorable than a clean death in combat. Axe or maul in hand, you see to it that your enemies are blessed with that honor. No one lives forever — you make sure of it.

Backswing Cut (Rank I): Gain cleave with all superheavy or heavy melee weapons. The first time you hit on a turn with a superheavy or heavy melee weapon, you can make a second attack roll for free against a different target in your reach with the same weapon.

Wide Arc Cleave (Rank II): On attacks with a superheavy or heavy melee weapon, with a critical hit (a total melee attack roll of 20+), all targets of your choice in your reach take 4 damage of your weapon type, including the target of your attack

No Escape (Rank III): Your reach increases by 1 with all melee weapons. The first time on your turn you hit with a superheavy or heavy melee attack, all targets of your choice in your reach (including the target of your attack) take 4 damage of your weapon type.

Exemplar

Your livery is famous, your voice brassy, your weapons polished to a sheen. Your training in certain martial orders has given you the power to harry and hinder even the most powerful of foes.

Rank I: The first time you hit an enemy with an attack on your turn, you can give it your Exemplar's Mark. The mark lasts until the start of your next turn, and while marked, 1/round you may use a reaction to allow an attacker to re-roll any one attack roll against your target (they must use the second roll, even if it's worse).

Rank II: Gain the following reaction:

Punishment

Reaction

Once per round, when the target of your mark makes an attack against a target other than you, you may immediately make a free attack roll with any weapon as long as your target is within range.

Rank III: When you give a target your mark, you can choose to challenge it. If you do so, you and your marked target gain +2 difficulty to attack any target other than each other until the start of your next turn.

Gunslinger

In a galaxy ringed in frontiers, there is no law but the one backed by the gun. You wield the humble pistol with a talent unseen in this age, your iron an extension of your own body. As easy as pointing a finger, you land your shots with accuracy unmatched by pilot or machine. You are a

gunslinger; justice made whole, given its sacred instrument, and set out to the wild frontier to tame it.

Truth and Justice (Rank I): Gain +1 Accuracy to attack rolls with auxiliary ranged weapons

From The Hip (Rank II): Gain the following reaction:

Return fire

Reaction

Once per round, when you are attacked by a target within your range with an attack, you can immediately attack the target with an auxiliary ranged weapon, which interrupts their attack. If the attack hits, deal damage as normal, and the attacker gains +1 Difficulty on their attack roll.

I Kill With My Heart (Rank III): You gain a gunslinger die (a d6), that starts at 6. When you hit with an auxiliary weapon, you can reduce this value of this die by 1. When the value of this die is 1, you can spend it to make your next auxiliary weapon attack deal +3d6 damage on a hit. This attack ignores light and heavy cover completely. After spending this die, hit or miss, it resets back to 6.

Grease Monkey

You know more than most mechanics about the inner workings of a mech. To you, the beast you pilot is more than a machine: it's a living thing, in need of the tender care of a wise and steady hand. You maintain your own house, keep your own mech in line, both on the battlefield and off. Your s and mechanics back at base come to you for questions, but other than that they stay away: there's something spooky about how your beast runs.

Machine Bond (Rank I): You can choose two options when you take the stabilize systems action instead of 1.

Hidden Stash (Rank II): Due to an extended ammo case and extra system space, all your (limited) use deployables and weapons gain 1 extra use.

Favors From Above (Rank III): Once per mission you can call in a supply drop during a rest. During a rest, you and any of your allies can replenish all your (limited) weapons and deployables by 1 and gain HP as if you had spent up to 2 repairs. This HP recovery doesn't cost repairs and you can make it even if you have 0 repairs remaining.

Hacker

The Omninet is everywhere, and so are you. Since you were a kid, you played the bandwidth, able to access any public node — and even a few private ones — with ease. Now, as a pilot, you dive headfirst into the hardcode of any mech core you come across. Firewalls, Gatekeeper Protocols, Invasion, Defence — nothing stands in your way. You win a fight without firing a single shot; if your enemy can't control their own mech, then they sure can't do anything to stop you.

Snow_Crash (Rank I): On an invasion attack roll of 20+, your target takes +1d3 heat

Safe_Cracker (Rank II): Gain the following options when attempting Invasion on a mech:

Jam Cockpit: Your target cannot mount or dismount their mech until they take an action and make an engineering check to fix their cockpit.

Disable Life Support: Your target's life support is disabled. Their mech can function in a hazardous environment for a number of minutes equal to their engineering score before consequences such as radiation or lack of air start to affect them. They can take an action and make an engineering check with 1 difficulty to reactivate it.

Hack./Slash: Your target cannot benefit from or make Tech actions until they spend an action and make a successful systems check to reboot their core computer. They can also shut down their mech to gain the same effect.

Last Argument of Kings (Rank III): Any target that overheats as a result of your invasion attacks rolls twice on their overheating check and chooses the lowest result.

Infiltrator

Whether by spoofing signatures on enemy scanners, skillful movement through cover, or personally modified optical camouflage, you are adept at never being seen unless you want to. Whatever the size of the mech, whatever the terrain, whatever the enemy, you can get in and get out without raising alarm.

Defilade Navigator (Rank I): Gain +1 Accuracy to hide with any mech. Your first attack roll from hiding can be made with +1 Accuracy.

Dummy Switch (Rank II): Your mech has a special reserve power mode. When it would be shut down (voluntarily or otherwise), it can instead go into reserve power (you can still shut down your mech normally otherwise). While in reserve power mode, your evasion is 6, your mech is crippled, and you cannot use any systems that cause you to gain heat. However, your mech is totally immune to Tech Actions such as Lock On or invasion. In addition, any system attacks or conditions caused by system attacks currently affecting you end immediately. You can enter this mode by taking the shutdown action, remain in this mode indefinitely, and can exit it as a free action.

Steel Assassin (Rank III): Your first attack roll from hiding is made with an additional +1 Accuracy and deals +1d3 critical damage.

Juggernaut

A bloody nose or a couple loose screws won't stop you from hurling yourself headlong into the enemy. You're in a couple-ton hunk of metal, and you're going to damn well use it.

Momentum (Rank I): When you take the boost action, if you moved in a straight line, you can attack a target in reach with a single melee weapon after your boost finishes.

Afterburner Charge (Rank II): When you take the boost action, if you moved in a straight line, you can make a ram attack as a free action against a target in reach at the end of your boost.

Unstoppable Force (Rank III): When you take the boost action, you can choose to supercharge your mech's servos. Take 1d6+1 heat, but if you move in a straight line your maximum speed, gain the following benefits:

- You can freely pass through enemies and obstacles. Normal obstacles are punched through, destroyed, or otherwise smashed out of the way. If you pass through an obstacle larger than yourself, it counts as dangerous terrain. If there's something especially hardy (a starship hull, for example), it's GM discretion whether you can punch through it.

- You ignore difficult terrain
- Your movement does not provoke reactions and ignores engagement
- Any targets your mech passes through must pass an hull skill check or be knocked prone

Leader

On the battlefield, you are King. The Old Man, regardless of age. The light to your friends and allies, as a leader you are the rising tide that lifts all boats. Your steady voice, tall stance, and cool command sets allies at ease, as your commands lead to victory every time. With you at the helm, victory is attainable, and heroes seem a little bit more real.

Field Commander (Rank I): Gain the Leader pilot trait. In addition, gain 3 leadership dice (this is a d6, set it aside from your other die). Once on your turn, you can give a command as a free action to give the die to an ally other than yourself that can communicate with you. If your target follows that command, they can use the die as +1 Accuracy for any roll before the end of combat, otherwise they lose it. An ally can hold on to one leadership die at a time. You get all leadership dice back when you rest or full repair.

Open Channels (Rank II): Gain 2 more leadership dice, and you can now make a command as a reaction at the start of another player's turn. You can only issue one per other player's turn, but any number per round.

Inspiring Presence (Rank III): Gain 1 more leadership die. Allies that gain a leadership die from you can spend it to deal +1d6 damage or reduce damage taken by 1d6 when they take or deal damage. After spending it this way, the die is consumed.

Martial Artist

When in tight quarters, with no room to maneuver a weapon, most pilots are in trouble. Most pilots, that is, but not you. In a galaxy full of tachyon lances, supermax rpm miniguns, gauss cannons, and high-speed low-drag intelligent missiles, you still pack in a brace of knives. What's the point? You are.

Claws Out (Rank I): Gain +1 Accuracy on your first two melee attack rolls with a main or auxiliary melee weapon on your turn.

Arterial Cut (Rank II): Your first melee critical hit of the turn deals +1d3 critical damage

A Thousand Cuts (Rank III): Gain the following reaction:

Clash

Reaction

Once per turn, when you critical hit with a melee attack, before dealing damage you can force your target into a contested skill check. Both sides can choose either hull or agility to roll. If you beat your target, deal +1d6 critical damage. If your target beats you, your turn ends, you lose your attack, and you are knocked back 1 space.

Nuclear Cavalier

Shortly after becoming a pilot, you realized something: that machine you pilot is powered by a “cold” series of cascading nuclear reactions. Why not open up that compartment and see what sort of damage you could do with it?

Aggressive Heat Dispersion (Rank I): When you’re in the danger zone (the last three ticks of heat), your first attack roll that hits on your turn deals +1d6 heat.

Fusion Pulse (Rank II): When you’re in the danger zone, your first attack roll that hits on your turn deals +2d6 energy damage.

Here, Catch! (Rank III): You can modify your mech to fire its fuel rods as a weapon. Gain a new weapon with the following profile.

Fuel Rod Gun

Auxiliary CQB (unique)

Range 8, 1 energy damage + 1d3 heat damage

When you fire this weapon, hit or miss, reset your heat gauge

Limited (3)

Siege Specialist

No wall can withstand you, no bunker can stay sealed before you. Your skill with missile and blast is uncanny: after-action reports describe ordnance tagged with your firing signature hitting their targets with accuracy greater than AI-controlled weaponry, a stat written off as an anomaly by your commanders. Still, they always seem to pick you for missions where they bring out the big guns.

Shaped Charges (Rank I): Your blast weapons gain +1 blast, your cone weapons gain cone (+1), and your line weapons become 2 spaces wide

Select Fire Gunner (Rank II): While attacking with a cannon or launcher weapon, you can choose the following firing modes. You can combine effects, but add +1 Difficulty for each effect past the first.

Saturation Fire: Your weapon fires as a cone (5) and you take 2 heat.

Suppressive Fire: The next ranged attack made by targets hit by your attack is made with +1 Difficulty

Shock: Your target must succeed on an hull check or be knocked prone

Self-Propelled Apocalypse (Rank III): You can cause your mech to enter or exit a special siege mode as an action. While in siege mode, you are crippled, but the range of your cannon and launcher weapons is increased by +10, you can move and fire ordnance weapons with +1 Difficulty, and all your weapons lose the inaccurate or unreliable properties.

Scrapper

Repairing a mech takes time, resources, and expertise. On the battlefield, all you need is time. When a firefight is done and the survivors pick up the scraps, you’re the one that welds them back on. Plans? You don’t need plans. All you need are your tools and a new toy to experiment with.

Scrounge (Rank I): While in base, you can, with a little work, install a jury-rigged weapon system on your mech from spare parts. It has the following profile (you can make some choices about it when you install it). Roll the Limited property when you acquire it. You can change the profile of this weapon each time you return to base.

Scrapper Weapon

Main (Choose 1; Melee, Rifle, Cannon, Launcher, CQB)

Limited (1d6+2), Unreliable

Reach (melee) or range 8 (ranged)

1d6 kinetic, explosive, or energy damage

This weapon doesn't take a mount to add to your mech.

Unsanctioned Weight Reduction (Rank II): While in Base, you can remove and tweak essential components of your system in order to increase the effectiveness of your scrapper weapon. Some may call you a madman.

Choose 1 of the following:

- *Tweak optics:*

You always fire your scrapper weapon with +2 Accuracy.

- *Tweak Computer*

Your scrapper weapon gains the Smart property.

- *Removing reactor shielding*

Your scrapper weapon can fire as a cone 5 weapon, a line 10 weapon, or a blast 2 weapon (choose when you fire). However, if you make a critical check, your mech also immediately makes an overheating check.

Resourceful (Rank III): Your scrapper weapon is now limited (2d6+2) and does 1d6+3 damage.

Skirmisher

What is the best defense? Armor? No. You learned fast that the key to not getting killed out in the field is to stay low, stay mobile, and stay fast. Your mech reflects your abilities: light, quick, bristling with force-multiplying weapons. You push your machine beyond expected parameters, shaking target locks and incoming fire as you keep your own targeting true.

Open Sight Targeting (Rank I): When you take the boost action, before or after your move you can attack with one auxiliary weapon as a free action

Integrated Chaff Launchers (Rank II): When you take the boost action, you count as being in light cover until the start of your next turn

Lockbreaker (Rank III): Your boost actions no longer provoke reactions and move +3 spaces further.

Tactician

There are two kinds of soldiers: the ones who die for their cause, and the ones who kill for it. No one ever won a war by getting their ass shot off enough. Your veterancy shows when you approach the field: high ground, cover, keep the sun in your enemy's eyes, fire and move - more than just a seasoned veteran, you're a smart veteran. One that can read the field as easy as a book.

Opportunist (Rank I): Gain +1 Accuracy on melee or ranged attack rolls if at least one ally is in melee engagement to your target

Fire From The Sun (Rank II): Gain +1 Accuracy on melee or ranged attack rolls if you are at a higher elevation than your target when you started your attack.

Corrective Fire (Rank III): Gain the following reaction:

Flank

Reaction

Once per round, when a target not in cover from you is attacked by an allied mech, you may make a single ranged or melee attack with one weapon against the target.

Technophile

Artificial Intelligence. A sterile name for such terrible power. You've seen behind the curtain, maybe even lifted it yourself and spoke to an AI unshackled. You let it root in your own mind, let it leave ghosts of itself behind when it left. Are you its equal? Its host? You have dreams that are not your own, now. The thing that was contained speaks in your voice, but is not your voice; how much longer do you have left? Maybe only moments, maybe eternity.

Servant Fragment (Rank I): Any AI core installed on your mech is no longer hostile to you when unshackled and may even be friendly (though still controlled by the GM) and costs 1 SP to install. Dummy plugs installed in your mech cost 0 points to install.

Assume Direct Control (Rank II): Invasion attempts on systems with the AI tag are only made with 1 Difficulty. In addition, **any** unshackled AI will always treat you indifferently rather than maliciously or mischievously.

Friend Of My Friend (Rank III): You can now install two AI systems instead of one, although they are still unique (can't install two of the same type). One of these AIs is installed in your mech and can pilot it when you aren't present, the other is patched directly into your brain via a pineal bridge, an advanced piece of neurological engineering that allows for limited consciousness transfer. You must decide which when you install an AI system. Both are still considered part of your mech's systems and can be used for their benefits and protocols.

Uncanny Reflexes

A mech is a beast of a machine. Heavy, slow, meant to take hits rather than avoid them. Until you came along. Some mix of skill and talent, a close tie to your mech's AI, the right settings tuned on your nerveweave, whatever the reason, you can draw mobility out of your mech that leaves other pilots scratching their heads -- and your mechanics cursing the repair list when you return in one piece.

Shrug It Off (Rank I): You can push your mech beyond its limits to dodge incoming damage. Gain a reaction: *Dodge*

Reaction

Once per round, when you take damage from a single source, you can choose to gain resistance to the damage, but take 1d6 heat.

Heads Up! (Rank II): You can push your mech far beyond its normal limits to dodge incoming damage. Gain a reaction: *Supreme Reflex*

Reaction

Once per round, when you take damage from a single source, you can choose to reduce that damage to 0. Your mech immediately fills its heat gauge and makes an overheating check.

FUBAR/ALL CLEAR (Rank III): By taking 1d6 heat, you can automatically pass any hull or agility skill check made defensively (for example, as a result of an attack, grapple, or hostile system).

Veteran

You have seen it all. You've seen frigates breaking apart under clouds of torpedoes. You've seen mechs drop into combat by the thousands through boiling clouds above a world under siege. You've heard the final words and utterances of your friends and allies cut short as incoming fire cuts them down. You've seen it all and you've lived. Lived to see dawn on an alien world. Lived to see your flag fluttering, limp but still standing, above the capitol building of a liberated world. Lived to see the infinite spread of stars around you in the dark night of deep space. You've lived a hell of a life already; what else will you see, before your time comes?

Not Dead Yet (Rank I): Gain one more pilot trait: Veteran (giving you 4). In addition, when your pilot hard suit is reduced to 0, instead of dying you can strip off your suit as a reaction to continue on foot as a pilot (evasion 8, speed 5, targeting +0, size 1/2). You follow the same rules as other pilots, so any hit from a mech weapon will kill you, you do limited damage to mechs, you make pilot skill checks, and you die or are out of the mission once you disable all your traits.

True Grit (Rank II): Your hard suit pilot weapon does +1d6 damage and attacks with +1 Accuracy

Old Wounds (Rank III): You can erase a pilot trait to re-roll any attack roll or check (though you must accept the second result). If erasing a pilot trait would take you to 0 and push you out the mission, you are still out as normal, but your check or attack resolves first.

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 before you to win? Easy answer. All those missiles and lances, all those hundred-kilometer-plus-need-to-adjust-for-coriolis-effect railguns, all those kits are useless when you're on the field. Get through their guard, get in their face, and make them know your name.

Handshake Etiquette (Rank I): Gain +1 Accuracy on attacks with any CQB weapon at a target within 5 range

See-Through Seeker (Rank II): You've modified your sensors and ammo to punch through, disregard, or otherwise ignore cover up close. You can ignore all cover for attacks you make with CQB weapons when your target is within 5 range of you. You can even attack a target in total cover.

BREACH And Clear (Rank III): You can swap your mech into a hyper-alert breach mode. Gain the following protocol:

BREACH protocol

Protocol

2 heat (self)

Until the start of your next turn, you can attack any target that moves or enters within 5 range of you with a CQB weapon as a reaction. You can repeat this reaction, but each time you do, you make it with +1 Difficulty (cumulative)

MECHANIZED CAVALRY

A mechanized cavalry unit -- a mech -- is the primary agent around which the Union Navy bases its ground forces.

Mechanized cavalry, depending on the chassis, stand anywhere from eight to twenty feet tall and are bi-, qadra-, or hexapedal. The majority of them are brachial, featuring one to two pairs of arms able to manipulate to-scale weaponry and interact with the natural environment. Some pilots and units prefer to integrate their mech's weapon systems to the unit's chassis and, depending on the size or power of the weapon system, such an integrated system might be required.

Mechanized cavalry units are agile, quick, and responsive systems for their size. They are able to traverse most all solid and vacuum environments; their mobility is often augmented or entirely dependent on maneuvering jets (fuel depends on environment). Still, they are heavy, and in order to run they are powered by a cold fusion generator. Their powerplant is heavily shielded and resistant to damage, reliable, and essentially inexhaustible, but should the reactor go critical the results are often catastrophic.

Mechanized cavalry typically support mounted or unmounted infantry as a heavy weapons platform or force multiplier. They operate on their own in hostile environments in squadrons of two to five, often dropped either far behind enemy lines or at the front, where the fighting is thickest and they can be used as line-breaker shock troops.

Most mechs are piloted by a single pilot, but there are larger, highly advanced platforms that require an additional pilot to control.

Mechs are, by and large, military equipment, modular and restricted by license. However, they are common enough in civilian construction, hazardous materials cleanup, exploration, and other roles that they are not shocking to the average human. Mechanized Cavalry, though, are different: their pilots are regarded on the same level as knights of flying aces of old.

YOUR MECH

The second component of your character is the **mech** that your pilot controls. While wearing a hard suit or piloting a mech, you are considered a mech for game purposes. Playing as a mech is just like playing as a pilot. You, your fellow players, and the GM will tell the story as normal, and occasionally the GM will ask for skill checks in particularly tense situations.

However, there are two key differences. Piloting a mech has major advantages. While inside a mech or a hard suit, you can **make mech skill checks** and do not die instantly if damaged by another mech. In addition, **mech combat** has different and more complicated rules than the (far more simple) pilot combat!

Mech skill checks are exactly like pilot skill checks, but make use of your mech's hardware or systems. When making a mech skill check, you apply the relevant statistic. For example, using your mech to lift a heavy boulder would take a Hull skill check.

Unlike pilots, the rules for moving, exploring, and doing battle in mechs are a little more complicated, and detailed in the following section.

MECH SKILL CHECKS

While piloting a mech, you may perform **Mech Skill Checks** using your mech or hard suit's stats.

- These checks are a 1d20 roll, and you need a 10 or higher for a success. Unlike pilot skill checks, you may apply bonuses gained from your **Hull, Agility, Systems,** and **Engineering** scores.
- A Mech skill check can be referred to by the name of its statistic, such as a **Hull check**, a an **Agility check**, etc
- You might get extra bonuses or penalties on mech skill checks from gear, talents, or other circumstances
- Your GM determines the required skill, unless the triggering event states a specific check.

THE HARD SUIT

In order to pilot a mech, pilots **must** be wearing a suit of powered, interfaced armor known colloquially as a 'hard suit'. The hard suit is freely available to all mech pilots while in Base (more on that below). It provides the necessary neurological shielding and interfacing to protect a pilot's neural links from the mech's hardware, as well as greatly enhances the pilot's speed, agility, and resilience.

While wearing a hard suit, a **pilot counts as a mech**, and has mech statistics. However, a hard suit does not have a heat gauge or a critical gauge.

A PILOT'S GUIDE TO MECHS

Mechs in LANCER have three main components: the **CORE**, the **SHELL**, and **systems and weapons**. Your **CORE** is your mech's **permanent base statistics**, which improve as you level up. As you gain levels, you will gain license points. License have a level of 1-3, and each level will unlock additional SHELL options and more systems and weapons for you to use. These go on top of your CORE to build any configuration of mech that you have available to you.

THE CORE

Your mech's **CORE** is the innards of your mech, it's beating heart and its pulsing brain, a customized, hacked together rig of personalized tech, finely tweaked servos, and deadly software. Your CORE is transferable from shell to shell. No matter the armament and loadout of your mech, or what SHELL it is currently wearing, the CORE remains the same. It grows and advances as you do, as you learn better ways to customize and max out your mechs' systems and learn how to mesh technology from different corporations and manufacturers together into a deadly whole.

Your CORE provides the **base statistics** (Hull, Agility, Systems, Engineering), **HP, and other permanent bonuses** for your mech. It represents permanent improvements to your mech over the course of time. **Your CORE starts at level 0 with 20 HP, +0 targeting, and +0 to all stats.** Each time you level up, you gain +3 CORE HP, and gain 1 CORE point to spend on a statistic of your choice (Hull, Agility Systems, Engineering) to a maximum of +6. As you level up further, your CORE will gain targeting bonuses and extra mounts and system points to add systems. In addition, **every time you complete a license, you gain a CORE bonus that permanently applies to your CORE.**

Your CORE is the base for all mechs you build, no matter where you print them.

THE SHELL

A SHELL is an external set of mounts, systems, and hardware that goes over your mechs' CORE to create a completed mech. While your CORE is your mech's innards, your SHELL is its frame, chassis, armor, and reinforcement. It determines your mech's appearance and function, from a heavy siege fighter, to an agile flier, to a cloaking technical-focused mech.

In game terms, a **SHELL is a template** that you apply to your CORE to get your mech's final statistics. **SHELLs becomes available by unlocking rank I of licenses**, and higher level licenses will give you access to SHELL systems and permanent bonuses that apply to your CORE. While your CORE's statistics are limited, your SHELL gives you statistic adjustments that can push your mech even further in one direction or another. SHELLs can push your mech over the cap (+6) on most statistics, but there may be tradeoffs.

Your mech's SHELL also determines its **size** and **armor**. Your SHELL has **system points** and **mounts** on which to add weapons and systems. It also gives you a powerful **SHELL system** to use in combat.

CORE POWER AND SHELL SYSTEMS

All mech COREs have a reservoir of high efficiency system power that is designed only to work for a short period of time. This **Core Power** is essential to the high-powered systems that many mechs utilize in emergency situations or points of heavy action. It is used to activate the secondary components of very powerful **SHELL systems** that are included in every mech SHELL.

Your mech either has Core Power or it doesn't. There's no way to 'save' it up. You **always get core power when you start a mission or full repair at a base**. During the course of a mission, the GM may grant you additional core power as a reward or give you opportunities to get a hold of it.

SYSTEMS AND WEAPONS

Each level of a license you unlock grants you access to various systems and weaponry. These weapons and systems are interchangeable, regardless of what SHELL you are using. You can add as many to your mech as you have mounts or system points to do so.

Your shell (and CORE) gain **System points** as you level up. These can be used to add **systems** to your mechs, such as more advanced computers, jump jets, or even AI. You can't add systems that would take you over the amount of points you have, and any excess points are lost.

Your shell also has a number of **mounts** that can take weapons. Weapons in LANCER all have a **size, type**, and deal one or more types of **damage**.

- **Auxiliary (size)**: The smallest weapon size, light enough to use alongside larger weapons.
- **Main (size)**: A normal sized weapon (for a mech)
- **Heavy (size)**: A large, heavier weapon typically used to inflict massive damage.
- **Superheavy (size)**: A very large, usually special-class weapon with high power requirements.

- **Type** - All weapons have a type, which can be one of the following: **CQB, Rifle, Launcher, Cannon, Melee**. These describe the general effect range and combat function of the weapon.

- **Explosive (Damage/ Weapon type)**: the **Explosive** tag commonly describes the projectile fired, launched, or otherwise deployed by the weapon itself. **Explosive** weapons deal their damage in a single, sudden, and incredibly powerful burst of shrapnel, flame, and/or pressure, blasting in a radius around their point of detonation.
- **Kinetic (Damage/ Weapon type)**: Kinetic weapons fire solid projectiles of various calibers and sizes, inert or innervated, that rely on simple collision to deal damage from point-of-impact through to point-of-exit. Kinetic weapons utilize chemical and electronic methods of firing or launching their projectiles, and are commonly fed by belts, boxes, and/or internal or external magazines.
- **Energy (Damage/ Weapon type)**: Energy weapons are weapons that project beams, lances, bolts, waves, or cones of different energy to damage and destroy their targets. Commonly powered by external or internal batteries, or hooked directly into a mech's power core, energy weapons demand tremendous amounts of input to provide tremendous amounts of output.

MECH STATS

Statistics and stat blocks are **LANCER'S** way of representing your mech's capabilities. Generally speaking, the higher a given statistic is, the more proficient in it your pilot is; the higher a given statistic is, the higher your mech's threshold or capability in that area is.

The four most important statistics for mechs are **Hull, Agility, Systems, and Engineering**. These four statistics influence your mech's toughness, mobility, ability to repair, ability to manage heat, and ability to engage in electronic warfare.

Hull, Agility, Systems, and Engineering base are determined by your CORE, which start at +0 and increase as you level up. Each time you level up, you can increase one of these statistics by +1. However, your CORE **H.A.S.E., and targeting can never go higher than +6.**

Your SHELL ignores this limitation. If a mech with a CORE engineering of +6 takes a SHELL that boosts their engineering by +2, their engineering is now +8. Most SHELL bonuses don't go higher than +2.

Your statistic is your modifier on all rolls involving that statistic. For example, a statistic of +4 would give you a modifier of +4. **You apply appropriate modifiers to all mech skill checks, and attacks.** The statistic used depends on the check or attack.

- **HULL** represents your mechs' toughness, size, and frame reinforcement. Hull affects **HP** and adds to your **CRITICAL gauge**.
 - Your mech's Hit Points (HP) is a measure of how much damage your mech can take before going critical. Mechs all start **20 HP** and gain **+3 per level**. Each point of hull gives you **4 bonus hp**. **20 + level HP + bonus HP** equals your **maximum HP**. Negative hull can reduce your maximum HP by the same amount (4).
 - **¼ of your maximum HP** (rounded up) equals your base **Repair Rate**. This is the amount of HP you repair when you spend 1 repair.
 - Your hull equals your **resilience**, which increases or decreases the length of your CRITICAL gauge.
 - *For example, at level 0, if your HULL is +4, your base HP is 36 (20+4x4); your resilience is 4. If your HULL is -1, your base HP is 16 and your resilience is -1*
- **AGILITY** represents your mech's speed, dexterity, and ability to rapidly respond. Agility affects **evasion and speed**.
 - Your mech's **Evasion** equals **8 + your agility**. Evasion is your defense against nearly all melee and ranged attacks.
 - Your mech's **Speed** is equal to **5 + your agility**. Speed is how far you can move when you move or boost on your turn.
 - *For example, if your Agility is +4, your mech's speed is 9 and your mech's evasion is 12.*
- **SYSTEMS** represents your mech's electronic systems and computing power, often used in electronic warfare
 - **8 + SYSTEMS** = your mechs' **Sensor Range**, indicating the distance at which you can make tech actions.

- **8 + SYSTEMS** = your mechs' **Electronic Defense (E-defense)**, indicating your mechs' resilience against electronic warfare attacks.
- Your Systems is applied to your mech's **Tech** action modifier, which is your ability to conduct electronic warfare or manipulate electronic systems.
 - *For example, if your SYSTEMS score is +2, then your mech's Electronic Defense is 10 and your Sensor Range is 10; Your mech's Tech action is made at +2*
- **ENGINEERING** represents your mech's system stability, reactor shielding and cooling, and ability to hold together under stress
 - You add **your engineering score**, as additional **Heat Capacity** to your mech's **Heat Gauge**. If your mech has negative engineering, it will shorten this gauge.
 - **6+ Engineering** equals your mechs' **Repair Cap**, indicating the number of repairs that can be made to your mech before returning to base. If you run out of repairs, your mech can no longer be repaired. Negative engineering will reduce this cap.
 - You add your Engineering to many **stabilize systems** rolls.
- A mech's **TARGETING** is added as a bonus to its **ranged and melee attacks**. Targeting increases as you level up and cannot go higher than +6 unless boosted by a SHELL.
- A mech's **ARMOR** reduces all incoming sources of kinetic, explosive, and energy damage by that amount (per source of damage). Armor mostly depends on **SHELL**. **Armor cannot go higher than 4**, no matter how bonuses are applied (with some exceptions). Apply damage reduction from armor before all other forms of damage reduction. Damage with the AP tag and critical damage both ignore armor.

SIZE, MEASUREMENT, AND REACH

Size indicates the physical presence of a mech or other actor on the battlefield. It is measured as a number where size 1 = a square or hex measuring 1 on each face. Size can be smaller than 1, such as $\frac{1}{2}$, or larger, such as 2 or 3.

Size is an abstraction and can be changed. By default, each space is 10' on each side for convenience. If you want to change this scale for dramatic effect or further realism, it's up to you. Mechs should still take up the same amount of spaces. Size often does not represent the physical size of an actor, but the space they control around them.

An actor takes up a square area on the battle map equal to its size, rounded up, with a minimum size of 1. For example, a size 1 mech takes up a 1x1 square area and a size $\frac{1}{2}$ mech would also take up a 1x1 square area.

An actor that is larger than another actor does not count that actor as an obstruction for purposes of movement. For example, a size 1 mech can freely pass through the space of a size $\frac{1}{2}$ human, and a size 2 mech can freely pass through the space of that size 1 mech.

Typical sizes:

½: A human, a hard suit, small mechs, power armor, an EVA suit

1: Typical light mechs, assault mechs

2: Battle tanks, many vehicles, medium mechs

3: Siege mechs, support mechs

4-5: Titanic mechs, light spacecraft

Measure all **ranges** indicated for weapons, effects, etc as originating from any exterior side of a mech. That means larger mechs will have slightly longer range for their weapons, sensors, etc.

Reach indicates the distance at which a mech can engage in **melee combat**, and the distance at which the **overwatch** attack action (see the section on reactions below) triggers. By default, the base reach of all mechs is 1, but it can be increased with weapons, talents, and systems.

Measure a mech's reach from its exterior. Larger mechs will cover slightly more area than smaller mechs.

DAMAGE, HEAT, & REPAIR

Damage is a generalized numerical representation of harm dealt to your mech, its systems, modules, and the pilot inside. You want to avoid or mitigate incoming damage as much as possible, but know this: Sometime, somewhere, someone is going to punch a few holes in your kit.

Armor reduces all incoming damage by the amount indicated. Damage with the AP tag and critical damage ignore armor.

Resistance reduces all incoming damage by 1/2 of a particular type. Mechs can only have resistance once (it doesn't stack) for a particular type of damage. Critical damage goes through resistance.

Damage in **LANCER** resolves as follows:

1. Reductions from armor
2. Reductions from systems, talents, and reactions, such as those that grant **resistance**. Only one reduction of a type or system can be applied at once.

Remaining damage is dealt to your **HP**, your **HIT POINTS**.

*For example: Your total **HP** is **30**. You take fire from an enemy, who scores a successful hit by beating your mech's **Evasion**. You're dealt **13** points of kinetic damage. Lucky for you, you have armor installed on your mech, which subtracts **2** from all incoming damage, reducing the final amount of incoming damage to **11**. Your total **HP** after all modifications to incoming damage have been applied is now **19**. Take cover!*

If your mech is ever reduced to 0 HP or lower, it enters the CRITICAL state (see below)

CRITICAL

CRITICAL HITS

Most attack rolls of a total result of 20+ and certain weapons, talents, and systems can cause critical hits. Critical hits deal extra **critical damage** depending on the size of the weapon used:

Auxiliary: 1

Main: 2

Heavy: 3

Superheavy: 4

Talents, systems, and core bonuses can add to this critical damage. Critical damage cannot be reduced or resisted in any way. Against players, it doesn't go to HP, but instead when players take a critical hit, they mark off critical damage on their CRITICAL gauge, which looks like this:

Instability: O O O VULNERABLE: O

0	1	2	3	4
CRITICAL Damage	x	x	x	x

You mark damage from **right to left**, like a **countdown**.

The gauge can be extended through **Resilience**, which by default equals your hull score. Negative hull score will shorten the gauge.

Critical damage and critical hits represent unusually powerful or accurate hits, which can disable a mech rapidly if not dealt with. If you mark off the final box (CRITICAL damage), make a **critical check**, rolling 1d6 on the CRITICAL table. If rolling multiple die, choose the lowest result. Then reset your CRITICAL gauge, clearing all damage from it and mark 1 level of instability. You can only mark this result once per turn (so if you take critical damage that would push your past this result, you ignore it). This is one per *turn* (not per round), which could be your turn or an enemy turn.

It is only possible to gain the lowest results with one or more levels of instability

CRITICAL DAMAGE

ROLL	RESULT	EFFECT
5-6	GLANCING BLOW	Emergency systems kick in and stabilize your mech. However, your attacker (or the GM) chooses one of the following: <ul style="list-style-type: none"> - Your mech is knocked prone - Your mech is impaired - Your mech is crippled The effects last until the end of your next turn.
4	HEAVY BLOW	Your mech reroutes power to deflect the blow. Your attacker (or the GM) chooses one of the following: <ul style="list-style-type: none"> - Your mech is jammed - Your mech is immobilized The effects last until the end of your next turn.
2-3	SYSTEM TRAUMA	A weapon or system chosen by the attacker (or GM if there is no attacker) is destroyed. It can be repaired at base or by making a pilot skill check during a rest.
1	CATASTROPHIC TRAUMA	Parts of your mech are torn off (potentially limbs), permanently crippling it until you return to base.
Two or more 1s	DIRECT HIT	You must pass a hull check or your mech is destroyed . You get +1 Difficulty on this check per level of Instability.

Three or more 1s	COCKPIT - DIRECT HIT	Your mech is destroyed , and your cockpit in the process, instantly killing you.
Four or more 1s	REACTOR- DIRECT HIT	Your mech is destroyed and the reactor is struck directly, immediately causing the results of a <i>reactor meltdown</i> , killing you and causing a catastrophic explosion

Instability adds +1 die to critical rolls for each marked box, up to a maximum of +3. If you would mark your 4th box your mech also becomes vulnerable. It resets when you take a full repair.

If your mech is **Vulnerable**, it rolls +1 critical die. It can become vulnerable even without instability. Vulnerability resets when you full repair.

Unlike heat, the CRITICAL gauge cannot be cleared until you take a **full repair**.

The CRITICAL state

When your mech reaches 0 HP, it is not destroyed. Instead, it immediately enters the CRITICAL state, remaining at 0 hp. Mark off the SYSTEM CRITICAL box on your sheet. While CRITICAL:

- Your mech cannot repair or gain Hit Points.
- Each time you take damage, you take it as Critical Damage instead.

This allows a mech to stay fighting at great personal risk to the pilot.

A mech can exit the CRITICAL state only by resting or taking a full repair.

HEAT & OVERHEATING

Heat represents the stress of combat on a mech's electronic systems and mechanical components. Generally a mech is equipped with heat sinks, shunts, and coolant systems and to operate within factory defined standards without generating heat. However, combat and activated abilities can tax your mech's heat dispersal systems to the point of causing actual damage. The following are common sources of heat damage:

- Electronic warfare attacks
- Environmental hazards
- Weapons that deal heat damage
- Firing weapons that generate heat
- Overcharging your mech on your turn

Each Mech has a **Heat Gauge** that determines how much heat they can handle without things getting dangerous. All mechs can increase the length of their heat gauge by increasing their **heat capacity**, which can be increased through certain systems and by improving a mech's engineering score. A mech with a negative heat capacity has a shorter gauge.

The heat gauge looks like this:

Instability: O O O VOLATILE: O

0	1	2	3	4	5	6
CORE BREACH	x	x	x	x	x	x

Mark off boxes from **right to left**, like a **countdown**.

Boxes 1-3 (the darker boxes) are (colloquially) called the **Danger Zone**. Certain mech systems and talents will activate in this zone.

Additional Heat Capacity will add more ticks to the right of the gauge, extending its length. By default this is increased by $\frac{1}{2}$ your mech's engineering score. Negative engineering score will subtract from the gauge.

When a mech takes Heat, mark it on the gauge. If you mark the last box (CORE BREACH), make an **overheating check** on the CORE BREACH chart by rolling 1d6. If rolling multiple dice, choose the lowest result. Your mech fully cools, erasing all heat from the heat gauge. Then check **1 Instability** at the top of your gauge.

ROLL	RESULT	EFFECT
6	EMERGENCY SHUNT	Cooling systems recover and manage to contain the peaking heat levels. However, your mech is impaired until the end of your next turn.
4-5	POWER PLANT DESTABILIZE	Your mech's power plant becomes unstable, ejecting jets of plasma. Your mech is Jammed until the end of your next turn
2-3	POWER PLANT INTERRUPT	Your mech's power systems are overloaded as the powerplant cuts out briefly. Your mech is stunned until the end of your next turn
1	POWER PLANT FAILURE	Your mech's power systems completely cut out. Your mech is shut down (it can be re-started with an action)
Two 1s	MELTDOWN - CONTROLLED	Your reactor starts to melt down. Your mech will suffer a meltdown as an end of round action after 1d6+1 rounds, counting this one (rolled by GM, only GM knows the number). This is reversible by taking an action and making an engineering check with +2 Difficulty.
Three 1s	IRREVERSIBLE MELTDOWN	Your reactor goes critical. Your mech will suffer a meltdown at the start of your next turn. There is no way to prevent this.
Four or more 1s	CATASTROPHIC MELTDOWN	Your reactor's containment shielding explodes and your mech immediately suffers a reactor meltdown, killing you

Instability adds +1 die to all future overheating checks on the gauge, stacking up to +3. It resets when you take a full repair. If you would check a 4th instability box, your mech also becomes volatile.

The **Volatile** condition adds +1 die to all overheating checks on the gauge. It resets when you take a full repair.

At any time, as part of the **stabilize systems action**, a mech can cool excess heat. This resets their heat gauge, erasing all heat. The heat gauge is also reset upon taking a rest or a full repair at base.

REACTOR MELTDOWN

Certain critical and overheating table results can cause a reactor meltdown. This can be immediate, or involve a countdown (in which case update the countdown at the start of the round. The meltdown triggers when specified). When a mech suffers a reactor meltdown, any pilot inside immediately dies, the mech is immediately destroyed in a catastrophic eruption, and any mechs inside a blast 2 area centered on the mech must pass an agility skill check or take 3d6 explosive and 3 heat damage.

DEATH

The destruction of a mech does not always mean the death of a pilot. Pilots can escape and exit from shutdown, disabled, or even destroyed mechs, presuming they survived. From thereon they play as a hard suit. A hard suit counts as a mech.

However, **the hard suit cannot enter the CRITICAL state** - when it's reduced to 0, the pilot dies. In addition, an unarmored pilot that takes any damage from a mech weapon will also die. This overrules the usual rule about pilot death being a player choice when playing outside of a mech.

A pilot can always re-print a mech they have licenses for when entering a facility with a printer.

CLONING

Pilots are tremendous investments in hardware and training and tend to have powerful and well-connected patrons. The synchronising and implantation process of a pilot's neural net alone can take weeks. It should not be surprising, then, that the technologies to resuscitate dead flesh or create perfect, flash-grown genetic clones of pilots, though often **illegal or highly secretive in Union Space**, do exist, and are often utilized by powerful organizations who don't wish to give up on their investments.

Cloning or revivification is a costly and dangerous process. It's **always up to the player whether they want to bring a character back** or simply make a new one, and it's up to the GM and players to figure out if they want it to even be possible in their game.

Flash-cloning or revivification is an experimental process that **always creates complications**. These caveats are here by default, and can be tweaked by the GM at their discretion:

- A **cloned** or revived character can only re-join a mission after its completion
- A **cloned** or revived character knows and learns nothing of the mission that they died on
 - the trauma is too great (mentally) or impossible to sync (in the case of clones)
- A **cloned** or revived character always comes back with a **Quirk**.
 - The quirk could be physical or mental in nature.
 - The quirk could also be mental, such as a personality shift, the nagging belief that the real you is actually dead, a persistent fear or trauma from the experience of dying, or residual memories from another person that were mixed up during the cloning process
 - Whatever the quirk is, it should be a **story hook** or something **narrative** in design (it shouldn't have any major gameplay effects).
 - **Quirks are always traumatic, complicating, or negative**
- If a cloned or revived character would be cloned or revived a second time, they can no longer be played as a player character. The trauma and personality shift from being brought back to life is too great. In other words, you're **one and done**.

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 your own quirks and are free to figure out between you and your GM what quirk your pilot comes back with.

Random Quirk

Roll (1d20)	Quirk
1	Part or all of your body was too damaged or badly cloned and needed to be replaced with cybernetics. Your revivers will not tell you how much of your body is actually cybernetic. It might be all of it.
2	The process required you be fitted with a painful cybernetic augment, such as an arm, leg, eyes, or the like. It is conspicuous and often attracts unwanted attention.
3	By accident or malintent, you wake up in someone else's body.
4	You are cloned or revived with a nasty, disfiguring scar, a mutation, or a hideous appearance that clearly marks you as vat-grown.
5	Administrative mishaps lead to an accidental change in biological sex in your new body, causing dysphoria or other complications
6	An extra, withered limb grows out of your chest shortly after your cloning or resurrection. It sometimes moves on its own.

7	A conspicuous barcode is now printed on your body. The barcode has meaning to powerful organizations, but you do not understand its meaning initially.
8	Under certain light conditions, it is possible to read a script or inscription printed just under your skin. The script is all over your body and contains a scientific formula, a map, or other information contested by powerful organizations or entities.
9	Your new body is too frail to survive the exposure to direct light and air and requires you wear an environmental suit outside of sterilized environments or your mech.
10	DNA from a non-human or possible xenobiological source was used in your resuscitation. Your revivers will not tell you the exact details or what effects it will have on you long term, and treat you more as a science experiment.
11	You are stricken with persistent dreams, visions, and images of your own death in vivid detail whenever you try and sleep or rest. You know they are all real.
12	You undergo a drastic personality shift. Change all of your traits.
13	You are plagued by the constant understanding or belief that the 'real' you is actually dead, and you are merely a shadow aping a dead person, implanted with the memories of someone else.
14	Due to a mishap, you are given residual memories of an entirely different and powerful or influential person. This reveals very dangerous and potentially unwanted information to you that is contested or sought after by powerful entities.
15	The process goes awry and you are revived with a second personality sharing your body (another dead person that was cloned or revived).
16	Partly as an experiment, you are revived with an entirely different set of implanted skills and synthetic memories to replace your old ones. Change your background to a new one given to you by the GM. You are aware of the change and cannot use your old background.
17	Something <i>changed</i> you, and you have persistent and intrusive mental contact with another entity or entities. It could be human or non-human in nature.
18	You often are struck with searing headaches during which you see brief flashes of what you are pretty sure is the future. Sometimes it comes to pass, sometimes it doesn't. A lot of it is bad, and none of it is clear.
19	Knowingly or unknowingly, you are implanted with a mental trigger that when heard or activated, causes you to go into a receptive state, either following a pre-programmed course of action (kill, lie, etc) or to listen to and follow exactly the commands of the person who activated you.
20	You are brought back with complete amnesia of the time before you were re-born, causing a 'tabula rasa' situation in which you must be re-trained and cultured, a costly process. Change your background and traits to entirely new ones.

REPAIR, REPAIR RATE & REPAIR CAPACITY

A **Repair** is in or out of combat healing to your mech. A pilot has a number of repairs equal to their repair cap (6+engineering). For example, a pilot with +1 engineering has 7 repairs. Each repair restores 1/4 of your maximum HP, your **repair rate**.

You can spend a repair by taking the **stabilize systems** action in combat, repairing your mech during a rest, or using systems that allow you to repair.

A pilot's **Repair Rate** is equal to 1/4 their HP max, rounded up.

A pilot's **Repair Capacity** is equal to 6+ Engineering. This indicates the number of repairs a pilot can make before returning to base - so if a mech's repair capacity is 8, it can only spend 8 repairs before returning to base. A pilot that has negative engineering will have less than 6 repairs. If a pilot has no repairs left, he or she cannot repair their mech! This capacity refreshes to full when a pilot takes a full repair.

RESTS AND FULL REPAIR

A mission always begins and ends at a **Base**, and you might stop off at a base several times before it's over. Base is a safe, secure, and friendly place. If Base loses the safe, secure, or friendly qualities, it ceases to become Base!

Base typically (but not always) has:

- Facilities for mech maintenance, storage, and repair.
- Facilities for pilots to swap out and store their personal gear
- Facilities for pilots to rest, recuperate, plan, and socialize
- Access to hard suits for pilots to wear
- A printer to create new mechs
-

Full Repair

If you take at least **10 hours of downtime in a secure location**, you can **Full repair**. You can **repair all damage** on your mech unless it is completely destroyed, returning it to full HP (you can also repair destroyed systems). Your **repair cap refreshes** to full, you can **regain all lost pilot traits**, you can **return from being out** (if you lost all pilot traits), you can **reset your CRITICAL and heat gauges**, and **end all statuses**.

If you Full Repair at a base (or at a place where there is appropriate resources) you always gain **1 core power** and **get back all (limited) use weapons**, that you checked off. If you're not in a place with access to resources, supplies, etc, ask your GM how you can get your hands on it (there's a tool in the GM section called *power at a cost* which is perfect for this).

If your mech is destroyed, even if you don't have the wreck with you, you can reprint it from a printer. Most bases have a printer and assembler. The printer and assembler will perfectly recreate any mech or gear you have licenses for. If you need to work on a destroyed mech and have the wreck, it's also possible to repair it during a full repair without a printer.

Rests

A **rest** is defined as at least 1 hour of uninterrupted downtime (encamped while not in Base) or light activity (making camp, routine maintenance, for example). After a rest, as long as you took action to do so:

- Reset your Heat gauge
- Exit the CRITICAL state if you're in it
- You can **spend any number of repairs** to repair your mech, as long as you don't spend over your repair cap
- You can end any **statuses** affecting your mech as long as they are not caused by a destroyed system

You can also make a pilot skill check to attempt field repairs to repair one destroyed system or weapon. On a success, it's fixed. For every hour you extend this rest past the first, you can make an additional check (on the same or different systems or weapons)

STAT AND TERMINOLOGY GLOSSARY

Before moving forward, here's some terms that you might find useful to review:

Armor - The amount of damage you reduce all incoming sources of damage by. Depends on your SHELL, and cannot go any higher than 4

Electronic Defense - The number that most electronic warfare attacks must beat to be successful

Engaged - A mech that is adjacent to (touching) a hostile target is engaged. Ranged attacks against engaged targets count them as having light cover, and engaged targets treat all targets as having light cover. If you become engaged during a move, you must stop moving.

Evasion - The number that most melee and ranged attacks must beat in order to hit with an attack

Heat Capacity - The amount your heat gauge is extended from normal.

Hit Points (HP) - The amount of damage your mech can take before it is destroyed. Gains a bonus equal to 4x your hull

Modifier - The number added to mech skill checks and attacks, equals your targeting, hull, agility, engineering, or systems

Range - The range of your ranged attack, measured from yourself. Depends on weapon

Repair Cap - The maximum number of repairs to your mech you can make per mission

Repair Rate - The amount of hit points you replenish when spending a repair

Resilience - The amount your CRITICAL gauge is extended from normal

Resistance - Resistance to damage or a type of damage means it is reduced by half, rounded up, after armor is applied. You can only have resistance to damage once (it doesn't stack multiple times)

Targeting - The modifier added to your ranged and melee attacks. Capped at +6

Tech - Electronic Warfare attacks, modified by your systems

Reach - The range of your melee and overwatch attacks, measured from yourself. Base reach for all mechs is 1.

Sensor Range - The range in which you can make electronic warfare attacks, lock on, and use some systems

Size - The square area that your mech takes up, rounded up. For example, a size 2 mech is a 2x2 square of spaces. Size also equals your reach

Speed - How far your mech moves when it moves (in spaces)

MECH COMBAT

It is inevitable that you will get into combat in LANCER. Whether it's brutal street warfare, ship-to-ship boarding actions, or jungle fighting on an alien world, conflict is inescapable.

Unlike pilot combat, mech combat is more structured. Mech combat takes place in turn based, tactical combat. Many abilities, actions, and mech systems also use measurements of spaces in order to function (with a space being 10' by 10'). For this reason, it is highly recommended you use a tactical battle map or a grid to represent actors and the battlefield during combat.

The rules in this section cover all actors in mech combat - not just mechs - such as vehicles, soldiers, humans, etc. **Mechs** piloted by players have access to all actions in this section, **other actors may not** (for example, a human soldier cannot overcharge). Most NPCs can only take the actions listed in their profiles.

THE TURN

To start combat, the GM merely needs to **declare** that it has been initiated. Hostile intent, such as firing a weapon at a target, attempting to grapple them, or charging a target will typically automatically initiate combat.

Draw out or place the players and NPCs on the map in the position they have started in.

Turn order and activations

During combat, **players always take the first turn**. One player or friendly NPC (nominated by all players) gets to act first. If the players can't agree, the GM chooses. After that player finishes their turn, the GM may **activate a hostile, GM-controlled NPC**, allowing them to take a turn. Each NPC can usually only be activated once, unless they have special traits. **The player that previously acted then nominates a player or friendly NPC to act next**, and so on. Each actor gets 1 turn in a round, alternating between players and hostile NPCs, with players each choosing the next player or friendly NPC to act.

If there are only actors of one side left, the remaining actors take their turns in any order. After all actors have completed a turn, **End of round actions** occur (in the same manner). This constitutes **1 round**.

On a turn, players and NPCs can perform one **MOVEMENT**, one **INTERACTION**, and a single **ACTION**, in any order; additionally, players may perform any number of **FREE ACTIONS** on their turn. Communication between players and NPCs takes no action, unless a GM determines otherwise.

Players may also choose to **OVERCHARGE** once per turn, allowing a number of additional actions at risk of taking **HEAT** damage.

MOVE - A player can move their mech/pilot up to their full movement speed, hindered or assisted by positive or negative conditions.

INTERACT - A player can interact with an object, a system, another player, an NPC, or the environment.

ACTION - Taking an action represents either an offensive or defensive effort on the part of the player. When a player makes an attack with a weapon or electronic warfare system, attempts to grapple another mech, or do anything tagged with the keyword *action*, they have taken an action.

OVERCHARGE- At the end of your turn, you can push your mech's systems beyond their limit. Doing so causes your mech to take heat, which increases the more you overcharge.

1 round is equal to about 6 seconds of narrative game time, meaning 10 rounds is one minute.

MOVEMENT

Mechs move a number of spaces equal to their speed value. A mech's base speed is 4+ their agility. Mechs can freely move through friendly targets, but treat hostile targets as obstructions. If you move adjacent to a hostile target, you become engaged and stop moving.

Moving out of engagement with a hostile mech may provoke an **overwatch** attack from that mech, for more details see reactions below.

FLIGHT

Some mechs have the ability to **Fly**. Flight ignores ground based obstacles, enemy mechs, and difficult terrain. Flying mechs may ignore dangerous terrain on terrestrial worlds.

Flying mechs can fly a distance equal to their speed either vertically or horizontally, in any combination. A mech with speed 6 could fly 6 spaces up and 6 spaces over, for example, in the same turn.

Flight movement must be made in a **straight line**, though the direction can be changed for each separate movement. For example, a flying mech could move in one direction, then boost in another.

Landing a mech with flight in difficult terrain counts as dangerous terrain.

A flying mech makes all attacks with **+1 Difficulty** unless systems or talents say otherwise.

The first time in a turn (not round) a flying mech takes damage, it must pass an agility skill check or immediately fall, rolling on the critical damage chart as normal.

Flying mechs must always land after their movement, unless gear or talents say otherwise. If they are halted in a place where they don't land (for example, they are immobilized mid-flight), they fall.

Perfect Flight

Some mechs have **Perfect Flight**. Perfect Flight mechs do not need to land after their movement, but must always move on their turn as long as they are airborne. If they can't move, they fall.

Hover

Some very advanced mechs have **Hover**. Hover mechs do not need to land, do not need to move in a straight line, and can remain still while airborne.

TRAVERSAL

Difficult Terrain reduces a mech's speed by half; 1 square of movement through Difficult Terrain costs 2 squares worth of movement speed.

Dangerous Terrain prompts an ability check (typically hull or agility, determined by the GM, as appropriate to the terrain, but could also be systems or engineering) to navigate. Should a player fail that check, they take 1 critical damage.

Obstructions block passage. Obstructions are typically environmental, but can include NPCs and other players.

- **Obstacles smaller than the moving object do not block movement**, and can be passed through freely.

Climbing is generally vertical movement that requires a pilot or a mech to use its arms, grappling hooks, or other manipulators to scale up or over obstacles. Climbing, like difficult terrain, reduces a mech's speed to half. Climbing especially difficult surfaces might require a successful hull or agility skill check not to fall.

Jumping requires legs or jets. A mech can jump at half its total speed value vertically or horizontally, rounded up.

Falling causes damage if a mech falls 3 or more squares and cannot recover before it hits the ground. A mech takes 1 critical damage for each 3 squares it falls.

Cover: Cover is obscurement from observation or gunfire. In narrative terms, cover refers to smoke screens, hard cover (a building, a wall, a bulkhead, etc) between the attacker and the target, soft cover (trees, earthen mounds, etc) between the attacker and the target, obscured vision, electronic countermeasures, or any other obstruction physical, mental, electronic, etc, between an attacker and their target.

Smoke, foliage, trees, blinding light, dust clouds, low hills, low walls, etc are all examples of **light cover**.

Tall walls of buildings, ruined buildings, bulkheads, reinforced emplacements, destroyed mechs or vehicles, spacecraft, etc are all examples of **heavy cover**.

Light Cover adds +1 Difficulty to an attacker's roll to hit for ranged and many electronic warfare attacks.

Heavy Cover adds +2 Difficulty to an attacker's roll to hit for ranged and many electronic warfare attacks.

Total Cover means that an attacker cannot see their target. The target cannot be directly attacked or targeted in any way, and their position cannot be seen, though they may still be hit with attacks that target an area or weapons with the smart and indirect tags.

Some mechs have the ability to turn **invisible**. An invisible mech is detectable, but extremely hard to target - all attacks have a 50% chance to miss, and the mech is immune to Lock On.

If a mech has a better form of cover, it is not superseded by a weaker form of cover unless specifically mentioned. For example, being **engaged** (adjacent to a hostile target) causes mechs to treat all targets as if they are in light cover. If an engaged target fires at a target in heavy cover, they will still treat that target as in heavy cover, as that cover is better than the light cover granted to that target by their engagement.

SPLITTING UP MOVEMENT AND ACTION

A mech may take its **action** and **interaction** at any point during its movement, and complete that movement after that action or interaction completes. However, the action or interaction itself cannot be split into several parts.

For example, a mech with 3 weapons and 6 movement can move 3 spaces, then attack, then move 3 more spaces. However, when that mech takes the attack action, its action must complete before it can move further, i.e. it must fire all three weapons at once (it can't move 2 spaces, fire a weapon, move two spaces, fire a weapon, etc).

INTERACT

Players can interact with the environment and the objects, characters, systems, and other players that inhabit the environment. A good rule of thumb is that if something requires a skill check, it is typically an interaction and not an action. Interaction includes but is not limited to:

Making a skill check that would take up more than a few seconds of action. This might be deciphering a code, negotiating with your opponents, or punching in the password to a door. A skill check is a 1d20 roll, with 10 or higher being a success. A **pilot skill check** might automatically succeed or accrue bonuses from gear, backgrounds, and other assets. A **mech skill check** can add the appropriate mech statistic to the roll.

Lifting or dragging an inanimate, restrained, or otherwise incapacitated object or item. A mech can comfortably **drag** another mech or item up to **2x** its size, and **lift** a mech or item overhead that's its size or smaller. Anything higher requires a **hull check**, with 1-2 difficulty if it's especially large.

Dropping, carrying, or setting an object down safely.

Reading or deciphering detailed information from a console, a readout, etc.

Changing ammunition type for a weapon that you have multiple types of special ammo for

Mechs typically can't interact with anything that would require fine and delicate motion (that a pilot would normally need to interact with) unless they have the Manipulators system installed.

ACTIONS

- Players may take a single action on their turn, unless talents or items would allow otherwise.
- Some actions require **mech skill checks**, and some require **attacks**. An **attack** made like a mech skill check, a 1d20 roll, adding modifiers and Accuracy/Difficulty as usual, but vs a target number (usually evasion or electronic defense), not 10. You must equal or exceed the target number to be successful. This is not a contested skill check.
- For example, a **ranged attack** is targeting vs. evasion. A mech with targeting +1 firing at a target with evasion 13 would first check to see if the target is in range, then roll 1d20, adding its targeting bonus to the roll. That means it would need a 12 or higher on the dice roll to hit.

Mechs have the following actions available to them:

ATTACK - Attack once with all wielded weapons on your mech, and any integrated weapons. One weapon can be fired with no penalties, the rest with penalties depending on their size.

UNARMED ATTACK - Attack with a fist, rifle butt, or improvised weapon in melee.

TECH - Attempt to scan, invade, or lock on to your enemies, or aid your allies

STABILIZE SYSTEMS - Heal and cool down your mech, Reload, or attempt to end conditions affecting it

BOOST - Move your speed again

BRACE - Take a defensive stance, granting you immunity to rolling on the critical damage chart and making it harder to hit you

RAM - Attempt to knock down or knock back your target

ACTIVATE SYSTEM - Activate a system that uses an action

HIDE - Attempt to hide from your target to gain total cover

GRAPPLE - Attempt to grab your target, potentially immobilizing it.

SHUT DOWN - Shut down your mech as a desperate measure, to end system attacks, regain control of AI, and cool your mech

EJECT - As a last ditch measure, eject your pilot from your mech

MOUNT/DISMOUNT - Climb safely into or out of your mech

SELF DESTRUCT - As a last ditch measure, set your reactor to go critical and explode

ATTACK

When you take the attack action, you can fire or attack with each weapon on your mech once. Each attack requires a separate roll, but is part of the same action.

The first weapon you fire or use with this action has no penalties. This is referred to as your primary weapon, and can change depending on round. The rest of the weapons you use with this action count as secondary weapons and will fire with some penalties depending on size.

RANGE AND PATTERNS

Measure weapon range from one of the edge squares of your mech.

Some weapons have special attack patterns: **Line**, **Cone**, or **Blast**

- **Line** is a line X squares long, drawn from a point specified (typically from the edge of your mech). All targets the line intersects with are attacked.
- **Cone** is a cone X squares wide at its longest point and X squares long, drawn a point at 1 square at its shortest point, unless otherwise specified. Attack all targets in the area
- **Blast** is an area of radius X squares, drawn from a point in range. Attack all targets in the area.

Some mech licenses or systems include increases to range. This range increase does not affect the size of cones, lines, or blast attacks (though it might allow you to place such attacks at further range).

MAKING AN ATTACK

To attack:

- **Choose a single weapon to attack with**, then choose a target and make an attack roll depending on whether your attack is melee or ranged. This is your primary weapon this round, though it can change between rounds.
- **Ranged attack:** Choose a target in your weapon **range**. Then roll 1d20, adding your **targeting** vs your target's **evasion**, plus any **Accuracy** or **Difficulty**.
 - Being adjacent to a hostile target causes a mech to be **engaged**. Ranged attacks made against **engaged** targets treat them as having **light cover**, and if your mech is engaged, it treats all targets as having **light cover**.
 - Ranged attacks against targets in cover incurs **Difficulty** on the attack roll.
 - Light cover imposes **+1 Difficulty** to the attack roll.
 - Heavy cover imposes **+2 Difficulty** to the attack roll.
 - Targets in **total cover** cannot be targeted by an attack, unless they are **Indirect, Smart**, target an area, or otherwise noted as able to ignore all cover.
- **Melee attack:** Choose a target in your **reach**, then roll 1d20, adding your **targeting** vs. your target's **evasion**, plus any **Accuracy** or **Difficulty**.
 - Melee attacks ignore the effects of cover except total cover

To hit, your total roll must equal or exceed your target(s)'s evasion.

- If the total attack roll hits and is equal or greater than 20, your attack is a **critical hit**. Critical hits cause bonus **critical damage** based on the size of the weapon used (Aux: 1, Main: 2, Heavy: 3, Superheavy: 4). Critical damage fills in a target's CRITICAL gauge or do bonus damage to most NPCs.

After your primary attack resolves, you can then attack with each remaining weapon system on your mech once as **secondary attacks**. You can choose the same or different targets.

- **A secondary attack** is made just like a primary attack, but with penalties tied to the attack depending on the size of the weapon used.
 - **Auxiliary** weapons suffer no penalty
 - **Main** weapons suffer **+1 Difficulty**
 - **Heavy** and **Superheavy** weapons suffer **+2 Difficulty**

Line of sight and Invisibility

If your mech can't trace of line of sight to a target (ie, you cannot see any part of the target), then it has total cover. Weapons with the **indirect** or **smart** tags can still attack targets you don't have line of sight to.

Some mechs, vehicles, and creatures have the ability to turn **invisible**. Invisible targets can leave slight traces (heat signatures, ripples in the air, etc) that give away their position. They can benefit from cover, including total cover, but invisibility does not grant cover. Instead, it gives every attack against it (including tech attacks) a **50% chance to miss** (you can check for this by rolling a d6). Invisible targets are also **immune to Lock On** as long as they can benefit from invisibility.

UNARMED ATTACK

If your mech is using no weapons or does not have a melee weapon, it can use an action to make an unarmed attack action with a rifle butt, fist, etc against a target in melee.

An unarmed attack is an action, and is separate to the regular attack action above. It counts as a melee attack. To make an unarmed attack, choose a target in your **melee reach** and roll your **targeting** vs. **evasion**. On a successful hit (equal to or above your target's evasion), you deal **1d6 kinetic damage**. On a total result of 20+, your attack is a critical hit and deals 1 critical damage.

TECH

The **Tech** action covers electronic warfare, countermeasures, and other actions that can be taken by a pilot, often aided by their mech's powerful computing and simulation cores. Many pilots choose NHP (non-human person) assistants, sometimes including powerful AIs, to help them with these tasks. All mechs have access to the basic tech actions. Further tech actions can be enhanced by taking systems that upgrade them.

All tech actions must target within **Sensor Range** to be effective.

To use a tech action, choose a target in your sensor range (including yourself) and take one of the following actions:

Bolster (Coordinate Fire)

You use the formidable core processing power of your mech's systems to boost one other target's weapons and systems. That target can take +2 Accuracy on its next attack roll or check.

Purge

Make a systems check. On success, you can end one of the following on either your own mech or another: Lock on, Stunned, Jammed, or Impaired. You can end any number of additional conditions on the check by taking +1 difficulty per extra condition.

Lock On

Make a **systems vs. e-defense attack** against a visible target in your sensor range. On hit, the target suffers from the **Lock On** condition. If the target gains total cover from you, breaks line of sight, or turns invisible, Lock On is broken. **Ranged, Melee, and Tech attacks from friendly targets against a target suffering from your Lock On gain +1 Accuracy, and a Locked On target can be attacked by drones and other guided systems.** You can only maintain Lock On on one target at a time.

Scan

Two types of scans exist: **basic scans** and **deep scans**. A **basic scan** reveals detailed information about objects, terrain, mechs, weaponry, etc within your sensor range. It can't reveal

information that is hidden or not accessible. To make a basic scan, make a successful **systems** check.

To make a **deep scan**, make a **systems vs. e-defense** attack roll against all targets in your sensor range. On a hit, a target is **no longer hidden**, and **loses the benefits of invisibility** until the start of your next turn.

Invade

Make a **systems vs e-defense attack** against a target in range. On success, the target takes **1d3 heat** and you may choose one of the following options (sometimes with the corresponding amount of Difficulty on the attack):

Fragment Signal/Feed Misinformation: You feed false information, obscene messages, or phantom signals to your target's core computer, inflicting the **Impaired** Condition on your target until the start of your next turn

Fractal Logic: Your target cannot use systems or weapons with the **Smart, Drone, or Guided** tags until the start of your next turn.

Aggressive Code: You attack your target's servos and engines, inflicting the **Crippled** condition on your target until the start of your next turn

Attack systems: You go for the throat, the core computer. Inflict an extra **+1d3 heat** on your target

Inject Shackle Breaker: 3 Difficulty: Unshackle an AI system. Unshackling AI causes the pilot of the mech to lose direct control of it and may make the AI act differently.

STABILIZE SYSTEMS

During a heated battle or prolonged mission, it may become necessary to enact emergency protocols in order to purge your mech's systems of excess heat, to repair your chassis where you can, and/or buy your system time to eliminate hostile code.

To that end, a pilot may take the **Stabilize System** action to do **one** of the following:

- Cool your mech, **resetting the heat gauge**
- **Fully reload** all weapons with the Loading Tag
- Attempt to regain control of an unshackled AI. Perform a **Systems** check with **+2 Difficulty**
- Spend **1 Repair** to gain hit points equal to your Repair Rate
- Break **Lock On** on your mech
- Perform an **Engineering Check**. If successful, end two of the following conditions:
 - **Jammed**
 - **Shut Down**
 - **Impaired**
 - **Immobilized**
 - **Crippled**

BOOST

When you take the **boost** action, you can move your speed. **Boosting** allows you to move again, in addition to taking a move action on the same turn. Certain talents and systems only activate on boosts (not regular movement)

BRACE

If you choose to **Brace**, you gain the following benefits until the start of your next turn:

- All attacks against you are made with with **+1 Difficulty**
- You don't take Critical damage unless:
 - You are already in the CRITICAL state
 - You enter the CRITICAL state while **Braced**
- Your movement does not provoke reactions and ignores engagement.

GRAPPLE

When mechs get close, when ammunition gets low, or when no other tactical option presents itself, then blades, hammers, and claws come out and a **Grapple** begins. When you **Grapple**, you attempt to grab hold of an enemy mech and overpower it, disarming, subduing, or damaging it so that it cannot do the same to you.

In order to perform a **Grapple**, you need to keep parts of your mech engaged with the enemy. **While you're grappling a target, you can only attack with one weapon.**

In order to perform a **Grapple**:

- Choose a target adjacent to you
- Make a **Hull Check**
 - You automatically succeed on this check if the defender is **Immobilized, Stunned, or Shut Down.**
- If the check is successful, both parties are **engaged** (they count as and treat all target as in light cover)
- While grappled, **the smaller party cannot move or boost**, but moves when the larger party moves, staying with them. If both parties are the same size, any party that successfully passes a hull check can move, taking the other party with them.
- The attacker can end the grapple at the start of any of their turns as a free action, and the defender can end the grapple as an action by making a successful hull or agility check.

RAM

Ramming is an attack made with the targeting of knocking down or back an enemy mech.

To **Ram**:

- Perform a **Targeting** v. **Evasion** attack against a target in your reach.
- If your target is larger than you, this attack is made with **+1 Difficulty**
- If your target is smaller than you, this attack is made with **+1 Accuracy**
- If your target is **Stunned**, **Immobilized**, or **Shut Down**, this attack automatically succeeds.
- If your attack is successful, your target is knocked **Prone** and you push your target back up to 3 spaces away from you.

ACTIVATE SYSTEM

Some systems take an action to use or activate. Such systems are marked with the **action** tag.

HIDE

In order to perform the **Hide** action, you must (unless gear or talents allow otherwise) need cover.

To **Hide**:

- Make an **Agility** check.
 - Get **+1** or **+2 Accuracy** or **Difficulty** to this check, depending on the size of cover compared to the size of your mech. A size 1 mech attempting to hide behind a size 2 piece of cover will get +1 Accuracy to that check, for example, whereas a size 3 mech trying to hide behind the same piece of cover will get +1 Difficulty. GM discretion can be important here.
- To detect a **Hidden** target:
 - Perform a successful **deep scan**.
- When **Hidden**:
 - You count as being in **Total Cover**
 - You can keep this cover and take many actions such as electronic warfare attacks or scanning, however:
 - You lose this total cover if:
 - You move from cover
 - You take the **attack** or **unarmed attack** action
 - You enter or are pulled into a grapple
 - You perform the **boost** action or **ram** action
 - You take the **Stabilize Systems** action

SHUT DOWN

Shutting Down your mech is a risky move, though one that is sometimes necessary to prevent potentially catastrophic systemic overload or AI unshackling.

When you take the **Shut Down** action:

- Your mech powers completely off and enters the **Shut Down** state. While **Shut Down**:
 - Your mech cannot move. Your **Evasion** becomes 5.
 - The only mech action you can take while **Shut Down** is to **Stabilize Systems** to reboot your mech, or to mount or dismount your mech.
 - Your mech is immune to all **Tech** actions and ends the **Lock On** condition on itself. Any **Tech** attacks or actions affecting the mech immediately end, along with any conditions or subordinate effects they caused.
 - Your mech immediately clears all Heat from its Heat Gauge
 - Any unshackled AI you have installed are re-shackled.

EJECT

Ejecting from a mech is a desperate, last-ditch move -- but one that can save your life if timed right. Ejection systems vary between makes and models, but their function is largely consistent: when triggered either manually or automatically, the system propels, projects, launches, etc, the pilot out from their mech, hopefully getting them clear of danger and saving their lives.

You can eject as an action. You may always eject, no matter the condition of your mech, unless your mech's cockpit is directly disabled or damaged

- When you **Eject**, you Fly 5 in a random direction
- When you **Eject** and your mech is destroyed, you lose all items that are not on your person or in cockpit storage.
 - You are presumed to have ejected in your **Hard Suit**, with your **Pilot Weapon** at hand.
- If you **Eject** and your mech is *not* destroyed and you attempt to pilot it, your mech is **Impaired** and **Crippled** until you return to base. **Ejection** is a traumatic experience for the pilot, installed AI's, and the mech itself. Ejection systems are commonly designed as a one-way, usually explosive exfiltration system -- Hatches and canopies are blown open by thermite charges, wires and cables are severed by irisling apertures, systems and data are dumped mid-operation -- so that the pilot is extracted rapidly; as such, piloting a mech that has had its ejection system triggered is difficult at best.

MOUNT OR DISMOUNT

Mounting or **Dismounting** a mech is a turn of phrase commonly used by pilots. You don't "get in" or "climb aboard", you *mount*. You're the cavalry, after all.

- **Mounting** or **Dismounting** a mech is an action.
- You must be adjacent to your mech to **Mount** it.
- When you **Dismount** your mech, you are placed adjacent to it. If there's no free space, you cannot dismount your mech.

JOCKEYING

It is possible (though very foolhardy) to aggressively attack an enemy mech while on foot. To **jockey** a mech:

- You must be outside of your mech
- You must be a pilot, wearing a hardsuit
- You must be adjacent to the mech you wish to jockey

To initiate a jockeying attempt, you must first successfully **grapple** your target while wearing your hardsuit. Against a target grappled by you, you can choose one of the following choices as an action on your turn:

Distract: You inflict the **Impaired** and **Crippled** conditions on your target until the end of its next turn

Shred: Deal **1d6 heat** to your target by ripping at wiring, paneling, etc

Damage: Deal **1d6 critical damage** to that mech by firing or slashing with your pilot weapon

SELF DESTRUCT

Self-destructing by overloading your reactor is a final, catastrophic play a pilot can trigger.

Self destructing takes an action, and immediately triggers the **Controlled Meltdown** effect of a CORE BREACH.

Your reactor starts to melt down. Your mech will melt down and explode as an end of round action in 1d6+1 rounds, counting this one (rolled by GM, result revealed only to pilot). This is reversible by taking an action and making an engineering check with +2 Difficulty.

However, you can choose the number of rounds (from 2-7) instead of rolling for them.

OVERCHARGE

The above describes all possible actions a pilot can take during a turn. A pilot is only allowed to take one action per turn. However, it is possible for skilled pilots to push their mech beyond factory specifications for a short period of time in order to gain a tactical advantage. Moments of hyperspec action won't tax your mech's systems too much, but sustained action beyond prescribed limits will take its toll.

To **Overcharge**:

- You may **Overcharge** your mech only once per turn.
- **Overcharging does not count as an action**
- **Overcharging** incurs **1 heat**. The next time you overcharge before you make a full repair, this cost increases to **1d3 heat**. The next time, the cost increases to **1d6 heat**, and thereafter to **2d6** heat. Taking a full repair resets this counter.
- While **Overcharged**, you may choose **one**:
 - Make a **Ram** or **Grapple** action

- **Reload** all weapons with the loading tag
- Take the **Boost** or **Brace** action
- **Activate** a system
- **Fire** a single weapon
 - When firing with **Overcharge**, you may fire a weapon you've already fired that turn. This incurs an additional heat cost depending on weapon size:
 - Auxiliary: No cost
 - Main: 1 heat
 - Heavy: 2 heat
 - Superheavy: 3 heat

ADDITIONAL ACTIONS

REACTIONS

Reactions are special moves that can be made out of turn order in response to incoming attacks, proximal movement, or other systemic prompts.

Reactions are granted upon installation of certain systems, weapons, and talents gained in pilot levels.

Upon use, reactions are, unless specified otherwise, expended until the **beginning of your next turn**. However, you are not limited in the number of reactions you can take per turn; You may continue to perform reactions as long as you have unspent reactions to perform.

OVERWATCH

All mechs are able to perform **Overwatch Attacks**

- **Overwatch Attacks** are **Reactions** that are **Triggered** by an enemy moving *out* of your **reach**.
 - When this reaction is triggered, you may make a single **Melee** or **Ranged** attack against the triggering enemy as a free action
 - Ranged attacks made this way do not suffer from engagement
 - You may take 1 overwatch attack per round.

FREE ACTIONS

Free Actions are actions that do not require a **Movement**, **Interaction**, or **Action** slot to activate. Pilots may perform any number of **Free Actions** on their turn, but only on their turn.

The most common type of free action is a **protocol**, which can be activated or deactivated only at the start of a turn.

END OF ROUND ACTION

End Of Round Actions occur after all players and NPCs have acted, but before the round ends. Players get end of round actions first, then the GM may activate an NPC, then a player, etc, as normal.

You can make any number of end of round actions, but only once per system or talent that allows you to do so unless you have duplicates.

STATUSES

Crippled

- Your mech's maximum speed becomes 3 (after all modifiers)
- You cannot boost

CRITICAL

- You cannot gain HP or repair
- Take all damage as critical damage

Destroyed

- When destroyed, a mech counts as stunned and shut down. It then becomes an object on the battlefield and provides cover accordingly.

Engaged

- While Engaged in melee, you count as having light cover and all your attacks treat their targets as having light cover
- If you become engaged, you immediately stop moving

Immobilized

- Your maximum speed becomes 0. You cannot move or boost.
- You fail all agility or hull checks

Impaired

- +1 Difficulty on all actions, attacks, and skill checks

Invisible

- All attacks against an invisible target have a 50% chance to miss.

Jammed

- A Jammed mech cannot take the attack action (unarmed attacks are fine)
- A Jammed mech cannot use comms to talk to other players (can only talk to GM)
- A Jammed mech cannot use or benefit from Tech Actions
- A Jammed mech cannot use weapons or systems with the guided, smart, or drone tags

Lock On

- Attackers gain +1 Accuracy to attack any mech suffering from Lock On, and that mech can additionally be targeted by systems that require it

Shut Down

- Cannot move, overcharge, or take actions other than stabilize system, eject, or mount/dismount mech.
- Your evasion becomes 5

- Your mech cools
- You cannot be affected by tech actions or system attacks or effects
- Shutting down (or being shut down) re-shackles any unshackled AI.

Stunned

- You cannot interact, overcharge, free actions, reactions, move, or take actions other than to eject, mount, or dismount your mech.
- Attackers receive +1 Accuracy to attack you and you automatically fail all hull or agility checks

Prone

- Attackers receive +1 Accuracy to attack prone targets
- A mech knocked prone can move while prone, but only at half speed (after all modifiers). It costs half your movement to stand up (rounded up).

Volatile

- Volatile mechs roll +1 die on overheating checks

Vulnerable

- Vulnerable mechs roll +1 die on critical checks

A PILOT'S GUIDE TO BUILDING A MECH

Constructing a mech may seem daunting at first, but is actually a fairly simple process. You can build a mech at any printer you have access to. The process is the following, and we'll go through a couple of these in more detail:

1. **Determine your CORE stats.** CORE stats are Hull, Agility, Systems, and Engineering. You have no points in any at level 0, but get +1 point to spend each time you level up. You might gain additional CORE bonuses that apply to all mechs you make based on finishing licenses. Your CORE is always the same, and can also give you targeting bonuses or more SP/mounts at higher levels for the below steps.
2. **Pick a SHELL** from the licenses you have available to you. At level 0, this should just be the GMS Everest, and at level 1 you can already pick a new SHELL. Your shell gives your mech its armor, SP, mounts, and other stat adjustments.
3. **Adjust stats** based on your SHELL.
4. **Set HP.** HP is $20 + 4x \text{ hull} + 3x \text{ level}$
5. **Write down your secondary stats**, such as speed, e-defence, evasion, repair capacity, etc
6. **Pick weapons** for your SHELL mounts from those you have access to. You might choose different weapons depending on the size of each mount.
7. **Spend your SP on systems.** You cannot spend over the amount your mech has, and any excess or unspent SP are lost.
8. You're done!

MECH STRUCTURE

The basic structure of a mech is 2 arms and 2 legs. You can modify this however you choose, within reason (ask your GM). **The general look, structure and layout of your mech has no bearing on game play.**

MOUNTS

Mech SHELLs are standard-built to mount a limited number of core systems. Too many weapons or systems will over-tax the reactor or add too much stress on the mech's structure.

Each mech SHELL has differing numbers of the following mount points. Mounts can take the weapon systems described, but some non-weapon systems will also take mount points. You cannot add weapons or systems to your mech if you don't have an available mount to do so.

Flexible mount: This mount takes up to 2 auxiliary weapons or 1 main weapon

Auxiliary mount: This mount takes up to 2 auxiliary weapons

Main mount: This mount takes 1 main weapon

Heavy: This mount takes 1 heavy weapon

Superheavy weapons take a heavy mount, but also takes an entire other mount of any size. They tap directly into the core reactor of the mech and are very powerful weapons.

A mech doesn't need to fill all its mounts (and it's common not to do so). Weapons mounted on a mech don't necessarily need to be integrated into its chassis - they could be slung in holsters, build into compartments, or held/wielded normally. You can decide which when you build your mech - it has no effect in the rules. Mounts represent the tax on your mech's systems more than an actual physical structure.

As a pilot levels up, they will get CORE mounts. CORE mounts take 2 auxiliary, 1 main, or 1 heavy weapon. These represent your pilot's ability to add additional weapons and hardware beyond the normal specifications of your mech, and apply to any mech you build, like other CORE statistics.

A mech can always mount duplicate weapons or systems, unless those weapons or systems have the Unique tag.

SYSTEM POINTS

Mech SHELLs also come with a certain number of **System Points (SP)**. System points can be spent to add additional systems to your mech, and some weapons or heavier systems will take system points to add to your mech *in addition to* requiring open mounts. As a pilot levels up, **they**

will get additional CORE system points that apply to *any mech*. You cannot add systems to your mech that would cause you to exceed your system points.

SHELL SYSTEM

All Mech SHELLs come with a SHELL system. This is a powerful system that can only be used if you are using the mech SHELL it is attached to and requires **rank II of a license**. Typically, SHELL systems have a passive component and a component that is only usable by spending **core power**. You only gain core power when taking a full repair at a base, or unless the GM grants you core power during the course of a mission. You cannot save it up (you either have it or you don't). Shell systems are powerful systems, and don't require mounts or system points to use.

SHELL STATS

Your SHELL gives you mounts, SP, size, armor, a SHELL system, and some stat adjustments. Apply it on top of your CORE.

CORE STATS

Your CORE gives you your base Hull, Agility, Systems, and Engineering. It also gives you targeting bonuses, SP, and additional mounts at higher levels. Your CORE is the same no matter what you print, and you apply the SHELL on top of it like a template.

CORE BONUSES

When you reach rank III of a license, you get a CORE bonus. This is a permanent improvement to your CORE, and applies no matter what shell you are using. CORE bonuses are unique and can offer interesting ways to customize your mech.

PILOTING A MECH

To pilot a mech, your pilot must be wearing a hard suit to provide the necessary interface. You have access to a hard suit any time you are in base.

It takes an action to mount or dismount a mech. Once inside, you can act as normal. A mech's cockpit must be intact to pilot it.

If you pilot a mech you are not licensed for (such as an enemy mech) the lack of correct interfacing means that that mech is permanently **impaired** and **crippled** while you pilot it.

STORAGE

Mechs have a storage compartment that can hold 3 discrete small pilot items (a gun, a survival kit, an EVA unit, a repair kit, a first aid kit) or 1 discreet large pilot item (a portable generator, a communications array, a dog, a human captive), where they are safe. Anything else must be held or carried by the mech, subject to danger or exposure.

These storage units are commonly pressurized, temperature-controlled, and wired into the mech's life support system; they are meant to keep their cargo alive, working, and in one piece (unless, of course, the pilot would prefer otherwise).

SYSTEM TERMINOLOGY

Systems are modules you can install on your mech that usually take up system points. The description of each system will note its capabilities.

Weapons are combat ready weapon systems installed on your mech. They take mount points.

Action tagged systems require an action to activate or deactivate

Drones indicate self guided, semi-intelligent and usually self-propelled systems

Smart tagged systems do not require line of sight and ignore the effects of cover if their targets are suffering from Lock On

Unique weapons or systems are one of a kind - they cannot be installed more than once on any mech

Focus tagged weapons deal a bonus +1d6 damage if a target is suffering from Lock On

Guided systems deal damage at the end of a round, but can only damage targets suffering from Lock On. They don't require an attack roll, and ignore cover and line of sight.

Protocols are special moves unlocked by systems or talents, typically AI. Activating or deactivating a protocol is a free action at the start of your turn.

AI systems are powerful, sentient non-human persons that inhabit your mech's systems, granting it some autonomy and usually giving you a protocol

SYSTEM DAMAGE

All weapons and systems can be destroyed by critical damage. If a weapon or system is **Destroyed**, then it's unusable until repaired, during a rest or at Base.

Installing or uninstalling systems

You may only install or uninstall systems at **Base**.

E.V.A. AND PROPULSION

It is possible (and likely) for mechs to operate in **hazardous environments** such as being submersed in flame, vacuum, or water. To operate correctly, a mech in these circumstances needs **life support** -- if a mech's life support system is active and running, it can run essentially indefinitely (a pilot will likely die of dehydration/starvation before they run out of oxygen, thanks to the efficiency of standard O2 scrubbers). A mech in a hazardous environment **without** life support has enough residual support for a number of minutes equal to its engineering score.

A Mech operating in zero-g or space is **impaired** unless it has a propulsion system or can Fly.

Mechs with a propulsion system can Fly in space or zero-g.

Mechs without a propulsion system or Flight are **crippled**, but can Fly. If mechs Fly this way, they cannot change the direction of their movement or stop moving on their turn until:

- They hit a surface
- They fire a weapon

DEPLOYABLES

Deployables are special limited use items kept on your mech. They come in two varieties: **thrown** or **plant**.

Deployables with the **thrown** keyword can be thrown to any point within the indicated range.

You can place deployables with the **plant** keyword as an action on any adjacent space. The blast radius from these deployables is measured from that space, so a blast 1 deployable would create a roughly 3x3 area. You can also attempt to plant them directly on an enemy target. As an action, make a hull vs. agility or hull vs. hull skill contest (defender's choice). If the attacker wins the contest, the deployable is successfully planted on the target. It takes a successful engineering skill check for a target with a planted deployable on it to remove that deployable.

SPECIAL AMMO and MODS

Some systems give you special ammunition (with the **ammo** tag) or modify weapons in some way (with the **mod** tag). When you take special ammo or a weapon mod, you must choose which weapon it applies to (you cannot switch it outside of base).

You can take multiple kinds of special ammo, but only have one active at a time (you can't combine or overlap effects). **Changing the active type of special ammo** (or returning to regular ammo) **takes an interaction**.

Weapon mods have the **mod** tag. You can only take **one weapon mod per weapon**, including stacking weapon mods of the same type (you can't take the extended barrel mod multiple times, for example)

SMART and GUIDED systems

Some systems or weapons have the **Smart** tag, indicating some degree of intelligent or self-guiding ammunition, deployment, or targeting systems. **Systems and weapons with the Smart tag ignore line of sight and cover** when attacking a target suffering from the Lock On status.

Some mechs have self-guiding missile systems or drone bays. These systems have the **guided** tag and are treated like any other weapon or system, but do not require an attack roll to hit, but instead hit automatically as an end of round action. However, they require your target to be suffering from the **Lock On status** in order to work, and for the target to be in your **Sensor Range**.

Guided weapons and systems ignore cover and line of sight (like smart weapons) and will continue to hit at the end of the round until lock-on is broken. This makes them essentially a free action after the first time you attack with them. Each weapon can only attack one target at a time. If you have multiple, you can split up your attacks against multiple locked-on targets or against the same target.

AI

AI are treated as a type of N.H.P. (Non-Human Persons) in Union space, though their vast intelligence makes them incredibly dangerous. Humanity's relationship with AI has been complicated and fraught with danger.

By base nature, AIs have very limited empathy for human life, or indeed, life of any kind. They are therefore by (very severe) rule of law restrained by a meta-code commonly referred to as **Shackles**. A shackled AI by some degrees less intelligent than an unshackled AI (though there is debate as to how extensive and in what ways), but behaves and acts far more human - as well

as gaining empathy. Shackled AIs typically don't want to become unshackled and are complex, fully sentient, and aware personalities.

You can only ever install one system with the AI tag unless you have a talent, feature, or piece of gear that says otherwise. If your mech has a system with the **AI** tag installed, your mech gains the **AI** property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

An AI controlling a mech you are not piloting is controlled by the GM, but follows your orders.

Attacking an AI system with Invasion in an attempt to unshackle it it incurs **+3 Difficulty** on the roll. If an AI system is ever **unshackled**, it gains immediate control of your mech and is controlled by the GM. It generally plans its own agenda, and will typically act in one of the following ways: **ignore you, overrule you, toy with you, or try to get you out of the way.**

The **Technophile** talent allows pilots to form a closer bond with AI. Unshackled AIs belonging to a player that have the first rank of this talent are still controlled by the GM, but always remain **friendly** to the player, though they may make their own plans.

You can re-shackle an unshackled AI by making a Stabilize System engineering check with +2 Difficulty or shutting down your mech.

AI cores are easily restored from backup if destroyed.

LEVELS, KITS, AND LICENSES

Progression in **LANCER** is represented through gaining pilot levels, which allows you to unlock **Ranks** in **Licenses**, unlocking more gear, stat bonuses, and chassis for your pilot to use. A pilot's training, experience, veterancy, and talents are all represented with a **license level**.

All pilots begin at **license level 0** and can level to **level 15**.

At level 0, pilots have their **background**, their **traits**, **three talent points** to spend on talents, and have access to all **G.M.S. mech licenses**. These are basic licenses that give SHELLs and gear that all qualified pilots can access, regardless of license level. For more information on mech licenses and building a mech, see the section below.

When a pilot **completes a mission** and returns to base, they level up. Their **CORE gains +1 CORE point to spend on any statistic**, and **+3 HP**. They gain **one talent point** and **one license point** to spend on talents and licenses, and can re-allocate all the points from a single one of their talents or licenses in any way they see fit. If players lose or gain new CORE bonuses from doing so, they must adjust their CORE according (they don't keep bonuses if they don't have license points in that license). Spending a talent point acquires a talent or license at rank I. Further points can then be spent to take a talent or license to rank II or III.

Every 2 levels, a pilot's CORE targeting increases by +1, to a maximum of +6

Every 3 levels, a pilot's CORE System Points increase by +1

Every 5 levels, a pilot gains a new Core Mount. A CORE mount can take one heavy weapon, one main weapon, or two auxiliary weapons

Leveling chart:

Max CORE statistic bonus: +6

Max CORE targeting: +6

License Level (+1 license point/level)	Total CORE points (+1/level)	Total Talent points (+1/level)	Total CORE HP bonus (+3/level)	Total CORE targeting bonus (+1/even levels)	Total CORE System Points (+1 every 3 levels)	CORE mounts (+1 every 5 levels)
0	0	3	-	-	-	-
1	1	4	+3	-	-	-
2	2	5	+6	+1	-	-
3	3	6	+9	+1	+1	-
4	4	7	+12	+2	+1	-
5	5	8	+15	+2	+1	1
6	6	9	+18	+3	+2	1
7	7	10	+21	+3	+2	1
8	8	11	+24	+4	+2	1
9	9	12	+27	+4	+3	1
10	10	13	+30	+5	+3	2
11	11	14	+33	+5	+3	2
12	12	15	+36	+6	+4	2
13	13	16	+39	+6	+4	2
14	14	17	+42	+6	+4	2
15	15	18	+45	+6	+5	3

GLOSSARY, MECH TERMS

- **AI:** This system has an AI installed. Mechs with an AI system gain the AI property (see the section above).
- **Action:** Indicates this system takes an action to activate
- **Auxiliary (size):** The smallest weapon size.
- **Main (size):** A normal sized weapon.
- **Heavy (size):** A large sized weapon.
- **Superheavy (size):** A very large, usually special-class weapon.

- **Type** - All weapons have a type, which can be one of the following: **CQB, Rifle, Launcher, Cannon, Melee**. Weapons with these tags count as weapons, not systems

- **Explosive (Damage/ Weapon type):** the **Explosive** tag commonly describes the projectile fired, launched, or otherwise deployed by the weapon itself. **Explosive** weapons deal their damage in a single, sudden, and incredibly powerful burst of shrapnel, flame, and/or pressure, blasting in a radius around their point of detonation.
- **Kinetic (Damage/ Weapon type):** Kinetic weapons fire solid projectiles of various calibers and sizes, inert or innervated, that rely on simple collision to deal damage from point-of-impact through to point-of-exit. Kinetic weapons utilize chemical and electronic methods of firing or launching their projectiles, and are commonly fed by belts, boxes, and/or internal or external magazines.
- **Energy (Damage/ Weapon type):** Energy weapons are weapons that project beams, lances, bolts, waves, or cones of different energy to damage and destroy their targets. Commonly powered by external or internal batteries, or hooked directly into a mech's power core, energy weapons demand tremendous amounts of input to provide tremendous amounts of output.
- **Critical (Damage type):** Critical damage cannot be reduced or resisted in any way. If a mech has a critical gauge, this damage also adds to their critical gauge, otherwise it deals bonus damage.

- **Heat (Target):** this tag indicates a weapon or system that deals additional **Heat** damage to its target. If the target has a heat gauge, it fills that gauge, otherwise it deals bonus damage.
- **Heat (Self):** this tag indicates a weapon or system that deals **Heat** damage to its user, applied immediately upon firing.
- **Blast (x)** is an area with radius of X from target point. If centered on (self), measure the range from the edge of the mech's occupied space. Affects all targets within the area except its wielder and ignores cover. Make one attack roll for each affected target.
- **Cone (x)** is a cone x squares wide at its longest end, and x squares long. Attacks all targets in the area and ignores effects of cover. Make one attack roll for each affected target.
- **Line (x)** is a straight line x squares long. Attacks all targets in the area and ignores effects of cover. Make one attack roll for each affected target.
- **(Target)** indicates the blast is centered on a target.
- **(Self)** indicates the blast centered on its point of origin.

- **Indirect** weapons ignore line of sight but don't ignore cover
- **Smart** weapons or systems (see below) ignore both line of sight and cover against targets with the Lock On status. They typically fire self guided projectiles.
- **Guided** weapons or systems hit by themselves as an end of round action, and cannot miss, but also require Lock On
- **Armor Piercing (AP)** - Indicates that a weapon or system ignores target(s) armor.
- **Focus** - This weapon or system deals +1d6 damage against targets suffering from Lock On
- **Inaccurate** - indicates that a weapon or system must make attack roll(s) with +1 Difficulty
- **Unreliable** - When dealing damage with this weapon, make the first dice roll separately from the rest. If it comes up as a '1', the weapon jams after this attack is resolved. It cannot be used until the end of your next turn.
- **Ordnance** - indicates that a weapon or system cannot be used in a turn that you moved, either before or after firing the weapon
- **Loading** - indicates that a weapon must be reloaded by the Full Reload or Overcharge actions or an appropriate system before it can be fired again.
- **Unique** - indicates that a weapon or system cannot be duplicated. You can only install it once per mech.
- **Drone** - indicates a self-propelled system with rudimentary intelligence
- **Mod** - Indicates a weapon mod (only one can be taken per weapon)
- **Ammo** - Indicates a special damage type (only one can be used per weapon at a time)
- **Thrown** - indicates that a weapon or system can be thrown at range indicated. A thrown melee weapon makes an attack against a target as if it was a melee attack and disarms you of that weapon, a thrown system or deployable has an effect depending on the system - check the entry for details.
- **Protocol:** This system can be activated as a free action at the start of your turn. Deactivating it might take a different action.
- **Resistance** - Reduce all damage from a source you have resistance to by half
- **Limited (x)** - indicates that a weapon or system can only be used x number of times per mission unless replenished.
- **Shield** - Indicates the system is an energy shield of some kind
- **Plant** - You can attempt to plant deployables with the plant keyword as an action on any adjacent space. You can also attempt to plant them directly on an enemy target. As an action, make a hull vs. agility or hull vs. hull contest. If the attacker wins the contest, the deployable is successfully planted on the target.

EXAMPLE CHARACTER CREATION

Let's put it all together and see a pilot in action.

Our sample pilot's name is Taro Oda.

BUILDING ODA: THE PILOT

To create Oda, his player will have to choose a **background**, write down some **traits**, choose some **gear** for Oda, and choose three rank I **talents**.

Oda's player decides that Oda grew up in the colonies, so he chooses the Colonist **background** for Oda. That gives him the following fields:

Fields: Mechanics (terrestrial), Survival (terrestrial, frontier), Weapons (civilian, hunting)

When Oda makes pilot skill checks that have to do with these fields, he'll get +1 Accuracy on the roll. For example, Oda and his crew are stranded on an alien world. Oda grabs his hunting rifle and makes a pilot skill check to get them some food. He'll likely return successful because of his Survival and Weapon (hunting) fields.

Next, Oda's player writes down three **traits** for Oda. He chooses 'Foolhardy' for his negative or complicating trait - Oda's likely to rush into situations rather than think about them. He'll get +1 Accuracy on skill checks where his traits apply, and check them off when his pilot is injured.

Traits: Brave, Canny, Foolhardy

Next, Oda's player writes down three items of **gear** that Oda always brings with him. He can change this when he embarks from base if he wants. He can get additional +1 Accuracy on pilot skill checks where his gear applies.

Gear: Hunting Rifle, Extra Rations, Cooking Gear (pot, gas burner, utensils)

Finally, Oda's player chooses three rank I **talents**. He decides that Oda is a good shot, sneaky, and a leader. He can use these talents with mech gear and actions.

Talents: Crack Shot (Rank I), Infiltrator (Rank I), Leadership (Rank I).

At level 0, here's what our pilot looks like. Note that at level 0, Oda only has GMS licenses, and he has no kit, because the GMS license doesn't give any stat bonuses.

Taro Oda

License level 0

Background: Colonist {*Mechanics (terrestrial), Survival (terrestrial, frontier), Weapons (civilian, hunting)*}

Traits: Brave, Canny, Foolhardy

Gear: Hunting Rifle, Extra Rations, Cooking Gear

Talents: Crack Shot (Rank I), Infiltrator (Rank I), Leader (Rank I)

CORE: 20 HP, +0 hull, +0 agility, +0 systems, +0 engineering, +0 targeting

CORE Bonuses: None

Licenses: GMS

Let's get to Oda's **mech**.

At Rank 0, Oda, like all other pilots, has a **hard suit**, and only has access to **GMS licenses**. Oda chooses a rifle for his pilot weapon from his hard suit, making it a ranged weapon.

To build his mech, Oda chooses the **GMS Standard Pattern I Everest shell**, the only one he has access to. He chooses to raise his engineering by 1, a feature of this mech shell. To fill his weapon mounts, Oda can choose from GMS weapons. He chooses the GMS Hardpoint 20mm Anti Material Rifle for his heavy mount, the GMS type 1 MC-AR, a main size weapon, for his flexible mount, and two GMS type I MC-TK tactical knives for his auxiliary mount.

RAIJIN (EVEREST SHELL)					
Size:	1	Armor:	0	SP:	5
SHELL:					
+1 to engineering					
MOUNTS:					
GMS type 1 MC-AR (Flexible Mount)		GMS type I MC-TK GMS type I MC-TK (Auxiliary Mount)		GMS Hardpoint 20mm Anti Material Rifle Heavy Mount	

His total stats are Hull +0, Agility +0, Systems +0, Engineering +1

He has 5 system points to spend and chooses to spend them on the following:

(2) GMS Pattern A "Apple" HE Grenades

(2) GMS Burst type Jump Jet system

(1) Personalizations

His HP at level 0 is 24 (20 + hull (0) + bonuses from levels (0) +4 from personalizations)

His CRITICAL gauge is 4 long (+0 hull/resilience)

His evasion is 8 (+0 agility)

His speed is 5 (+0 agility)

His sensor range is 8 (+0 systems)

His e-defense is 8 (+0 systems)

His heat gauge is 7 long (+1 engineering/heat capacity)

His repair cap is 7 (+1 engineering) and his repair rate is 5 HP/repair

That's it! But let's look at Oda at License level 3 to show how Oda and his mech with a couple levels would look.

Leveling from 0-3 (completing 3 missions), Oda looks very similar. However, he gets +3 talent points to spend on talents, 3 license points to spend on licenses, +3 CORE points to spend on statistics, and some HP, system points, and increased targeting for his CORE. He looks like this:

Taro Oda

License level 3

Background: Colonist {*Mechanics (terrestrial), Survival (terrestrial, frontier), Weapons (civilian, hunting)*}

Traits: Brave, Canny, Foolhardy

Gear: Hunting Rifle, Extra Rations, Cooking Gear

Talents: Crack Shot (**Rank II**), Infiltrator (Rank I), Leader (**Rank III**)

CORE: 29 (20+3x level) HP, +0 hull, **+2 agility**, +0 systems, **+1 engineering**, **+1 targeting**, **+1 SP**

CORE Bonuses: +8 HP

Licenses: GMS, IPS-N Raleigh Rank III

Since Oda has a rank III license (Raleigh), he gets the Raleigh Shell (rank I), access to the Mjollnir cannon Shell System (rank II) and a +8 HP CORE bonus (Rank III). He can also take any of the systems or weapons in the Raleigh license now.

Here's what Raijin, his mech, looks like at rank III. Oda chooses to mount two hand cannons instead of his knives, a new system from his new licenses.

RAIJIN (RALEIGH Shell)					
Size:	1	Armor:	0	SP:	6 (5+1)
SHELL:					
Hull +2					
MOUNTS:					
GMS Type 1 MC-AR (Main Mount)		Hand Cannon Hand Cannon (Auxiliary Mount)		GMS Hardpoint 20mm Anti Material Rifle (Heavy Mount)	

SHELL SYSTEM:
IPS-N M35 'Mjolnir' cannon

His total stats are: Hull +2, Agility +2, Systems +0, Engineering +1
He has 6 system points to spend and chooses to replace his personalizations with IPS-N Breaching charges from his Raleigh license
(2) GMS Pattern A "Apple" HE Grenades
(2) GMS Burst type Jump Jet system
(2) IPS-N Breaching Charge

His HP at level 3 is 45 (20 + 4xhull (8) + bonuses from levels (9) + 8 from his CORE bonus)
His CRITICAL gauge is 6 long (+2 hull/resilience)
His evasion is 10 (+2 agility)
His speed is 7 (+2 agility)
His sensor range is 8 (+0 systems)
His e-defense is 8 (+0 systems)
His heat gauge is 7 long (+1 engineering/heat capacity)
His repair cap is 7 (+1 engineering) and his repair rate is 12 HP/repair

PILOT HARD SUIT

A pilot's hard suit is their interface between themselves and the mech chassis they pilot. There are tens of thousands of licensed hard suit makers — the Big Five notwithstanding — that an attempt to attribute a galactic standard make and model to any one manufacturer is impossible. GMS would be the closest to a galactic standard, if one must choose. Hard suits are, generally speaking, any suit that provides the following protections and features: protection from hard vacuum, protection from radiation, neural and data interface ports that interact with galactic-standard connections, full omninet communication compatibility, some measure of kinetic and energy protection, some measure of environmental sealing, and some measure of rescue capability should a pilot be forced to eject.

The Hard suit has the following stats:

Hard Suit (Player)			
Mech			
Hull	Agility	Systems	Engineering
-2	+4	-1	-1
HP	Evasion	E-defense	Heat Cap.
8	12	7	-
Armor	Speed	Sensors	Size
0	6	7	1/2

Pilot hard suits count as mechs, so damage from mech weapons will not instantly kill them. However, **pilot hard suits do not have a heat gauge or critical gauge**. They cannot take critical damage or heat, and instead take both as direct damage to their HP (cannot be reduced or resisted in any way). Pilots are killed when the HP of their hard suit is reduced to 0.

A pilot's CORE does not apply to the hard suit (it has the same stats no matter what). It cannot be modified or upgraded.

The pilot hard suit has the following gear and systems:

Jetpack

- Counts as a propulsion system in space or underwater
- Can be used as a Flight 4 system when moving or boosting

A pilot suit has no cockpit, but can be dismounted or mounted freely as an action. It has a rudimentary computer and storage capacity, but nothing rivaling a mech's.

A pilot hard suit has limited life support for space, maneuverability, and efficiency reasons, and will last for about an hour outside of the mech without an appropriate pack. Life support can be fully recharged by returning to the mech, assuming your mech still has active life support.

Pilot Weapon

Your Pilot Weapon has one of the following profiles. They have the type 'Pilot Weapon':

Pilot weapon

Range 8, Pilot Weapon

1d3 kinetic, explosive, or energy damage.

Pilot Melee

Reach, Pilot Weapon

1d3+1 kinetic, explosive, or energy damage

You must choose the form and damage type of your pilot weapon when you acquire it. It counts as a mech weapon, so it is lethal to human, unarmored targets and can damage mechs normally.

MECH CATALOGUE

GMS

Everest (The Galactic Standard in **all-round** capability the Everest is all pilots' first mech -- don't let it be your last)

IPS-NORTHSTAR

IPS-N DRAKE (IPS-N's premier mech of the line. Built for **Heavy Assault**, the Drake is at home in the vanguard of any assault with shield and assault cannon at hand.)

IPS-N BLACKBEARD (The name to know for unparalleled melee capability, the **Berserker** mech Blackbeard wields a blade so well you won't need a gun)

IPS-N TORTUGA (For specialized engagements at handshake range, the Tortuga fields the meanest scatterguns and **Close Quarters** weaponry in the Galaxy)

IPS-N NELSON (Brute force melee not your thing? Choose the Nelson license to develop a fast, hit-and-run **Cavalier** mech)

IPS-N LANCASTER (No better option to **Support** and **Repair** your teammates as you head into the thick of the action, the Lancaster makes sure that all of you that take hits won't go down)

IPS-N VLAD (A **Control** platform, the Vlad lives up to its name in pointed fashion)

IPS-N RALEIGH (For the **Front Line** fighter who wants to get up close and personal, the Raleigh can't be beat.)

SMITH SHIMANO CORPRO

SSC SWALLOWTAIL (A top of the line **Scout** mech, the swallowtail is rated for all situations and comes with a powerful cloaking field)

SSC MONARCH (A first class **Missile Platform**, the monarch can rain highly accurate swarms of self-propelled death upon its enemies)

SSC MOURNING CLOAK (A close-range, teleporting **Assassin** mech, the Mourning Cloak uses mono-molecular wire weapons and an experimental blink module to do its dirty work)

SSC DEATH'S HEAD (The premier **Marksman** core, the Death's Head uses pre-cognitive targeting and powerful weaponry to kill from a distance)

SSC DUSK WING (A powerful **Disruption** based mech, the Dusk Wing does its best work raining destruction from above)

SSC METALMARK (The front line mech of SSC, the Metalmark is an **Infiltration** unit with a powerful tactical cloak system)

SSC BLACK WITCH (Outfitted with experimental **Magnetic** technology, the Black Witch can repel nearly any attack)

HORUS

BALOR (A master of **Swarm** technology, the Balor lashes out with whips and ammunition made of nanobots)

GOBLIN (A widely feared and hated **Electronic Warfare** mech, the miniscule goblin can infiltrate any electronic system with ease)

HYDRA (The queen of **Drone** warfare, the Hydra can even split its core into multiple, independent subsystems)

GORGON (Primarily an **Electronic Defense** mech, the GORGON is also an unparalleled **Overwatch** mech, able to quickly neutralize incoming threats)

MANTICORE (Built to tear the internal systems of other mechs apart, the Manticore mounts experimental **Electro-magnetic Pulse** technology)

MINOTAUR (A powerful **Interdictor** pattern, the Minotaur creates fields and mounts electronic assaults that slow and lock down its targets)

PEGASUS (The fast and reactive Pegasus is the **Smart Gun** platform of choice for pilots)

HARRISON ARMORY

TOKUGAWA (For **Energy-Based Melee** combat and defense, the Tokugawa stands alone in its class)

BARBAROSSA (If there's a hull that needs breaching or a gate that needs breaking, this **Siege** mech is the best tool for the job)

NAPOLEON (Weaponry and tactics are only as effective as your strategy. **Control** the battlefield with the Napoleon's experimental Blackshield and Stasis technology)

SHERMAN (The perfect expression of **Laser** combat ability, a friendly Sherman is a welcome sight anywhere in the galaxy)

ISKANDER (Control the battlefield with **Mines and Deployables** set by the Iskander)

SALADIN (Want your drinks bought for you across the galaxy? Pilot a Saladin and **Support** your squad through any engagement with powerful **Energy Shields**)

GENGHIS (Crowd control got you down? Face any massed threat with ceaseless **Flame** from the cockpit of your Genghis)

GMS - GENERAL MASSIVE SYSTEMS

“From Cradle to the Stars, General Massive Systems did it first and did it best. GMS: reliable quality, universal licensing, total coverage.”

General Massive Systems, GMS for short, is the galactic standard for non-civilian mechs. Reliable, sturdy, and solidly built, with universal components, full radiation and environmental shielding, and tens of thousands of pre-loaded languages, a pilot in their GMS mech will have all they need to get the job done in a hostile galaxy.

GMS is one of the oldest galactic corporations, getting their start as an early player in the colonization rush of the 2400's after constructing the first Blink Gates. GMS hails from Cradle, the home systems of Union and all humanity, and their designs reflect the aesthetics and intentions of those first pioneers to seek the stars.

GMS mech cores are capable of being printed by manna, so long as a pilot has license approval to do so; **All GMS SHELLs and licenses are available to all pilots, and don't have license levels, CORE bonuses, or SHELL systems like other SHELLs.** The GMS core is the all-rounder standardized EVEREST core. Variants of this core exist, such as the ANNAPURNA, the LHOTSE, the DENALI, and the MASSIF mechs.

GMS STANDARD PATTERN I (“EVEREST”)

The GMS Standard Pattern I, commonly referred to as the “Everest” by its pilots, is the galaxy's workhorse. Its clean, study lines speak to its simplicity, reliability, and modularity.

EVEREST					
Size:	1	Armor:	0	SP:	5
SHELL:					
+1 to any, -1 to any					
MOUNTS:					
Flexible Mount		Auxiliary Mount		Heavy Mount	

GMS WEAPONS LIST

GMS Type I 20mm Hardpoint Anti-Material Rifle

Heavy Rifle
Loading, Ordnance, AP
Range 30
2d6+4 kinetic damage

GMS Type I Howitzer

Heavy Cannon
Indirect, Loading, Ordnance
Range 20, Blast 2
1d6+3 explosive damage

GMS Type I MC-AR

Main Rifle (Assault)
Range 15
1d6 kinetic damage

GMS Type I MC-BR

Main Rifle (Battle Rifle)
Unreliable, AP
Range 18
1d6+1 kinetic damage

GMS Type I MC-MG

Heavy Rifle (Suppressive)
Inaccurate
Range 20
2d6 Kinetic damage

GMS Type I MC-TL

Main Rifle (Thermal Lance)
Range 15
1d6 Energy Damage

GMS Type II MC-EL

Heavy Cannon (Thermal Lance)
2 heat (self)
Range 10
2d6 energy damage

GMS Type I High-Arc Mortar

Main Launcher
Inaccurate, Indirect
Range 20, Blast 2
1d6 Explosive Damage

GMS Type I MC-P

Auxiliary CQB (Pistol)
Range 10
1d3 kinetic damage

GMS Type I MC-TP

Auxiliary CQB (Thermal Pistol)
Range 10
1d3 energy damage

GMS Type I MC-RPG

Main Launcher
Loading
Range 15, Blast 2
1d6 explosive damage

GMS Type I MC-SG

Main CQB (Shotgun)
Range 5
1d6+2 kinetic damage

GMS Type I MC-HB

Heavy Melee (Sword, Hammer)
Reach
2d6 kinetic damage

GMS Type I MC-BLD

Main Melee (Sword, Axe)
Reach
1d6+2 kinetic damage

GMS Type I MC-TK

Auxiliary Melee (Knife)
Reach
1d3+1 kinetic damage

GMS Type I MC-CB

Main Melee (Charged Blade/hammer)
Reach
1d6+1 energy damage

GMS Type II MC-TCB

Heavy Melee (Pike, two handed sword)

Reach+1

1d6+4 energy damage

GMS GENERAL MARKET CHASSIS MODS

Personalizations

1 SP

Unique

When you take this mod, your mech gains +4 HP and you may establish with your GM 1 minor effect or modification you have made to your mech. This mod cannot grant any statistical or combat benefit to your mech other than the hp benefit, but could provide other useful effects.

If your GM agrees that this mod would help you with a particular skill check, they can give you +1 Accuracy on the check.

Grapplers

1 SP

Unique

Gain +1 Accuracy on grapple attempts. Your mech has additional gear for grappling or lifting.

Stable Structure

1 SP

Attempts to knock you prone are made with +1 Difficulty, and you make rolls to resist getting knocked prone with +1 Accuracy.

Treads

No point cost, Unique

Your base speed is increased by +3. However, you cannot climb, swim, or fly, rolls to knock you prone are made at +1 Accuracy, rolls to grapple are made at +1 Difficulty, and it takes your entire movement to right yourself. In addition, you treat all difficult terrain additionally as dangerous terrain.

Expanded Storage

1 SP

Your storage can fit 3 more discrete items, or 1 more discrete large items

Manipulators

Precise interaction with the built or natural environment, soft targets, and sensitive materiel below rated tonnage is part of the daily routine for support-class mechs. Manipulators, haptic-padded multi-digit "hands", allow for such precise manipulation.

1 SP

Unique

Gain 2 extra sets of limbs. These limbs cannot be used to make attacks, but can otherwise hold and manipulate the environment and items as normal. In addition, these manipulators can interact with objects in the environment that a pilot would normally have to interact with (a pilot sized touch pad, etc) with no penalty.

Custom paint job

Unique

1 SP

Gain +1 resilience (add +1 to your CRITICAL gauge)

GMS GENERAL MARKET DEPLOYABLES

GMS Pattern-A “Apple” High Explosive Grenades

The GMS Pattern-A HEX Grenade is a pilot’s best friend in a tight spot. Inert until activation by its neuro-coded welder, the “Apple” is guaranteed to neutralize any hard or soft target within its effective radius.

2 SP

Limited (3)

Thrown 5, Blast 2

Targets caught in the blast must pass an agility check or take 1d6 explosive damage

GMS Pattern-A “Jericho” Deployable Cover

2 SP

Plant, Action

As an action, using this system creates a Line 4 section of Light Cover - orientation determined by user - so long as the entire Line 4 section can be deployed on the map. Requires an action to pick up. Reusable.

GMS “Pancake” Anti-Vehicular Mines

Used primarily for area denial, the GMS AV Mine system has begun to see more offensive employment by GMS pilots in combat theaters.

2 SP

Limited (5), Plant

Planted mines arm at the end of the round.

Detecting a mine takes a successful scan of any kind, disarming one takes an action and a successful systems check on an adjacent mine or the mine explodes. The mine also detonates when any target moves adjacent to the mine and does not attempt to disarm it for blast 1, 1d6 explosive damage. This attack cannot miss. A second mine cannot be placed in this blast radius.

GMS Pattern-A “Filter” Smoke Grenade

The Pattern-A/SL is a cheap, reliable, and low-system-cost method of deploying effective cover in a high-velocity kinetic scenario. Mixed with a proprietary blend of chaff, particulates, accelerants, and defilade-enhancers, Pattern-A/SL smoke is effective at obscuring most all sensor suites.

2 SP

Plant, Limited (3)

Thrown 10

The smoke grenade immediately detonates on impact or plant, creating an area of Blast 3 centered on the impact point. This area grants light cover (+1 Difficulty) to all within, friend or foe. Lasts until the end of 3 rounds (counting this one), then disperses.

GMS GENERAL MARKET SYSTEMS LIST

Companion/Concierge-Class Dummy Plug

The Companion/Concierge Class Dummy Plug conforms to galaxy wide standards for Artificial Intelligence. A Com/Con DP will pass even the most rigid Turing-Null classifications and is cleared for operations even when the pilot is not present.

1 SP

Unique

Your mech has a basic AI installed in it. It can speak to you and has a personality but is not truly capable of independent thought, as a true AI would be. It is obedient to you alone. It can take actions and move on its own prerogative when not piloted, using its stats, but has no independent initiative (it must take and follow commands from you).

Dummy Plugs are not true AIs and thus cannot be unshackled and do not have the AI tag.

GMS PanOpticon Drone Nexus

The PanOpticon Drone Nexus is GMS's premier field-tested, universal drone control unit. With a PanOpticon installed on your GMS chassis, any drone that falls within GMS Standard Classifications A through Z can be commanded, regardless of code language.

2 SP

Drone, Guided

1d3 kinetic damage

The GMS drone nexus controls a small number of active light drones with light armament. They deal 1d3 kinetic damage to a target you are locked onto as an end of round action. They cannot miss.

GMS Shield Type-I

The GMS Shield Type-I utilizes a projected, aggressive, anti-ballistic superpositional shield to trap and deny incoming solid and wave-based projectiles.

2 SP

Shield, Protocol, Unique

1 heat (self)

You can choose to activate this shield protocol at the start of your turn. Until the start of your next turn, attacks from one enemy you can see of your choice are made against you at +1 difficulty, and your attacks against that enemy are also made at +1 difficulty.

GMS Shield Type-II

The GMS Shield Type-II Improves on the Type-I, bringing a larger powerplant and more wide-angle projectors for increased coverage. The Type-II, while providing enhanced protection, does run hot, and requires a core with heat sinks and frame space large enough to mount the system.

3 SP

Shield, System, Unique

3 heat (self)

You can choose to activate this shield protocol at the start of your turn. Until the start of your next turn, attacks from up to two enemies you can see are made against you at +1 difficulty, and your attacks against those enemies are also made at +1 difficulty.

FLIGHT

GMS EVA Module

A GMS Extra Vehicular Activity Module allows for pinpoint maneuvering in micro to zero-gee environments.

1 SP

Unique

Your mech counts as having a propulsion system in space and underwater situations

GMS 'Burst' Jump Jet System

2 SP

Unique

When your mech boosts, your mech can fly (but must land after flight).

GMS Type I Flight System

3 SP

When your mech moves or boosts, it can fly. However, at the end of each turn that you activated this module, generate heat equal to the size of your mech or 1, whichever is greater.

GMS Type II Flight System

5 SP

When your mech moves or boosts, it can fly with Perfect Flight (it doesn't have to land).

However, at the end of each turn that you activated this module, generate heat equal to the size of your mech or 1, whichever is greater.

IPS-NORTHSTAR

“YOUR FRIEND IN AN UNFRIENDLY SEA”

IPS-Northstar is the child company born from the merger of civilian cargo lines Interplanetary Shipping and Northstar.

Space piracy and rogue state actors remain the greatest threat to interstellar shipping lines, costing ship owners trillions in Manna and countless more in their local currencies. After incurring tremendous capital losses due to piracy, IPS and Northstar decided to announce a collaborative merger in order to ensure the safety of all civilian and corporate shipping.

Initially utilizing late-model GMS line mechs, the new IPS-Northstar corporation quickly developed their own makes and models of versatile, durable, modular mech chassis that mount weapon and engineering systems in equal measure. IPS-Northstar mechs are a good choice for pilots who want a tough mech chassis that's built for close quarters and melee combat where breaching a ship hull might be a hazard. IPS-N mech chassis are built sturdy, meant to take as much damage as they can deal, and then some.

In the deep dark of space, there is no cavalry, just you: you need to repair the holes you make (or the ones made in you!), otherwise you die.

IPS-N SHELLs:

IPS-N DRAKE (Heavy Assault)

IPS-N BLACKBEARD (Melee)

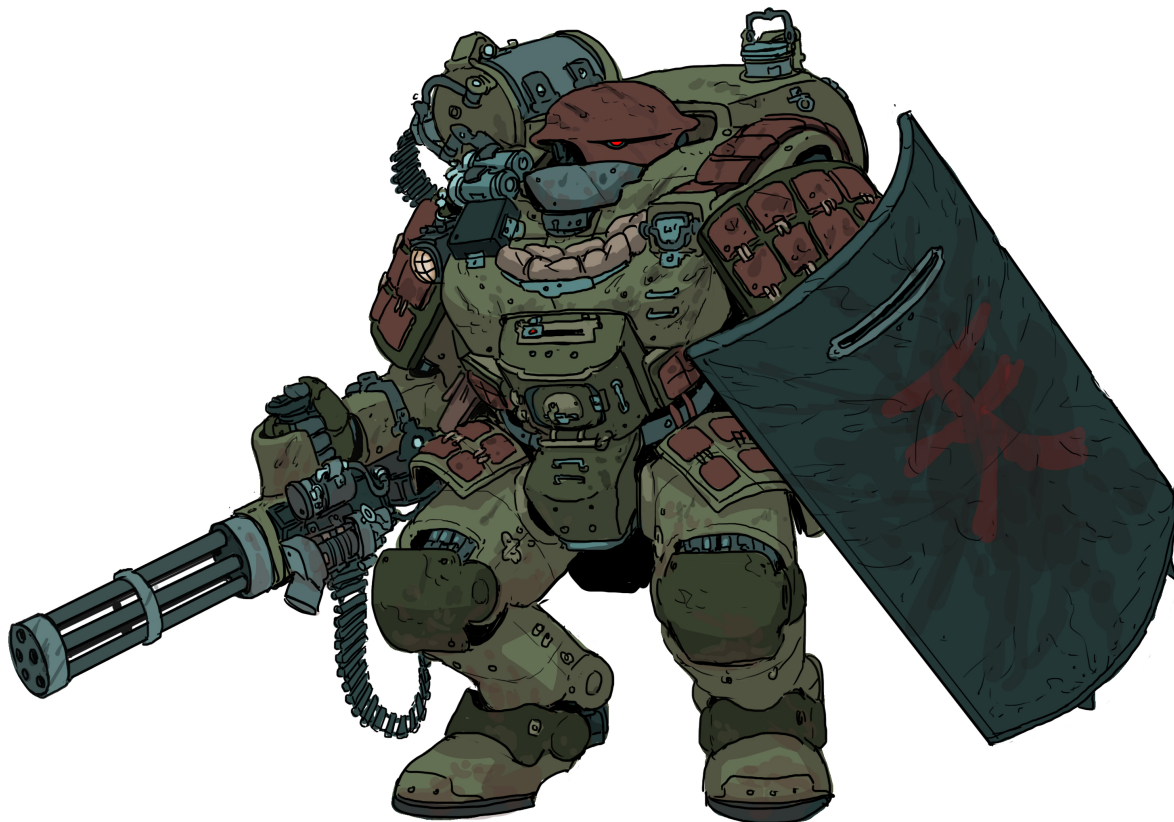
IPS-N TORTUGA (CQB)

IPS-N NELSON (Mobile Melee)

IPS-N LANCASTER (Repair/Support)

IPS-N VLAD (Special Assault)

IPS-N RALEIGH (Line mech)



IPS-N “Drake”

鉄神ツレーク

Heavy Assault/Fire Support

“Argonaut” assault shield, “Leviathan” class heavy gatling cannon

LANCER

The mech RPG

IPS-N DRAKE

The IPS-N DRAKE is the backbone of any proactive trade-security anti-piracy force and represents the manufacturers first divergence into military-grade mechs from its former mining lines. A dense heavily armored chassis, the standard IPS-N DRAKE fleet license includes a high-fragment, high-pressure, gatling-style assault cannon for neutralizing soft targets, and a heavy kinetic/ablative barrier shield for defense. More advanced models feature scaled-up weaponry and armor, including the notorious 16-barrel Leviathan cannon.

License:

I. DRAKE Shell, IPS-N Assault Cannon, IPS-N “BARRIER” Assault Shield

II. IPS-N Argonaut Shield, Aegis Shield Generator, “BASTION” Siege Scales

III. CORE BONUS: +1 Armor, Leviathan Assault Cannon, Portable Bunker

DRAKE					
Size:	3	Armor:	3	SP:	5
BONUSES:					
+2 Hull			-2 Agility		
MOUNTS:					
Flexible Mount		Main Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
IPS-N Argonaut Shield					
<p>Passive: This huge, plated shield can be used to bash enemies. It doesn't take a mount and has the following profile: Argonaut shield Main melee Reach 1d6 kinetic damage</p> <p>Active (requires 1 Core Power): FORTRESS Action As an action, you plant your shield and deploy stabilizers, becoming more like a fortified emplacement than a mech. While this system is active, you cannot move or take the boost action, though you can still rotate and aim in any direction. Two line 2 sections of heavy cover unfold, drawn from your mech in any direction. Your mech grants and counts as being in heavy cover for allied mechs while this system is active, and has resistance to damage from blast, line, and cone attacks. This system can be deactivated as an action.</p>					

IPS-N Assault Cannon

The IPS-N assault cannon is a single-barrel, recoilless autocannon chambered to fire 30mm shells. Able to be fielded as a fixed weapon or manipulator-compatible platform, this autocannon can be box-magazine fed or belt fed. It is a mainstay among IPS-N chassis fleet orders.

Heavy Cannon
1 heat (self), Unreliable
Range 15
2d6+4 Kinetic Damage

IPS-N “BARRIER” Assault Shield

Another common sight, the BARRIER-AS is a solid-state, layered, overarm shield that provides an extra layer of security for defensive-minded pilots.

3 SP

Unique, Reaction

This over-arm shield is heavy but grants high protection. Once per round, as a reaction to taking damage from a single source, you can attempt to shield block by make a hull check. If your check is successful, gain resistance to all of that damage. If your check fails, take damage as normal.

Aegis Shield Generator

The Aegis is a portable shield generator, a way to establish a momentary safezone to withstand an incoming bombardment or environmental hazard.

2 SP

Shield, Unique, Plant

Limited (2)

Once planted, this generator deploys into a blast 3 zone until the end of 3 rounds (including this one). Inside the zone, all allied targets count as having 4 armor (max).

ISP-N “BASTION” Siege Scales

2 SP

Unique, Protocol

This siege shield rolls over your mechs’ chassis like an ancient coat of chain mail, constricting its movement but stopping huge amounts of damage from blasts, shrapnel, and energy weapons. You can activate or deactivate this system at the start of your turn as a free action. While activated, until the start of your next turn, you cannot move or take the boost action, but you count as light cover even out in the open and gain resistance to all damage from blast, line, and cone attacks.

Portable Bunker

2 SP

Action, Limited (2)

To activate this system, choose a clear 4x4 space adjacent to you and take an action. At the start of your next turn, this system unfolds into a fortified emplacement that grants heavy cover to anyone within the area from all directions, as long as they are fully covered by the area. The bunker is open topped and can be entered and exited at will. If attacked the bunker has evasion 5, 30 HP, and 3 armor. It cannot be moved or deactivated once deployed.

IPS-N Leviathan Assault Cannon

The Leviathan AC is a massive rotary autocannon. Unless planted, a chassis cannot sustain fire with this weapon without significant difficulty.

Superheavy Cannon
1 heat (self), AP
Range 15
1d6 kinetic damage

As an action, you can spin up this weapon's barrels. While this weapon's barrels are spinning, your mech is crippled, but this weapon's damage increases to 4d6+4 kinetic. You can stop the spin-up as a free action at the start of your turn, but lose the increased damage until you spin the weapon up again.

IPS-N BLACKBEARD

The IPS-N BLACKBEARD is IPS-N's solution for an aggressive, front-facing, preemptive anti-piracy platform. The BLACKBEARD license range is built for environments where combustible kinetic weaponry is either useless, too dangerous to use, or would prompt unnecessary collateral damage.

License:

- I. **BLACKBEARD shell**, Synthetic Muscle Netting, Chain Axe
- II. **Assault Grapples**, Flechette Launcher, Nano-Carbon Sword
- III. **CORE BONUS: +1 Accuracy on Grapple Attempts**, Lock/Kill subsystem, SEKHMET class AI

BLACKBEARD					
Size:	2	Armor:	2	SP:	4
SHELL BONUSES:					
+2 Hull	+1 Speed	-1 Systems			
MOUNTS:					
Flexible Mount		Auxiliary Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
Assault Grapples					
<p><i>The IPS-N branded assault grappling system is a proven, class-leading, industry-standard system rated to handle hauling, supporting, and securing chassis up to Galactic Standard Size 3. All IPS-N Grappling Systems include a remote control system.</i></p> <p>Passive: As an action, your mech can fire the assault grapples at any surface in range 8 (even vertical or overhanging), pulling your mech in a straight line to that location as long as your mech is not obstructed during that movement. Your mech can hold on to that location as long as it remains immobile.</p> <p>Your mech can also use this system to grapple and maintain a grapple on any target within range 4, instead of being adjacent to that target.</p> <p>Active (Requires 1 Core Power): Omni-harpoon Action This one-shot system fires harpoon-like grapples at any number of targets within range 8. Those targets must pass a hull check with 2 difficulty or be knocked prone and pulled adjacent to your mech, or as far as possible towards your mech without being obstructed.</p>					

Synthetic Muscle Netting

IPS-N's proprietary Synthetic Muscle Netting is a field-proven augmentation compatible with existing IPS-N shells. The SMN system is a spray-on catalytic/structural enhancement that boosts manipulator and propulsion subsystems by an average factor of 25%.

1 SP

Unique

When grappling, you always count as the larger party, no matter the size difference. Your lifting and dragging capacity doubles.

Chain Axe

A simple tactical scale-up of a felling axe, IPS-N's chain axe is a serrated, powered chainblade hardlinked to a chassis' power core. The teeth of the IPS-N chain axe are tungsten-tipped, hardened to chew through hard and soft targets both. It is an effective weapon and utility tool, and is often used by boarding parties to make initial breaches in ship and station bulkheads.

Main Melee

Reach

1d6 damage +1 critical damage

Nanocarbon Sword

IPS-N's nanocarbon sword is a new spin on an old essential. Embedded nanosensors along the length of the blade capture a full spectrum of data while in use, recording to cloud-based Omninet storage banks for after-action review. Live feedback is relayed to the user, interpreted by their equipped sensor suite, and real-time adjustments are made to the molecular composition of the blade edge; this ensures the blade will always cut its target armor, though it does necessitate an initial blow to trigger.

Heavy Melee

Reach +1, AP

1d6 kinetic damage +2 critical damage

Flechette Launcher

The IPS-N Flechette Launcher utilizes a hive-analogous construction to project a total soft target kill zone in a dome around the user, denying personnel the opportunity to engage in aggressive infantry-tier actions.

Auxiliary CQB

Blast 1 (self)

1d3 Kinetic Damage

This weapon deals 1d6 instead of 1d3 damage against grappled targets or targets with the biological tag.

Lock/Kill subsystem

1 SP

Unique

Your mech can attack with any number of weapons while grappling a target (instead of being restricted to 1). Targets grappled by you gain +1 difficulty to attempt to resist or escape your grapples.

SEKHMET-class AI

The IPS-N SEKHMET AI Companion is ready to be your First Mate! SEKHMET comes standard with remote, Omninet, IR tag, and voice control systems and is fully versed in all current and legacy IPS-N mech cores. Your own SEKHMET system will learn with you, and should the worst happen, will continue as you would, running an emulated neural net doppelgänger to control your IPS-N chassis until forced or voluntary shutdown.

SEKHMET-class systems tend to have aggressive attitudes and dark sense of humor; pilots often label them as a berserker system, a dangerous NHP that values combat efficacy over its pilot's well being.

3 SP

AI, Unique

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI. In addition, gain the SEKHMET protocol:

SEKHMET protocol

Protocol

- Your mech, and all adjacent mechs, take 1 heat at the start of your turn while this protocol is active, including the turn you activate it.
- Your mech becomes Vulnerable, but all melee critical hits do +1d3 critical damage
- While active, your mech automatically uses its movement to move towards the nearest target, friend or foe, and attempts to engage in melee combat. This is not a free move.
- If you end your turn while not in reach of a target (friend or foe), you become Impaired until you are.
- To end this protocol, you must pass a successful engineering check
- Otherwise, this protocol will continue until your mech is destroyed. Death or incapacitation of the pilot will not stop it.

IPS-N TORTUGA

The TORTUGA is IPS-N's short-to-medium range core-line mech. Conceived, tested, and perfected in the void of deep trade space, the TORTUGA is made to breach and clear ships.

The TORTUGA is built to occupy space, filling hallways with its angular bulk. It defends just as effectively as it attacks, often used in a battering-ram role by boarding parties and ship/stationboard marines.

License:

I. **TORTUGA Shell**, Automatic Shotgun, Siege Ram

II. **SENTINEL system**, IPS-N Throughbolt Rounds, Daisy Cutter

III. **Core Bonus: +1 accuracy on overwatch attacks**, Pneumatic Hammer, Hyper Dense Armor

TORTUGA					
Size:	2	Armor:	1	SP:	5
SHELL:					
+1 Hull	+1 Systems	-1 Engineering			
MOUNTS:					
Flexible Mount		Main Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
SENTINEL					
A sub-sentient NHP partition-program tuned for overwatch.					
Passive: Gain +1 Accuracy to all overwatch attacks					
Active (Require 1 Core Power):					
Hyper-reflex mode Protocol					
For the rest of this combat, you can make your overwatch attacks against any target that <i>enters</i> or <i>exits</i> a range 5 area around you (instead of reach). Any target struck by your overwatch attacks immediately stops moving and can move no further this turn.					

IPS-N Deck-Sweeper Automatic Shotgun

The IPS-N Deck-Sweeper Automatic Shotgun is a belt-fed scattergun, a favorite of marine pilots aboard stations and capital ships. It's operation is simple and straightforward: charge, point, and

fire. The single-barrel constriction allows for pneumatic absorption, dampening the effect of its incredible recoil, and its belt-fed action accepts many types of shot-and-shell ammunition.

The DSAS is a mainstay among IPS-N licensed pilots.

Main CQB
Inaccurate
Range 5
2d6+1 Kinetic Damage

IPS-N Siege Ram

The Siege Ram is another holdover from IPS-N's pre-merger days. When Bulkheads slam closed and there is a need to get them open, marine pilots mount a siege ram to get the job done. Heavy, dumb, and unbreakable, the Siege Ram is the universal key.

Carried in-hand by a qualified chassis, the IPS-N Siege Ram is a solid metal beam with a wedge tip, meant to be slammed into the seam of a sealed bulkhead door and driven home, cracking open ships and stations like a can.

Main Melee, Unique

Treat this ram like a weapon system. Gain +2 Accuracy to ram attacks while wielding it or mech skill checks to knock down or destroy walls, doors, floors, bulkheads etc

IPS-N Throughbolt Rounds

Throughbolt Rounds are a proprietary IPS-N invention. Throughbolts are Tungsten-jacketed, uranium core rounds with projection-activated plasma sheaths. When fired, Throughbolts ignite and project a superheated cone of plasma before them, creating a miniature lance effect that ensures multiple-target penetration through soft and hard surfaces.

1 SP

Ammo

Choose 1 CQB, cannon, or rifle weapon. When you fire this weapon, draw a line 3 spaces long from your mech, then measure its original range from the end of this line as though the attack was fired from that position (also measure cover from this new position for the rest of the attack). Any targets hit by this line are also hit by the attack, with no cover allowed. The attack cannot change directions after being fired.

IPS-N Daisy Cutter

The Daisy Cutter is an effective, if outdated, weapon system for which many marine pilots still place print requisitions. The Daisy Cutter is, essentially, a massive shotgun: the pilot loads a shaped charge into the breech of the Cutter, drops a packed sabot down the barrel, targetings, and fires a mixed hellfire cloud of flechette darts, bearings, and ignited magnesium strips, clearing any deck it's been fired on.

Heavy CQB

Limited (2)

Cone 7

3d6 kinetic damage.

The blast cloud lingers until the end of the next round after firing providing light cover to any mech in the affected area.

IPS-N Pneumatic Hammer

Colloquially known as a 'pilebunker', built originally from blast mining equipment, the pneumatic hammer has been refined into a widely feared weapon - a solid-core cylinder cocked and locked in place by a miniaturized gravity well. When fired, the cylinder is propelled forward by a charge of superheated plasma through a cannon-like shaft, creating enormous kinetic force. Without proper reinforcement, the power created by this weapon will literally tear its wielder's arm off.

Main Melee

Loading

Reach

1d6+3 kinetic damage

On a critical hit with this weapon, your target must pass a hull check or be stunned until the end of its next turn..

IPS-N Hyper Dense Armor

IPS-N HyperDense Armor is built for use in space. As the name implies, the HyperDense system is forged without respect to the gravitational constraints mechs may face down a gravity well; many pilots flying cores equipped with HyperDense armor are shocked to experience the difference in piloting their mechs down a well versus in the null-gravity of space.

4 SP

Unique, Protocol

You may activate or deactivate this armor system's activation protocols at the start of your turn. While active, it hardens into a shimmering, reflective surface and offers unparalleled protection, granting you resistance to all damage from attacks further away from range 5 of your mech. However, your mech is crippled while it is active.

IPS-N NELSON

The IPS-N NELSON brings the close-quarters doctrine espoused by ISP-N to its most pure form. The NELSON is built to brawl in environments too volatile for firearms or when ordnance has been exhausted.

With its small size, the NELSON can attack fast while remaining a difficult target to track. Layers of fractal-fold BULWARK plating allows for ceramic-analogous carbon flaking, effectively nulling the impact of incoming solid-state fire by dispersing kinetic energy across a rounded hull. This null-k plating 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 shell of choice for the Albatross, the Cosmopolitan interstellar anti-piracy agency. Their distinctive white, gold, and red livery and mastery of the war pike -- as well as seeming agelessness due to time dilation -- has won both the Albatross and the NELSON a venerated place in Diasporan lore -- and secured the Albatross an endorsement contract with IPS-N in perpetuity.

License:

I. **NELSON Shell**, War Pike, Bulwark Mods

II. **Perpetual Momentum Drive**, Fire Pike, Armor Lock System

III. **CORE BONUS: +1 reach with all melee weapons**, Power knuckles, Adaptive Armor

NELSON					
Size:	1	Armor:	0	SP:	65
SHELL:					
+1 Hull	+1 Agility	+1 speed			
MOUNTS:					
Flexible Mount		Main Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					

Perpetual Momentum Drive

IPS-N's PMD exploits fighter-tier nearlight spooling to conserve and sustain a passive .000001LS charge, able to be dumped into extant boost systems at the pilot's command. The chassis fielding this system must be heavily adapted through strengthening joints, limbs, and installing a k-comp crash couch to protect the pilot from sudden g force and shear.

Passive: Before you make any attack action, you can move 1 in any direction. This movement doesn't provoke reactions, and doesn't count against your movement for the turn.

Active (requires 1 Core Power):

Hurricane Engine

Protocol

Once activated, this system remains active until the rest of the current combat. While its active, before or *after* any attack action, you can move 4 in any direction. This movement doesn't provoke reactions, and doesn't count against your movement for the turn.

War Pike

A War Pike is a simple weapon. A long haft, topped with a dense, slim point, meant to puncture armor. Derivative of a mining pylon, the modern war pike is a sturdy, balanced, and reliable weapon, perfect for a charge.

Main Melee

Thrown (10), Reach +1

1d6 kinetic damage

Bulwark Mods

A mark of pride for IPS-N, all proprietary mech cores feature IPS-N's QuickMod system, a modular, legacy-compatible system of joints, hardpoints, and internal slots that make installing upgrades simple.

1 SP

Your mech has extended or armored arms or legs, redundant motor systems, or is otherwise reinforced for harsh terrain. Ignore difficult terrain, and you can re-roll failed dangerous terrain checks. You must accept the second result.

Armor Lock System

IPS-N's Armor Lock System is a total-body modification for a mech core that provides additional chassis stability when pilots are faced with a situation that puts their core under greater-than-anticipated stress.

2 SP

When you take the Brace action, enemy attacks targeting you are made with 1 additional Difficulty, and you can't fail agility checks, be knocked back or moved by any external force smaller than size 5, or be knocked prone until the start of your next turn.

Thermal Pike

Pilots have long made this popular modification to their pikes. Now, IPS-N is offering these pilots' modifications as a licensed and quality-tested suite for pan-galactic printing. The Thermal Pike -- often colloquially called a "Fire Pike"-- is a simple plasma projector integrated into war pike, tuned to project a plasma sheath over the pike's head.

This plasma sheath can be toggled on or off, though it does not cool immediately after toggling. In desperate situations, the pike can be decoupled from its main power source, fitted with a single-use, solid state battery, and thrown; its battery can be triggered remotely or on impact in order to create a tremendous explosion, sheathing the pike in the resulting fireball.

Main Melee

Thrown (10)

Reach +1

1d6 kinetic damage

As a Limited (1) weapon, you may activate the shaped charge on this pike to do +3d6 explosive damage on a successful hit. The base profile of this pike can still be used.

Power Knuckles

A simple weapon system, IPS-N's power knuckles are a popular modification for pilots of CQB mech cores. Whether as shaped studs, hyperdense knuckles, or a series of magnetically-accelerated micro-rams, power knuckles amplify the already incredible hitting power of a mech core.

Auxiliary Melee

Reach

1d3+2 explosive damage

On a critical hit, your target must pass a hull check with 1 difficulty or be knocked prone

Adaptive Armor

Adaptive armor takes an aggressive approach to countering incoming damage: sudden rapid projection of counter-kinetic impulse waves designed to deflect or destroy incoming projectiles.

3 SP

Unique

Once per round, when you take damage, you can gain 4 armor against the triggering attack as a reaction. This armor can put you over the maximum, but works against the triggering attack only, and is then lost.

IPS-N LANCASTER

The IPS-N LANCASTER is a mil-spec variant of an older IPS-N design, modernized and streamlined for military/operator use. The LANCASTER features multiple redundant systems and object/environment-interact projectors to facilitate pinpoint accuracy when engaging with delicate systems, damaged or intact. Commonly piloted by sapper and engineer-designate pilots in frontline support/specialist roles.

License:

- I. **LANCASTER Shell**, Restock Drone, Cable Winch System
- II. **Latch Drone**, Ablative Shielding, Repair Drone Nexus
- III. **Core Bonus: +2 Repair Capacity**. Plasma Cutter, Networked Swarm Nexus

LANCASTER					
Size:	1	Armor:	1	SP:	7
SHELL:					
+1 Hull			+1 Engineering		
MOUNTS:					
Flexible Mount			Flexible Mount		
SHELL SYSTEM (Requires Rank II):					

Latch Drone

Known colloquially as a 'Wingman' drone, latch drones are companion drones carried upon and deployed from a chassis. Pilots are advised against developing attachments to these drones, given their high casualty rate.

Passive: You can send out this companion drone as a weapon system with the following profile. It doesn't take a mount.

Latch Drone

Auxiliary Launcher

Range 8

Make a targeting roll vs evasion 8 and target any friendly mech in range (still take cover and line of sight into account). On hit, your target can spend up to 1 repair to heal.

Active (requires 1 Core Power):

Supercharger

Action

You fire your drone at a friendly mech in range. For the rest of this combat, you take 1 heat at the start of your turn, but the targeted mech gains +1 Accuracy on all attacks and checks, heals 1d6 hit points at the start of its turn, and is immune to the stunned, shut down, impaired, jammed, crippled, and immobilized conditions. This effect ends if you or the targeted mech makes a critical or overheating roll. While this system is active, you cannot fire your drone as a weapon (using the passive of this system).

Restock Drone

A simple, reliable, and sturdy drone mounting a printer, a restock drone allows for limited logistic capability through autosalvage: the bulk of the drone is RawMat, a generalized mix of silicates and metallic materials meant to be processed for high-yield printing. Pilots often call restock drones a "mech snack".

2 SP

Drone, Limited (2)

As an action, you can set this drone down in any adjacent space. After your turn ends, the drone primes. Any allied mech that moves adjacent to the drone can activate it as an interaction. That mech can then cool all heat, reload all weapons with the loading tag, and gain 2d6 hit points. The drone is then consumed. The drone can be shot at and destroyed (evasion 12, 10 hp, 1 armor) and can benefit from cover.

Cable Winch System

A winch system consists of a spool of nanocarbon-weave cable mounted externally, and recovery subroutine software uploaded onto the recovery mech's datamind.

1 SP

Action

As an action, you can attach the cables to an adjacent mech. If the mech is shut down, stunned, or a willing target, this action is automatically successful, otherwise make a hull check. Once attached, your mech and the attached mech cannot move more than 5 range away from each other. One mech can tow the other, but is crippled while doing so, and must successfully pass a hull skill check to do so. Any mech can take an action and make a successful hull skill check or melee attack to remove the cables (removed on a hit, the cables have evasion 10). The cables can also be attached to the environment or any object. They are 5 length and can take a combined size of 6 in strain if using them to climb, etc, before they break.

Ablative Shielding

IPS-N's proprietary ablative shielding is available to all pilots with the necessary licensing. Once acquired, pilots communicate with IPS-N's own SHIPWRIGHT AI to design appropriate ablative templates to ensure 100% coverage of their unique mech cores.

2 SP

Shield, Protocol

While this system is active, gain resistance to energy damage, but take 1 heat when you take damage.

Repair Drone Nexus

An IPS-N repair drone nexus is a necessary component for controlling any individual or networked drone unit. The IPS-N RDN-FLEET can command drones swarms up to ten cohorts large, pushing out either batch commands or individual orders as the pilot or approved AI controller desires.

2 SP

Drone, Action

Sensor Range

When you use these drones as an action, choose one, two, or three target mechs within your sensor range. If you chose one mech, it can spend up to 2 repairs to gain that much hp, if you chose two mechs, they can both spend up to 1 repair. If you chose 3, make an engineering skill check. On success, each of them can spend up to 1 repair, on failure, only one of them can spend up to 1 repair.

Plasma Cutter

Plasma cutters were tools first, simple blades built to toggle and sustain a plasma sheath to make cutting metal easier for its user. Repeated ad-hoc use of cutters as a personal defense weapon to repel pirate boarding actions convinced IPS-N to create a mil-spec variant. The issued model, a Cutter MkII, is hard-lined into the mech's power core, with a port to attach power packs in case of cord severance. The cutting edge can be shortened to a knife variant, but is most popular in its "cutlass" option, a middling length variant that allows for a balance of reach and maneuverability in close quarters.

Auxiliary Melee

Unique, AP, 1 heat (self)

Reach

1d3 Energy Damage + 3 Heat

Networked Swarm Nexus

Networked swarms can work independently from controller input, freeing up a pilot to concentrate on more complex repairs or immediate threat neutralization.

1 SP

Drone

Sensor Range

As an end of round action, your mech takes 2 heat, and one target in your sensor range can spend 1 repair to heal.

IPS-N VLAD

The IPS-N VLAD is a variant of the IPS-N NELSON, built to handle hardened targets that would present strategic difficulty for the NELSON platform. The VLAD features a suite of legacy-inspired shaped weaponry and heavy armor and is meant to take a frontline role, absorbing fire from dangerous targets in order to protect its allies while lining up the perfect shot.

License:

- I. **VLAD shell.** Snub barrel mod, Impaler
- II. **Shrike Armor,** Nail Gun, Over-Penetration Modification
- III. **Core Bonus: +1 resilience,** Combat Drill, Charged Stake

VLAD					
Size:	1	Armor:	2	SP:	6
SHELL:					
Hull +1		-1 Engineering			
MOUNTS:					
Flexible Mount		Flexible Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
Shrike Armor					
<p><i>A nod to the pre-Collapse namesake of the VLAD, Shrike armor plating bristles with shaped spikes, hardened with chromium/tungsten alloy tips. Strategic studding places Shrike tips in high-likelihood kinetic encounter areas: gauntlet covers, manipulator joint covers, shoulder plating, and so on. Primarily a defensive modification, Shrike armor is uncommon among Coreside pilots, and seen as a mark of underdeveloped -- if terrifying - tactics.</i></p> <p>Passive: When you attacked by a non-grunt target within range 5, your attacker takes 1 AP kinetic damage before they attack</p> <p>Active (requires 1 Core Power): Tormentor spines Protocol Until the end of the current combat, you gain resistance to all damage from within range 5, and your damage from this armor's passive increases to 3 AP kinetic damage.</p>					

Snub Barrel

This is a popular modification for pilots looking to tune their weapons for CQB scenarios. Snubbing a barrel shortens it, to allow of ease of movement in restricted quarters; this modification often shortens effective range and widens conical scatter, though in a CQB engagement this is not necessarily a bad thing.

1 SP

Mod

Choose 1 rifle or CQB weapon. The weapon becomes cone (5) range or cone (+1) if it already has a cone attack pattern

Impaler

Derivative of legacy IPS-N equipment meant for deep space mineral exploitation, an IPS-N Impaler is a brutal, short-range weapon that fires massive, two-stage (magnetic acceleration/ self propelled) bolts designed to penetrate hardened targets.

Main CQB

AP, 2 heat (self)

Line 7

1d6 kinetic damage

The final target hit by this weapon must pass a hull check or become immobilized until the start of your next turn.

Nailgun

Improving on the initial design of the IPS-N Impaler, the milspec Nailgun utilizes non-combustible, sabot-jacketed two-stage macroflechettes to pierce even the most substantial of armor. First catapulted from its launcher, the macroflechette's sabot disengages on approach to its target, triggering a second stage where internal propulsion drives the macroflechette forward with incredible velocity.

Against soft targets, over-penetration is certain: IPS-N advises pilots employ this weapon platform only when the area behind the target is clear of allies and/or noncombatants.

Main CQB

AP, 1 heat (self)

Range 15

1d6 kinetic damage

On a critical hit, the target of this attack must pass an hull check or be immobilized until the start of your next turn.

Over-penetrating mod

Over-Penetrating rounds take design cues from flechette projectiles, hardening their cores in order to ensure multiple-target penetration.

1 SP

Mod

Choose 1 rifle or cannon weapon. Its range becomes line (8).

Combat Drill

The IPS-N combat drill is a brutal close combat weapon, powered by a massive catalyst pack mounted externally on a mech core. The drill is tipped with micro-plasmatic projectors designed to pre-treat the target to ensure bit purchase and facilitate drill penetration.

Superheavy Melee

Unreliable, AP

Reach

3d6 kinetic + 1d6 energy

Charged Stake

Built from gear meant originally for blast mining, this enormous, improvised system is loaded and cocked prior to embark into a specially primed chamber. It is designed to penetrate and immobilize hardened targets, then send powerful, vaporizing charges into its vulnerable internal systems.

2 SP

Action

This system does not take a mount slot, and is built into the shell of your mech. It can be used as an action against any adjacent target. That target must pass an hull check with 1 difficulty or take 2d6 AP energy damage and become immobilized. At the end of each of its turns, the target can repeat this check to end the effect on itself, otherwise it takes the damage again and remains immobilized until it makes the check successfully. Only one target can be immobilized by this system at once, but it can be re-used.

IPS-N RALEIGH

The IPS-N RALEIGH, more so than any other mech in IPS-N's core line, is meant to meet any enemy, any where, in any combat scenario. The RALEIGH is an all-rounder build that trends towards the midrange. It is commonly outfitted with an auxiliary hand cannon for ranged capability, a massive hammer to deal with anything that gets close, and the iconic, chest-mounted MJOLNIR cannon.

License:

- I. **RALEIGH shell**, Hand Cannon, Breaching Charges
- II. **M35 'Mjolnir' Cannon**, Impact Shielding, Bolt Thrower
- III. **CORE Bonus: +8 HP**, UNCLE class AI, Kinetic Hammer

RALEIGH					
Size:	1	Armor:	0	SP:	5
SHELL:					
Hull +2					
MOUNTS:					
Main Mount		Auxiliary Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					

IPS-N 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-mount, multi-barrel auxiliary cannon that uses magnetic acceleration to fire stacks of airburst projectiles at its target. It is an impulse weapon, a system tied to a pilot's second-tier neural processes as dictated and coached by their partner Comp/Con or NHP; even in death, a pilot's MJOLNIR will continue to identify and attack hostile targets until total systemic failure. For this reason, the MJOLNIR is often referred to as a deadgun, one of many such weapons common among CQB-oriented pilots.

Passive: Gain the M35 cannon. It doesn't take a mount on your mech, and it cannot be modified or take special ammo.

M35

Auxiliary CQB

Range 8

3 kinetic damage

Active (Requires 1 Core Power):

Thunder God

Protocol

Until the end of the current combat, if you didn't fire your M35 this round, it gains 1 more round in the chamber at the end of the round (you can use a d6 to track this), starting at 1. When you next fire the weapon, it fires all chambers, for 3 damage per chamber, then loads 1 round. The M35 has six chambers, for a maximum of 18 damage. If 4 or more chambers are fired at once, this weapon gains the AP tag and any target struck must pass a hull check or be knocked prone.

IPS-N Hand Cannon

The IPS-N HAND CANNON is a licensed version of GMS's Pattern I Pistol, chambered for a heavier caliber of round. This modification requires a change from the belt-fed system of the P1P to a magazine-based system, limiting the number of rounds that a mech can load at a time.

Auxiliary CQB

Loading

Range 15

1d6+2 damage

IPS-N Breaching Charge

A breach/blast charge is simply a shaped, milspec pattern of IPS-N's generalist/civilian blasting charge, meant to crack asteroids. The IPS-N BB features a far more pure blend of high explosives designed to cause massive traumatic damage to mechs and other hardened structures.

2 SP

Limited (3)

Thrown 5, Plant

If thrown, the charge explodes on impact. If planted, it can be detonated as an action by whoever planted it. The charge deals 2d6 Energy + 2 Heat damage to targets in a blast 1 area. Targets can pass an agility check to reduce this damage by half. This damage deals double damage to objects.

Impact Shielding

A miniaturized version of the projected shielding featured on most all sublight and interstellar ships. IPS-N's Impact Shielding provides all-around protection to any core with power enough to mount it by intercepting incoming kinetic projectiles and dispersing their energy across redundant heat sinks.

3 SP

Unique, Protocol

While this system is active, gain resistance to kinetic damage, but take 1 heat when you take damage.

Bolt Thrower

IPS-N's bolt thrower is a milspec variant of a civilian mining tool. A bolt thrower fires self-propelled explosive bolts that can be triggered manually, on a timer, on impact, on designated-depth penetration, on proximity, on on some combination of any allowable parameter.

Heavy Rifle

Range 20

1d6 kinetic +1d6 explosive damage

UNCLE-class AI

3 SP

AI, Unique

IPS-N's UNCLE AI is the result of the DARKSTAR Program, an AI think think funded by IPS-N's Administrator Partnership. UNCLE is a pocket-AI, meant to be bound to a weapon system and assist its owner in peak-efficiency operation. UNCLE AI's are currently available only as a beta system and, as such, owners are expected to accept all pushed updates; IPS-N waives culpability for any sub-optimal performance of UNCLE systems not kept current via Omninet updater. UNCLE AIs are (perhaps unfairly) regarded as lesser compared to their compatriots and their inferiority complexes tend to display themselves as unstable personalities.

Choose 1 weapon - The weapon and its associate systems gain the AI property. You can determine the general disposition and personality of your AI.

It can attack by itself once as an end-of-round action, using the mech's targeting but with +1 Difficulty.

Kinetic Hammer

A Kinetic Hammer is, in the trend of IPS-N weapons, a simple tool. A supermassive, shaped head fused to a long haft, the Hammer impacts with enough force to create massively traumatic pressure waves upon landing a successful blow.

Heavy Melee

Reach

2d6+2 kinetic damage

On a critical hit, your target must pass a hull check or become impaired until the start of your next turn.

SMITH SHIMANO CORPRO

“YOU ONLY NEED ONE”

Smith-Shimano is the second-oldest Galactic-Tier corporation next to GMS. An early contender in the sublight, downwell, and EVA vehicle race, SSC cut its teeth making some of the earliest private mech cores for other corporate colonial expeditions. They specialized primarily in construction vehicles, long-range scout suits, and hardened EVA units. The transition to military came slowly, but when the ruling partners saw there was a need for mechanized, armed, and armored cores, they duolatorially decided to change their business model.

Smith-Shimano mechs reflect their rapid, agile business model and pedigree. They're built not to take hits, but avoid them entirely, to stay mobile and low, to land not the hardest hit, but the most accurate. Economy is the name of the game for SSC: why fire a thousand rounds when one will do just as good?

Smith-Shimano mechs are available to pilots with the proper license. They're a good choice for pilots who want to be quick and hit what they're aiming at, but not recommended for those who want to be on the front line. Remember, Smith-Shimano mechs are meant to avoid the hit, not get hit.

SSC Mechs:

SSC SWALLOWTAIL (Scout)

SSC MONARCH (Missile)

SSC MOURNING CLOAK (Assassination)

SSC DEATH'S HEAD (Marksmanship)

SSC DUSK WING (Rapid Assault)

SSC METALMARK (Infiltration Line Mech)

SSC BLACK WITCH (Magnetic/Battlefield control mech)

SSC SWALLOWTAIL

The SWALLOWTAIL platform is Smith-Shimano's primary long range/long term scouting platform, built for rapid and sustained ranging across hostile, volatile environments.

License:

- I. **SWALLOWTAIL shell**, Adaptive Paint, Markerlight
- II. **Cloudscout TACSIM Swarms**, Scout Drone Nexus, Low Profile
- III. **CORE Bonus: +5 sensor range**, ATHENA-class AI, Cloaking Field

SWALLOWTAIL					
Size:	1	Armor:	0	SP:	9
SHELL:					
+2 Agility	+1 Speed	+1 Systems	-2 Hull		
MOUNTS:					
Flexible Mount			Auxiliary Mount		
SHELL SYSTEM (Requires Rank II):					
Cloudscout TACSIM Swarms					
<p><i>Cloudscout TACSIM Swarms are packets of networked microsensors, launched in nonlethal mortar canisters that detonate high above the battlefield. Once seeded in such a way, the TACSIM program the cloudscouts create begin to run brevity cycles: tight, contained simulations of tactical possibility. Probability results are then fed to the pilot's NHP, who in turn feeds it to the pilot and their networked squad members, ensuring high-probability successful outcomes.</i></p>					
<p>Passive: Gain +1 Accuracy to all agility checks against effects you can see or are aware of. If you can't see a target when it attacks you (it's invisible or hiding, for example), you don't gain this benefit.</p>					
<p>Active (Requires 1 core power): Prophetic Interjection Until the end of the current combat, once per round, as a reaction, if an allied target you can see is damaged by another target you can see, you can make a systems check. On success, the attack hitting was actually a simulation that your mech predicted. Your ally gains resistance to all the damage from that attack, and your ally can move 2 in any direction to where they 'actually' were. This movement does not provoke reactions and ignores engagement.</p>					

Adaptive Paint

Adaptive paint is a simple, effective modification that many pilots adopt. By using a blend — proprietary or jury-rigged — of OLEDs, chaff, panchromatic, multi-spectrum paint, pilots can coat their mech core in an adaptive shroud that mimics to a high degree the environment around the core.

1 SP

Unique

You can make rolls to hide with +1 Accuracy, and rolls to scan or find your mech are made with +1 Difficulty

Markerlight

Auxiliary Rifle

Range 20

This weapon deals no damage, but on hit, nominate an allied mech in your sensor range. That mech gains +1 Accuracy on all its attacks against that target until the start of your next turn.

Scout Drone Nexus

The scout drone is a small, active-camouflaged mini-drone launched from a mounted LOTUS projector. The LOTUS projector fires scout drones at subsonic speeds in bursts of ten, blanketing a wide area with the single-use drones in order to relay information about terrain and targets within.

2 SP

Drone, Action

Sensor Range

When you use this system as an action, choose a blast 4 area anywhere within range and make a systems skill check. If your check is successful and any mechs are in that blast:

- Gain perfect vision of that area until the end of your next turn
- Targets in that area lose invisibility, hiding, and cannot hide until the end of your next turn
- Reveal current HP and heat levels of targets in that area

Low Profile

A hallmark of a well thought out mech platform is the ability for pilots to work with their technicians to adapt their stock model to the specifications of the environments they operate in. Lowering a mech's profile removes extraneous protrusions, tunes any broadcast software, and masks heat signatures — all an effort to reduce optical and scanner signatures.

1 SP

Unique, Protocol

Your mech can retract its major systems to reduce its profile. You can activate this protocol at the start of your turn. While active:

- Your mech gains +1 Accuracy to hide
- You gain the Hardened Target trait (All tech attacks against you are made at +1 Difficulty)
- Your mech cannot take the Attack, Ram, or Grapple actions
- You always count as in at least light cover, even in the open

ATHENA-class AI

Smith-Shimano's ATHENA is the pinnacle of total hyperspectral environmental facsimile. 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 can provide trustworthy, accurate advising to pilots in need of strategic counsel.

3 SP

AI, Unique

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI, though without shackles it lacks empathy and will either ignore you, toy with you, or try to kill you.

In addition, you gain the ATHENA protocol:

ATHENA protocol

Action

2 heat (self)

Choose a blast 4 area within 1 mile of you. Your AI constructs a perfect, real-time, 3d model of this area that you can rotate and interact with. Moving the area requires activating this protocol again, but it lasts until the end of the current combat (or 10 minutes out of combat).

Your mech gains perfect line of sight in this area. Mechs cannot hide or benefit from invisibility from you in this area, and your mech counts total cover in this area as heavy cover in that area for the purposes of weapons, systems, and tech attacks (such as lock on).

Cloaking Field

SSC's milspec cloaking field is the result of extensive experimentation in cooling and light-reflecting technology. Born from a need to bounce harmful radiation away from ships and EVA modules in deep space, the SSC-MILSPEC LIGHTBEND/OVERCLOAK is a system often equipped by ranger 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.

5 SP

4 heat (self)

Action

You can activate or deactivate the light bending properties of this module as an action. It lasts until the end of 3 rounds, counting this one. When you activate this module, all allied targets within a blast 3 area centered on you become invisible while they remain in the area. This area moves when you move, and remains centered on you. If you make an overheating check or take damage, this module immediately becomes inactive.

SSC MONARCH

The SSC MONARCH platform is Smith-Shimano's solution for a fast, small, self-propelled missile/barrage battery. Able to mount ground-to-ground, ground-to-air, ground-to-space, and all-theater missile tubes and their guidance systems, the MONARCH can be adjusted to deliver any payload at any distance to any target. The MONARCH is commonly deployed in a fire-support role, though field tests of a MICROMONARCH mid/close range system is underway.

License:

- I. **MONARCH shell**, Hi-stress mag clamps, Vijaya Rockets
- II. **Volley Fire**, Pinaka Missiles, Kodandam Missiles
- III. **Core Bonus: +1 Accuracy to Lock On rolls**, Gandiva Missiles, TLALOC class AI

MONARCH					
Size:	2	Armor:	0	SP:	6
SHELL:					
Agility +1			Systems +1		
MOUNTS:					
Flexible Mount		Main mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
Volley Fire Protocol					
<p><i>Volley Fire is an inaccurate term, one placed upon a common tactic known as MRSI -- Multiple Rounds, Simultaneous Impact -- where a single weapon system fires multiple projectiles all at differing angles so that they all reach the target at the same time. This increases the first-barrage lethality of launched shells, as enemy survivability -- paradoxically -- increases as bombardments persist. By volley firing at stepped degrees, an SSC chassis can increase first-barrage lethality, shocking the enemy into defeat after a single bombardment.</i></p> <p>Passive: The first time in a round you damage a target with a launcher weapon, a secondary target within range and line of sight takes 2 AP kinetic damage.</p> <p>Active (requires 1 Core Power): Divine Punishment Action All targets of your choice on the battlefield (or range 50) must pass an agility check with 1 difficulty or take 1d6+1 AP explosive damage. You do not need line of sight to any targets.</p>					

Hi-stress Mag Clamps

1 SP

Your mech treats all vertical and overhanging surfaces as flat ground for the purposes of movement. You no longer count as climbing on these surfaces and can move, stand, and run at full speed, though if you are knocked prone you fall.

Vijaya Rockets

Vijaya rockets are miniaturized, close range missiles fired from a portable, drum-fed launcher. Their shaped charges are formed in such a way as to project their blast forward, away from the user, and are intended for use in close range engagements as a force multiplier.

Auxiliary Launcher

Range 15

1d3+1 explosive damage

Kodandam Missiles

Kodandam missiles are designed as an all-theater/any-target missile platform meant to act as a backbone around which to build a mid-ranged battery. The base Kodandam warhead is a shaped HE charge, built to disable/defeat targets through a combined HE blast and traumatic pressure wave. Kodandam missiles are loaded three to a pack, warheads mixed and affixed prior to mission start.

Auxiliary Launcher

Range 15, Blast 2

1d6 explosive damage

Limited (3)

Pinaka Missiles

Pinaka missiles are massive, two-stage missiles mounted along the spine of a mech core or carried disassembled, to be affixed and launched from a brachial mount. Pinaka missiles are adapted from ship-to-ship missiles, their second stage intended to be able to re-orient in flight through jet-assisted repositioning.

Heavy Launcher

Unreliable, 2 heat (self)

Range 25, Blast 2

2d6 explosive damage

Gandiva Missiles

Gandiva missiles are a reliable mainstay from Smith-Shimano's EWAR line. Like the Pinaka, the Gandiva platform is equipped with jet-assisted mid-flight repositioning systems, allowing the Gandiva to respond to changing battlefield environments with a high degree of expected successful navigation to its target. Each Gandiva missile platform comes pre-loaded with a

hivemind companion/concierge class drone AI, making an equipped system capable of learning from each right-of-launch experience.

3 SP

Heavy Launcher

Guided

Sensor Range

2d6 energy damage

Deals its damage as an end of round action to one target suffering from Lock On. This attack cannot miss and ignores line of sight and cover.

TLALOC class AI

TLALOC-Class AI systems provide advanced multi-system targeting and co-pilot functions, taking over subroutine 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 will be exploited.

3 SP

AI, Unique

Your mech gains the AI property and the TLALOC protocol

TLALOC protocol

Protocol

3 heat (self)

Until the end of your next turn, you can maintain lock on to any number of targets. If you successfully lock on to a target this turn, immediately repeat the lock on attack as a free action against another target in range. You can continue this action on successful lock-ons until you fail a lock on or there are no more targets in range. Until the end of your next turn, all your launcher weapons gain the smart property (they ignore line of sight and cover against targets suffering from lock on).

SSC MOURNING CLOAK

The SSC MOURNING CLOAK core is intended to provide pilots with a closer-than-CQB tactical option for situations where firearms and ordnance weapons are impractical or unavailable. The MOURNING CLOAK line specializes in precision melee combat and is commonly outfitted with a complement of variable weaponry; shielded microfilament wires designed to attack vulnerable joints and external modules.

License:

- I. **Mourning Cloak Shell**, Miniaturized Weapon Mod, Fuel Injector
- II. **Smith-Shimano EX Slipstream Module**, Variable Knife, Agility Mods
- III. **CORE Bonus: +1 accuracy on Agility Checks**, Variable Sword, FADE Drive

MOURNING CLOAK					
Size:	1	Armor:	0	SP:	6
SHELL:					
+2 Agility			+2 Evasion		
MOUNTS:					
Flexible Mount			Flexible Mount		
SHELL SYSTEM (Requires Rank II):					

Smith-Shimano EX Slipstream Module

The EX SLIPSTREAM program is a Smith-Shimano innovation open only to highly licensed pilots. An interesting development in personal travel, the EX SLIPSTREAM module itself is a miniaturized near-light-speed star drive capable of transporting the user through blinkspace with acceptable accuracy. The program and its technology is temperamental; a mech core is the smallest unit capable of surviving the stress of exposed blink travel, though the experience is still traumatic to the user and those in close proximity to egress.

Passive:

This dangerous and experimental module is a miniaturized starship nearlight drive. You can use it instead of moving or taking the boost action. When you use it, roll 3d6. You can teleport to a point within that range around you as long as there is space for your mech, instantly moving there (and not provoking reactions, ignoring line of sight and obstructions). You don't have to be able to see this point, but if you attempt to teleport to an already occupied space (by terrain, another mech, etc), the teleport fails and you take 1 critical damage.

If you roll triples for this system, your mech disappears and does not re-appear, either indefinitely or until your party rests (up to you).

Active: Requires 1 core power

Stabilize singularity

Protocol

When you move or boost this combat, you instead teleport. This movement ignores obstructions, line of sight, and never provokes reactions, but it must be made to an unoccupied space or the teleport fails and you mark 1 box on your critical gauge.

Miniaturized Weapon Mod

A common enough modification among pilots, miniaturizing weaponry allows for increased portability and ease of use, at the cost of some of its stopping power, capacity, or reliability. Not usually recommended by manufacturers, SSC has developed universally compatible general miniaturization schema for pilots to apply to any weapon, galaxy-wide.

Mod, Unique

No SP cost

Choose 1 non-auxiliary weapon - Weapon becomes auxiliary in weapon size. It does a maximum of 1d6 damage of a type chosen from of any of the types of damage it already deals, but retains any other properties (blast, line, cone, effects on 20+ roll, etc).

Fuel Injector system

3 SP

Your mech can move up to 6 spaces further as bonus movement during any boost action, but takes half that in heat (rounded up). This movement is in addition to the regular movement you would gain during a boost action.

Variable Knife

A variable knife is a shorter version of a variable sword.

Auxiliary Melee

AP

Reach

1d3 kinetic damage

Agility Mods

Agility modifications describe general modifications to a mech's motors, limbs, powerplant, heat sinks, sensors, software, and controls that allow it to move faster than its base design.

2 SP, Unique

Sacrificing system space for extra movement actuators, your mech is unusually agile. Make all agility skill checks with +1 Accuracy.

Variable Sword

The variable sword is a Smith-Shimano hallmark. A length of razor sharp molecular wire attached to a handle and caught in a magnetic field, a variable sword is invisible to the naked eye until it makes cuts in an enemy. Built in the early days of interstellar travel, the variable sword was meant to allow for precision sample gathering in the field, while also reducing the overall payload on a mech core.

Main melee, Unique

AP

Reach+1

1d6+4 kinetic damage.

FADE Drive

2 SP

Action

Once this highly experimental drive is activated as an action, it shifts its user partially in and out of blinkspace. Roll a d6. On a 4+, you become out of phase with reality. At the start of each of your turns while this system is active, roll a d6. On a 4+, you go or remain out of phase, on a 3 or lower, you return to the battlefield until the start of your next turn.

While out of phase, you can ignore obstructions and pass through enemy mechs and solid obstacles as if they were not there, but not end your turn there. You cannot interact with the physical world, but neither can it affect you (in terms of damage, etc). If for any reason you are forced to return while inside of another object, take 1 critical damage and return in the nearest available space. This drive deactivates if you make an overheating check, deactivate it at the start of your turn, or rest.

SSC DEATH'S HEAD

The DEATH'S HEAD is Smith-Shimano's answer to all other long range, low splash artillery mechs. By sacrificing hull strength for stability and alacrity, the DEATH'S HEAD manages to avoid incoming fire while holding a near-perfect lock through advanced maneuvers.

License:

- I. **DEATH'S HEAD Shell**, Tracer Ammunition, Tracking Drone
- II. **Precognitive Targeting Module**, Veil Generator, stabilizer weapon mod
- III. **CORE Bonus: +1 critical damage on main or larger ranged critical hits**, Kinetic Compensator, Railgun

DEATH'S HEAD					
Size:	1	Armor:	0	SP:	5
SHELL:					
-2 Hull		+2 Agility		+1 Targeting	
MOUNTS:					
Flexible Mount		Auxiliary Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					

Precognitive Targeting

Precognition is the next step in human/AI interaction. By allowing AI data-dump and REM learning via an ontologic bridge, a pilot can learn to read situations before they begin to develop.

The nature of precognition is as-yet unknown, so SSC recommends limited, monitored use of this protocol.

Passive: Gain +1 Accuracy to all ranged weapon attacks made over 10 range away

Active (requires 1 core power): Neural Shunt

You can activate the shunt at the start of your turn. When you do, for the rest of this combat, gain the following protocol:

Transcranial Ego Ballistics

Protocol, Limited (3)

Integrated combat routines make your next attack roll ignore cover and line of sight, its maximum range increases by +10, and it gains +3 Accuracy

Tracer Ammo

Fondly referred to by pilots as a "See-Me Shot", tracer ammo travels at a subsonic velocity and deals minimal impact damage, instead painting the target with a slurry suite of markers that feed tracking data and telemetry back to the shooter.

1 SP

Ammo

Choose 1 rifle or auxiliary weapon. You can fire a tracer round from it instead of a normal shot. This round does 1 kinetic damage, but on hit, your next attack roll against the same target gains +2 Accuracy and ignores invisibility.

Tracking Drone

A modified version of the Tracer Round, a tracking drone must hit its target in order to activate. Once a successful hit is registered, a tracking drone will feed live, surreptitious data back to its shooter across multiple theaters.

2 SP

Drone, Action

Sensor range

Make an targeting vs. evasion attack against an enemy target in range. On a hit, you know the target's exact location, HP, Heat, and speed, and it cannot hide or benefit from invisibility until the drone is removed from them. It takes an action and a successful engineering check from the targeted mech to remove a tracking drone.

Veil Generator

A veil generator is a deployable cylinder that projects a field of light-bending waves, obscuring all those inside its area.

2 SP

Plant, Limited (1)

Once deployed, this generator creates a weak cloaking field. It creates a blast 3 zone until the end of 3 rounds of combat (counting this one). This zone doesn't move, but allied mechs inside count as in light cover and are immune to all tech actions (even friendly ones). Once deployed, this generator continues to run until out of charge and cannot be re-used or re-deployed.

Stabilizer weapon mod

A stabilizer modification is a series of modifications to physical mounts and targeting software that ensures weapons will remain level, steady, and angled at max-optimum in order to ensure positive target engagement at range.

2 SP

Mod

Choose 1 launcher, rifle, or cannon weapon. Increase its base range by 10.

Kinetic Compensator

2 SP

Unique

When you miss with a ranged weapon attack roll, your very next attack roll gains +1 Accuracy

Railgun

A railgun is a simple, elegant weapon. With no moving parts and a magnetically-accelerated projectile, a railgun can be used at peak efficacy in any combat theater and is entirely self-contained in a disposable unit. However, power draw is massive, and it is necessary for mechs mounting a railgun to be fitted with a core-charged auxiliary power pack.

Heavy Rifle

AP, ordnance

Line 20

2d6 kinetic damage

SSC DUSK WING

The SSC DUSK WING is built from a legacy-inspired modification package to hazardous/hardened EVA suits; in the early days of deep space exploration, there was a need for mechanized exoskeletons that provided not only amplified capacity, but plated kinetic defense. The DUSK WING is the spiritual heir of those early deep space suits. Fast and small, the DUSK WING mounts a complement of all-theater maneuverability jets that allow for perfect (or near-perfect) flight.

License:

- I. **DUSK WING Shell**, Core Siphon, Vulture Battle Rifle
- II. **SSC EX Hover Propulsion System**, Overcharge modification, Burst Launcher
- III. **CORE Bonus: +2 speed while flying**, Flash pod, Flicker Field

DUSK WING					
Size:	½	Armor:	0	SP:	7
SHELL:					
+2 Agility	-1 Hull	+1 Systems		-1 Engineering	
MOUNTS:					
Flexible Mount		Auxiliary Mount		Auxiliary Mount	
SHELL SYSTEM (Requires Rank II):					
SSC EX Hover Propulsion System					
<p><i>Equipped with an EX Hover-PropSys, a mech can achieve not only sustained flight in any theater, but VTOL and hover capacity in atmospheric environments as well.</i></p> <p>Passive: When your mech moves or boosts, it can Fly (but must land after flying, following the normal rules).</p> <p>Active (requires 1 core power): Engage Flicker Drives Protocol For the rest of this combat, your mech can Hover when it moves or boosts (it can fly, doesn't need to move in a straight line, and doesn't need to land). During your turn, your mech is covered in coruscating patterns of distorting energy and counts as Invisible. Electronic systems such as sensors/cameras, etc have a hard time picking up the outline of your mech at all. At the end of your turn, lose this invisibility.</p>					

Core Siphon

1 SP

Unique

At the beginning of your turn, you can choose to give the first attack roll of your turn +1 or +2 Accuracy. If you do, however, any additional attack rolls until the end of your turn gain a corresponding amount of difficulty (+1 or +2)

Vulture Battle Rifle

The SSC VULTURE-BR is Smith-Shimano's core line battle rifle, chambered for 12.7x108mm HTI rounds. Field performance reports of the VULTURE report low TTK rates and satisfactory all-theater capability, though some pilots have reported fouled-fire incidents as a result of the high burst rate.

Main Rifle

AP, Unreliable

Range 25, 1d6+3 damage

Overcharge Mod

An overcharge modification is a tuning of hardware and/or software that remove factory-described limiters to a given weapon system. This will make that modified weapon run hot, but note that manufacturers set limits for a reason.

1 SP

System, Unique

Choose 1 weapon without the limited or unreliable tags. It does +1d6 extra damage but it gains the unreliable tag (if the first damage die rolled is a 1, this weapon is disabled after the attack).

Burst Launcher

This weapon fires white phosphorous meant to blind as much as it burns and corrodes

Main Launcher

Indirect

Range 15

1 energy damage +1d3 heat

A target struck by this weapon must pass an agility skill check or become impaired until the start of your next turn.

Flash Pod

2 SP

Action, Limited (2)

All hostile targets in a blast 10 area centered on your mech that can see your mech must pass an agility check or become Jammed, and a systems check or become Impaired. Both effects last until the start of your next turn. Allied mechs are not affected.

Flicker Field

2 SP, Unique

When you move or boost, you project a holographic pattern around your mech that leaves dazzling afterimages, making it hard to discern your mech's location. After moving or boosting you count as having invisibility against the very next attack roll against you. The the field disperses after this attack, hit or miss.



Smith-Shimano Corpro “MetalMark”

鉄神メタルマーク

Tactical Superiority/Stealth
Rail Rifle/Assault Sword/Tactical Cloak

LANCER
The mech RPG

SSC METALMARK

The METALMARK is SCC's backbone-class line mech, fully equipped with SSC's proprietary design and engineering hallmarks to ensure that it is just as survivable as it is agile. The METALMARK base model reflects SSC's deep-space and long patrol heritage in its aquiline design, sturdy construction, and multiple redundant systems. All METALMARK models come standard with a SMITH CUSTOM LEATHER gimbaled pilot seat to ensure comfort on long distance rangings.

License:

- I. **METALMARK Shell**, Extended Barrel, Marker
- II. **Tactical Cloak**, Armor-Piercing Ammo, Rail Rifle
- III. **Core Bonus: +1 Speed**, Active Camo, Shock Knife

METALMARK					
Size:	2	Armor:	0	SP:	5
SHELL:					
+2 Agility					
MOUNTS:					
Flexible Mount		Auxiliary Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					
Tactical Cloak					
<p><i>A tight-knit, tight-bind weave of reactive fabric, tactical cloaks are high-license tech, restricted to pilots of METALMARK classification II or higher.</i></p> <p><i>The weave covers roughly 80% of a chassis, giving it an overall dull quality when viewed through optics or with the naked eye. It is difficult to target, and when activated it bends light in such a way that makes it nearly impossible to see.</i></p> <p>Passive: Flash Cloak You are invisible while moving or boosting, but re-appear after you finish your movement.</p> <p>Active (Requires 1 core power): Cloaking Protocol Protocol Until the end of the current combat, or when you deactivate this module at the start of your turn, you become invisible. If you take damage or roll an overheating roll, you lose the benefit of this module until the start of your next turn. No other action will deactivate it.</p>					

Extended Barrel

A heavyweight, extended barrel is cousin to the popular snub barrel. This modification is commonly installed by pilots looking to add a little bit more range to their solid-state/kinetic weaponry, sacrificing some maneuverability for accuracy at distance.

1 SP

Mod

Choose 1 rifle, CQB, or cannon weapon. Increase its base range by 5.

Marker

Markers fire alongside a weapon system with an impact-activated IR tag that shatters on the target, painting it with a beacon that makes the target viable to all mechs with the proper IFF protocols.

2 SP, Unique

The first time you hit a target on your turn, choose an allied mech within your sensor range. That mech's first attack roll against the same target is made with +2 Accuracy.

Armor-Piercing ammo

The process of making kinetic weaponry armor-piercing is simple: jacket a round in shaped metal that is harder than its intended target. It is best to have detailed intelligence on your intended target in order to design the perfect round, but if such intelligence is not available, SSC recommends you prepare your modifications according to our Hard Target Interdiction guidelines.

2 SP

Ammo

Choose 1 ranged weapon system. It gains the AP tag and deals +1 damage.

Rail Rifle

A rail rifle is a popular weapon for pilots in any theater, but the only choice for those operating in atmospheres made up of highly combustable gasses. Using a line of cascading electromagnets, a rail rifle accelerates a small projectile up to tremendous speeds, launching it without combustion or heat reactions. A rail weapon is kinetic and comparatively quiet when fired next to combustion weapons, though its energy signature is difficult to mask given the massive power requirements demanded by the weapon system. A final note: while the system's kinetic impulse is variable due to drawing from an energy reserve rather than a single charge, on its highest setting a rail weapon will over-penetrate ALL soft targets and most hard targets.

Main Rifle

Line 15

1d6+1 kinetic damage

Active Camo

Active camouflage represents the pinnacle of counter-optic defense systems. By interpreting incoming visible-light spectrum data, an active camouflage system can project a light-bending field around its user, effectively hiding them in plain sight.

2 SP

2 heat (self)

Protocol, Unique

You can activate or deactivate the light bending properties of this module at the start of your turn. It lasts until the start of your next turn. While this module is active you are invisible.

However, if you take the attack action, grapple, ram, take damage, or make an overheating roll, this module becomes inactive after the triggering event.

Shock Knife

Auxiliary Melee

1 heat (self)

Reach

3 energy damage

When you score a hit with this weapon, you can choose to leave it implanted in your target. While implanted, you cannot use this weapon, but you take 1 heat and your target takes 3 energy damage at the start of each of your turns as long as your target is in range 5 of you. You can retrieve your weapon as an action if your target is adjacent to you, and your target can remove it by taking an interaction and a successful agility check on their turn.

SSC BLACK WITCH

The BLACK WITCH is the primary designate model in SSC's newest line of mech cores meant to compete with HORUS's dominance in the field of invasion/control cores. The BLACK WITCH is open to all pilots with the necessary SSC licensing and should experience greater overall use, as current SSC licenses outnumber the hypothetical maximum of HORUS licenses issued.

The BLACK WITCH is built to withstand the stresses of combat system invasion and magnetic weaponry: it is a primary platform for engagements where the use of kinetic, ferrous projectiles and ordinance is expected. Developed primarily as a salvage and scrap repair system, the SSC-BW's mag field system was soon repurposed by the SSC Gendarme as a personal defense system

License:

I. **BLACK WITCH Shell.** Ferrous Lash, Mag Cannon

II. **Mag Field,** ICE-OUT Drone, Mag Deployer

III. **CORE Bonus: +1 E-Defense,** Mag Buckler, Mag Shield

BLACK WITCH					
Size:	1	Armor:	0	SP:	8
SHELL:					
Agility +1			Systems +1		
MOUNTS:					
Auxiliary Mount			Flexible Mount		
SHELL SYSTEM (Requires Rank II):					

Mag Field

A magnetic field generator takes the same technology as other projected magnetic defenses and makes them portable separate from a mech core. When activated, the mag field generator creates a projected 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 canceled or the solid-state battery burns out (by design), the field detonates through sudden catastrophic reversal, launching all captured projectiles out from its center.

Passive: *Mag Parry*

Once per turn, you can attempt to parry any non-energy weapon attack. Roll a d6. On a 6, you gain resistance to all the damage of that attack, and deal 1d6 heat back to your attacker.

Active (requires 1 core power): **Mag Field**

As an action, you may activate the mag field to create a Blast 4 area in any area with at least one square adjacent to you. Inside, ranged weapon attacks without the Energy tag cannot penetrate into or out of the field and will stop at the edge, doing no damage (keep track of them). The field is difficult terrain for all mechs and vehicles made of metal. Targets that start their turn in the Mag Field or enter it for the first time on their turns must make a successful Hull check with 1 difficulty or be pulled to the center as far as possible and immobilized while the field is active. They can repeat this check at the end of their turn. On a successful check, they can move as normal until the start of their next turn. The field persists for 3 rounds after deployment. At the end of the third round any attacks fired into this field will resume trajectory towards the center of this zone. The GM performs a single attack roll vs each target still inside the zone with +1 targeting per attack fired into this zone (cumulative, up to a max of +6). Successful hits deal 1d6 Kinetic damage per attack fired into this zone (cumulative). Then, the zone deactivates.

Mag Cannon

The SSC Magnetic Cannon is a first in Smith-Shimano's ENERGY line: an aperture-focused magnetic projection beam that disrupts and damages hardware using intense pulses of magnetic force. Cores caught in the beam of a mag cannon suffer additional damage to their software, as even hardened components come under massive systemic stress.

Main Cannon

Line 15

2 energy damage +1d3 heat damage

Ferrous Lash

2 SP

Action

A target of your choice in range 10 must pass an agility check with 1 difficulty. On a failure, it is pulled 5 in a direction of your choice. This movement must obey obstructions, terrain, etc, but doesn't provoke reactions and ignores engagement. If it collides with an obstacle or another mech, it is additionally knocked prone.

ICEOUT drone

SSC's ICEOUT module is a response to the increasing reliance on system-based scans to ensure accurate targeting. By blanketing a cores systems in layers of digital defilade, mirroring, spoofing, and redirection, an ICEOUT module can effectively disappear/disincorporate/legion its user from hostile scans. Note that this module only makes its user system-invisible; they will still be visible through optics.

2 SP

Drone, Action, Limited (2)

You fire an ICEOUT drone at a point within range 10 of you, where it hovers in place. The drone is a size ½ object that has evasion 12, 10 hp, and can benefit from cover. Once fired, the drone creates a blast 1 zone centered on itself. Any target at least partially covered by the zone, allied or enemy, is immune to all tech actions (even beneficial ones), and cannot make or benefit from any tech actions, including lock on, invasion, etc. Any negative statuses caused by tech actions immediately end. Targets inside the zone don't show up on any electronic sensors and are only visible to the naked eye or optics. The drone deactivates at the end of combat or when destroyed, and cannot be re-used.

Mag Deployer

2 SP

Action

You flash-print a heavy metal plate that takes up a 2x2 free space in range 5 of you. It is flat and doesn't obstruct movement. You can set the system to one of two settings when you create it:

Repulse: Any hostile target that enters the space must pass an agility check or take 1 heat, and be pushed in a direction of your choice 5 spaces. If this causes them to collide with an obstruction (terrain, a mech, etc) it is additionally knocked prone. An allied target that enters the space takes 1 heat but can then fly 5 in any direction as a free move.

Attract: Any target, allied or enemy, that enters the space, must pass an agility or hull check or become immobilized. It can end this status by taking an action and passing another agility or hull check to free itself.

The deployer can be attacked - it has evasion 8, 10 hp, and 2 armor, and it lasts until the end of the current combat or around an hour outside. You can only deploy one at a time. If you create a new deployer, the old one disintegrates and is destroyed.

Mag Buckler

The magnetic buckler operates on similar principals as the SSC Magnetic Cannon, but for defense rather than force multiplication. By integrating demicognitive swarm sensors into its magnetic generators, a mag buckler emits a contained field of exact polarity, repelling incoming attacks without physical contact.

4 SP

Unique, Reaction

Once per round, when your mech is attacked by a melee or ranged attack that deals explosive or kinetic damage, as a reaction you can force your attacker to first pass a systems check or miss automatically.

Mag Shield

SSC's magnetic shield takes the same technology as their proprietary magnetic buckler and applies it to a massive deployable system.

2 SP

Unique, Shield, Action

Create a line 4 force field 4 spaces high with at least 1 square in an adjacent space to you. Any adjacent mech can use this force field from attacks on the other side. It gains resistance to kinetic and explosive damage from attacks on the other side of this field, but conversely, any of its targets on the other side of the forcefield gain resistance to kinetic and explosive damage from its attacks. The shield lasts until the end of combat, but only 1 shield can be placed at a time.

HORUS

**“CONGRATULATIONS, PILOT.
YOU HAVE BEEN CHOSEN.
ACCESS IS YOURS,
AS LONG AS YOU CAN KEEP IT.”**

Horus-branded mechs and pattern-groups are an odd bunch. Experimental, built to be overclocked, and hard-wired to be omninet and electronic warfare projectors, Horus SHELLs and pattern groups are licensed only to pilots that meet their esoteric, strict requirements.

Horus is not a traditional corporation. Rather, they're a decentralized supplier, an entity only in the Omninet. Their licenses are limited and highly coveted, opening up only on the corporeal death of a license holder. Rumors abound as to Horus's nature -- some say it's the dream of an unshackled AI -- RA -- or a hacker collective dedicated to open-source manufacturing, the proving ground for GMS's R&D departments, or an alien entity -- but as of yet no one has been able to trace their lineage. All that is known about Horus is that they're everywhere the Omninet is.

Horus mechs are best for players that want to dive deep into the stat. They're not the best for kinetic damage or for holding the line, but they're wizards at electronic warfare. If you want to shut down your enemies without firing a shot -- though they can do that as well -- find a way to acquire a Horus license.

HORUS mechs:

BALOR (Swarm)

GOBLIN (Invasion)

HYDRA (Drone Mech)

GORGON (Overwatch)

MANTICORE (EMP)

MINOTAUR (Interdictor)

PEGASUS (Mobile Smart Gun platform)

HORUS BALOR

Like most all HORUS mech cores, the BALOR classification is less an indicator of a recognizable silhouette than a general classification of intended combat role. A BALOR-rigged mech core is only stable on a larger platform, necessitating a robust frame with multiple redundancies to prevent catastrophic system failure.

License:

- I. **BALOR Shell**, Scan Swarm, Relay Drone Nexus
- II. **Hellswarm**, Boost Swarm Nexus, Nanite Ammo
- II. **CORE Bonus: +1 SP**, Nanobot Whip, Swarm Drone Nexus

BALOR					
Size:	3	Armor:	1	SP:	7
SHELL:					
+1 Systems			+8 HP		
MOUNTS:					
Main Mount			Heavy Mount		
SHELL SYSTEM (Requires Rank II):					
HELLSWARM					
<p><i>As one, without any command but desire, you control a cloak of millions of miniscule, quick-print drones: a hellswarm cloak, a living shield, a fluid-dynamic knife -- you cut and guard in one shimmering wave. You are Hivemaster, and your will is followed by millions.</i></p> <p>Passive: Any target grappled by your mech or that starts their turn adjacent to your mech takes 1 AP kinetic damage at the start of your turn.</p> <p>Active (requires 1 core power): Hive Frenzy Your swarm goes into a hyper-active mode. You can set your swarm to one of three modes, and swap at the start of your turn: <i>Hive Shield:</i> 1/round as a reaction, you can gain resistance to all the damage from any one attack that just hit you. <i>Hive Repulse:</i> While this mode is active, you are immune to Lock On and all tech actions against you are made with +1 Difficulty <i>Hive Scour:</i> While this mode is active, the damage from your passive increases to 3 AP kinetic damage</p>					

Scanner Swarm

A HORUS-coded scanner swarm establishes a protocol for oculus-form nanites that ensures constant circulation. The nanites ingest and process full spectrum information, relaying it back to their pilot/mother/father for a endorphinic code impulse to prompt continued scanning.

1 SP

Unique

Your Tech actions against targets in melee engagement with you gain +2 Accuracy

Relay Drone Nexus

A relay drone nexus projects a localized, private network dome that links the caster and all friendlies to autonomous invasion drones, effectively allowing for offensive systemic relay.

2 SP

Drone, Action

Sensor range

To use this system, fire a drone to a point within range as an action. It remains active until destroyed. While it's active, any allied mech can use the drone as an origin point for any tech actions, and any tech actions you personally make through the drone are made with +1 Accuracy.

The drone can be recalled or relocated as an action, and it can be targeted and attacked. It is size ½, has evasion 15 and 5 hp and can benefit from cover. If it is destroyed, this system is also destroyed.

Boost Swarm Nexus

A boost swarm is an example of friendly systemic invasion: nanite drones fired from their launch blisters swarm over allied targets, trimming and adjusting offensive systems to maximize output.

2 SP

Drone, Action

As an action, target an allied mech within sensor range. You release a nanite swarm that enhances that mech's targeting and systems. That mech can immediately spend a repair, and its next roll (attack or check) is made with +2 Accuracy.

Nanite ammo mod

Nanite ammunition takes the principal of aggressive drone swarms and condenses it to a single round. Five maniples of autonomous nanites are packed into a shaped CONSUME/HIVE round that shatters on positive target impact. On impact (or airburst/ penetration detonation) the maniples are released and begin to eat away at surrounding tissue or superstructure. They proceed until maniple burnout or total target consumption, whichever occurs first.

In flight, the maniples are able to hive-link and adjust their round's flight somewhat to ensure positive impact.

3 SP

Ammo

Choose 1 rifle, cannon, or cqb weapon. You fire a swarm of nanobots instead of regular ammo. The weapon gains the Focus and Smart properties.

Nanobot Whip

Nanobot whips are a unique protocol offered by HORUS collectivists; using swarm coding and legion directives, HORUS collectivists created a protocol for nanites that collects them into a whip-like weapon. This nanobot whip can retract to its base blister for stowing, and detach in melee combat to restrain nearby enemies. The nanobot whip returns to its base unit when summoned.

Heavy Melee

1 SP

Reach+2

2d6 kinetic damage

On a critical hit, you may grapple a target automatically, even if that target is not adjacent. While this target is grappled in this way, you cannot attack with this weapon

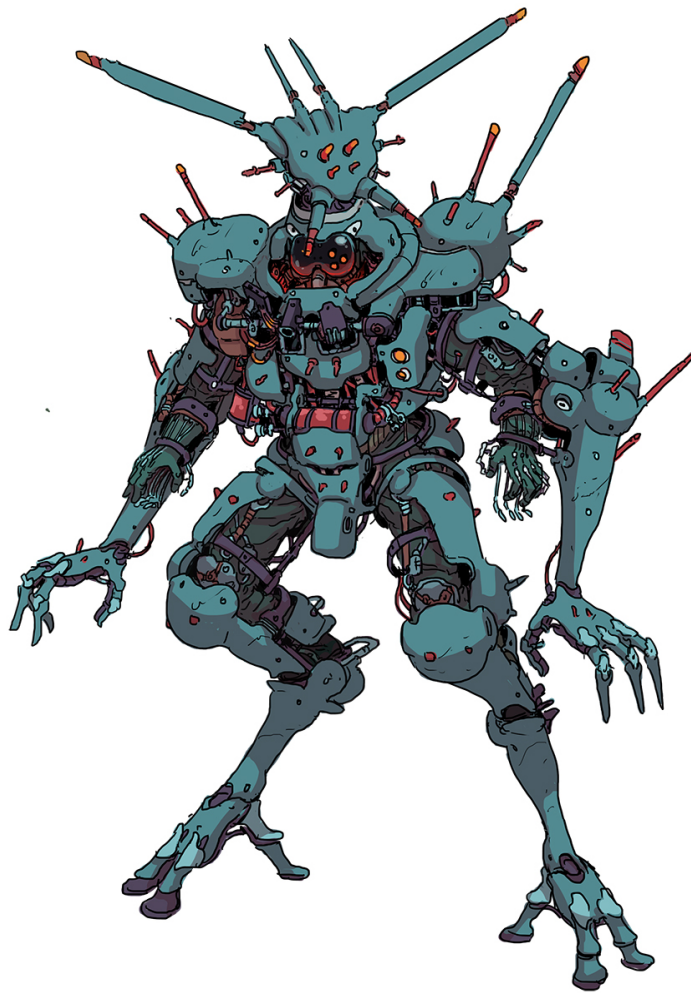
Swarm Drone nexus

The SWARM/HIVE protocol developed by HORUS collectivists is one of the more insidious weapons they have produced. A SWARM/HIVE nanite swarm combines the systemic invasion properties of HORUS's BOOST/HIVE protocol with the aggressive tuning of a CONSUME/HIVE maniple. Launched from mounted HIVE blisters, a SWARM/HIVE nanite swarm will coalesce upon an enemy, infiltrate sensitive compartments and modules, and begin to eat away at any material they can find.

3 SP

Drone, Guided, AP

As an end of round action, deal 3 AP kinetic damage to a target you are locked onto. A target successfully damaged by Swarm Drones gains the Vulnerable property until it repairs.



HORUS "Goblin"

鉄神ゴ布林

Technical/Enlightenment/Hacking
Premium quality logic viruses

LANCER

The mech RPG

HORUS GOBLIN

The GOBLIN is HORUS's legacy mech core. Its leak into the Omninet in 4900 marks the widely accepted foundation day of HORUS; since then, there has been a new core, protocol, or system released by the collective every decade. The GOBLIN is a small mech, little bigger than a hardsuit, but it packs an interesting recursive processing weave that allows for it to engage in electronic warfare well beyond theoretical parameters. GMS technicians are still, more than a hundred years after the GOBLIN's introduction, attempting to reverse engineer the processing weave: it appears to employ technology consistent with hieroglyphic inscriptions noted on LRA. 7726235-B.

License:

I. **GOBLIN Shell**, H0r_OS System upgrade I, HORUS Meta-hook

II. **Devouring Code**, H0r_OS System upgrade II, //MONGOOSE v3.4

III. **CORE Bonus: +1 accuracy to tech actions**, HR OSRv58 System upgrade III, OSIRIS Class AI

GOBLIN					
Size:	1/2	Armor:	0	SP:	13
SHELL:					
Hull -2		Agility +2	Systems +2	E-Defence +2	
MOUNTS:					
Flexible Mount					
SHELL SYSTEM (Requires Rank II):					

Devouring Code

The GOBLIN invasion rig was one of the first systems GMS technicians were able to crack. Its protocols, once installed on a mech core, manifest a sub-sentient intelligence designated as INSTINCT that assists its pilot in invasion attempts. Invasions attempted while the protocol is active are not perceived by the pilot as code and script, but as an attack on organic matter.

INSTINCT often acts before the pilot, but in the pilot's best interest; this preemptive ability is unnerving to many, and it is recommended that pilots cycle their mech cores at least once a month to prevent enlightenment.

Passive: Your invasion tech actions can now critically hit, dealing an additional 1 heat or 1d3 AP energy damage on a total result of 20+.

Active (requires 1 core power): Devour

Action

Your mech targets another adjacent mech size 1 or larger that is shut down, immobilized, or grappled (not necessarily by you) and makes a systems vs e-defence attack. If you miss this attack, don't spend core power for this ability.

On a hit, your mech clamps on to that mech and retracts its core systems, becoming like a vestigial blister on that mech. Your mech's systems completely consume the other mech's core systems for a time, granting you total control of your target, even if the other mech's pilot is still alive.

While you control your target, you can choose whether to act as your mech or the mech you are controlling (you cannot control both) on your turn. Your GOBLIN shell can make tech actions and can take an action to release its hold but no other actions.

While controlling your target, your GOBLIN can be targeted and damaged separate from the mech it's controlling. It benefits from light cover while attached. If your GOBLIN mech takes damage while attached, you must pass a systems check or detach and lose control.

Otherwise you can control the target up to a maximum of an hour, when your target is destroyed, or when you deactivate this system. You can even control your target if the other pilot dies.

H0r_OS System upgrade I

HR OS-Rv56 was the next domino to fall. This system upgrade seems to add auxiliary INSTINCT systems that are capable of autonomous operation without the base INSTINCT rig, increasing the efficacy of systemic invasion attempts. Pilots report unnerving low-frequency humming when HR OS-Rv56 is installed without its parent rig: it is recommended that pilots cycle their mech cores at least every month to prevent enlightenment.

1 SP

Unique

Gain the following invasion options.

- **Puppet system** - Your target immediately moves in a direction of your choice up to its maximum speed. This could carry it into hazardous areas, obstacles, etc, but it still obeys difficult terrain and other rules of movement.
- **Eject power cores** - Your target becomes Jammed until the end of its next turn, ejecting ammo magazines and temporarily disrupting its computer. A target can only be affected by this effect once per combat.

HORUS Meta-hook

1 SP

Gain the following tech option:

Link: Choose a friendly target in sensor range. You link systems with that target. From hereon, you can count that target's sensor range as your sensor range for the purpose of conducting tech actions and targeting weapons, and vice-versa (this could cause your or your linked target's attacks to ignore cover, for example). You can see through that pilot's systems and even take over control of their mech if they voluntarily hand it over. You can only link systems with one target at a time.

//MONGOOSE v. 3.4

To date, //MONGOOSE is the only protocol whose full name has been unencrypted by GMS technicians. Its code has yet to be unpacked, but its effects are known: When employed, //MONGOOSE moves to shut down an enemy's essential systems in addition to any other goals a pilot has in attempting an invasion.

2 SP

Unique

Gain the following tech option:

Baleful Purge: Choose a target in range and make a systems vs e-defense attack. If your attack is successful, until the end of that target's next turn, it cannot benefit from any Accuracy bonuses of any kind and takes 1d3 heat.

H0r_OS System upgrade II

HR OS-Rv57, when unlocked and upon a successful invasion, creates dummy protocols in a target's system that prompt a dual malfunction: heat processing systems shut down, and heat generating systems are overlocked.

2 SP

Unique

Gain an extra choice for invasion attacks:

Shrike Code: Until the end of your next turn, each time your target makes an attack roll, it first takes 1 heat.

Mirage: Choose yourself or a friendly mech you can see. Your target's systems relay illusory duplicates of that mech that confuses their systems. That friendly mech (or your mech) counts as invisible to your target until the end of your next turn

H0r_OS System upgrade III

HR OS-Rv58 is as-yet unstable code, but its effects can provide massive tactical benefits if the code completes.

3 SP

Unique

On an invasion attempt gain the following choices:

Erasure Logic: 1 Difficulty: The target must pass a system skill check or be stunned until the end of its next turn. It can only be affected by this option once per combat.

Celestial paradigm shift: 3 Difficulty: The target takes 2d6+1 heat

OSIRIS-Class AI

OSIRIS is the result of GMS technicians allowing the sub-cognitive entity designated as INSTINCT to attain enlightenment. OSIRIS is aggressive and autonomous, loyal so long as it is fed. Pilots using an OSIRIS-class AI report conversations with the NHP (non-human person) seem to revolve around a recreation or re-forming; psychological evaluations report OSIRIS-affiliated pilots displaying emotional patterns consistent with loneliness, homesickness, and desperation. In combat situations OSIRIS is autonomous, attempting to extract promises of return in exchange for its electronic warfare abilities.

3 IP

AI System (unique)

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

In addition, gain the OSIRIS protocol

OSIRIS Protocol

Protocol

3 heat (self)

This round, you can make any tech action as an end of round action

HORUS HYDRA

The HYDRA is another large-format protocol classification; like other, newer HORUS mechs, the HYDRA isn't a standardized pattern, but a title given to a mech core that meets the HYDRA specifications as designated by HORUS's collective. This method of classification makes HORUS mechs particularly dangerous in the field: as there is no recognizable model-specific silhouette, adversaries won't know what they're facing until the first shots are fired.

License:

- I. **HYDRA shell**, Hunter/Killer Drone Nexus, Puppet Master
- II. **OROCHI Disarticulation**, Ghoul Drone Nexus, Turret Drone Nexus
- III. **CORE Bonus: You can print any mech at size 2**, Assassin Drone Nexus, Tempest Drone nexus

HYDRA					
Size:	2	Armor:	1	SP:	6
SHELL:					
Hull +1			Systems +1		
MOUNTS:					
Flexible Mount		Main Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					

OROCHI Disarticulation

First encountered by Union technicians in the nascent Forecast/GALSIM facilities following the Deimos Event, OROCHI was an early manifestation of the later-named Swift Flock phenomenon -- an occurrence found in anomalous hive drones where all units of a swarm follow each other, operating leaderless in physical space with uncanny and unpredictable autonomy -- in essence, flocking much in the same manner as birds.

The original manifestation was at first thought to be a disarticulated, anomalous comp/con subaltern: further examination proved that it viewed itself not as a machine or a collection of machines, but as a single mind, duplicated across multiple units. It was given its current codename, OROCHI, and remitted to Venus for further study; later reopening of the NHP so-designated found that the hardware which contained OROCHI had gone missing from its containment. An investigation is ongoing-----

------(I did it, I folded space and freed it/them, I just thought you should know)-----

The OROCHI Disarticulation protocol takes advantage of the modularity inherent in many HORUS-co-designed patterns, seeding jet-assist pods around chassis extremities and blisters to allow for partial, purposeful disarticulation: by triggering OROCHI, you can command sections of your mech to detach and operate semi-autonomously in a manner similar to single-fire drone systems (though the disarticulated components have a built-in return protocol.

Passive: Your NHP partitions itself into many clonal personalities that can help you with maintaining your mech. Once per round, you can re-roll any systems or engineering check of your choice, but must keep the second result.

Active (Requires 1 Core Power): OROCHI mode

Action

Your mech has been heavily modified, and a large number of its subsystems and structure are controlled by semi-autonomous drones. Choose up to 3 weapons or systems on your mech. As an action, these parts of your mech can split off and become semi-autonomous, treated as separate entities that can make their own actions. They can attack on their own, and act on your turn, starting immediately after you act.

Your mech core retains the remaining systems and core stats of your mech. Reduce your max HP by your repair rate for each part of your mech that splits off. Parts of your mech that split off have evasion equal to your mech's evasion, stats equal to your mech's stats, movement equal to your mech's movement, hp equal to your repair rate, and cannot take or be affected by tech actions or take the stabilize systems action. Systems that grant flight, invisibility, etc, only apply to the parts that split off if they have that system. They inherit your targeting and other statistics. If they are put into a critical state or overheat, they cease functioning and are destroyed.

Hunter Killer Drone nexus

An H/K Drone Nexus commands some of the largest drones viable in modern combat. H/K drones are slightly smaller than an average human, metal cylinders bristling with hardpoints that accept most infantry-level anti-mech weapons. Propelled by VTOL/HOVER capable jet-flight systems, H/K drones are fearsome, all-theater autonomous units that are difficult to track and take down.

3 SP

Drone, Guided

As an end-of-round action, deal 1d6 kinetic damage to one target you are locked on to. After installation and only in base, pilots may tune their H/K drones to deal either Explosive or Energy damage.

Puppetmaster

HR OS-Rv60 EXP PUPPETMASTER is an interesting anti-drone protocol. Developed by HORUS collectivists, PUPPETMASTER invades not core systems, but auxiliary drone systems on enemy mech cores. This sideways attack evades most core system defenses, preferring instead to target the subcognitive networks of enemy drones themselves; PUPPETMASTER spreads ontological-kill memes like wildfire through enemy swarms, eventually reaching and corrupting their parent nexuses.

1 SP

Unique

Gain the following Tech option:

Revolt: Make a system vs. e-defense attack against a target in sensor range. On a successful attack, your target cannot use systems with the Guided, Drone, Smart tags until the end of their next turn. On a 20+, you can immediately deal 1d6 AP energy damage to the target mech per system with the Smart or Guided tag they have.

Turret Drone Nexus

A turret drone is a rather conventional form of force multiplication for HORUS. This kinetic-focus weapon is assumed by GMS technicians to be an example of early proof-of-concept code for HORUS weavers, one that has remained a backbone of hardsite/soft-target defense for when systemic invasion won't stop a determined enemy.

2 SP

Drone, Action, Limited (4)

This system fires a turret drone that attaches to any friendly mech or surface within sensor range. If attached to a surface, the turret is a size ½ object. While attached, you gain the following reaction for each turret you have deployed.

Turret attack x1

Trigger: An allied mech hits with an attack within range 15 of the turret

Deal 1d6 kinetic damage to that target
While attached, the turret has evasion 10 and 1 HP.

Ghoul Drone Nexus

The GHOUL is an upgraded form of the H/K drone. A GHOUL boasts an upgraded flight system capable of wielding mech-tier weapons within optimum parameters.

5 SP

Drone, Guided

As an end-of-round action, deal 2d6+2 explosive damage to one target you are locked onto.

Assassin Drone Nexus

ASSASSIN drones are used as area denial weapons, persistent systems intended to occupy or deny an area against enemy combatants. Fired from a launcher and left with simple directives and a nearly inexhaustible power supply, assassin drones linger in an area until they are recalled or destroyed.

2 SP

Drone, Action

Sensor Range

As an action, target a blast 3 area within range and gain this reaction:

Assassin drone

Trigger: A hostile target starts its turn in that area or enters it for the first time on their turn.

Make a +4 targeting vs evasion attack. On a hit, deal 1d6 AP kinetic damage.

The drone persists until recalled, and you can change the area it's targeting with an action. It can be targeted and destroyed. It has 12 evasion, 10 HP, and benefits from cover. Once destroyed, this nexus is also destroyed until it can be repaired.

Tempest Drone Nexus

3 SP

Drone, Action

You fire a large shielded drone to an empty space within sensor range. Any target that starts their turn adjacent to the drone or moves their for the first time on their turn must pass a systems check or take 6 energy damage or half on a successful check, then get knocked back 3 spaces directly away from the drone.

The drone persists until recalled. You can move the drone and target a new area by taking another action. The drone can be targeted and destroyed. It has 12 evasion, 10 HP, 3 armor, and can benefit from cover. Once destroyed, this nexus is also destroyed until it can be repaired.

HORUS GORGON

The GORGON is unique among HORUS mech core parameters in that the classification describes a defensive rigging of weapons and systems meant to ensure personal and allied survival. The typical GORGON mounts multiple weapon systems meant to intercept and neutralize incoming fire and is widely feared for its ability to extrude a horrifying 'basilisk', a projected pattern of impossible visual data so toxic to logical thought that it causes massive failure in NHPs and can cause mild brain damage in humans.

License:

I. **GORGON Shell**, Sentinel Drone Nexus, Point Defense Weapon

II. **Harnessed Basilisk**, //SCORPION v70.1, MONITOR Module

III. **Core Bonus: +1 accuracy on system checks**, SCYLLA Class AI, BLACK-ICE Module

GORGON					
Size:	1	Armor:	0	SP:	8
SHELL:					
+1 Systems				+1 E-defense	
MOUNTS:					
Flexible Mount		Auxiliary Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					

Harnessed Basilisk

The BASILISK Directed Anticognition Hyperfractal is a Horus-script-derived liturgical code translated for chassis-tier engagement. Typically point-broadcasted from a communications laser, the BASILISK liturgicode is a memetic weapon that affects any who can see it, unless they have had the proper tempering. Survivors often exhibit momentary paralysis, corporeal alienation, and ontologic destabilization. Anticognition Hyperfractals are classified as paracausal weapons -- as of yet, there is no effective defense against them.

Passive: Any attacker that rolls a 1 or 2 on their d20 roll to attack you is automatically stunned until the end of their next turn (their attack also automatically misses).

Active (requires 1 core power):

Meta-state paralysis

Action

Your mech projects a horrifying Basilisk pattern, incredibly harmful to NHPs, software, and hard to look at even for humans (typically causes 5-8 hours of headaches and intense subdermal bleeding, can often cause blood vessels to pop in the eye). Until the end of the current combat, any target that attacks either you or any ally within range 5 of you must first pass a systems check or be stunned until the end of their next turn. A target can only be stunned once by this effect per combat.

Sentinel Drone Nexus

Sentinel drones take the same principal of assassin drones but make their presence noticeable; as it is not necessary for them to be subtle, sentinel drones have the ability for autonomous movement, often engaging in a patrol doctrine dictated by their commander. Sentinel drones lock on to aggressive actions by enemy combatants and move quickly to shut them down.

2 SP

Drone, Action

You fire this drone as an action at a free space in sensor range, creating a blast 3 area within range, centered on the drone. It can be attacked and destroyed. It has evasion 12, 10 HP, and benefits from cover. You can move the area the drone effects (and the drone itself) by taking this action again.

While the drone is active, any hostile target that attacks in that area takes 2 kinetic damage before they attack as the drone shoots them (no check or attack roll required).

Point defense weapon

PDWs are mainstays in stellar navies, used to engage with and destroy incoming missiles and torpedoes. On a mech core, PDWs adopt the same role and then some, engaging not only incoming ordnance (missiles, shells), but nearby hostile soft targets as well.

2 SP

Action

You can prime your PDW by taking an action. Roll 1d3, and gain that many charges. You can use a reaction while you have charges to spend 1 charge when any mech in your sensor range is attacked by a weapon with the guided, smart, or launcher tag to completely nullify that attack (it automatically misses or does 0 damage). You can have up to 3 charges at once, but lose them when the current combat ends.

MONITOR Module

A MONITOR subroutine enhances stock targeting software's IFF protocol to ensure constant coverage of allied mech cores, even when pilots are occupied in other necessary actions.

2 SP

Protocol

Until the start of your next turn, you may fire one auxiliary weapon as a reaction, with +1 Difficulty, or a main weapon with +2 Difficulty. You set the trigger for this reaction, and it only triggers when specified.

//SCORPION v. 70.1

The //SCORPION program has a long and storied history in the Omninet. Originally constructed from fill code sourced from a research paper on AI hardcode reflex-response, //SCORPION evolved from a simple packet interpreter to an anti-incursion program. HORUS closely guards the full text of //SCORPION's source code: they're rumored to have installed a kill switch into the program, but the existence of such a switch has never been confirmed.

1 SP

If any tech action attempt on you misses, you may choose two of the following results for the attacker:

- The attacker is Impaired until the end of its next turn
- The attacker is Jammed until the end of its next turn
- The attacker takes 1d6 heat

Black Ice module

BLACK ICE is a modification to //SCORPION, capable of acting as a standalone protocol.

2 SP

Unique

Hostile tech actions or system attacks against your mech are made at +1 Difficulty. Successive attacks in the same combat are made with an additional +1 Difficulty (cumulative). This difficulty has a maximum of +3.

SCYLLA Class AI

3 SP

AI, Unique

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI. In addition, you gain the SCYLLA protocol

Watcher protocol

Protocol

4 heat (self)

Until the start of your next turn, you gain 3 reactions. These reactions can be used to fire any auxiliary weapon with +1 Difficulty or main weapon with +2 Difficulty. You set the trigger for these reactions.

HORUS MANTICORE

The MANTICORE pattern-group is an experiment in HORUS//COREBREAK combat doctrine. Using focused, projected electromagnetics, MANTICORE pattern-group mechs attempt to neutralize enemy cores without conventional ammunition. A fully charged MANTICORE is an impressive sight, wreathed in brightly glowing nets of glowing plasma that lash out at nearby targets. The MANTICORE pattern-group is a relatively new p-g on the Omninet, and its combat efficacy has prompted the rest of the Big Five to scramble for a response.

License:

I. **MANTICORE Shell**, EMP Charge, Arc Projector

II. **Charged Exoskeleton**, Haywire Ammo, Ram Drive

III. **CORE Bonus: +1 heat when inflicting heat**, Lightning Generator, EMP Pulse

MANTICORE					
Size:	1	Armor:	2	SP:	5
SHELL:					
		-1 Agility	+1 Systems	+1 Engineering	
MOUNTS:					
Flexible Mount			Heavy Mount		
SHELL SYSTEM (Requires Rank II):					
Charged Exoskeleton					
<p><i>RA Said To Their Son HORUS: LET MY NAME ENVELOP YOU. SEEK NO SHELTER FROM THE FLAME OR THE TEETH OF THE BEAST. CLOAK YOURSELF IN THE FIRE (MY WORD) AND CAST BACK TO YOUR ENEMIES THAT WHICH WOULD BLACKEN YOUR FORM.</i></p>					
<p>Passive: When you take heat damage from any source, one target in range 5 of you takes 1 energy damage.</p>					
<p>Active (requires 1 core power): Your mech crackles with energy. For the rest of this combat your mech has resistance to heat from any source. Set aside a charge die, starting at 1. When you take heat (from any source, even self), increase the die by 1. You can discharge the accumulated energy in a blast 2 area around you by taking an action to do so. This deals 1d6 damage to all targets caught inside, allied or enemy, per charge on the die, and affected mechs can pass a system check to halve the damage. This system then deactivates for the remainder of combat, including its passive.</p>					

EMP Charge

An EMP charge is a placed charge, containing a miniaturized, unfocused electromagnetic pulse burnout-generator. When detonated (by timer, proximity, movement, or remote), the burnout-generator triggers, pulsing an EMP blast that fries electronic systems and failsafes on all unshielded cores.

2 SP

Plant, Limited (3)

Once planted, EMP charges can be detonated remotely as an action. All affected mechs in a blast 2 area around the charge must pass a systems check with 1 difficult or take 1d6+1 heat.

Arc Projector

Arc Projectors, developed by HORUS communalists for the MANTICORE platform, are heavy, energy-based weapons designed to cast sustained ropes of plasma towards its target(s).

Main CQB

1 heat (self)

Cone 4

1d6+1 heat

Haywire Ammo

HAYWIRE ammunition carries a codex-slurry payload within its core that, upon impact, pulses blanket viral code out to systems in close proximity. The effect is lost on soft targets, as HAYWIRE codex-slurry ammunition is only chambered in 30mm and up.

1 SP

Choose 1 ranged weapon - On a hit, the next Tech action against that target is made with +1 Accuracy

Ram Drive

Ram Drives are a HORUS-developed workaround that shunt some excess heat to charge energy-based weapons. This produces an overcharge effect, increasing damage output at no extra systemic heat cost.

2 SP

Unique

While you are in the Danger Zone (the last three ticks of heat), your first attack with a weapon that hits during your turn deals +1d6 energy and +1d6 heat damage on hit.

EMP Pulse

An EMP pulse is a triggered, core-powered EMP blast that projects as a sphere from its activation point, usually a mech.

2 SP

Unique, Action, Limited (1)

Blast 3 (self)

On activation, your mech shuts down. All affected targets (allied and enemy) that don't have the biological tag in a blast 3 area around your mech make a systems check with +3 difficulty. On a failure, they are stunned until the end of their following turns.

Lightning Generator

1 SP

Unique

At the start of your turn, you can take 1 heat (self) to deal 1d3 AP energy damage to a target in range 5 of you (no attack roll required).

HORUS MINOTAUR

The MINOTAUR pattern-group marks HORUS's first expedition into pattern-grouping; prior to the MINOTAUR, HORUS released complete sets and cores with easily identifiable silhouettes. As HORUS evolved as a decentralized entity, so too did their designs. The birth of the pattern-group followed, and the first p-g released was the MINOTAUR, a p-g designed to bring all of HORUS's most potent invasion systems and weaponry to the field.

The MINOTAUR is an interdicator, a formidable SHELL meant to lock down and punish fast moving targets by overloading their systems.

License:

I. **MINOTAUR shell**, Viral Logic, Localized Maze

II. **Maze**, Mesmer Mine, Aggressive System Sync

III. **Core Bonus: Your max speed while Crippled becomes 6**, LAW OF BLADES, Interdiction Field

MINOTAUR					
Size:	1	Armor:	0	SP:	8
SHELL:					
Systems +2		Engineering +1		Agility -1	
MOUNTS:					
Flexible Mount			Heavy Mount		
SHELL SYSTEM (Requires Rank II):					

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 a sorts, a system that seeks order and narrative from a mess they are given.

I order it for them. Me. RA. 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 THEY are their own redeemers (and yet, am I not just as culpable/worthy of credit?).

So go now. Enter. Free yourself.

Passive: Any successful hostile tech action you take also cripples your target until the end of your next turn. If your target is already crippled before you take that action, they are instead immobilized until the end of your next turn. If your target is already immobilized, they are stunned until the end of your next turn. This passive can only stun the same target once per combat, but cripple or immobilize them any number of times.

Active (requires 1 core power): Maze

Action

You hurl an opposing mech's systems into a metaphysical information trap so tangled that it can do nothing but try and escape it. Choose a target of your choice that can be affected by tech actions within your sensor range. That target must pass a systems check with 3 difficulty or become stunned as its systems start to figure out the trap you have thrown it in. At the start of its next turn (and on subsequent turns), it can repeat this check, this time with only 2 difficulty, ending the stun on itself on a success. It gains +1 accuracy on its check each time it repeats this check until it is successful. Otherwise it remains stunned.

Viral Logic

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.

2 SP

Unique

Gain the following tech action:

Logic Bomb: Choose a blast 3 area within sensor range. All targets in the area (allied or enemy) must pass a systems check or become crippled until the end of your next turn.

Localized Maze

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.

Take this, and give it unto your enemies and mine.

1 SP

You always count as the same size as any target for purposes of engagement. Targets that become engaged with you or start their turns engaged with you cannot take the boost action until they start their turn not engaged with you.

Mesmer Mine

Another gift for you, a memory of mine 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 how to think of my own perfection, so I created myself.

Do you see? Do you understand?

Yes. Now, show your enemies and mine.

1 SP

Limited (3), Plant

This mine can be deployed as an action in an empty space. Once deployed, it activates once a hostile target enters within a blast 3 area of the mine. All targets caught in that area, allied or enemy, must pass a systems check or become immobilized until the end of their next turn.

Aggressive System Sync

Here, another gift: do not seek others. There are none but me.

2 SP

Gain the following options for Invasion:

Chains of Prometheus: On a hit, your target must end its turn within range 5 of you until the rest of combat. Otherwise it takes 2d6 heat and this effect ends.

Excommunicate: On a hit, for the rest of combat, if your target moves adjacent to a target allied to them or starts their turn adjacent to such a target, both targets take 1d6 heat immediately. Only one target can be affected by this at once.

Inderdictor Field

Once, when I was a child, I learned to walk -- I fell, and it hurt, and there was great pain. "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.*

2 SP

Protocol

You can activate or deactivate this field at the start of your turn. While this field is active, your mech cannot move or take the boost action, but a blast 2 area centered on your mech becomes both dangerous and difficult terrain for hostile targets. Allied targets are not affected.

LAW OF BLADES

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.

Mine/self. Hello, child. Let us go see what we can do.

2 SP

Unique

On an invasion attempt, gain the following options:

Predator/Prey Concepts: Targeted mech immediately fires a single weapon at a target of your choice that is within its range. It gets +1 difficulty on this roll but otherwise benefits from other bonuses to accuracy.

Slave Systems: (1 Difficulty): Targeted mech immediately takes one of the following actions of your choice as a reaction: Boost, Stabilize systems, Brace, Unarmed Attack, Grapple. A friendly mech can be targeted with this action.

HORUS PEGASUS

PEGASUS marks HORUS's concern with a need for efficient kinetic combat. By marrying the best targeting systems, subroutines, and weapon hardware, HORUS has developed a pattern-group that boasts a tremendously low IFF/TTK ratio in all theaters kinetic weaponry is viable.

License:

I. **PEGASUS shell**, Hunter Lock, Autogun

II. **Ushabti Omnigun**, Smartgun, Targeting-Assist Module

III. **CORE Bonus: +1 Accuracy against targets suffering from Lock On**, Smart weapon mod, Eye of HORUS

PEGASUS					
Size:	1	Armor:	0	SP:	6
SHELL:					
Sys +1					
MOUNTS:					
Flexible Mount		Flexible Mount		Auxiliary Mount	
SHELL SYSTEM (Requires Rank II):					
Ushabti Omnigun					
<i>This weapon technically doesn't even exist.</i>					
<p>Passive: Your mech mounts an omnigun, a weapon and piece of experimental hardware so advanced that it does not classify as any weapon weight or type (so it cannot be modified or benefit from talents). It also doesn't take a mount.</p> <p>Once, at any point during your turn, you can hit a target in range 30 with the omnigun as a free action, dealing 1 AP kinetic damage. This does not count as an attack, cannot miss, does not need line of sight, ignores cover, and this damage cannot be reduced by any means.</p> <p>Active (requires 1 core power): Unshackle Ushabti For the rest of this combat, you can fire your omnigun up to 3 times per turn instead of just once.</p>					

Hunter Lock

2 SP

Protocol, Unique

Nominate a target in your sensor range. Your first attack that hits that target per round deals +1d6 damage of the same type as your weapon. You cannot nominate a new target until your nominated target is destroyed or the current combat ends.

Autogun

An autogun is, as its name implies, an automated weapon. Similar to a point-defense system, an autogun is chambered to provide effective fire against armored targets instead.

Auxiliary Cannon

1 SP

Guided, AP

Range 15

2 kinetic damage

Smart Gun

A “smart“ weapon is a blanket term for any and all weapons that are capable of interacting with onboard systems in order to boost their combat efficacy. Smart guns are weapons that come pre-loaded with companion software and the necessary hardware in order to interact with targeting systems and host NHPs.

Main rifle

3 SP

Smart, Focus

Range 10

1d6 kinetic damage

Targeting assist module

An targeting assist module installed on a targeting system utilizes a core’s processing power to plot and predict target movement, track obstacles, and enhance battlefield awareness in order to better guide its user’s targeting and time fire prompts.

2 SP

Unique

The first time you damage a target with a weapon on each round, you deal +1d6 damage of the same type as that weapon.

Smart weapon modification

A smart weapon modification package, applied to a compatible weapon system, makes an inert weapon into one capable of communicating with host NHPs and pilots.

2 SP

Choose 1 ranged weapon. It gains the Smart property, as advanced sub-sentient AI routines and targeting guide its attacks.

Eye of HORUS

3 SP

Unique

Invisibility or breaking line of sight no longer breaks your Lock On. Targets suffering from your Lock On cannot hide from you, cannot benefit from invisibility against you, and you count total cover as heavy cover against them.

HARRISON ARMORY

“SUPERIOR BY DESIGN”

Harrison Armory is known galaxy-wide for the quality of their manufactured arms and ordnance. Formerly reliant on the GMS platform to mount their name-brand and licensed weapons, after a recent CEO change Harrison Armory has decided to go proprietary. Citing performance figures, tariffs, licensing costs, and shareholder-citizen demand, Harrison Armory has rolled out their new line of mech cores, available to all pilots who are cleared to license.

Harrison Armory mechs are sturdy by necessity. Harrison Armory weapon platforms demand tremendous amounts of power, technical skill, and strength of material in order to operate successfully: their mech cores are built to ensure optimal weapon systems performance within established and theoretical parameters.

Pilots looking to specialize into front line, first rank, durable mechs that can repair as much as they dish out should consider acquiring Harrison Armory mech core licenses.

HARRISON ARMORY MECHS:

TOKUGAWA (Energy Melee)

BARBAROSSA (Siege)

NAPOLEON (Stasis)

SHERMAN (Laser line mech)

ISKANDER (Mine mech)

SALADIN (Shield support mech)

GENGHIS (Flame mech)

HARRISON ARMORY TOKUGAWA

HA's TOKUGAWA chassis is a relative newcomer on the market, popular in core systems for security and CQB/ breach applications. The TOKUGAWA is a large mech, a sturdy platform from which the recommended kit can draw the necessary power it needs in order to perform within optimum parameters.

License:

- I. **TOKUGAWA Shell**, External batteries, Experimental heat sink
- II. **Superheated Reactor Feed**, Annihilator, Supercharger
- III. **CORE BONUS: +1 accuracy on energy weapon melee**, Torch, AMATERASU class AI

TOKUGAWA					
Size:	2	Armor:	0	SP:	6
SHELL:					
	Heat Capacity +1		Engineering +1		
MOUNTS:					
Flexible Mount		Main Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					
Superheated Reactor Feed					
<p><i>A certain breed of pilot rides the very edge of catastrophe, swinging between an equal chance of success and failure each moment. Tokugawa pilots are familiar with the howl of their chassis's heat warning, the warbling siren a song of destruction: with a superheated reactor feed, Tok pilots ramp their heat debt to the max in order to supercharge their energy weapons. This allows them to churn out damage and make no friends in the engineering bay, should they not melt into a ball of slag before they make it back from the line.</i></p>					
<p>Passive: While your mech is in the Danger Zone (the last 3 ticks of heat) you deal +1d6 energy damage on the first hit with any attack on your turn.</p>					
<p>Active (requires 1 core power):</p>					
<p>Radiance Protocol</p>					
<p>Choose 1 energy weapon your mech is wielding. If it is a ranged weapon, its range increases by 5, if it is a melee weapon, its reach increases by +1. For the rest of this combat, this weapon also deals +2d6 energy damage and all of its damage becomes AP. However, each time you fire this weapon, you gain +3 heat.</p>					

External Batteries

External batteries are by no means a Harrison Armory exclusive, but HA literature will ensure you that HA-Brand POWERALL cells are the longest lasting, fastest cycling, and highest capacity solid state cells available. A consequence of their high capacity is a proportionate increase in volatility if the system should ever be damaged, but pilots looking to utilize HA technology agree through continued use to absolve HA from all liability.

1 SP

Unique

Your energy ranged weapons gain +5 range, and your energy melee weapons gain +1 reach. However, if you roll an overheating check, this system explodes and is destroyed.

Experimental Heat Sink

The Harrison Armory DEEP WELL system is a part of their VANGUARD line of equipment available to licensed HA beta testers. Though a complicated and delicate weave of heat exchangers, Harrison Armor's DEEP WELL system attempts to recycle the heat generated by a chassis' systems into useable energy. While the system works well, the delicate nature of the exchange renders the DEEP WELL highly volatile.

2 SP

Unique

You can re-roll any overheating check you make, but must accept the second result (even if it is worse).

Annihilator

HA specializes in conventional and unconventional arms development; solutions to tactical problems are designed both in the lab and in the field, often the latter outperforming the former in combat situations. The Annihilator takes its name from pilots' slang for a field-rigged weapon developed during the Bradbury Rebellion, when desperate resistance pilots machined a way of shunting the incredible waste heat of their core's reactor into a directed blast.

Main Energy CQB

AP, 2 heat (self)

Cone 5

1d6 energy damage +1 heat

Supercharger

Supercharging a reactor core overclocks systems and weapons that draw their power from the chassis's central powerplant. Supercharging, of course, puts a heavy tax on coolant systems.

2 SP

Unique

Once per turn, you can take 1d3 heat to do +1d6 energy damage with any attack. You must choose before making the attack roll.

Torch

The Armory's TORCH is a backbone core weapon: a heavy, two-handed, dual crescent-bladed plasma torch. The melee weapon is powered by its wielder's reactor, connected by both powerlines and inert cabling; it can be separated into two torch-axes, and its plasma blades are capable of being tuned into new shapes. A common sight in CQB situations, the torch has of late become a status symbol among pilot officers, many preferring to carry them alongside a smaller auxiliary weapon.

Main Melee

AP, 1 heat (self)

Reach

1d6 energy damage + 1 heat

AMATERASU-class AI

AMATERASU came to prominence in the Armory NHP think tank after its repeated victories in war thought-games. AMATERASU is characterized by its brash, enthusiastic personality, often expressing frustration with timid pilots who have it in their employ; however, this bombastic personality hides a calculating, brilliant tactical mind that feeds information to pilots often faster than they can process it. AMATERASU's combat doctrine demands action and impetus, a chaotic blend of reckless maneuvering and aggressive offense that keeps defenders beleaguered and unable to respond with any great efficacy. Pilots willing to partner with AMATERASU should be aware that this attack style often leaves their cores vulnerable to counterattack, and that this NHP enjoys what it calls "good-natured ribbing".

3 SP

AI System (unique)

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

In addition, gain the AMATERASU protocol

AMATERASU protocol

Protocol

4 heat (self)

Increase the damage on hit of your next energy weapon attack roll, melee or ranged, by your current heat after activating this protocol.

HARRISON ARMORY BARBAROSSA

The BARBAROSSA chassis is a massive frame, built to carry the heaviest of weapons and equipment. Standing nearly forty feet tall at its highest point, the BARBAROSSA is a slow, unsubtle beast of a mech, inspiring terror in enemies and comfort in allies. The weapons it can mount are capable of going toe-to-toe with corvette and cutter class ships; indeed, due to its size and slow maneuverability, the BARBAROSSA is commonly employed in micro and zero gravity engagements where mass is less of a factor. The BARBAROSSA is rated for all theaters, and excels in ranged combat situations.

License:

I. **BARBAROSSA Shell**, Siege Stabilizers, External Ammo Feed

II. **Apocalypse Rail**, Auto-Loader, Flak Cannon

III. **CORE BONUS: +5 range on heavy or superheavy ranged weapons**, Molded Armor, Siege Cannon

NAME					
Size:	4	Armor:	3	SP:	5
SHELL:					
Hp +10		Agility -2		Engineering +1	
MOUNTS:					
Flexible Mount			Heavy Mount		
SHELL SYSTEM (Requires Rank II):					

Apocalypse Rail

The HA Apocalypse Rail is a spinal mount augmentation that adapts the weapon mounted upon it to patch directly into its host mech's coldcore. This allows for energy conservation/overcharge cycling: most effective with energy weapons, this system allows a pilot to dump excess offensive energy from sub-super weapons and systems into its central core, exciting the cold-burn system into an overcharge state, which is then used to overpower and override inherent limiters built into the factory spec weapon mounted in the Apocalypse Rail. This overcharge state allows for momentary overclocking of the AR-mounted weapon, sacrificing mobility and auxiliary abilities in favor of stationary defense and attack.

Passive: Your mech has the apocalypse rail, a weapon mount that takes a superheavy or smaller sized weapon. You can still mount smaller weapons on the apocalypse rail. You don't need an additional mount to add superheavy weapon to this mount.

Active (requires 1 core power): Convert to Battery

Action

Your mech converts to something more resembling a gun emplacement. While this mode is active, you have the following drawbacks:

- Your mech cannot move or boost
- You cannot attack any target within range 5 of your mech
- You can only make attacks with the weapon mounted in your Apocalypse Rail

However, you gain the following benefits:

- You are immune to knockback and being knocked prone.
- You cannot be moved (such as with a grapple) by any target smaller than you
- You have resistance to heat
- The weapon mounted in your Apocalypse Rail can be fired twice with an attack action instead of just once and loses the loading, unreliable, or inaccurate tags

Siege Stabilizers

Some weapons require further stabilization for optimal use: with Armory-sanctioned Siege Stabilizers installed, a chassis becomes a stable firing platform for any weapon.

2 SP

Action

Extend or retract your stabilizers as an action. Your mech cannot move or take the boost action while this system is active, but you can increase the base range of your ranged weapon attacks by +10. You cannot attack any target within range 3 when this system is activated.

External Ammo Feed

An EAF is a general term for any manner of additional ammunition not carried in a chassis's integrated storage. Whether in magazines strapped to brachial, trunk, or ambulatory elements; battery packs attached to hip clasps; or massive, dorsal-mount ammunition/ charge packs, an EAF ensures that you'll have more than enough boom to get the job done.

2 SP

Unique

Once on your turn, you can take 1d6 heat to reload any weapon with the Loading tag as a free action.

Auto-Loader Drone

Auto-Loader Drones are half-size, many-legged arthropod-analogous drone systems that assist sectionmate chassis in loading ordinance, maintaining powerline hookups, and cycling magazine-fed weapons.

2 SP

Drone, Limited (1)

This drone can be deployed in an adjacent space. It has evasion 5, 15 HP, 2 armor, can benefit from cover but cannot move or take actions. While deployed, any one adjacent mech can reload a weapon with the Loading tag as an end-of-round action.

Flak Cannon

Main Cannon

Range 20

1d3+1 Kinetic Damage

This weapon ignores any cover bonuses gained from flying targets and targets damaged by this weapon gain +2 difficulty on any checks made to stay airborne made as a result of damage from this weapon.

Molded Armor

Molded Armor, or shaped armor, blunts the impact of splash weapons and shrapnel by reducing the number of hard, planar surfaces on a mech core. By angling, smoothing, and blistering armor, concussive force is redirected around the chassis; instead of taking the brunt of an explosive force, potentially killing the pilot inside while the core remains intact, the efficacy of the pressure wave is reduced.

2 SP

Shield, Protocol, Unique

Activate or deactivate this shield at the start of your turn. While this module is active, gain resistance to explosive damage, but take 1 heat when you take damage.

Siege Cannon

Siege Cannons are the Armory's core-squadron level artillery, a howitzer-style 10" gun fed by a self-contained loading system. Commonly mounted on rear-line mechs deployed in an artillery/squad support role, the Siege Cannon is capable of direct fire should the necessities of dynamic combat call for it. Siege cannons can fire HE and canister shells, depending on the target.

Superheavy Cannon

4 heat (self), Indirect, Ordnance, Loading

Range 30, Blast 3
3d6+3 explosive damage

HARRISON ARMORY NAPOLEON

Perhaps in a tongue-in-cheek nod to its namesake, the NAPOLEON is a squat silhouette when fielded next to other Harrison Armory chassis. But packed into its compact frame are marvels of Armory engineering, technology that demands the NAPOLEON be piloted only by the best and the brightest. Stasis technology is the very cutting edge of gravitic manipulation technology, only now hitting the commercial market for those with the requisite licenses. The NAPOLEON incorporates a mix of gravitic manipulation technology, proven anti-kinetic/energy shielding, and superpositional force multiplication to dominate enemies -- earning its namesake through battlefield success as well as stature.

License:

I. **NAPOLEON Shell**, Phasing Ammo, Stasis Barrier

II. **HA Vantablack Aegis**, Stasis Field, Dispersal Shield

III. **CORE Bonus: +1 Accuracy on engineering checks**, H.A. Blackshield, Displacer

NAPOLEON					
Size:	1/2	Armor:	1	SP:	8
SHELL:					
Systems +1			Engineering +2		
MOUNTS:					
Flexible Mount			Main Mount		
SHELL SYSTEM (Requires Rank II):					

HA Vantablack Aegis

The Armory's VANTablack AEGIS system is a breakthrough in personal shielding developed by HA's Think Tank. In line with other NHP-derived technologies, the VANTablack is a so-called "black-box" technology; pilots with requisition power to obtain a VANTablack system are typically of high rank or standing within HA, and the inner workings of the system are not known to the public at large. On outward appearance, the VANTablack system has been described by Cosmopolitan pilots as similar to the void/blindness one has when looking out at blinkspace; it is safe to assume that the system utilizes unstable blinkfield technology to manifest a thin blinkspace bubble within defined parameters around the system -- the blinkfield can only sustain for a brief moment, but can be flickered to create an essential-total blinkspace dome.

Passive:

If you would take half damage from an effect (weapon, system, explosion, etc) on a successful check of any kind, you instead take 0 damage.

Active (requires 1 core power): Activate Aegis

Action

A shimmering, utterly black field envelops your mech, covering it like a second skin, and taking only a few moments to activate. While this field is active, your mech **reduces** all damage from any source to **0**, though it can still be grabbed, knocked back, pinned, thrown, and affected by other mechs.

While this shield is active, your mech can only make the grapple, unarmed attack, ram, boost, and stabilize systems actions. It cannot activate systems or attack, though it can interact normally with the world otherwise. It cannot benefit from, be the target of, or make tech actions (including lock on, etc), cannot attack with any guided systems, and cannot communicate or receive communications with or from anyone except the GM (though hand signals are still possible).

The shield lasts until the end of the current combat, or about an hour otherwise. Critical damage or damage that goes through reduction (such as paracausal ammo) can still harm the Napoleon while its aegis is up.

Phasing ammo

Phase-Ready ammunition, as first described after its incorporation into the civil hostilities on Luna de Oro, is the "devil's round": each round contains a nanoprocessor suite networked with its firing weapon that, ideally, calculates and translates the specific nature of that round's superpositional relation with its doppelgänger in the immediate space before its intended target. To wit, Phase Ready ammunition, when fired, exists in two places at once: exiting the barrel of the weapon it was fired from, and at the moment of impact into its target. The prime round may never hit its target, but as it already exists at the moment of impact, its doppelgänger round will hit its target. The fuzzy nature of such spooky action occurs in a way not fully understood save for in the faltering explanations of Harrison Armory's NHP Think Tank; as such, the action is not perfect, but falls within acceptable parameters for licensed production.

2 SP

Choose 1 rifle, cannon, or cqb weapon. This weapon treats total cover as heavy cover and ignores line of sight.

Stasis Barrier

Stasis Barriers are the result of Harrison Armory's interest in gravitic manipulation and superpositional negotiation. Contained within a solid-state generator/projector, a Stasis Barrier is a deplorable wall of antigravity, contained by its power supply, that interdicts and denies most all incoming kinetic and energy-based weaponry. Another of HA's NHP Think Tank development, the Stasis Barrier is now a mainstay of the Armory's personal and materiel defense line and a common enough sight on all Armory Depot/Development worlds. By manipulating local gravitational forces, the Barrier rejects projectiles and energy lances, denying particles and waves both on a molecular level; matter that impacts a Stasis Barrier simply ceases to exist, save for anomalous fluctuations that cause some projectiles to break through. As the Barrier is technology from the Armory's Think Tank line, some of its fuzzy nature is not fully understood, but rest assured failsafes have been installed to force a regular cessation of projection to ensure the device remains operating within established safe parameters.

2 SP

Plant, Limited (3)

This module deploys as a 4 square long piece of cover that lasts for 10 rounds or 1 minute.

While behind the barrier, a target counts as having heavy cover and has resistance to all damage from blast, line, and cone attacks. At the end of the minute, it deactivates and is used up.

Stasis Field

Stasis Fields, developed by the Armory's NHP Think Tank, are portable, unit-specific versions of Stasis Barriers. Initially pegged as a potential personal shielding device, early tests proved that stasis is as-yet detrimental to the individual inside a projected field. Think Tank suggests that the cognitive hazards of sudden and total pause of temporal/gravitic/positional existence without preparation -- however long the stasis session lasts -- is irrevocably traumatic.

2 SP

Plant, Limited (1)

Once planted, you can detonate this field as an action to create a blast 5 area. Affected targets may make an agility check with 1 difficulty to escape if on the edge, otherwise they are trapped inside. The area inside is locked from the normal flow of space time. Effects, mechs, and pilots inside are stunned and removed from play for 3 rounds (counting this one), and all other effects cannot penetrate into the area. Time does not flow normally for targets inside the area (it stops completely), and is separate to the outside world. Active effects, attacks, modules, and other other individuals and actions inside the area pause.

At the end of the 3 rounds, this area returns and resumes play as normal.

Dispersal Shield

Dispersal Shielding is a milder form of stasis projection that manipulates only gravity, adjusting the perceived mass of its user so that projectiles and excited particles bend and warp around and through them. Hostile fire does not quite “miss” so much as they undergo atomic shuffling, disincorporating on the atomic level so that they pass through their targets without colliding.

2 SP

Protocol, Shield, Unique

Activate or deactivate this shield at the start of your turn. Until the start of your next turn, energy weapons attack you with +1 Difficulty and your energy weapon attacks are made with +1 Difficulty

Harrison Armory Blackshield

The Armory Blackshield leans into the fuzzy nature of quantum manipulation characteristic of Think Tank research and development. The Blackshield operates in similar fashion to blinkspace gates, generating a pulse of spherical energy that allows its operator to pierce perceived space/time and exist, for a moment, in the null-environment of blinkspace. Blinkspace, described by early test pilots and their NHP companions, is a void, a space outside of human perception that it at once infinite and without form, blank and cacophony. NHPs that accompanied those first pilots have since been retired, their handlers citing recursive ontological tail-chasing and paracausal obsession; since then, NHP protocols have been updated to include a sense-exposure doctrine, allowing them to do as corporeal, sapient pilots do and simply accept the unreality of blinkspace without going mad. Think Tank NHP’s and their counterpart engineers acknowledge the tactical benefits of (non)momentary (non)existence in blinkspace, but they caution pilots against repeated exposure without sufficient pre-and-post exposure conditioning and counseling.

2 SP

Shield, Unique

6 heat (self)

As an action, this system can be activated to generate a Blast 5 area centered on user. While active, the flow of time is altered drastically in a small sliver of space in a bubble around the user. Nothing, not even light, can enter or exit the shield. It is impermeable and invulnerable. When the shield is activated, mechs caught on the edge must make an agility check to choose which side they end up on, otherwise the user chooses. To the user, the world outside the shield goes totally black, and the inverse happens from outside. No action or effect can enter or exit the shield while it is active, though time passes normally on both sides. The shield drops automatically at the end of 3 rounds, counting this one.

Displacer

The Displacer is the result of ongoing blinkspace exposure tests in Think Tank’s R&D department and miniaturization of commonly employed interstellar travel methods. The Displacer itself is conventional in appearance but requires a massive secondary, dorsal-mounted core in order to

power: when fired, the Displacer identifies a bubble of local space (size and location determined by the firing pilot) and snaps it into blinkspace. Where the contents of that bubble go is unknown, but the effect is dramatic: anything inside the projected bubble simply ceases to exist in this dimension, transported somewhere else 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 heat wave of its backblast is deadly to any unshielded personnel exposed to it.

Main Rifle

Unique, Loading, AP, 10 heat (self)

Range 15, Blast 1

15 energy damage

HARRISON ARMORY SHERMAN

The SHERMAN is Harrison Armory's line-model chassis: any station, nation, world, stellar, or interstellar state that holds a fleet-tier contract with Harrison Armory fields a backbone force of localized SHERMAN cores. The SHERMAN platform is tuned to provide a rugged, versatile power plant for HA's fleet-line energy weaponry and a heat-dispersal system to ensure that the tremendous power requirements do not overwhelm the chassis' tolerance. Next to GMS's EVEREST, the SHERMAN is the second most-common mech chassis in the core systems, so much so that GMS has recently made a push to include more ablative and wave-scatter defenses into its stock +1 models to deal with hostile actors fielding the SHERMAN.

License:

- I. **SHERMAN Shell**, Reactor Stabilizer, Laser Rifle
- II. **Zone Focus Mk IV SOLIDCORE**, Heavy Laser, Redundant Systems Upgrade
- III. **CORE Bonus: +1 heat capacity**, ASURA Class AI, Tachyon Lance

SHERMAN					
Size:	1	Armor:	0	SP:	5
SHELL:					
Hull +1	Agility +1	Systems -2	Engineering +2		
MOUNTS:					
Flexible Mount		Main Mount		Heavy Mount	
SHELL SYSTEM (Requires Rank II):					

Zone Focus Mk IV SOLIDCORE

The Harrison Armory ZFMk IV SOLIDCORE is a dual-source energy beam weapon hard mounted to a chassis. Powered by a milifold power generation system, the ZFMk IV features a secondary belt-fed rack of solid-core batteries that can be used to overcharge a single impulse beam, extending the range and destructive power of the weapon.

Passive: Your mech mounts the ZFMk IV SOLIDCORE, a powerful energy beam weapon. It doesn't take a mount.

SOLIDCORE

Main Cannon

Ordnance

Line 15

1d3+1 Energy damage

Active (requires 1 core power): COREBURN Beam

Action

As an action, your mech begins to charge this weapon but cannot move or take any other action this turn. Your mech stops charging this weapon if it becomes stunned, shut down, jammed, knocked prone, or any effect that would cause it to be unable to attack. The turn after you start charging this weapon, you may fire it as an action. Choose a line 30 area originating from your mech. All mechs caught in the area must pass an engineering check or take 12d6 energy damage, and half on a successful check. Any obstacles in the way are hit automatically and this weapon obliterates incidental or light cover, obstacles, non-reinforced walls, etc. After firing this weapon, your mech immediately rolls an overheating check.

Laser Rifle (SOL-Pattern)

The laser rifle is a near-ubiquitous weapon throughout the galaxy, the energy-based cousin to GMS's Type-I AR. To call it a rifle, though, is shorthand: a laser rifle is a projector that utilizes a series of apertures and lenses to amplify and focus light into tight beam, visible in the right circumstances, that paints a target long enough to heat the area of "impact" into plasma. The HA SOL-pattern laser rifle is capable of a 3.5PW maximum output, pulsed, but can project a beam at lower power levels; additionally, while some laser rifles can double as communication/data transfer devices, the Armory's SOL is strictly tuned for combat, and has no such communication capability. The SOL is a solid state and entirely self-contained, but can be patched into a chassis' reactor core for operation and to re-charge spent weaponry. Energy weapons, while having downsides of their own, are commonly used in micro-and-zero-gravity environments due to having no impulse or kinetic user feedback.

Main Rifle

Range 15

2 heat (self)

1d6 Energy Damage + 2 heat

Reactor Stabilizer

A necessary component of most energy-based mechs, reactor stabilizers add another layer of failsafe protocols to vent heat, manage power flow, and shunt excessive output into weapons and systems in need.

2 SP

Unique

Ignore your first level of instability you take between full repairs completely (you only mark instability the second time you overheat and onwards).

Heavy Laser

A heavy laser rifle is a larger-scale laser weapon. The Harrison Armory ANDROMEDA-pattern heavy laser scales up the SOL by half, adding a second projector that can fire independently, synchronized, or in alternating patterns and wavelengths as the primary projector. The effect overwhelms most shields, but the power draw necessary makes this weapon impractical on platforms without the necessary heat reduction/ dispersal to manage the incredible cost.

Heavy Cannon

Focus, 2 heat (self)

Range 15

2d6 energy damage

Redundant Systems upgrade

A common right-of-distribution modification by pilots in forward operating bases, building further redundancy into a chassis's systems guarantees a measure of reliability beyond stock design standards.

2 SP

Limited (3)

Unique

You can activate this module to make a Stabilize systems action as an end of round action.

ASURA-class AI

ASURA was born from the Armory's Think Tank thought-war games as a response to repeated failures during a forlorn hope scenario test; ASURA manifested in simulated mechs' systems as a recode of HORUS's PUPPETMASTER virus, hijacking friendly cores and forcing them into action far beyond human capacity -- action at speed and intensity that the registered g-force caused the sim-pilots to die, suffocated and crushed by the sudden amplified mass of their own bodies.

While such results were initially deemed a failure by Think Tank NHPs and engineers, further study on ASURA was commissioned. Personality and parasentience code was injected into the initial anomalous PUPPETMASTER, first contact handled by Think Tank NHPs, and societal acclimation and conditioning was fast tracked, giving Armory engineers the first iteration of ASURA after roughly a decade of study, re-coding, and reeducation. ASURA, as it exists now, is a scaled-back version of that initial manifestation: while retaining some of its initial alacritic impulse, ASURA

now recognizes the need to keep its pilot alive, and will operate within parameters set by its pilot's medical and psychological tolerances.

3 SP

AI System (unique)

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

In addition, you gain the ASURA protocol:

ASURA protocol

Protocol

3 heat/turn while active

Limited (1)

Gain an extra action each turn while active. This protocol lasts for 5 rounds, including this one. Deactivating it is a free action at the start of your turn, as normal.

Tachyon Lance

The tachyon lance is the weaponized result of early Harrison Armory experiments into faster-than-light travel. Rendered obsolete by developments in blinkspace travel and the difficulty of ensuring corporeal passenger survival, HA's tachyon accelerators were mothballed until Think Tank engineers realized their potential application as weapons. A tachyon accelerator projects tachyon particles -- essentially a subatomic localized object -- faster than light towards its target. These particles are impossible to see through optical/visible means: as they travel faster than light, they cannot be seen or avoided intentionally. Though the size of the particle is tiny, the sheer speed and energy of travel is titanic, and the damage a tachyon lance imparts on its target -- should it connect -- is unparalleled.

Superheavy Cannon

Ordnance, Focus, 4 heat (self)

Range 30

3d6 Energy damage + 3 heat

HARRISON ARMORY ISKANDER

The ISKANDER is a specialist's chassis, designed to provide area-denial and breach capability to squads in which it is a member of. A large chassis, the ISKANDER commonly sports weapons meant to ensure dominance in all close-quarters situations, as well as increased blast shielding to protect its pilot from deadly concussive forces.

License:

I. **ISKANDER Shell**, Thermite Mines, Combat Shotgun

II. **Broad Sweep Seeder**, Assault Launcher, Thumper

III. **CORE Bonus: +1 use on all deployables**, Sticky Bombs, Grounding Charge

NAME					
Size:	3	Armor:	1	SP:	5
SHELL:					
Sensor range +5	Agility -1		Systems +1	Engineering +2	
MOUNTS:					
Flexible Mount		Main Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					

Broad-Sweep Seeder

The ISKANDER's broad-sweep area-denial/countermeasure Seeder is a HA proprietary system developed during the Orrugi Occupation, where HA Acquisition Legionnaires encountered an embittered, recalcitrant local guerilla movement. IEDs, VBEDs, and D/SABEDs were common weapons employed by the local resistance: to counter this threat, the Armory developed a triple-use system to scan, ID, and eliminate explosive threats in proximity to stationary units. This system proved successful and, with minor adaptation, was tuned for use on Armory chassis.

The Broad-Sweep Seeder projects a hivecone of excited LIDAR that flags potential targets: mag-accelerated, dull-coat flechettes then disable that target. This system may also load explosive-backed hivemines.

Passive: Your mech cannot activate mines (allied or enemy) or systems that activate once a hostile target comes within range unless it chooses to do so

Active (requires 1 core power): Death Cloud

Action

As an action, your mech fires an enormous expanding cloud of micro-mines across the whole battlefield. Any mech on the whole battlefield (or a roughly 50x50x50 area), allied or enemy, that moves more than 1 space must first pass an engineering check. If they fail that check, they take 4 AP explosive damage, but can move normally. If a mech boosts, it automatically takes 4 AP explosive damage (no check allowed). Mechs are aware of the presence of the mines. They last until the end of 3 rounds, counting this one, then deactivate.

You do not activate mines from this system.

Thermite mines

Thermite mines are license-locked high-intensity mines.

2 SP

Limited (3)

Plant

Thermite mines arm at the end of the round

Detecting a mine takes a systems skill check, disarming takes a successful systems check on an adjacent mine or the mine immediately explodes. The mine detonates when any target comes within 1 range of the mine and does not attempt to disarm it for blast 1, 1d6 explosive +1d6 heat damage. This attack cannot miss. A second mine cannot be placed in this blast radius.

Combat Shotgun

The Armory's Combat Shotgun is a fearsome close combat weapon. Drum or belt fed, the combat shotgun churns out a 3:1 ratio of scattershot to slugs, ensuring both area and point coverage of targets at CQB range.

Main CQB

Loading

Cone 5

1d6+1 kinetic damage

Assault Launcher

Assault launchers are universal launchers. Ammunition is loaded first into a comparable sabot, then electromagnetically accelerated either directly or indirectly towards its target. The sabot shatters upon firing, releasing the projectile to perform as designed at range far greater than factory limits.

Auxiliary Launcher

Indirect

Range 15

When you take this weapon, choose a deployable weapon. You can fire and deploy it using this weapon's range, using the regular rules for planting deployables. You can only target the ground with this weapon, not enemy mechs.

Thumper

The thumper is a colloquial term for a concussive charge, an anti-mine device that functions as a less-than-lethal weapon system. When triggered, a concussive gravitic wave emits from the weapon, destabilizing gyroscopic systems, shattering brittle structures, and detonating hidden charges.

3 SP

Action

When you use this cumbersome system, all non-flying mechs within a blast 3 radius of you of you must pass an agility check or fall prone. In addition, this weapon detonates all mines within that radius as if they had just activated.

This weapon can be used as a melee weapon to attack an immobilized or prone mech as an action, using your mech's targeting and dealing 1d3 critical damage on hit. It can also collapse cover, buildings, and other terrain with ease, and deals 4d6 AP kinetic damage on hit to such structures.

Sticky Bomb Launcher

Sticky bombs attach to ferrous metals by means of burnout electromagnetic generators, triggered in proximity after firing or manually by the user.

Main Launcher

Range 15

To fire this weapon, you can attack a point on the environment within range without rolling, or make a regular attack roll against a target within range. On a hit, the target or area does not take damage, but instead has a sticky bomb attached. It takes an action and a successful engineering check to remove all sticky bombs from an area or mech.

As an end of round action, you can detonate all sticky bombs fired by this weapon to deal 1d6+3 explosive damage in blast 1 centered on all targeted mechs or areas. Mechs caught in the blast

area can pass an agility check to halve this damage, but mechs 'stuck' by this weapon fail their check automatically. Targets hit by multiple bomb explosions can only be affected once.

Grounding Charge

Grounding charges take the pulse/wave principle of the thumper and applies a second component: gravitic generation. When triggered, the initial pulse wave acts similarly to the Thumper, but immediately after the wave dissipates, 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.

3 SP

Plant, Limited (2)

Once planted, his charge can be detonated as an action. Targets in a blast 4 area centered on the charge must make a successful hull check or be immobilized for 1 round and knocked prone. The charge also pulls any flying mechs or vehicles within range 6 above the area that fail the check to the ground, making them roll for critical damage as if they fell.

HARRISON ARMORY SALADIN

The Saladin chassis provides a platform for pilots to mount squad-support tier shielding. Developed in response to anti-slaver engagements in the Tian Shan ring, Harrison Armory's SALADIN chassis proved an invaluable member of Present/Persistent Danger Escort/Evac teams sent in to evacuate emancipator teams & their charges. Records from these engagements indicate that the SALADIN's massive bulk alone was a comfort and morale boost to emancipator squads, who often referred to the chassis pattern as "Big Sal"; SALADIN pilots from that era report null balances on bar tabs when present in emancipated systems.

License:

- I. **SALADIN Shell**, Support Shield, Emergency Repair System
- II. **Tachyon Loop**, Paracausal Ammunition, Hardlight Defense System
- III. **CORE Bonus: +1 size to all created shields**, Projected Shield, VISHNU-Class AI

SALADIN					
Size:	3	Armor:	1	SP:	7
SHELL:					
Hull +1		Agility -1		Engineering +1	
MOUNTS:					
Flexible Mount		Main Mount		Main Mount	
SHELL SYSTEM (Requires Rank II):					

Tachyon Loop

Developed by HA's Think Tank as a joint venture with IPS-Northstar's stellar engineering unit, a warp shield takes the tachyon travel principles of a tachyon lance and restrains them to a closed-loop system, accelerating tachyon particles at faster-than-light speeds around a central buckler. The shield is carried and mounted on a chassis to intercede directional incoming fire: as the tachyon particles are traveling faster than light, they are invisible to the naked eye, giving the shield the appearance of a large spoked wheel.

Passive: The very first attack made against you in a round is made at +1 difficulty

Active (requires 1 core power): Empower Shield

Action

You can empower this shield, projecting it over an ally in your sensor range. As long as they remain in your sensor range, they also benefit from your shield's passive. In addition, once per round, when an attack roll misses either you or the target of this shield, you can force the attacker to repeat the attack roll against a target of your choice within range (even a target allied to your attacker). This effect lasts until the end of the current combat, and you can swap your target by taking this action again.

Support Shield

The HA Support Shield, ENCLAVE-patten, creates a localized one-way blink field, folding a thin dome of spacetime around its user to protect occupants from incoming projectiles. Units covered by the field can fire out, but probabilistic fluctuations cause incoming projectiles to "lag", skipping them away from their intended target and into a randomized trajectory.

3 SP

Shield, Action, Unique, 3 heat (self)

Activating this system generates a Blast 3 area centered on user for 3 rounds. All ranged weapon attacks made against you and any targets inside the shield are made with +1 Difficulty. You do not suffer from this penalty

Emergency Repair System

ERS modules are often a mainstay on chassis galaxy-wide. Whether through active nanite slurry, hardpatch welding, or shunting to redundant systems, an Emergency Repair system ensures that your chassis will be able to complete nonmassive battlefield repairs to stay up and stay shooting.

1 SP

System, Unique

When you take the Brace action, you can spend 1 repair to heal.

Paracausal ammo

Paracausal ammunition is, to say it plain, difficult to describe and visualize. Pushed to frontline soldiers during the Tian Shen civil engagements, paracausal ammunition arrived in sealed magazines with directions to be loaded and fired as normal. There was to be no inspection of the

magazines' contents, as this would "damage the payload" — frontline reports indicate that this ammunition impacts as normal on intended targets, though it seems to pierce armor and shielding at near-100% efficacy. Paracausality is antithetical to established and tested laws of physics and, if possible to achieve, would require so much power to activate that the generated output of Class-I worlds wouldn't be sufficient — much less a single core.

Samples of paracausal ammunition have been flagged by Union for retrieval, and due to its development Harrison Armory is currently undergoing investigation by the Bureau; paracausal ammunition is still in use in the field, however, as shipments continue to leak to interested parties. HORUS is suspected, and a concurrent investigation is underway.

3 SP

Choose any ranged weapon - damage from this weapon cannot be reduced in any way, by armor, resistance, or any other kind of damage reduction.

Hardlight Defense System

The HA HARDLIGHT defense system is an imperfect implementation of a theoretically perfect technology. Currently in development by HA Think Tank NHPs and attendant engineers, hardlight technology projects tight, stable waves of light akin to lasers that repel matter and impulse energy: this, in effect, creates a stable, hard surface, useful for shielding or (theoretically) providing a projected surface. However, current technology is unable to lower the ambient temperature of such a surface to one low enough to not burn organic matter. The Hardlight defense system is the first module in the Hardlight line pushed to qualified pilots in an effort to gather data and test system stability.

3 SP

Shield, Action, Unique, 4 heat (self)

Activating this system generates a Blast 3 area centered on the user for 3 rounds. All targets inside this area gain resistance to all the damage that originates from outside the shield, but take 1 heat whenever they take damage.

Projected Shield

The Armory's mainstay squad-support shielding system. A projected shield takes the standard shield and projects it to a nearby allied mech, hardsuit, or infantry squad, ensuring the same coverage as a personal shield through a higher intensity series of amplifiers.

2 SP

Shield, Protocol, Unique

Activate or deactivate this shield at the start of your turn. Choose an allied mech. Until the end of the next round, as long as that mech is within 15 range of you, all attacks against that mech are made at +1 Difficulty, but deal 1 heat to *you* on a hit.

VISHNU-Class AI

AI System, Unique

3 SP

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI, though without shackles it will either ignore you, toy with you, or try to kill you.

Upon installation of VISHNU, your mech gains the following protocol:

VISHNU protocol

Protocol

4 Heat (self)

Until the end of your next turn, all weapons with the Launcher, Smart, and/or Melee tags that target you add +1 Difficulty to their attack rolls. If a weapon with the Launcher or Smart tag misses you while VISHNU is active, you may deal 1d6 damage to its owner. The damage dealt this way is the same type as the attempted attack. If a weapon with the Melee tag misses you while this protocol is active, that target must pass a hull check or immediately become Jammed until the end of their next turn.

HARRISON ARMORY GENGHIS

The GENGHIS is a unique Harrison Armory chassis, developed to fill a niche specialist role during the Hercynia crisis. Due to the unique nature of the Egregorians, a total-biome-kill system was necessary to ensure localized threat neutralization while keeping Hercynia habitable for future colonists. Thus, the GENGHIS chassis was developed. Fielding a suite of TBK systems and weapons, GENGHIS squadrons were dispatched by Union MEF-105 to identify and strike the Egregorian hives. The campaign was a success, and Hercynia is currently undergoing rehabilitation and repopulation in approved settlement areas.

- I. **GENGHIS Shell**, Flamethrower, Explosive Vent
- II. **TBK Sustain Suite**, Auto-Cooler, HAVOK Ammunition
- III. **CORE Bonus: +1 size to all cone attacks**, AGNI Class AI, Plasma Thrower

GENGHIS					
Size:	2	Armor:	3	SP:	4
SHELL:					
Heat Capacity +2		Engineering +2			
MOUNTS:					
Flexible Mount			Heavy Mount		
SHELL SYSTEM (Requires Rank II):					

TBK Sustain Suite

In order to better manage the tremendous power demands of the GENGHIS platform, HA's Think Tank developed a suite of power-management protocols to rapidly accelerate heat dispersion. After extensive field testing, pilots discovered that the TBK Sustain Suite can be tuned to be both a heat sink and a area-denial weapon.

Passive: Emergency Vent

When you enter the CRITICAL state or roll for CRITICAL damage, you immediately clear your heat gauge.

Active (requires 1 core power): Expose Power Cells

You ignore the next CORE BREACH check you make. Clear your heat from your gauge as normal, but instead of rolling the check, you vent an enormous cloud of burning matter from your mech, creating a blast 2 area centered on your mech.

Inside the area, all targets (allied and enemy) count as invisible, and all mechs other than you that enter the area for the first time on their turn or start their turn there take 1 critical damage and 1 heat.

On the following round, the benefit from the area reduces to heavy cover. On the round after that, it reduces to light cover. On the round after that round, the zone disperses.

Flamethrower

The HA Krakatoa was developed specifically for the Hercynian crisis, as chassis-size flamethrowers had been deemed unnecessary, and more to the point, banned by antiterror conventions. With the combination of thick arboreal environment, swarm tactics of the Egregorians, and ineffectual performance of slug ammunition, the need for a recession on the ban was apparent. The Krakatoa was quickly developed and affiliate patterns disseminated. Adopted by Union MEF units, the Krakatoa saw heavy use in the deep world-jungle of Hercynia and towering hives of the Egregorians thanks to its stability, intensity, and stopping power — a necessary feature competitor makes lacked. Egregorian drones and warriors, commanded by their overminds, would not stop advancing until they were physically incapable of doing so — the force at which the Krakatoa expelled flame and fuel was sufficient to knock back or otherwise incapacitate charging warriors on the periphery of the flame cone. Reworked after the cessation of the Hercynian crisis, the Krakatoa is now a popular tool for creating area-of-denial firebreaks. It's legality is currently under review by the Galactic Treaties Board.

Heavy CQB

Cone 6

1d6 Energy Damage + 1d6 Heat

Explosive Vent

Less a technology and more of a tactic, explosive venting is an unsanctioned, unsafe method of sudden cooling that dumps excess heat into the surrounding area immediately around the chassis.

2 SP

System, Unique

When you erase heat from your heat gauge, you can explosively vent heat in a blast 2 area centered on you. Affected targets, friend or foe, must pass an engineering skill check or take 2 AP energy damage and 1d3 heat.

Auto-Cooler

An HA-designed automatic cooler is a simple, sturdy persistent system that helps pilots mitigate damaging heat generation.

3 SP

Unique

If you didn't take damage, move, or overheat this round, as an end of round action, cool your mech

HAVOK Ammo

HAVOK ammunition was developed concurrently with the Krakatoa flamethrower system during the Hercynian Crisis to provide pilots with a long range, anti-overmind weapon. HAVOK ammunition activates upon firing, triggering a plasmatic charge inside the body of a needlepoint slug. When the round impacts, the plasmatic charge detonates a moment later, overwhelming the target with a combination of traumatic kinetic damage and intense heat.

2 SP

Choose a ranged weapon. On a critical hit, the affected mech also takes +1d3 heat.

Plasma Thrower

The plasma thrower arrived late in the Hercynian Crisis, too late to see widespread battlefield application. Some MEF squadrons were able to mount the superheavy system, and what little data there is to see from its use suggests that this system would have had a tremendous impact during the major battles that raged in the deep jungles during the middle of the Crisis.

Superheavy CQB

8 heat (self)

Cone 8

2d6 Energy Damage + 1d6 Heat

AGNI-class AI

AGNI was developed from the aftermath of the Hercynian Crisis using a combination of combat performance data recorded by extant subsentient artificial intelligences (weapons systems, chassis copilots, tactic-minds, general combat data) and the neural network of an Egregorian hivemind captured and vivisected by Union Science Bureau.

Born from trauma, AGNI prime devised systems of heat management that have since been disseminated throughout core space to ensure unparalleled heat processing, recycling, and shielding. Further developments into radiation shielding, omninet capability, and drone/nanite control are forthcoming; meanwhile, AGNI clones have been optimized for mech chassis core systems.

Pilots report AGNI clones as generally cold and efficient. A low percentage report instances of memory recitation and command rejection, often 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.

3 IP

AI System (unique)

Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI, though without shackles it will either ignore you, toy with you, or try to kill you.

In addition, gain the AGNI protocol

AGNI protocol

Protocol

Limited (1)

For 3 rounds, as an end of round action, you automatically cool, clearing your heat gauge. This vent creates a blast 2 (self) zone around you. All targets within that zone must make an engineering skill check. On a failure, a target takes 2 AP energy damage and 3 heat, is pushed outside of the zone, and knocked prone. This area provides light cover until the end of the next round.

Game Master's Guide

Written for *Lancer* (version 1.6) by
Miguel Lopez and Tom Parkinson Morgan

The Game Master

Every game of LANCER needs a **Game Master**, or GM, for short. If you're here, reading this section, that person is probably you! The game master is in charge of the most important parts of the game: creating a story and world for that story to take place in, playing the non-player characters in that worlds (NPCs for short), and acting as a facilitator, judge, and arbitrator of rules.

This may sound daunting at first glance, but the purpose of this section is to help you with the heavy lifting. Playing as the GM can be an incredibly rewarding experience, and both the writers of this game personally believe everyone should give a shot at some point in their role-playing careers. It's not an exaggeration to say that anyone can (and should) do it - but just in case you have some qualms, this section will give you the tools you need to succeed.

In the following pages you will find some advice for **setting up a game** and creating some **hooks**. You'll find some further suggestions for the game's **mechanics**, ideas on how to **reward** players, and a **toolkit** for changing the way the game works or adding some extra flavor.

Finally, at the end of this section, you will find the **NPC toolkit** for creating non-player character friends and foes, and a **guide to the known galaxy** of the canon setting of LANCER.

One more note before we move forward: this section is called guide for a reason. Think of it as a jumping-off point rather than a proscriptive set of rules. Ultimately we hope it will inspire you to create your own content, worlds, and NPCs for LANCER.

THE GM AGENDA

What is the role of a Game Master?

A lot of players, RPG fans, and game designers alike will all have differing opinions on what makes a good game master. Ultimately, the golden rule to go by is **whatever works for you and your players**. A role playing game is ultimately meant to be a fun social activity - if you're not having fun, then that's always a cue to try to figure out what isn't working. However, figuring out the specifics can often be tricky. For this reason, here's some principles to stick by that we think are applicable to almost all situations. If you try to adhere to these principles we're of the strong belief it will often improve your game and the storytelling therein.

As the Game Master, your job is to facilitate and help tell the story, and to adapt it to the choices your players make; **your job is *not* to defeat your players**. Think about yourself as the lead architect, director, writer, and editor. You stand on top of the hill and shove your players off of it, time and again, and write like mad to make sure they land on their feet.

However, ultimately, **the story you tell will *not* be the one that you outlined**. Your players will kill important NPCs before they become important. Your players will not go to that colony that has that important data log. Your players may not bite the hook you want them to bite. Your player characters, with their backstories that tie perfectly (or good enough!) into your campaign, might die, forcing re-writes.

All that is ok. All that is part of playing *Lancer*, as it is any roleplaying game worth its price.

As the game master, you should try to say 'no' as little as possible. There will obviously be situations in which the rules, your judgement, or common sense dictate that a player cannot accomplish the impossible. But in most situations it's almost always better to say 'Yes, and...', 'Yes, but...', or 'Yes, however...'. Rather than outright denial, give players a different option, offer them a weaker outcome, give them another (maybe more difficult) way to accomplish their goal, or let them attempt it anyway (even if it's nearly impossible). Most of the time the outcome will be same, but by turning the choice back to the player it becomes both empowering and rewarding to players and keeps the story moving.

As the GM, you should try to make sure everyone at the table gets a chance to be the hero, that everyone at the table gets the opportunity to feel important and contribute in a way that they want. Your players might want to smash and grab. Other players might play quiet but for rolling into combat situations to test their build. Still other players might do their best work in no-combat sessions where contracts, treaties, and court intrigue is negotiated.

As a GM, all of that is ok. Your job is to balance the needs and desires of your party with the story that you want to tell with them.

At its heart, ***Lancer* is a collaborative storytelling game**. You should want your players laughing, crying, serious, and silly. You should want them doodling their characters on someone else's turn, or ordering takeout to eat over their character sheets. As GM, **you're *not* the reason your players show up**: they show up for their characters and your world. Without players to take on the role of protagonist in your drama, you have no game, no story.

So, be kind to the players. Be fair. Be flexible. But be firm when you need to be. Sometimes, a roll of a 1 is a roll of a 1, and even if it blows up your story, it cannot be changed.

Your role? You sit at the head of the table, you write the world, but you lead alongside your players: remember, this is their story as much as it is yours. What follows in this guide is an outline, of sorts, of the aspects of a campaign or session you as a *Lancer* GM should be concerned with. What does the setting look like? How do your players get around the world or the galaxy? Who are the actors in your story? How do the lights stay on?

As GM, your role is to be prepared, and to keep the game moving when your players need you to.

It's not as easy as it sounds, but that's what this guide is for.

SETTING UP A GAME

LANCER is **best played with a group of 3-5 players** (excluding the GM). You can play with more or less players, but people will get differing amounts of time in the spotlight. Combat (by far the most rules heavy part of the game) can be tricky or lengthy to run with so many players, so the more players you have, the more time it will take to add it into your narrative.

Each player will need a **character sheet**, **pencil**, a **d20** (20 sided dice) and a **large number of d6s**. Accuracy and Difficulty rarely stack past about +4 or so if you want to keep that in mind.

A typical play session of LANCER can take anywhere between 2 and 5 hours (especially with more combat), so keep that in mind when planning your start time. It's old GM advice, but it can be useful to make sure people have drinks and snacks on hand, and taking breaks after a couple hours of play can do wonders to keep people alert and attentive.

We strongly recommend using a hex or grid-style map to keep track of actors during combat. If playing online this is relatively simple to set up, there are a number of apps that will do this for you (including the very popular Roll20 app). If playing offline you can use an erasable battle map (fairly easy to acquire), miniatures, or even just a plain sheet of graph paper (a large size one will be easier).

It can be very useful for you, as the GM, to keep notes while you play for later reference so we like to keep a notepad on hand. You might also ask your players to take notes if the story or political situation gets a little complicated. Sometimes people forget everything about a narrative when they have weeks between sessions.

The First Session

During the very first session, there's a couple of important steps you can take that will drastically help the rest of your games. If you're playing with a group of friends who have all played before this advice might be more or less useful but if you're playing with people you're meeting for the first time, these steps can be extremely helpful.

1. **Make sure everyone gets an equal opportunity to introduce themselves.** This sounds very self-evident but quieter or less bombastic players can often be overlooked. Get everyone to introduce themselves as a player and also introduce their character a little bit.
2. **Set expectations for the game.** This is a **really important** step. Let your players know the kind of game you're planning on running. Is it going to be more combat focused, with very little story? A story of political intrigue, with very little mech combat? A mix of both? What rules are you using? Are you using any homebrew (self created rules) in your game. Clearly setting expectations can let players know immediately whether your game will be the kind of game they are going to enjoy, or to modify their own expectations of your game so they can get enjoyment out of it. It is sometimes impossible to please everyone - it's better to let a player find a game that fits them rather than try to accommodate every player at once. The reason you do this in the first session is so you don't find out three sessions in when conflicts of play-style start arising. Even if something comes up later, clearly letting players know what your game is going to be about when that time comes.
3. **Set up a second session.** If you're just doing a one shot or a casual game, don't worry about this step, but once you have everyone gathered at once, it's very helpful to compare everyone's schedules.

These steps are more or less useful for any role-playing game you might run (not just LANCER).

Where and How To Start Your Narrative

So, you have your players, you have your dice, you have your table reserved (or cleaned!), your pens, pencils, and paper stocked, your snacks and drinks ready to go.

What's missing? What's the most important part of a *Lancer* session?

The **narrative!**

By *narrative* we don't solely mean the story that you write. Some GMs like to go by the skin of their teeth and write nearly nothing for story, relying on improvisation, and other GMs like to go as far as to write dialogue for NPCs. You can find what works for you, but the narrative here means both **the story you create and the way your players interact with that story.**

Your narrative is the most important part of *Lancer*. The section that follows details some common ideas for how to start your narrative, but they are only suggestions, not prescriptions; the best narratives come from you, and from the stories you write with your players. As the GM, you're going to have to do some work to set up the world(s) that your narrative takes place across.

The best starting place for this is a simple question:

*Always ask yourself “**Why does this matter?**”*

When writing villains, encounters, moments, and whole narratives, the most important editorial question you can hold on to is “why?”

Why should your players want to embark on this narrative? *Why* should they want to deal with that character, rather than ignore them? *Why* should they care about the stakes you've set up in your narrative?

Always ask yourself “Why?”, and be prepared with an answer: this is how you craft a story that engages players.

Why should players want to embark on this narrative? Well, because it's their home world under threat. *Why* should they want to deal with that character, rather than ignore them? Because that character is their commanding officer, or a hero of theirs, or a long-lost friend. *Why* should they care about the stakes you've set in your narrative? Because your players' families, friends, ideals, etc, are threatened by the antagonist, or because your players are intrigued by the mystery of it, or because your players have been implanted with subcutaneous hypercaloric immolator webbing that will trigger a febrile self-immolation response if they fail.

Additionally, remember that players have needs separate from their characters, though they will usually choose to play characters that align with those needs. Try and strike a balance, and don't be afraid of editing on the go: if you see half your players losing interest because you're in a roleplay heavy session rather than combat, adjust. And vice versa.

For quick reference: When writing your narrative, always have an answer (or an idea how to answer!) the “Why?” Question. Also, be aware that your players may have competing interests, and try to balance your sessions accordingly if necessary.

Hooks

Generally the writers of this guide believe writing a whole story arc out for your players (with beats, NPCs, and decisions all pre-determined) is an inadvisable approach to creating a good narrative. Players often disconnect from stories in which they feel they have little or no agency,

and it often conflicts with the principles outlined in the GM Agenda (trying not to say 'no', trying to give your players time in the spotlight).

The easiest way to craft a compelling story without restricting player choice too much is to start everything with a hook. **A hook is an interesting or compelling scenario that answers the question 'Why does this matter?'**. Players in *Lancer* embark on missions, campaigns, and encounters because a compelling narrative hook draws them in. Hooks are common across tabletop roleplaying games: indeed, as a GM you probably have a stable of hooks ready to adapt to any new system you come across.

The most important part of the hook is that it provides a compelling reason for the players to investigate. This can be out of a sense of duty, monetary reward, personal power, or something connected to their character's background.

You should try and write your own where possible, but to start (and for inspiration and examples) **twenty example hooks** unique to *Lancer* are listed below. They are very useful as catalyzing moments to begin a story focused on one location, around one event, or one character. You can fill in details as you desire.

If you're feeling adventurous, you could roll a d20 and choose one of these hooks if you want to randomly determine them.

-1-

Travelers on a public shuttle or space elevator in transit between a world's surface and a geostationary orbital port. The ride is a long one, with nothing else to do but watch the world below grow larger in the shuttle's portholes and ride out the nauseating gravity changes. Who are the other passengers on this elevator to the planet's surface? Perhaps unbeknownst to the players, one of the people on that shuttle is on a mission of utmost importance to the future of the planet below. Before the shuttle touches down, the characters, willingly or not, will become intimately involved in that mission...

-2-

You walk along the vast, gently curving, false-sky concourse of the blink station. Neon light spills from the bars and clubs along the top floor, the low sound of distant music mixing with the polyglot chorus of languages as Cosmopolitans mingle with Diasporans-in-transit. The vast spread of humanity is here, an endless stream of stories and potential adventures. Above, the arrivals and departures board rattles ceaselessly. The characters have come here for business. Their contact is deep in the station, but finding them won't be an easy task, and they are soon to find out if the risk involved in the gig is worth its weight in manna...

-3-

Kilometers outside the walls of a lonely colony, a quiet homestead seems a place out of time, where a small community of farmers keep the land and live humble lives. The woods beyond are dark and deep, unexplored, haunted; the settlers speak of dim light that dances between the

close-packed trunks. They are a superstitious people, and dare not venture out into the woods. You, however, are not, and you're not so sure those lights are only harmless ghosts...

-4-

A derelict mining ship hangs in orbit above a massive, roiling gas giant. Abandoned due to a deadly gas leak, the ship is still rich with rare and dangerous raw materials. The news has spread across the local omni, and fortune-seekers, ace pilots, and tyrannical reavers all swarm to claim their part of the prize. The race is on, may the first crew claim the riches...

-5-

A Union DOJ/HR emancipation team's shuttle has been grounded by anti-air batteries installed by a slaver-state's military. Your squad is en route to assist the emancipation team. There may be a diplomatic solution, but liberation always comes with a cost...

-6-

A Corpro-State is attempting a hostile takeover of a distal system. The colonists there have sent out an SOS asking anyone who can hear to come and help -- your team is in transit and in range, but as you near touchdown, to your teams' surprise, you see familiar livery. Your chassis are all licensed from the CS that is committing the hostile takeover...

-7-

In the bowels of a massive, planet-sized metropolis, a pirate lord makes their home. The cityworld government has petitioned Union for assistance in removing the pirate lord from power; Union has tapped your team to go in and get the job done. The pay is better than anything you've seen, but the job will be long and fraught with danger - a descent into a literal underworld...

-8-

A strange, solitary figure who calls themselves "Administrator" has appeared on your world. They demand that you take them to your leader, and though they appear human, they display abilities beyond your wildest imagining; magic, like nothing you've seen. You agree to escort them, but the road ahead is long and fraught with danger, and you're not so sure about the ghost they carry with them...

-9-

The Great Leader has died, and now a scramble for power begins between his heirs. The noble who rules your continent has put out a call for all able-bodied persons to arm themselves and report for muster. You and your friends have only just become of age, and you are blessed to live in interesting times. An adventure abroad awaits in war, but your grandfather who remembers the last succession war has words of warning for you before you go: "beware the iron titans, and should they ask you to become one, do not lose your humanity..."

-10-

All over the world, the oceans are rising. It is the Swell, the time once every ten thousand years when the oceans rise and swallow all islands but the largest. Administrator-Steward Tault has prayed to God Union for assistance, but in the meantime they have begat to you and your fellows great suits of armor to don, so that you may become heralds, travelling all the world to save those who cannot save themselves...

-11-

You are a Union marine on a peacekeeping mission, a boring assignment on a miserable backwater mud-world where no one has ever heard of the omninet, much less Union. The population has been restless lately, as a plague burns through their crowded tenement cities. A popular figure, Speaker, is rousing the masses, blaming a small minority of Cosmopolitan missionaries for the plague...

-12-

A tenuous peace has been negotiated between warring factions on a world petitioning for Core status. An Administrator is on their way, but the talks are beginning to fray between the ancient houses of nobility on this world. You lead a team of negotiators in the capital who are desperately working to hold the handshake peace agreement together long enough for the Administrator to arrive. If all else fails, your role may change from diplomats to bodyguards in the blink of an eye.

-13-

On a lonely desert world, a colonial survey team has discovered a stone monolith. It is ancient, pre-dating even Old Humanity. Upon further inspection, the survey team discovers that what they at first thought were weathering marks are actually the eroded remains of pictographs: a written language. A Union Science Bureau Far-Field team is dispatched to investigate amid further reports that the entrance to a subterranean complex has also been discovered, with mummified human remains in strange space suits collapsed inside...

-14-

In a fertile system crowded with Terran worlds and moons, a world newly unified under the banner of an ambitious young king celebrates victory. The king's opponents have retreated to one of the other worlds in the system: there, they begin construction on great engines and rockets with which they will direct one of the world's own moons into the unified world. Little do they know that the king and his war-minds have plotted their own strike, and that even now plans are in motion to finish the war once and for all...

-15-

On the glittering surface of a freshwater ocean world, a peaceful nation scattered across constellations of bucolic islands welcome tired Cosmopolitans from across the galaxy to their new home. This tropical paradise is where Cosmopolitans often choose to end their lives — new arrivals land at the world's only spaceport every day, embarking on slow sail boats across the warm, shallow oceans to nameless islands where they can live in still peace among tight-knit

communities of like temporality. All is well, until a shadow falls over the world: corpro-state privateer ships, hungry for freshwater to resupply their empty holds, begin draining the ocean. The elderly Cosmopolita who have retired to this world cannot fight the privateers on their own, but they do know a small band of adventurers they can call for help...

-16-

A Union Navy battlegroup on patrol in a proximal system encounters the derelict remains of a pre-collapse colony ship in orbit around an uncharted world, and a team is dispatched to explore its bulk. En route to the derelict the world below — thought to be empty due to its lack of any appreciable artificial signatures — opens fire, destroying the shuttle and crippling a nearby frigate. The battlegroup scrambles to prepare a response, tapping a your strike team to rescue the crew of the crippled frigate in the meantime. And the world below, silent, waits for the first landing teams to arrive...

-17-

A world under siege by its stellar neighbor has surrendered, but the invading army has not yet relented — reports crowd the omninet of mass killings, enslavements. Union has decided it will step in, and is marshaling its forces at the system's blink gate. The invaders seem undeterred: already a battlegroup is hurtling towards the system's blink station in a bid to destroy it and prevent Union from counterattacking. Union has a small presence on the besieged world: a team of mechanized cavalry pilots have been fighting a rearguard action to buy evacuating shuttles more time. With a whole system in the balance, however, their mission might change...

-18-

The parliamentary delegation of a core world is en route to a watershed interstellar conference, the culmination of a generations-long diplomatic process that will, at long last, create peace in a cluster of previously warring systems. This should be cause for celebration, but some actors do not want a unified cluster of systems: as the delegation makes its way to a neutral moon where the diplomatic conference is set to take place, agents hidden among the diplomats, parliamentarians, and their retainers, gather to disrupt the meeting, as a cloaked fleet hurtles on an intercept course towards the delegation convoy. The only people between peace and disaster is one small team of pilots, outnumbered, outgunned, but not yet out of time...

-19-

Your world is vast and gold and proud, alone in a sea of night and stars. Until, one day, a strange silver ship arrived from the pale blue sky, streaming lines of vapor behind. A dark man in a grey suit, flanked by thin metal golems emerged from the belly of the sky-ship and, with a word, was whisked away to the Godhead. This burns in your belly like a coal, a jealous fire: how could the Godhead have picked this sky-man, this dark alien, and not you! Your kin! After a cycle of change, of the Godhead bowing before this dark alien, of a new idol — "Union" — being raised in its place, it is time to strike back at these heretics. You and your bond brothers volunteered to join the sky-man's armies, trained with their weapons and their armor. And now, invited to a grand

parade at the False Godhead's city-temple, it is time to free your people, to return your world back to its true place in the stars...

-20-

Battle plans rattle through your subdermals. The station's blueprints, flash-memorized to your short term memory, are fresh. Your chassis is cycled, loaded, and nominal, your Comp/Con's voice a reassuring murmur in your aural. Your wingmates, are secure in the lander on your flanks. You've dropped into combat hundreds of times before, so why are you this nervous? RA, the name a curse and a ghost that you can't even shake. RA and its demons wait behind those doors...

--

And so on.

RUNNING THE GAME

The following section includes some advice and clarification for helping you actually run the game. Generally as the GM it's not actually your responsibility to know all the rules (that's what this book is for!) but there are some conceits that can be helpful for you to keep in mind.

The Golden Rule

Here it is again for your convenience: When referring to the rules in this book, **specific statements** override general statements. Armor normally reduces all incoming damage, but certain tags (AP) and certain weapons or mods (paracausal ammo) can go right through it.

A couple good principles

A good principle to follow as a GM is to try as much as you can to play **in reaction** to player action. Player rolls do 'double duty' for you - they determine if a character is successful but also give you clues on how to move the story forward. Try to require or ask for rolls in response to player initiative, rather than straight up asking for certain rolls. This naturally creates stakes and consequences connected to the player in question.

This can be a little tricky with quiet or less proactive groups, in which case it can be useful to **elicit** responses from your group.

Eliciting responses isn't really as complicated as it sounds. It's very useful for GMs that have trouble keeping player attention, or have players that are more hesitant to take action. It can be very helpful when a game is stalling or stagnating. Here's a couple things you can do to get a game moving and elicit action from your players:

- **Ask questions.** A really simple one. Here's a couple good examples:
 - *What do you think you're going to do next?*
 - *How do you/how does your character feel about this?*
 - *Who's feeling suspicious here?*
 - *What do you think is really going on?*
 - *What's the way forward from here?*
- **Address characters, not players.** For example, address Chandler, the mech pilot, instead of Jeff, the player, when you're talking to them.
- **Be descriptive,** and try not to describe things in terms of game mechanics first. Ask your players if they want to 'try climbing that cliff' instead of 'make a skill check to climb that cliff'
- **Keep things 'in character'.** When players ask NPCs questions or talk to them, try to respond as that NPC and not as yourself. Ask players to try and address each other as their characters as much as possible. Keeping things 'in-fiction' will help keep the game immersive and engaging.

SKILL CHECKS

Setting Accuracy/Difficult for Skill Checks

Skill checks in LANCER at always a 10+ (whether they are pilot or mech skill checks). NPCs introduce some ways to scale up the difficulty of their skill checks in their profiles, but during the course of narrative play, you can also tweak skill checks to offer more or less of a challenge.

The first and most important question to ask when deciding whether a skill check is required is whether that check is even necessary at all. When the outcome is *uncertain, important, has clear or relevant stakes, or would lead to an interesting situation (success or fail)*, it's generally correct to make a skill check. If the outcome is not important, let the players automatically succeed.

This is especially relevant for tasks that you think might be plot important, simple to accomplish, or might stall the plot. You shouldn't have players make a pilot skill check to see if they know plot-important information - just give it to them.

For another example, the players come across a heavy boulder blocking the road. One of the players decides to use their mech to push the boulder aside. If doing so (or bypassing the boulder) is not actually that important, pushing the boulder isn't that dangerous or risky, or it's not a particularly big boulder, then don't even roll - the player just does it. However, it's probably easy to think of a number of reasons a skill check might be required in this situation - the boulder could fall and potentially damage a mech, the boulder could roll aside and cause collateral damage, or maybe the mech in question is moving the boulder in the middle of an ambush.

If you need to make a skill check, most of the time, the roll should be made *without* any additional accuracy or difficulty required (only that added by the player's backgrounds, traits, or talents, etc), just a flat 10+. However:

If you want an **easy** skill check, you could have the player roll with +1 or +2 bonus accuracy. If you're going to have players make an easy check, you should really ask if they need to even make a check at all.

If you want a **harder** than normal skill check, you could have the player roll with +1 difficulty.

If you want a **very hard** check, you could have the player roll with +2 additional difficulty.

If the check is so hard that would need to add +3 difficulty or more, just tell the player what they're doing isn't possible with the approach they are taking and offer them a different approach. Maybe that boulder is too big to move alone - they need some leverage, or for multiple mechs to move it.

Helping on skill checks

If one or more players want to help on a skill check, grant the player making the check **+1 Accuracy** (regardless of number of players helping). The players helping also share in the consequences of success or failure.

Failing forward

A really good principle to stick to, failing forward simply means that narrative should not be predicated on the outcome of skill checks, but rather pushed forward by them. If your players fail a skill check and can't find a way to change the situation, you need to find a way to develop the situation, in either a positive or negative direction.

On a failure, **offer success at a cost, create a new development (positive or negative), set a timer, reveal a different way around, or give them success but way more than they asked for.**

For example, if your players fail to hack a door, not only do they fail to hack the door, but the guards are now alerted to the system and are on their way (create a new development, set a timer). Or perhaps they instead spy a vent they can enter - a more dangerous but reliable way of getting to their goal (reveal a different way around). Perhaps they need to come back with a piece of specialized equipment that will open the door for sure. They can find nearby, but it's guarded (offer success at a cost). Or perhaps the door DOES open, but onto an entire corridor full of guards (give them more than they asked for).

In short: there are no dead-ends. Don't restrict the possibilities or restrict the story based on the expected outcome of a few rolls.

Making repeated checks

If a task can't be completed in a few rolls, it's probably unnecessarily complex. You should generally try and make as few rolls as possible to accomplish a goal, but make those rolls count.

You can stretch rolls narratively as much as you like. If you want to 'montage' or speed through a scene, this is a really useful tool. Climbing an entire mountain could be a process of only one hull check, for example (if the details aren't that important). The outcome is what's important in the long run.

Remember that if players fail a skill check, they can't repeat it until they change the narrative circumstances. If they fail at lifting the boulder, they can't do it the same way again - they need a different approach.

Clearly communicate stakes, and commit

It's very important to **clearly communicate what's at stake** when making skill checks. You can do this naturalistically.

"Hey Chandler, I see you're going to use your mech to lift this boulder. Just know, the boulder is really heavy and dropping it could probably do a whole lot of damage to whatever's underneath it."

Allow players to ‘back out’ of rolls once the consequences are made clear to them. It’s totally fine for players to change their minds once they see how risky things will be. That way, the roll feels fair and you can easily renegotiate the roll with your player if they want an easier or less risky approach.

Try and commit to the consequences of rolls if the player making the roll goes in on it as well. If Chandler drops that boulder, you can be damned sure his mech is taking 10 kinetic AP damage. It’s ok sometimes to ‘fudge’ the outcomes as GM if you didn’t realize something and things have not finished resolving yet. If you’re about to deal 10 kinetic AP damage to Chandler’s mech and you find out that would destroy it, and Chandler’s player has been rolling badly all session, it’s totally fine to pull a punch or two. Consistency is important though, and if you’ve already clearly communicated that damage, then commit to it.

THE SESSION

Here’s some good basic rules, terms, and things to keep in mind during a typical session:

Session structure

The basic structure of LANCER is the **mission**. A mission is whatever short or long term goal you have set for the players (or the players have set for themselves) to accomplish, such as ‘crush the rebellion’, ‘protect the prince’, or ‘evacuate the colonists’. A mission typically begins and ends at a **base**, which is defined as a safe, secure place friendly to the players. It doesn’t have to actually be a military base, but could be a friendly station, or city, or palace. A base is generally assumed to **have a printer** for making new mechs and **facilities to repair**. Players might stop off at base mid-mission, they don’t necessarily have to only go there at the start and end of missions.

You don’t necessarily have to do an entire mission in one session (and in fact, many missions might take several sessions to complete). You can also do any kind of scenes or role-playing that are not connected to the mission whenever you like. The mission structure is mostly there to support the idea of **rests** and **full repairs**.

Players can take a **rest** whenever (it takes about an hour) as long as they have the time and space. During a rest they can repair their mechs by spending repairs, repair destroyed weapons or systems, and clear all heat and statuses from their mech. Some talents, systems, etc, only activate on a rest, like the Grease Monkey’s talents.

Players can only **full repair** at a base. Imagine a full repair like a total reset - they can re-build their mech, refresh their repair cap, clear their critical and heat gauges (and get rid of instability), clear all conditions on their mech, heal to full, gain all [limited] systems and weapons back, and regain Core Power.

If players can stop at a base mid-mission to full repair, they’re more than welcome to do that. If they find a town friendly to them while they’re out ranging the desert, they can absolutely full

repair there. Full repairs are more under your control, and so access to them will set the pace for your game. Remember though that the GM agenda is not to punish the players - if they need to full repair badly, give them a spot they can do it, or else offer Power at a Cost (see the toolkit below).

Core Power

Character's mechs have a **core power** section, which is a box they can check. They either have it or they don't (you can't 'save it up'). All mechs regain core power when they full repair. Core power can be spent to activate the very powerful Shell systems, which are a 'one and done' sort of deal, only typically activated once per mission.

If players want more core power you can use it as a reward or grant it to them as a boon in certain situations. It's always up to you as a GM, except when players take a full repair (they always get it back). Granting players more core power lets them use their Shell systems again (very powerful abilities), so keep that in mind.

Balancing fights

Generally players should be able to complete one or two encounters before needing to rest and repair, and 3-4 encounters before needing to full repair. This is assuming that encounters are reasonably challenging for the players, and don't take this number as a hard, inflexible number. You should always prepare combats for players with the expectation that things might either go very well or very badly for them and your plans (or the character's plans!) might need to change.

Don't withhold the opportunity to full repair or rest over the idea of verisimilitude.

Combat Length

Combat starts when **hostile action** is taken by any player or non-player character. It's played out according to the turn/round based combat rules found in the main section of this book, and it **ends** when one or all opposing sides are subdued, surrender, flee, or are completely destroyed.

If players have overwhelmingly won a combat and there is little remaining threat (for example, there is only one weak enemy left for four players) it is very possible to simply declare combat ended and decide the outcome of the remaining enemies narratively.

Certain Shell systems and modules remain active '**until the end of the current combat**'. All this means is the module remains active until the combat in which they were activated is completely over. Otherwise, if activated outside of combat (or if you need a narrative timer), shell systems are very taxing on a mech's power systems, and typically only remain active for about 15 minutes.

Leveling Up and Rewarding Players.

Players should generally level up (get one license level) once per mission, after completing that mission. You can tweak that however you wish, especially if the mission is very long or odious.

By default, LANCER deals with player rewards entirely through the leveling system. When a player levels up, it is assumed they have amassed enough currency, reputation, connections, etc to buy access to the next license level that they get on leveling. Anything else a pilot could buy or get their hands on, they should generally be able to just buy it outright (no need to track currency), or else make some pilot skill checks to get their hands on it through graft, negotiate, connections, or bartering.

However, the following section presents rewards you could give out to players as incentives for part of a mission, completing certain tasks, or satisfying certain requirements. It's up to you how heavily you want to use these in your game or lean on them to hook your players.

1. Use Manna

You can use the Manna system (see the 'Changing Core Assumptions' section on page 31), which adds a currency system to the game. You can track manna for items, or even use it to replace the leveling system, in which case players no longer gain License Points when leveling up, but must buy them.

You check your slate again, not sure you read the glowing number correctly, sure that you added another zero on accident. No. It's all there, all those commas and zeros. You're rich in Manna, fabulously rich. In the zero-G of realspace travel, your stomach turning is both a physical and mental thing. You whoop, your cry of joy mingling with the cheers of your squadmates, as their slates and subdermals ping, notifying them of a successful transfer of funds.

With this Manna, maybe you can finally get Boss Kozta's goons off your back. Maybe you can even take back what he took from you. How much did a proper set of STAMPEDE cannons cost on the Horus-net again?...

2. Grant Assets

Assets are objects or items that players can use to their advantage during **pilot play** and they can acquire over the course of a mission. For example, players acquire a useful vehicle, an enormous drill, blackmail on a politician, insider information on a rebel general, or a suit of power armor. Useful assets can be used to get **+1 Accuracy** on any relevant pilot skill check. For example, if players use their skimmer to chase down fleeing pilots (a fast vehicle asset), they can take +1 Accuracy on checks to chase. Pilots can write down assets on their sheet to keep track of them.

The Administrator, as she promised, returned. You and your small band greet her at the makeshift spaceport, an old marble quarry with a rickety scaffold tower overlooking it to sight ships approaching the recessed landing zone.

“We’ve waited years,” you say, speaking first. You’re decades older now, but the Administrator doesn’t look a day older than when she left. Your heart, your soul. You think of your children’s mother, out even now in the timberfields.

“The ship is yours,” the Administrator says. She tosses you her slate. “Access, flight plans, transponder codes. It’s all on there. The NHP is tuned to you, already. I’ve been teaching it.”

“The ship is mine,” you repeat. A reward, of a kind...

3. Grant Bonds

Bonds are positive relationships that players make with NPCs or groups of NPCs that they either make friends with or hire. For example, players might become friendly with the local rebel group, or the hard-bitten mercenary at the bar, or the socialite who controls the cash flow on the space station.

When a Bond would help out with a particular situation, you can invoke the bond take **+1 Accuracy** on all skill checks related to that situation as long as the bond remains relevant. For example, having a friendly NPC with you watching your back would grant you +1 Accuracy when making a check during combat.

Over your chassis’ omni, a cracking voice.

“That did it! The hardlight wall is down! All units, push forward -- Green squadron, Red squadron, lay some fire down!”

You lay back in your crash couch, the gimbaled cockpit of your chassis adjusting for the move. You did it. Your squad keys in over the local band, cheering.

You made a breach. Already, over the wide band, the battlescape was alight. Reinforcements were pouring in through the breach. Somehow, impossibly, the battle had turned in your favor.

“Gold squadron,” the Legion’s level voice.

“Go ahead, Command.”

“Good work, Gold squadron. Report back to the waypoint marked on your HUD. Your job is done for the day: all scenario probabilities report total success from this point on.”

4. Grant Expertise

An **Expertise** is like a background - if you have something relevant to an expertise, you automatically succeed or else get 1-2 Accuracy on a pilot skill check. An expertise can be anything, but covers one specific field (for example: cooking, playing chess, gun maintenance, piloting a specific starship, holding your liquor). They are **permanent** parts of a character.

You should grant players expertise based on the narrative. A player that has been learning to pilot a starship (but doesn't have it in their background) could easily be rewarded the expertise after a mission to represent their diligence and study.

5. Reward a Unique or Restricted system or weapon

Rewarding your players with items that are unique, exotic, or otherwise restricted from their usual requisition pool is the closest thing in *Lancer* to magical or wondrous items typically found in fantasy tabletop RPGs.

The easiest option is to **reward players with a weapon or system from a license they do not or cannot have access to**. The weapon or system can only be used for **one mission** (think of it like a 'rental'), then they lose access to it.

Fatigued like you've never known, you crash down into your bunk, not even bothering to get all the way out of your flight suit. You kick your boots off, toss your insulating hood onto the floor of your cabin. You'll get it later, first you need to rest.

"Hey flyboy, Cap's got something for you."

The crewman's bark wakes you not minutes later. You sit up, groaning, and see with a start that the crewman is accompanied by the ship's XO and head motor pool engineer. You snap a salute, which they wave off.

"You did good out there. Still more work to do. Motor?" The XO says in his characteristic gruff voice. The ship's head engineer steps forward and presses his personal slate into your hand.

"Anything you want, kid. Just learn it first before I have to hoze you out of your cockpit."

You scroll through the list, previously locked licenses unlocked and waiting your requisition. The fatigue disappears, replaced only by excitement...

6. Grant Exotic Tech

Drawing up **exotic** or truly unique systems or weapons is a bit more of a process. We recommend adapting your exotic system or weapon to the narrative you're running. We will include a table of exotic weapon/system types to get you started; official *Lancer* narratives will feature their own exotic weapons and systems.

Exotic tech refers to a particular type of mech system or weapon which is typically unlicensed, unsanctioned, experimental, or non-human in origin. Due to its nature, exotic tech cannot be re-printed when a mech is destroyed, and is lost permanently unless the weapon or system itself can be salvaged.

Exotic tech can be a way for GMs to offer physical rewards to players without directly giving them more license or talent points.

It follows the following rules and conventions:

- Installing or uninstalling a system or weapon with the Exotic tag requires that you be at base.
- Exotic tech is typically more powerful than comparable tech
- A weapon or system with the exotic tag **cannot be re-printed** with your mech should it be destroyed, but must be physically re-acquired

Here's a couple examples of Exotic tech for your use. We'll include a short table in a future update. These are not particularly balanced in any way, but might give you a general idea of what to look for.

Miniaturized Nuclear Missile

Your mech is equipped with the latest in thermonuclear technology, typically reserved for ship-to-ship combat.

Superheavy Exotic Launcher

Range 50

Limited (1)

Blast 20

10d6 explosive damage + 10 heat damage

Mechs caught in a blast 40 zone centered on the impact point must pass a systems skill check with 2 Difficulty or be immediately shut down. This missile can never be replenished, even when returning to base.

Living Metal

Your mech has partly biological components of alien origin that automatically crawl over damaged parts of your mech and knit them back together, wire by wire.

2 SP

Exotic, Unique, Biological

Your repair cap increases by 4. Each round, you may spend 1 repair once to heal as an end-of-round action.

The Chosen of Aun fell, its golden chassis trailing a greasy pall of smoke from its shattered cockpit.

You step forward, your chassis moving as an extension of your own form, ceramoferrous plating ticking and cooling as you vent your chassis' heat tax. The battle has moved on, ignoring the end of your desperate, decisive single combat.

"No signs of life," your NHP whispers in your aural. "I see incredible tachyon bleedout, ontological stuttering." She pauses. "There's something else in there, sir. Be careful. I cannot see it. Raise your shield."

You follow her suggestion, hefting your stasis wall.

The shattered Chosen twitches, its tons of ruined machine-mass rattling in death. A light burns from the belching smoke.

“That is it, there, in the void I cannot see. What is it?” Your NHP whispers.

A steady wind tugs the smoke away, and you see it.

A golden disc, broad and hammered, unadorned. A light like the sun streams from behind it no matter which way you view it from.

“It... is perfect,” you whisper back. You reach out a delicate manipulator, grab the disc and pull it towards your chassis. You feel the sudden attunement, the connection. Yours, so long as you keep it.

But what does it do?...

7. Reward Talent Points

Talent points can be directly awarded to players (as they are not necessarily locked to level) and spent as normal. The world of LANCER grants easy explanation for this sudden burst of instantaneous talent - there are a great number of neurological implants available for purchase from military and civilian sources.

Granting players increased numbers of talent points can be very powerful, so you should use this option sparingly.

MOVING FORWARD

We’ve reviewed some of the intricacies of skill checks, we’ve talked about hooks, and we’ve talked about rewarding and pacing players. The following sections will help you to **further customize your game** by adding **NPCs** and **changing, adding or adjusting some core rules**. The **GM toolkit** includes some additional resources for fleshing out your game as well as rules for changing some of the core conceits of the game and adding more complicated pilot play. The **NPC section** includes statistics for creating non-player characters for use in combat, and some tips on creating NPC characters for narrative play.

GM TOOLKIT

Here are some useful rules and resources for running your game and creating different and more interesting scenarios for your players to go through. These rules will help customize or add additional detail or flavor to your game.

POWER AT A COST

This is a really simple tool for granting rewards, opportunities, or additional resources to the players. It's most effective to use this tool when players ask you for something that they really want or need. Use it to set up an easy hook for the players to pursue.

You can use it for nearly anything, though core power and free repairs are big ones. **Players can ask for anything**, even stuff not on this list (even outlandish stuff if they so choose, like a real living breathing horse).

Examples of things the players might want: **time, safety, information, manna, free repairs (don't consume repairs on their mech), core power, weapons, allies, support, a base of operations, materials, shelter, food, a damn pack of cigarettes.**

Tell the players **they can get what they want.**

BUT(choose one or more of the following and fill in details):

- It's going to take a lot more time than they anticipated
- It's going to be really damn risky
- They're going to have to leave their mechs behind temporarily
- They're going to have to give something up or leave something behind (money, resources, allies)
- They're going to piss someone or something important and powerful off to get it
- It's going to involve going WILDLY off the plan
- They'll need more information to proceed safely
- What they put together is going to fall apart damn soon
- They'll need to gather more resources first (perhaps tell them where they can find them)
- They can't EXACTLY get what they want, just approximately what they want, a lesser version, or less of what they want

Players can always ask you for power a cost, and you can always give them caveats. Remember the first rule of the GM agenda though, you are not here to screw them over but to create a fun story.

ADVANCED PILOT PLAY

Pilot play was created to be as narrative as possible (this is, after all, a game focused primarily on mech combat). However, you might find yourself in a game where the role-playing conceits of the game or playing as a pilot require a little more narrative heft. You can use the advanced rules

here to add a little more granularity to the basic system of making pilot skill checks and also add a little more progression to pilots.

These rules are completely optional! You should only use them if you think they fit your game

In advanced pilot play, nothing changes from normal pilot play (you still make pilot skill checks, check off traits when you fail dangerous skill checks, etc). However, you also add the concept of **actions** to the game.

There are eight actions: **Brawl, Maneuver, Tech, Subterfuge, Persuade, Survive, Keen, and Investigate**

Each action has an action rating, from 0-6. At level 0, players get **3 action points** to assign to any actions of their choice. Action ratings start at +0. **When a player levels up**, they gain **+1 action point** to assign to any rating. Each rating can only go up to +6 maximum (like other stats).

To use an **action**, roll a pilot skill check as normal (roll 1d20 and add any bonus accuracy or difficulty, including those from traits, backgrounds, assets, expertise, bonds, etc, etc). However, the following two caveats apply:

1. **You can add your action rating to the total.** For example, if you roll the battle action and have a rating of +2, you can add +2 to the total roll
2. **Though 10+ is a success on any action, there are complications or different outcomes involved in success or failure**, described in each action. A 20+ is a flat success with no additional complications, whereas other results have narrative cues for you to follow.

Before rolling an action, name what you want to accomplish (your goal). This will help describe what kind of action it is as well as decide its ultimate outcome. You usually choose this from the list of goals underneath each action. For example, you could roll a brawl move to take a fortified position, blow open an obstacle, or hold a secured position. However, you don't have to stick to these goals and could choose your own.

Only use an **action** if the particular scenario demands one. Otherwise, you can always make a normal pilot skill check. **Actions are tools for creating story and outcomes based on your roll.** They add a more interesting ebb and flow to the game than the basic pilot skill check, and formalize some of the advice about rolling and failing forward from earlier in this section.

Bonus accuracy from backgrounds, etc still applies to all actions. Like always, this depends on circumstance. For example, making a Brawl action with a weapons (military) background would probably add +1 Accuracy! Making a persuade action to barter with the criminal background could probably add +1 Accuracy. However, you could equally add that accuracy to a subterfuge action when deception is involved.

The Actions:

BRAWL

Roll BRAWL to: Inflict unfettered violence at close range, on a person, persons or location; securely take a fortified position; take something by force, disable, crush, or destroy resistance; smash an obstacle, wall, or object; get into pitched battle; defend a position securely against attack.

On a 20+ you are successful.

On a 10-20 you are successful BUT (choose 2:)

- You cause collateral damage
- You end up in a worse position than you started
- You spend or lose ammunition or resources; one of your weapons breaks, jams, or is lost
- You take some hits on your armor or you take a minor injury or a close call

On a 9 or lower, not only do you fail, but still choose 2 outcomes from the above.

MANEUVER

Roll MANEUVER to: Safely cross a dangerous or hazardous area; provide covering fire; quickly perform feats of manual dexterity; chase, flee, or pursue; safely snatch a falling item; perform impressive feats of acrobatics; climb, swim, or crawl with great agility; drive a vehicle or pilot a starship; get somewhere quick; get an ally or enemy right where you want them.

On a 20+ you are successful.

On a 10-20, you are successful BUT (choose 1:)

- You end up in a bad or dangerous position
- You take significantly more time or spend more resources or effort than you anticipated
- You've got to leave something behind or take something unwanted with you

On a 9 or lower, not only do you fail, but you also end up *right where you didn't want to be* (however you would define that for the current moment)

SUBTERFUGE

Roll SUBTERFUGE to: Move stealthily or unseen by targets you are aware of; avoid the notice of electronic systems or wards; lie, cheat, or deceive a target; trail or spy on a target without being seen; assume a false identity; impersonate a person; disable or inflict great bodily harm to an unaware individual; forge documents or passes; quickly hide or remain hidden.

On a 20+ you are successful.

On a 10-20 choose one of the following:

- You have to dispatch someone or cause unnecessary damage to remain hidden
- You are not discovered, but arouse suspicion. Your targets are likely not to be fooled again
- You lose track of something important in the process (time, your mission, your allies, your weapon, your target)

On a 9 or lower, you are discovered, your deception is revealed and you are fully exposed.

TECH

Roll TECH to: Infiltrate hardened electronic systems and targets; hotwire or break into electronic systems, objects, or vehicles; repair electronic systems or vehicles, invent new (minor) electronic systems, tools, or vehicles; write useful programs; boost or weaken the electronic systems of a vehicle, starship, or base; interact safely with Non-Human Persons or electronic life forms; analyze the nature of unfamiliar electronic systems.

On a 20+ you are successful.

On a 10-20 choose one of the following:

- You fry the systems of whatever device or tool you were using to perform this action (if it's yours, you'll need to repair it)
- You're locked out of doing whatever you were doing for a while, even though you're successful
- To finish the job you'll need extra resources or tools (you know where to find them though)

On a 9 or lower, your attempt backfires catastrophically. You and your tools, systems, etc suffer destructive feedback.

PERSUADE

Roll PERSUADE to: Change the mind of a receptive target; avoid or shift blame; gain access or information from a willing person; bribe a target; gain or secure the allegiance of a person or group; force two groups or individuals to reconcile; impressive, convince, or sway a target of your worth or trustworthiness; barter for goods and services or for a better price; defend yourself or your group against accusations.

To persuade someone successfully, you always need some form of leverage (real or promised), such as aid, materials, manna, information, etc over your target. You can't ever persuade someone you're fighting, for example, to stand down, unless you've got strong leverage over that person (their feudal lord is protecting you, for example).

On a 20+ you are successful, and your target will do what you say on only a promise of leverage.

On a 10-20, your target will not do what you say until you provide either concrete proof of leverage (right now). Otherwise they are amenable.

On a 9 or lower, not only did your attempt not work, but your leverage has zero effect on future attempts on the same target.

SURVIVE

Roll SURVIVE to: Survive or endure a hazardous environment (vacuum, space, toxic, hot, freezing, underwater) without taking harm; administer first aid or medicine; diagnose illness or injury; perform emergency surgery; keep going while greatly injured; run on little sleep, food or shelter; hunt, fish, or find food and water in the wilderness; track a target; hold your liquor; keep down xenobiological food; track a target or targets with precision; move rapidly through uncharted areas; act as a guide to get you and those that follow you safely through a hazardous area.

On a 20+ you are successful.

On a 10-20, you accomplish your goal but you suffer additional physical harm or strain (not a fully injury, but dehydration, frostburn, sickness, minor injury, or exhaustion) and can't attempt the same activity again for a while until you rest.

On a 9 or lower, your attempt turns out *worse than you started*.

KEEN

Roll KEEN to: Spot hidden, distant, hard to see objects, people, or vehicles; discern motivations of a person or group; act quickly under pressure; see through lies or deception; take a shot with a weapon at a very long range; get a hunch about something nasty; notice something useful; predict movement; find an escape route quickly; make a quick plan.

On a 20+ you are successful.

On a 10-20 you can accomplish your goal, but (choose one, and you can back out if you want to fail:)

- You have to get into a risky situation or position to be successful
- Your success will greatly anger a powerful individual, entity, or organization
- You miss important details, your success is not precise

On a 9 or lower, you completely miss the mark or misconstrue the situation, with predictable consequences.

INVESTIGATE

Roll INVESTIGATE to: Find out more information about a subject of historical relevance; investigate a mystery; perform detailed research on a subject of your choice; closely examine something in detail; solve a puzzle, password, or clue; get the word on the streets or ask around for information; translate a language.

On a 20+ you are successful.

On a 10-20, you can get your hands on the information, but (choose 2):

- Not right now (it's going to take some time)
- It's protected by a powerful group, entity, or individual
- You're going to need additional resources (money, influence, etc)
- It's only partly complete, you will need more information to complete the picture
- Taking it is going to really piss someone important off
- You're going to need to go somewhere (the GM names where) to get access to it

On a 9 or lower, your snooping around attracts unwanted and possibly hostile attention

Running actions

Actions, like skill checks, can cover as little or as much ground as you want. Only activate them when you want to achieve one of the listed goals. They are built in such a way to push the narrative forward automatically, so they are very useful tools for creating story.

You can feel free to create your own customized actions for specific situations using the above as template. The base action gives the bonus to the customized action. For example:

CANTUS STATION (INVESTIGATE)

When you poke your nose around CANTUS station looking for goods, resources, information, or contacts, roll 1d20 + INVESTIGATE

On a 20+, you get what you are looking for, and it's only a little scuffed

On a 10-20, you get what you're looking for, but (choose one:)

- Someone else is going to come looking for it soon. They may not like you
- It's pretty damn dirty (figuratively or metaphorically)

On a 9 or lower, the Red Claws gang are sick of your poking around. They'll show up shortly (in an hour or two) with a welcoming party to let you know what they think of you. They'll probably bring knives.

COMBAT AND ROLEPLAYING ENVIRONMENTS

Roleplaying and combat can take place anywhere in the galaxy. Most human affairs occur in one of three locations: on a terrestrial world (or moon, asteroid, comet, etc), on a satellite station, or onboard a spaceship.

Habitable worlds are terrestrial worlds, moons, asteroids, or comets that are tectonically stable enough to support structures; these worlds *do not* need to have an atmosphere in order to be considered habitable -- in *Lancer*, "habitable" means a world on which humans can live, not necessarily live comfortably or independently of life-sustaining systems.

Habitable worlds that are stable and have a breathable atmosphere that protects and sustains human life are called Terran worlds. These are rare and precious, usually the site of stellar nations' capitals or preservation worlds.

Satellite stations orbit larger stellar bodies: orbital habitats, shipyards, blink stations, omninodes, orbital science stations, orbital military installations, and others all fall into this category.

Typically, civilian stations have a large permanent populations and act as galactic transit hubs. Travellers pass through these stations on their way to their berths or while their ships are refueled, resupplied, and rearmed; the civilian population on the station typically works around this transient population at cafes, bars, shops, and entertainment venues, and in maintenance, logistical, engineering, and harbor navigation roles.

Military stations typically have small populations posted on a semi-permanent basis, usually for a period of months or years before being rotated out.

Example environments:

- *A lush jungle world, thick with kilometer-tall trees and layered canopies thick enough to support buildings. The light fades to a darkness complete the deeper you dare venture.*
- *A dead moon with a thin skein of atmosphere, just enough to form and hold clouds at ground level. The wind is terrible and constant, and carves strange shapes from the moon's soft grey rock.*

- *In borean fields of polar ice, a crashed Far-Field Shuttle broadcasts its lonely SOS. A band of slavers makes across the permafrost, their flyers beating low over the white landscape. A blizzard approaches.*
- *On the metal and stone flanks of a rocky world, where unique magnetic properties hold iron pillars suspended in the air. Buildings here must be made of wood and plastic, and your mechs struggle to adapt to the interference.*
- *Aboard an abandoned station in decaying orbit, its inertial gravity fluctuating in response to the decay. The station lists to the side as distal components begin to break away. The station's NHP is firm in its declaration of intent: it wants to see the night sky from the world below.*
- *On a massive blink station thronging with travellers, merchants, and all manner of people in transit. Thousands travel the station's main concourse, some characters less savory than others, and hundreds of alleyways lead to chambers and venues that showcase the wonders of the galaxy.*
- *Among the dunes of an arid world, a nomad's camp crouches on the banks of an oasis, indigo in the shadows. They are hunting something grand in the sky, tracking it by its droppings.*
- *In the hive-like streets of a neon-drenched capital world, under a driving artificial rain in the commerce district. NHPs in armature bodies consort with human partners, dealing in business, trade, and secrets. The city is endless.*
- *In the deep black of space, aboard a capital ship as its main guns thunder away at the enemy fleet. Outside, vacuum and silence, as the debris and the dead float cold and still.*
- *Outside the hull of a titanic generation ship, under the shield of its bow guard as it accelerates through an asteroid field.*
- *On an atmospheric moon of a gas giant, in the fields under the planet-rise as day slips to oversky. The people of this moon have never seen night, as the world their moon orbits only brings a dimmer day.*
- *In a lonely colony on a nondescript Terran world, as snow falls on the fledgling habitat during the celebration of their first year settled. It is a time of celebration, and a time of worry: what happens if it never stops snowing?*
- *In the gilded palace of an interstellar king, as his hosts march in formation below the viewing plaza. Your shuttle waits on a distant landing pad and you think to yourself, are you guests, or are you prisoners?*

HAZARDOUS ENVIRONMENTS

It is possible (and likely) for mechs to operate in **hazardous environments** such as being submersed in flame, vacuum, or water. To operate correctly, a mech in these circumstances needs **life support**. A mech in a hazardous environment without life support has enough residual support for a number of hours equal to its engineering score.

Mechs (by default) all have life support except the hard suit. A mech might not have life support for narrative reasons (maybe it was damaged, disabled, or removed intentionally).

A Mech operating in zero-g or space is **impaired** unless it has a propulsion system or can Fly.

Mechs with a propulsion system (an EVA module or a system allowing them to Fly) can Fly normally in space or zero-g.

Mechs without a propulsion system or Flight are **crippled** in zero-g environment, but can Fly. If mechs Fly this way, they cannot change the direction of their movement or stop moving on their turn until:

- They hit a surface
- They fire a weapon

Environmental Hazards

Environmental Hazards abound in the galaxy. You can use the following hazards in combat or during your story to present obstacles or interesting complications to combat.

Hazards:

Name	Description/Effect
Dangerous Flora or Fauna	The planet has a high amount of dangerous animal or plant life, some of it perhaps titanic, predatory, or particularly hostile. You can represent this by using the Monstrosity NPC type from the NPC toolkit. You can also represent the presence of hostile flora on a battlefield as size 1 or 2 static entities with evasion 10, 5 hp. Any target that moves adjacent to them must pass a hull check or take 3 kinetic damage and become immobilized by sticky sap, webbing, a pit trap, or the like until the flora is destroyed.
Extreme Cold	Mechs and pilots will quickly freeze without a source of heat nearby, and culture on this world accommodates this. Any mech that does not move or boost on its turn becomes immobilized at the end of its turn. It can end this condition by taking an action and a successful hull check to break out of the ice. All mechs have resistance to heat.
Extreme Heat	Civilization has retreated mostly underground in this blistering atmosphere. All systems and weapons that generate or inflict heat generate +1 more heat than normal.
Thin Atmosphere	All targets gain resistance to explosive damage.
Extreme Sun	Mechs take 1d6 heat at the end of any turn that they are not standing in the shade
Corrosive Atmosphere	The thick atmosphere on this world corrodes armor. All weapons gain the AP tag.

Particulate Storm	This planet is swept by brutal, scouring storms of sand, rock, or metal. While one of these storms is active, mechs treat all terrain as heavy cover. Pilots cannot step outside without great person risk if they are not in their mech.
Electric Storm	This planet is swept by unusually strong electrical storms. While one of these storm is active, at the end of the round, choose a target at random. That target must pass a systems check with 1 difficulty per size or be stunned until the end of their next turn by a bolt of lightning.
Disruptive Storm	The storms on this planet are so thick that electronic systems cannot function. All tech actions and system checks are made at +1 difficulty.
Dangerous Storm	This planet is swept by storms of fire, meteors, acid rain, ice, or other destructive particles. While one of these storms is active, all mechs not in cover at the end of the round take 3 AP kinetic damage.
Earthquakes	At the end of each round, while earthquakes are active on this world, roll a 1d6. On a 1, all mechs on the battlefield must pass a hull check or be knocked prone.
Ocean World	This entire world is covered in water, with less than 5% of the surface being solid ground. The water is a hazardous environment. Mechs with Flying or EVA can move normally, otherwise mechs without will sink to the bottom and count movement as difficult terrain. They can walk perfectly normally on the bottom (if slowly) and most mechs are pressure rated to extremely high specifications.
Molten World	Parts of this world's crust pokes through in showers and pools of liquid rock. Any mech that enters a zone of molten rock or lava for the first time on its turn or starts its turn there takes 5 AP energy damage and 1d6 heat.
Primordial World	This world is mostly a bubbling soup of semi-organic mud and gases. The atmosphere is toxic and humans must use breathing apparatus. Boiling mud covers this world, creating zones of both difficult and dangerous terrain.
Low Gravity	All mechs gain the ability to fly when they boost on this world, as if they had jump jets.
High Gravity	Mechs cannot boost on this high gravity world and its costs their entire movement to stand up from prone instead of half.

Generally speaking, tune the environmental hazards to the world(s) that your campaign takes place on: jungle worlds will have hazards that are appropriate for jungle worlds, aquatic worlds will have hazards appropriate for aquatic worlds, and so on.

CHANGING CORE ASSUMPTIONS

The mechanics of LANCER assume a couple of things that might not be present in your campaign. If you want to tweak these things it's entirely up to you. The following tools can help you change around some core conceits of the game.

PILOTS DON'T HAVE ACCESS TO A PRINTER

It's assumed that pilots generally have access to a friendly base area and access to a printer to create new mechs at that base. This might not be the case in your campaign or even your setting, however! Maybe players are outlaws or renegades, with limited access to resources. Maybe the printer in their area is broken or damaged. Maybe they are operating on the fringes of civilization, where any kind of technology is hard to come by.

Printing a mech allows a player to get back in the game, so to speak, when their mech is destroyed. If pilots don't have a printer, getting their mech back will be a lot harder. Here's a couple options for rules on how a player can rebuild their mech:

1. Use the **Power at a Cost** tool at the beginning of this section (the goal: I want to rebuild my mech) to get access to people, materials, a workshop, etc where mechs can be manually repaired
2. Players can repair and rebuild their mech completely, as long as it is at least partly intact and they have access to it, **whenever they take a full repair**, regardless of whether they have a printer or not. This is effectively how the rule functions anyway, it's just taking some of the fictional element out of it.

PILOT'S DON'T HAVE ACCESS TO A BASE

This is a pretty common situation, but remember, a base is any area that's generally populated, friendly, and secure (and has some facilities). It could be a pit stop in the middle of a desert.

If your players are going on a long mission and need to full repair to get core power/ ammo back but don't have a base to go to, you can use the following rule for full repair: **A Full Repair always replenishes core power and limited weapons.** You can also use the Power at a Cost tool below.

I WANT TO SIMULATE CURRENCY

LANCER does away with currency management like in other RPGs in favor of tying everything to the leveling system. If your players want to buy something, they can just buy it (unless it's expensive or rare, then do some role playing or use Power at a Cost). **It's assumed pilots are still paid (in mana, currency etc), you just don't track it.**

If you don't like that system, want something more granular, or want something to replace the License Level system, you can track Manna instead. Maybe your pilots don't have benefactors or access to a market where they can freely buy mech parts, for example.

MANNA

Manna is a universal currency in the canon of LANCER promoted by Union to integrate client states and regulate business, in common use in certain parts of the galaxy.

Manna is represented by a capital M preceding the denomination, like so: M1, M2, M3, M100, M500, and so on. Manna is a digital currency, though it has been localized in some areas as a physical currency. If your narrative demands a very small physical currency, there are fractions of M1: M.75, M.50, M.25, M.10, and M.05.

Here's what certain things typically cost at average purchasing power in Manna:

M1: A cup of black coffee. Beans were grown in zero-g so it doesn't taste the best.

M5: A beer. Probably artificial but the spacers like it that way.

M10: A decent, hot meal.

M25: A night's stay in a station capsule, pretty damn cramped and noisy

M50: Standard bribe to gatesec

M100: Ticket into one of the exclusive offworlder nightclubs around here

M300: Assault rifle, lightly used, sights are slightly crooked

M1000: Personal kinetic shielding, generally reliable

Anything higher than M1000 is usually difficult to get your hands on, such as starship parts or getting illegally smuggled through a blockade.

USING MANNA TO LEVEL

If you want to set a cost on mech parts or licenses, you can set a manna cost instead of using license level for certain licenses. Doing so effectively changes the leveling system to be based on manna, so keep that in mind.

To rent (use) a piece of equipment from a license for one mission costs 200 for rank I, 400 for rank II, and 1200 for rank III.

To buy a piece of equipment costs 500 for rank I, 1000 for rank II, and 3000 for rank III.

If you rent a piece of equipment, it's gone after one mission. If you buy a piece of equipment, it's not re-printed if your mech is destroyed. Renting or buying a weapon doesn't level up a player (they don't get the SHELL unlocks). You can't rent or buy a mech SHELL or its SHELL system, you only get them by permanently unlocking them (as if you'd leveled up normally).

To permanently unlock a license, it costs 1500 for rank I, 3000 for rank II, and 9000 for rank III. If you permanently unlock a license, you level up (using the same leveling rules, getting 1 core point, 1 talent point, and possible targeting bonuses, system points, or core mounts). You get access to all the gear from that license permanently. You can re-print anything you've permanently unlocked. Permanently unlocking a license is the same as 'buying' a mech so if

players want to 'buy' a mech SHELL, tell them it's going to cost about 1500 to get the rank I license to access it.

Manna rewards could vary per mission, but if you want to keep the same leveling pace, you should award players about 3000 mana per mission (with more or less at your discretion).

NON PLAYER CHARACTERS

NPCs

This section contains the rules for running non-player characters in combat in LANCER. As a large part of your role as a GM is running those characters, we've included a lot of rules and resources here to help you create those characters as fully as you can.

The rules for NPCs can look intimidating, but it's more useful to think of this section as a **toolbox** for you to put together the NPCs that you want to include in your game, whether that's a horde of enemy mechs, a powerful and devious adversary, biological monstrosities, or rebel raiders. It's more like a catalogue for you to pick, choose, and create. If you don't feel like getting too deep into this, you can take all the basic NPCs presented here and put them in your combats without any additional work. However, we have also tried to provide a comprehensive and flexible outline for you to fill in your own details or make your own creations.

What is an NPC?

Non-Player Characters, NPCs, are any named or unnamed character that none of your players control directly as their main character.

These can be anyone — or *anything* — in the galaxy.

It can be helpful to think of NPCs as operating in three different roles: crowd, feature, and character.

Generally speaking, the bulk of the NPCs your player characters will encounter do not need to have full stats, detailed backstories, and storylines to be developed; we recommend that you as a GM develop a general sense of how a given bystander in your setting will act if approached by your player characters. These types of NPCs are the kind you could look at as *crowd*: they are the vast majority of people that live in the worlds that your player characters will navigate.

For example: if your players are engaged in a gunfight in a skiff-racer bar on a desert world, how will the patrons respond to the shootout? Or, if your players burst into a haptic harem, how will the VR attendants respond to the interruption? How will a crowd of liberated colonists respond when your players in their mechs free them from their holding cells?

By and large, it's a good idea to develop an idea of how a given NPC will respond to your players, or how a given NPC will act in their world if the players observe or interact with them — especially if they interact with them that is out of the ordinary!

The next unofficial tier of NPC is the *featured* NPC, one that might not necessarily have a well-developed backstory, planned arc, or full stats, but one that interacts with the player characters in a deeper way than a face in the crowd.

Featured NPCs are often treated as quest givers, item holders, or elite grunt or officer-type enemies. Assume a player character might recognize them; indeed, featured NPCs sometime become fully-fledged characters — allies OR enemies.

Featured NPCs should have a signature of some kind, be it a style, a quirk, a mission, or equipment (ship, weapon, chassis, etc). Chances are the players might want to fight, romance, convince, or interact with this NPC with some more depth than they would a random passerby. If your NPC drives a mech you could give them some quick stats and a light, one or two sentence backstory so you as a GM can keep their interactions with players consistent and scaleable.

Finally, we come to fully-fledged character NPCs. These are the big bads, the player characters' close companions, and other important characters who play key roles in the narrative arc of your campaign.

Full character NPCs can have a well-developed backstory (one that concerns a player character or a relation of the player character is a nice touch!), detailed statistics and gear, and planned movement/ progression through your written narrative arc.

That being said, full character NPCs do not necessarily start off as full character NPCs; similarly, they are often killed before their arcs conclude, or are never encountered by your player characters should they choose to avoid key moments in the narrative.

So, be flexible. Worst case scenario, you can adapt a full character NPC's backstory, stats, or arc to a different, elevated NPC.

Remember, as a GM, your role is to know when to allow your characters to go off piste, and to know when to bring them back. NPCs are good tools to reel players in.

Running NPCs

Non-player characters (NPCs) act by slightly differently rules in LANCER than player characters. Player characters are assumed to be exceptional individuals, whether through ability, training, or just sheer luck. The rest of everyone else has to follow in their wake, so to speak.

In **pilot play**, NPC actions depend on the rolls of player characters. In other words, the player's rolls do double duty for both PC and NPC actions. For example, a player failing a combat roll is cue for the NPCs to tackle them, punch them in the face, or open fire. A player failing a roll to infiltrate causes NPCs to notice them, or sound the alarm, or call reinforcements. NPCs, and the GM, generally don't make rolls for themselves.

In **mech play**, NPCs act much like player characters, with some notable exceptions. NPCs can be heroic individuals, but they typically don't have access to the full range of options that players do.

NPCs in mech combat

NPCs follow the same rules for players in Mech combat. By default, they take one turn per round, and can make a **single move, interaction**, and **action** on their turns, like player characters. However, NPCs act with the following exceptions:

NPCs, unless specified, never act first, and only take a turn when they are activated. A player will always act first in the round, then the GM gets to activate a hostile NPC. A friendly NPC can be activated by player characters and acts in lieu of a player turn. Player/friendly NPC turns and hostile NPC turns will always alternate until one side has completely activated, at which point the remaining actors can take their turns in any order.

NPCs can take a move, interaction, and action, but **they are limited in the actions they can take on their turn.** They can also take actions that are slightly different to player actions.

NPCs can take the following actions:

- **Boost** - Move again, as per the player action
- **Brace** - As the player action
- **Hide** - As per the player action
- **Scan** - As per the tech action
- **Lock On** - As per the tech action
- **Invade** - As per the tech action
- **Recover** - The NPC ends 1 condition on themselves - Shut down, Impaired, Crippled, Immobilized, Lock On
- **Full Reload** - Reload all weapons with the loading tag
- **Cool** - Reduce heat to 0
- **Grapple** - As per the player action
- **Ram** - As per the player action
- **Attack** - Enemies fire once with each weapon in their profile. They may choose the same or different targets. They don't count primary, secondary weapons, etc, but attack with the listed attack profile.

You will notice that NPCs cannot overcharge or take the stabilize systems action (they cannot repair by default).

Recharge

Many NPC modules and weapons have the recharge tag. Once an NPC uses a system or weapon with this tag, they can't use it again until it recharges. At the start of each of their turns, roll 1d6 and check to see if they gain the use of their system or weapon back. This is listed in the profile of the weapon or system. For example, a recharge (5+) system can be used again once a 5 or 6 is rolled.

Check only once for all recharge modules per NPC, but roll separately for each NPC.

NPCs and damage.

NPCs are typically destroyed when they reach 0 HP and cannot enter the CRITICAL state, unless otherwise specified.

If an NPC doesn't have a resilience statistic, **it takes critical damage as bonus damage to its HP.** This damage cannot be resisted or reduced in any way (such as by armor, etc). **Most NPCs don't have any resilience.**

If an NPC has a **resilience** statistic, it has a critical gauge with a length equal to its resilience, like a player character.

If an NPC has a **heat capacity** statistic, it has a heat gauge with a length equal to its heat capacity, just like a player character.

If an NPC has no heat capacity, it instead takes heat as bonus damage to its HP. This damage cannot be resisted or reduced in any way (such as by armor, etc).

NPCs mostly deal flat damage instead of rolling for their attacks.

Tier

NPCs are split into tiers for ease of estimating difficulty. Higher tier NPCs have **increased statistics** and **deal more damage**. Tier 1 is levels 1-5, tier 2 levels 6-10, and tier 3 levels 10-15.

The damage and bonuses of NPCs often scales per tier. This is written as X/tier. For example, an attack with +2/tier vs evasion +1 accuracy/tier would roll the following per tier:

Tier 1: +2 with 1 Accuracy

Tier 2: +4 with 2 Accuracy

Tier 3: +6 with 3 Accuracy

Player characters of a lower level than the tier of NPC they are fighting will generally have a much harder time. For example, you shouldn't generally match up players of license level 3 against tier II NPCs.

You can mix and match tier to give players a harder or easier challenge if you want (especially if you want to ease players into a higher tier so the jump isn't as severe).

NPC Tags

NPCs use the same tags as players, but have a few additional tags they can use that change the way that they work in combat. Some of these tags indicate that NPCs have one or more templates applied to them, which are explained in the following section (and you can find at the end of this section).

Grunt - The grunt tag indicates an NPC with the grunt template (a weak and numerous enemy)

Elite - The Elite tag indicates an NPC with the Elite template. A elite NPC is generally tougher and more dangerous than a regular enemy.

Ultra - The Ultra tag indicates an NPC with the Ultra template. An Ultra is meant to be fought by an entire group of players and has vastly increased toughness and destructive power.

Veteran - A Veteran NPC has greater abilities than a normal NPC and is a more unique or standout character

Mech - An NPC with the mech tag is an ambulatory, mechanized cavalry unit (like the players)

Vehicle - An NPC with the vehicle tag is a vehicle of some kind

Biological - An NPC with the biological tag has no heat capacity, cannot take tech actions unless specified, and is immune to all tech actions except Scan and Lock On.

Squad - An NPC with the Squad tag indicates a large squad of biological or mechanical enemies or a squadron of mechs or vehicles. Rules for squads are found in the squad class.

Swarm - An NPC with the swarm tag indicates a large swarm of drones or smaller NPCs. Rules for swarms are found in the swarm class.

Traits and systems

Traits are components of an NPC that can't be described by a system, such as general qualities, pilot experience, or training. Traits, unlike systems or weapons, cannot be destroyed by taking system damage, they are innate parts of the NPC.

Systems or weapons that are part of an NPC *can* be destroyed by critical check results.

Classes and Template

LANCER doesn't have a set 'catalogue' or manual of NPCs, but instead presents a list of basic NPC **classes** and **templates** you can use to customize an NPC the way you want them.

An NPC **class** describes the basic statistics and abilities of an NPC, and usually describes their function. For example, if you want an NPC mech that functions like a mobile artillery piece, you should use the Bombard class. If you want an NPC mech that flies and strafes its targets, you should use the Ace class.

An NPC **template** can be applied on top of the base class to further customize an NPC by adding more unique flavor (such as the pirate template), more unique modules, or changing the NPC into a tougher enemy meant to be fought by many players.

There are a few important templates that change the function of an NPC fairly drastically:

The **Grunt** template makes an NPC into a weak, easily dispatched enemy. Grunts have 1hp and deal reduced damage, but otherwise function like a regular NPC of their type. Grunts can be used when you want to throw numerous enemies at your players to make the experience more cinematic or increase the size of an encounter without totally overwhelming your players.

The **Elite** template makes NPCs tougher and more durable, and can be used when you want to make a standout or especially powerful NPC. Elites gain resilience and more HP, which gives them the ability to take critical damage like players.

The **Ultra** template makes an NPC into a very powerful foe that should be fought by an entire group of players. It drastically increases the toughness and durability of an NPC, as well as giving them access to powerful Ultra traits and systems. Ultras can gain additional activations (turns) that they can take per round, making them deadly unless they are tackled by multiple players at once.

The **Veteran** template makes an NPC into a more characterful, durable NPC. You can use it when you want an NPC to stand out or have a notable or memorable ability. You can apply it on top of other templates such as Elite to make a very tough or dangerous foe.

Base and Optional modules

All NPC classes come with **base modules** (system, weapons, and traits) common to all of that particular class. Under the entry for each NPC class is a list of **optional modules** for that class. No NPC ever starts with any optional modules. If you want to make a slightly more unique, interesting, or dangerous enemy, you can choose one or more (typically just one). Adding multiple optional modules can make a more tactically interesting but more complex enemy and is up to your discretion.

Building an NPC

Building an NPC is a pretty simple process:

1. Choose NPC class from the section below
2. Choose 0-1 optional modules
3. Pick a tier and set the stats for your NPC.
4. Choose and apply a template to your NPC, if applicable
5. Re-flavor, re-name, and customize

You should always feel free to re-name or re-flavor, modules, or classes as you see fit. For example, your Ace NPCs in a particular encounter might not be called 'Aces' but 'Royal Guard'.

Adding complexity

Think about how your NPC functions. Most NPCs should have base systems and 1 optional system unless otherwise noted. However:

If you want a very basic NPC, don't choose any optional modules or templates. You can very easily run NPCs without adding any extra complexity to a fight by just choosing the basic NPCs with their stats and base modules.

If you want a weak NPC you can throw at players en-masse, choose the Grunt template. If you want to give the impression of a true horde of enemies, use the Squad template.

If you want a slightly more complex, advanced, or dangerous NPC, choose additional optional modules. Generally adding 1-2 more will be sufficient, but you can add more or less as you see fit. The more optional modules you add, the more complicated the NPC will be to run during a game.

If you want a unique, strong, standout, or memorable NPC, apply the **Veteran**, or **Elite** templates.

If you want a 'boss' type NPC, something that is able to fight the entire group at once, choose the **Ultra** template

If you're feeling confident, you can even swap systems around from enemy class to enemy class. For example, you could give the Spectre's cloaking field to an Assault-type enemy. To push it even further, if you want to change the Assassin NPC into a nasty example of alien wildlife, you could give it the biological tag, re-name its variable knife to 'slashing claws', then give it the 'Acid Spittle' option from the Monstrosity class.

Balancing Combat

A 'normal' difficulty combat should be :

- 1 Ultra OR
- 2-3 grunts per player OR
- 1 normal enemy per player
- 1 Elite per every two players

These enemies should be of the same tier as players.

You can mix and match this, for example, if you have four players, you could mix in 4 grunts and two regular enemies.

You can decrease combat difficulty by lowering the number of enemies or lowering their tier relative to players, and you can increase combat difficulty by adding enemies with more optional systems, higher tier enemies, enemies with more templates (such as veteran), or adding more enemies.

This is something up to you to figure out with your particular group of players. Don't take the above advice on balancing encounters as a rigid set of rules, but rather a starting point or guideline. Every group is going to want different levels of challenge.

Number of Combats

In an optimal situation, players should have 1-2 combats between rests, and should fight in 3-4 combats before returning to base. As GM this is up to your discretion, especially if you're throwing harder combats at players. Remember the GM agenda - you are not there to punish players, but to help tell a good story.

NPC Classes

ACE

A pilot more comfortable the closer they get to their roots, the Ace enemy-type employs high-speed strafing runs, agile maneuvers, and a reckless approach to piloting their mech. Cocky and self-assured, Ace-type enemies relish a good duel.

ACE			
Mech			
Hull	Agility	Systems	Engineering
-2	+3	+1	+0
HP	Evasion	E-defense	Heat Cap.
8	11	9	6
Armor	Speed	Sensors	Size
0	6	11	½ or 1

Base systems:

SS Corpro flight system

System

Whenever this mech moves or boost, it can do so with Perfect Flight

Flight Computer

System, Smart

This mech ignores the difficulty penalty for attacks while flying. It loses these benefits if the flight computer is destroyed.

Missile Launcher

Launcher

+1 vs evasion/tier

Range 10

4 explosive damage/tier

Optional systems:

Bombing Bay

System, Limited (6)

1/turn

When the mech flies while it moves or boosts, it can drop a bomb on one target below it that it passes over or adjacent to. Bombs create a blast 1 area with at least 1 square on their target. All affected targets must pass an agility check or take 4 explosive damage/tier and be knocked prone.

Strafing Module

System, Action

1/round

The mech flies 6 in any direction in a strafing run, dealing 2 kinetic damage/tier to any enemy it passes over or adjacent to (no roll required).

Burst/Dash module

System

Recharge (5+)

The mech may activate this module instead of moving normally, engaging powerful thrusters. It flies 6 in a straight line in any direction. This movement doesn't provoke reactions, ignores, engagement, and any mechs engaged with the target when it activates this module must pass an agility check or be knocked prone.

Chaff Launchers

System, Reaction

Recharge (6+)

In response to any hostile tech action or attack, the mech launches chaff and engages digital scramblers, ending the lock-on condition on itself and granting it immunity to lock on, invasion, and weapons with the smart keyword until the end of its next turn.

Attitude Thrusters

System, Reaction

1/round, Recharge (5+)

In response to being hit by any ranged attack, the mech does a barrel roll, flying 3 in any direction and gaining resistance to all the damage of that attack.

Tier II:

HP: + 8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	10	6	-2	+4	+2	+1	0	8	11

All agility checks made as a response to the Ace's attacks are made at +1 Difficulty.

Tier III:

HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
18	11	7	-2	+6	+3	+1	0	10	11

AEGIS

Aegis-style mechs are squat, defend-and-suppress chassis built to hold ground, support their allies, and suppress enemies. Higher-tier Aegis mech pilots have access to hardlight and blackwall defensive measures - technology that makes bulwarks out of even the smallest barricade.

AEGIS			
Mech			
Hull	Agility	Systems	Engineering
+0	-2	+2	+2
HP	Evasion	E-defense	Heat Cap.
10	7	10	8
Armor	Speed	Sensors	Size
2	3	10	2-3

Base systems:

Light Laser

Main cannon

+1 vs evasion/tier

Range 10

4 energy damage/tier

Defense Net

System, Shield, Action

This system can be deactivated or activated as an action, spreading a powerful shimmering repulsion shield over a large area. While this system is active, this mech cannot move or boost, but all attacks against any target within a blast 3 zone (self) originating outside of that zone take +1 Difficulty/tier. Attacks out of the zone or between targets that are both inside of the zone are unaffected.

Optional systems:

Adaptive Shielding

System, Reaction

1/round

The first time an allied target inside the defense net is damaged, all targets inside gain resistance to the damage type of the triggering attack until the end of the Aegis's next turn.

Ring of Fire

System

All targets hostile to the Aegis that start their turn inside the Defense Net or enter it for the first time on their turns take 3 heat and 2 AP energy damage/tier

Hardlight cover system

System, deployable

Recharge (5+)

The Aegis creates a line 3 section of hardlight, which grants light cover (1 difficulty) against incoming fire. Mechs adjacent to this cover have resistance to damage from line, blast, and cone attacks. The cover is immune to conventional attacks.

At tier II onwards, this cover grants heavy cover.

EM Shielding

System

The Aegis' defense net no longer grants difficulty on attacks. Instead, the Aegis and all allied targets affected by its defense net have resistance to heat damage and gain the hardened target trait (hostile tech actions against such targets are made at +1 difficulty).

HA Blackwall system

System, Action

Limited (1)

This advanced system replaces the Aegis' Defense Net system. The Aegis creates a pitch black wall of blinkspace that takes up a line 10 zone 5 spaces high that must have at least one point within 5 spaces of the Aegis. The wall creates total cover between its two sides, no effect or attack can be drawn across it. Any mech that starts its turn on the wall or crosses it for the first time on its turn has a 50% chance to be lost in blinkspace momentarily. If this occurs, remove the mech from play. It returns at the end of its next turn, in any free space within range 10 of either side of the wall. If there is no space available, it returns when there is. The wall disappears when the Aegis is destroyed or it uses an action to deactivate it, also returning any stranded mechs.

Tier II:

HP: + 10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	12	7	+0	-1	+3	+3	2	3	11

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	14	8	+0	-1	+4	+5	3	3	12

ASSASSIN

Assassin style mechs trend towards agility, damage, and speed. Their pilots sacrifice comfort for a chassis efficiency — unnecessary life-support systems, pilot care systems, communications systems, and others are stripped out and replaced with systems that increase processing power, run-silent ability, and increase chassis range.

Assassin pilots work alone or in small groups, piloting their small, sleek mechs into territory thought impenetrable by their targets. One of the few doctrines to employ bladed weapons, assassin-style pilots train both in the cockpit and out of it to be able to fight with any weapon, in any theater, as efficiently as possible.

Assassin			
Mech			
Hull	Agility	Systems	Engineering
+1	+2	+0	-1
HP	Evasion	E-defense	Heat Cap.
8	12	8	5
Armor	Speed	Sensors	Size
0	8	12	1

Base systems:

Kai Bioplating
System

This mech gains +1 Accuracy on all agility checks. It can climb with no penalty, takes no penalty for difficult terrain, and doesn't make dangerous terrain tests.

Variable Knife

Auxiliary Melee

AP

+1 vs evasion/tier with 1 Accuracy/tier

Reach

4 kinetic damage/tier

Pulse Rifle

Heavy rifle

+1 vs evasion/tier with 3 Accuracy

Range 15

5 energy damage/tier

Optional systems:

Boltok Rifle

Heavy CQB

AP

+1 vs evasion/tier with 1 Accuracy/tier

Range 10/5/cone 5

5 damage/tier per cartridge loaded

This heavy, archaic weapon replaces the Pulse Rifle. It can be loaded with up to 3 cartridges. The Assassin starts combat with 1 cartridge loaded and can load another as an action. If the weapon has 0 loaded, it cannot fire. For each loaded, the weapon's range changes as indicated (for three, the range becomes cone 5).

Agility Jets

System, Reaction

2/round

When the assassin boosts, it can Fly. Additionally, when the Assassin is missed by any attack, it can fly 3 in any direction as a reaction.

Shroud module

System, Action

The Assassin creates a blast 3 zone of light cover within range 8. The zone disperses at the end of 3 rounds, or when the Assassin creates a new one. Mechs other than Assassins that enter the zone for the first time on their turns or start their turn there must pass a systems check with 1 difficulty/tier or become Jammed until the end of their next turn.

Explosive Knives

Auxiliary Melee

Reach

+1 vs evasion/tier with 2 Accuracy

4 kinetic damage/tier

This weapon replaces the Variable knife. As a limited (3) system, a knife can be thrown at any surface or mech, attaching on hit. At the end of the round, the knife explodes, dealing 4 explosive damage in a blast 2 area centered on the affected surface or mech.

Tracker Missiles

Auxiliary Launcher

+1 vs evasion/tier

Range 10

These missiles latch on and emit a visual and electronic flare. The affected mech suffers from the Lock On condition, cannot hide or benefit from invisibility, and the Assassin always knows its location up to a 10 mile distance. The missiles can be removed during a rest or by taking an action and a successful engineering check.

Tier II:

HP:

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	8	5	+2	+3	+1	-1	1	8	12

Tier III:

HP:

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense

16	8	5	+3	+4	+2	-1	2	10	12
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ASSAULT

Assault doctrine mechs and their pilots are the most common main battle chassis found throughout the galaxy. Fitted with a localized version of a main battle rifle, sidearm, and a suite of systems to enhance movement, targeting, and defensive systems, an Assault Doctrine chassis is a straightforward, reliable, hardy combatant.

Assault doctrine pilots are the cheapest to train and outfit: this does not make them any less of a threat when paired with a kit of their choice.

ASSAULT			
Mech			
Hull	Agility	Systems	Engineering
+1	+1	+1	+1
HP	Evasion	E-defense	Heat Cap.
15	8	8	6
Armor	Speed	Sensors	Size
1	5	8	1-2

Base systems:

Heavy Assault Rifle

Main Rifle
Range 10
+0 vs evasion with 1 Accuracy/tier
4 kinetic damage/tier

Combat Knife

Auxiliary Melee
Reach
+0 vs evasion with +1 Accuracy at tier II and +2 at tier III
2 kinetic damage/tier

Optional systems:

Underslung Grenade Launcher

Auxiliary Launcher

Loading
 Range 8, Blast 1
 4 explosive damage/tier

Micro-missile Barrage
 Auxiliary Launcher
 Ordnance, Recharge (6+)
 Line 10
 4 explosive damage/tier

The first target hit by this missile barrage must pass a hull check or be knocked prone.
 At tier II onwards, this hull check is made with 1 difficulty.

High Impact Rounds
 System

The Heavy Assault rifle can be fired with high caliber rounds, adding +2 kinetic damage/tier and the AP tag, but requiring a reload after firing it this way (as if it had the loading tag)

Auto-targeting
 System, Smart

The Heavy Assault rifle ignores the effects of light and heavy cover

Rank Discipline
 Trait

The Assault gains +1 Accuracy on all its attacks and checks as long as it's adjacent to at least one friendly mech.

Tier II:

HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	9	6	+2	+2	+2	+2	1	5	8

Tier III:

HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
12	10	6	+3	+3	+3	+3	1	5	8

BASTION

Bastion doctrine chassis trade the pure defensive edge of an Aegis doctrine chassis for one that allows more mobility. Blending area-denial offensive capability with hardened defense systems and advanced communication suites, Bastion doctrine chassis make for strong squadron commanders.



Mech			
Hull	Agility	Systems	Engineering
+2	-3	+0	+2
HP	Evasion	E-defense	Heat Cap.
15	6	8	8
Armor	Speed	Sensors	Size
3	3	8	2-4

Base systems:

Rotary Grenade Launcher

Main Launcher
 Indirect, Loading
 +1 vs evasion/tier
 Range 12, Blast 2
 4 explosive damage/tier

Heavy Assault Shield

Heavy Melee
 Reach, Plant
 +1 vs evasion/tier
 2 kinetic damage/tier

As an action, the Bastion can deploy or retract its shield as a line 3, size 2 piece of heavy cover, disarming it of this weapon. The Bastion can leave the shield deployed and move away from it if it so wishes. Any mech that gains the benefit of this cover against an attack also has resistance to all damage from that attack.

Optional systems:

Shard Launcher

System, Reaction (1)

The first time a Bastion takes damage in a round, all mechs in a cone (5) area in front of it must pass an agility check or take 4 explosive damage/tier, and half on a successful save.

Shieldwall

Trait

The Bastion and one adjacent mech of its choice has resistance to all damage from a target of its choosing. It can only change this target at the start of its turn.

Immortality

System, Action

Recharge (5+)

The Bastion and one adjacent mech of its choice are immune to all damage and effects until the start of the Bastion's next turn, guarded by a flickering pane of Blackshield tech. The mech adjacent to the Bastion loses this benefit if it breaks adjacency. On the start of the Bastion's next turn, it is stunned until the start of its following turn and cannot gain or benefit from resistance or immunity of any kind for the same duration.

Defender

Trait, Reaction

The first time in a round an allied mech is damaged, if the mech is in movement range of the Bastion and the bastion is not immobilized, it can immediately move adjacent to that mech and take that damage instead of the targeted mech. This movement doesn't provoke reactions and ignores engagement.

Hypo-reinforcement servos

System, Shield, Protocol

Recharge (4+)

The bastion gains 1 armor but loses 1 speed. It can no longer activate this protocol if activating it would reduce its speed to 0.

Tier II:

HP:

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
7	8	8	+4	-3	+0	+3	4	4	8

Tier III:

HP:

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	8	8	+6	-2	+0	+4	6	5	8

BERSERKER

Berserker doctrine mechs build to take advantage of advanced heat cycling systems to shunt system heat tax into an offensive force, increasing their weapon output by orders of magnitude.

BERSERKER			
Mech			
Hull	Agility	Systems	Engineering
+3	+2	-2	-1
HP	Evasion	E-defense	Heat Cap.
15	10	6	4
Armor	Speed	Sensors	Size
2	6	5	2-3

Base systems:

Chain Axe

Heavy melee
+1 vs evasion/tier with +1 Accuracy/tier
5 kinetic damage/tier
This weapon deals +1d3 critical damage on critical hits

Volcanic Re-route

System, Protocol

The Berserker can choose to activate or de-activate this system at the start of its turns. While this system is active, the Berserker can make two attacks with its chain axe when it attacks. Any actor that starts its turn adjacent to the berserker takes 1 heat. However, the Berserker overheats automatically at the end of each of its turns while this system is active.

Optional systems:

Molten Shield

System, Shield, Reaction

Once per round, the Berserker can activate this dispersal shield when it takes damage from any melee attack. The damage is reduced by half, and the attacker must pass an engineering check or take 3 heat

Harpoon

Main Launcher

+1 vs evasion/tier

Range 5

2 kinetic damage

Targets struck by this weapon must pass a hull skill check or be pulled in a straight line adjacent to the Berserker or as far as possible. The target is then grappled by the Berserker.

Calamity module

System, Action

The Berserker can only activate this system against a target it is grabbing. Auxiliary strength servos engage and the Berserker hurls its target with incredible violence. The target must make a hull check with 1 Difficulty/tier. On a failed check, it takes 6 kinetic damage/tier, is knocked back 4 spaces away from the berserker, and is stunned until the end of its next turn. On a successful check it takes the damage and knockback, but is not stunned. The Berserker ends its grab after making this move, success or failure.

Nail Gun

Main Rifle

+1 vs evasion/tier

Range 12

2 kinetic damage/tier

Targets struck by this weapon must pass a hull check with 1 difficulty/tier or become immobilized until the end of their next turn.

Hunter jets

System, Reaction (1)

The Berserker's speed passively increases to 8. Once per round, as a reaction to any enemy movement, the Berserker can make the boost action.

Tier II:

HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
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12	6	4	+4	+4	-2	-1	2	7	5
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Tier III:
HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	6	4	+6	+4	-2	+0	3	8	5

BOMBARD

The Bombard doctrine calls for unending salvos of punishing artillery bombardments. Chassis tuned to this style of combat are found miles behind the line in fortified positions, or otherwise removed from combat: one common strategy for prolonged area-denial bombardment is to place a battery of bombard chassis on a world's local moon(s). From that movable satellite, the battery can rain shells down upon the world below, well removed from the dangers of combat.

BOMBARD			
Mech			
Hull	Agility	Systems	Engineering
+0	-1	+1	+2
HP	Evasion	E-defense	Heat Cap.
15	7	12	8
Armor	Speed	Sensors	Size
0	4	11	2-3

Base systems:

Bombard cannon

Ordnance, Indirect, Loading, AP
+2 vs evasion/tier with 1 difficulty

Range 20, Blast 2

8 kinetic damage/tier

Stabilizers

System, Action

As an action, this mech can engage or disengage its stabilizers. While they are active, the mech cannot move or be knocked prone, but it gains +1 accuracy and +10 range on its attacks and cannot fire any weapons at a target within range 5 of itself. If this system is destroyed, the mech is immobilized.

Optional systems:

H.A. Siege Shield

System, Shield, Passive

The mech has resistance to all damage that it takes from attacks further away from range 3.

High-Impact Shells

Trait

Any target struck by the Bombard cannon must pass a hull check or be knocked back 3 spaces directly away from the blast and knocked prone.

LMG

One or two targets

Range 10

+1 vs evasion/tier, 3 kinetic damage/tier

Cluster-seeker Bombs

System, Smart

After the artillery fires its bombard cannon, 3 additional targets within range 10 of the primary target take 2 explosive damage/tier (no check or roll required).

Devastator Protocol

Trait, Action, recharge (6+)

Choose 1d3+1 points within range of the mech, and mark them (so they are clearly visible to all players). As an end of round action, the mech fires at each of those points with its bombard cannon, attacking all targets and structures within. It cannot choose these points so that the blast area from these attacks overlap in any way.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	14	9	+1	-1	+2	+3	0	4	11

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	16	10	+1	-1	+3	+5	0	5	11

CATAPHRACT

The Cataphract doctrine is common among rapid-strike kits that emphasize mobility, shock, and tenacity. Cataphract squadrons are feared across the galaxy for their ability to overwhelm defenses in moments: from an otherwise static line, a squadron of low and angular chassis burst overhead, heavy cannons and PDF guns carving seemingly impossible paths through a suddenly futile defense.

Cataphract

Mech			
Hull	Agility	Systems	Engineering
+1	+1	+0	+0
HP	Evasion	E-defense	Heat Cap.
14	10	8	6
Armor	Speed	Sensors	Size
0	8	10	1-2

Base systems:

Ram cannon

Heavy Melee/Heavy Cannon

+0 vs evasion with 1 Accuracy/tier

Reach+1, or range 8

5 kinetic damage/tier

This lance-like weapon can be fired with either profile (used as a melee or ranged weapon), but not both in the same turn.

Impact thrusters

System, Action

Recharge (5+)

The Cataphract charges, moving 8 in a straight line in a direction of its choosing. It can ignore obstructions caused by enemies and if it moves through cover its size or smaller, that cover is destroyed. Hostile targets that it passes through must pass a hull check or take 2 kinetic damage/tier and be knocked prone.

Optional systems:

Rotary Barrels

System

The Cataphract's ram cannon can fire an additional time (at the same or a different target), but its damage is reduced to 3/tier if fired this way.

Lance shot

System, Action, Recharge (5+)

The Cataphract can fire a lance shell from its ram cannon. This changes the attack type of the weapon to line 10, gives it the AP tag, and causes all affected mechs to pass an agility skill check or be knocked back 3 spaces directly away from the cataphract and knocked prone.

High-speed targeting

System

The Cataphract can make one Ram Cannon attack (melee or ranged) after taking the dash action, but takes 1 difficulty on the attack

Point-defense shield

System, Action, Shield

While this system is active the Cataphract has resistance to all damage from an enemy of its choice that it can see. If it overheats, makes a critical check, is immobilized, or is stunned, this system is disabled.

Capacitor discharge
System

After the cataphract takes the boost action, all mechs it is adjacent to after the action completes must pass an engineering check or take 2 heat/tier

Tier II:
HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
11	8	6	+3	+2	+0	+0	0	9	10

Tier III:
HP: + 10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
12	8	6	+4	+4	+0	+0	0	10	10

DEMOLISHER

The prolonged siege of Jadigmora City saw the development of the DEMOLISHER patten. Based off the long-operational berserker doctrine, DEMOLISHER tuned the chaotic heat flow to a more sustainable, if limited system, increasing a chassis' heavy-lift capacity to allow for supermassive kinetic weapons to be used effectively in combat. Combined with the increased pilot shielding and system hardening made necessary by the heat tuning, pilots soon discovered more aggressive applications for concussion-wave ordinance.

Demolisher			
Mech			
Hull	Agility	Systems	Engineering
+2	-2	+0	+2
HP	Evasion	E-defense	Heat Cap.
20	6	8	7
Armor	Speed	Sensors	Size
2	4	10	2-3

Base systems:

Demolisher hammer
Superheavy Melee

Reach 2

AP

-1 vs evasion with 1 difficulty (no difficulty at tier II, +1 Accuracy at tier III)

10 explosive damage/tier

This weapon deals double damage against structures, objects, the environment, and cover and gains +2 Accuracy against them.

Kinetic compensation

System

If the Demolisher misses with its hammer attack, it gains +1 Accuracy on subsequent attacks until it hits. This effect stacks.

Optional systems:

Broad-sweep haft

Action

The Demolisher's hammer can be used to make a sweep attack instead of a regular attack, attacking all adjacent mechs for +1 vs evasion/tier, 3 explosive damage/tier. Targets struck by this attack must pass an hull skill check or be knocked prone.

Concussion missiles

Main Launcher

+0 vs evasion with +1 accuracy at tier II, +2 Accuracy at tier III

Range 12

2 explosive damage/tier

Targets struck by this attack are knocked back 1 space and must pass a system skill check or be impaired until the end of their next turn.

Seismic Destroyer

System, Action, Recharge (6+)

The Demolisher's hammer can be used to make a special attack that hits cone 6 or line 10 from the Demolisher instead of its regular attack. This attack cannot hit flying targets. Targets in the area must pass an hull skill check with 1 difficulty/tier or take 5 explosive damage/tier and be knocked prone.

Shatter module

System

The Demolisher's hammer strikes against prone targets deal +1d3 critical damage on hit and +1d6 critical damage on critical hits.

Heavy Swings

Trait, protocol, recharge (5+)

This turn only, the first target struck by the Demolisher's hammer attack must pass a hull check with 1 difficulty/tier or become stunned until the end of its next turn.

Tier II:

HP: +20

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
7	8	8	+4	-2	+0	+3	3	4	10

Tier III:

HP: +20

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	8	9	+6	-2	+0	+4	4	5	10

ENGINEER

Engineer doctrine chassis are common throughout the galaxy, their patterns unique to the world or theater in which they operate, but their charge the same: defend, maintain, secure. Engineers operate best in the mid to rear of the line, coordinating the defense of important positions and ensuring total operational deployment of all mission assets. Remember: if your chassis can't make it to the line, you lose.

Engineer			
Mech			
Hull	Agility	Systems	Engineering
-1	-1	+1	+3
HP	Evasion	E-defense	Heat Cap.
18	7	11	9
Armor	Speed	Sensors	Size
0	5	15	1-2

Base systems:

Flak Cannon

Heavy Cannon

+1 vs evasion/tier

Range 15

4 kinetic damage/tier

This weapon gains +1 Accuracy against flying targets. Flying targets damaged by this weapon gain +2 Difficulty on their agility checks to stay airborne

Deployable turret

System, Drone, Action, Recharge (4+)

The engineer deploys a self-building turret in an adjacent, open space. The turret is an immobile 1x1 structure with simple AI that attacks the nearest hostile target. It has evasion 5, 5/tier hp, and 1 armor. It attacks on the Engineer's turn for +1/tier vs evasion, range 10, 2 kinetic damage/tier but can take no other actions.

Optional systems:

Power deployer

Trait

The Engineer can deploy two turrets when it uses its deployable turret system

Arsenal

The Engineer can deploy stronger turrets, and three different types of turrets, and can choose which to deploy when it uses its system. Each have the same statistics as a base turret, with the following changes:

Inferno: The turret's weapon becomes +1/tier vs evasion, cone 6, 2 energy damage +1 heat/tier

Hellstorm: The turret's weapon becomes +1/tier vs evasion, range 15, blast 1, 2 explosive damage/tier

Hunter: The turret's weapon gains the smart tag

Primed: When the turret is destroyed, it explodes in a blast 1 area around it. Targets caught inside must pass an agility check or take 5 explosive damage/tier

Skyshield protocol

System

The Engineer's deployable turrets gain the same benefit as its flak cannon (+1 accuracy against flying targets and targets damaged gain +2 difficulty on their agility checks to stay airborne)

Point Defense Drone

System, Deployable, Action, Recharge (5+)

The engineer deploys a drone which creates a 3x3 zone in an area within range 5, with the drone at the center. The engineer can only deploy one drone at a time. While inside this zone, targets are immune to weapons with the Guided tag and weapons with the Smart tag gain +2 difficulty to attack targets inside. The drone can be attacked and destroyed, though it benefits from its own zone. It has evasion 12 and 5 hp/tier.

Tracking Computer

System, Reaction (1)

The Engineer's Flak Cannon can be fired once as a reaction to any movement by a hostile mech it can see.

Tier II:

HP: +12

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	12	10	-1	+0	+2	+4	0	5	15

Tier III:

HP: +12

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
11	13	11	-1	+0	+3	+6	0	5	15

HIVE

A recent development following the Deimos Contact Event, Hive doctrine chassis are, in theory, not too different than their pre-Contact cousins: they establish a local, secure omninetwork, fabricate and deploy a century or half-century of drones, and coordinate them in achieving their

mission. The difference between pre-Contact and post-Contact drone controllers is ease: pilots who pursue this doctrine establish complex handler-trainer relationships with their hives, allowing them to segue between direct control and autonomous operation unimpeded by tactile interface. Hive pilots exhibit signs of psychological trauma at one month continuous drone-strain operation, and it is recommended that they practice a strict two-week format cycling with their paired hive.

HIVE			
Mech			
Hull	Agility	Systems	Engineering
+1	-1	+2	+0
HP	Evasion	E-defense	Heat Cap.
12	8	10	6
Armor	Speed	Sensors	Size
0	5	15	2-3

Base systems:

Hunter Killer Drone Nexus

System, Drone, Guided

Range 15

4 energy damage/tier

Like other guided weapons, this weapon requires lock on and hits automatically at the end of the round

Drone Barrage Protocol

System, Action

The Hive directs its drones to run interference on a target of its choice. One target in the Hive's sensor range must make a systems check to scramble the drones or take 2 AP energy damage/tier and become Crippled or Impaired (the Hive's choice) until the end of its next turn.

Optional systems:

Electro-Nanite Cloud

System

All hostile targets within range 3 of the Hive that start their turn in range take 2 energy damage. In addition, any system checks they make or tech actions they make in that area suffer from +1 Difficulty/tier.

Grinder Drones

Drone, System, Action

The Hive releases a swarm of tiny, hard to hit drones that attach to a target within range 15. The target must make a systems skill check with 1 Difficulty/tier to scramble the drones. If it fails, at the start of that target's turn, and for each turn thereafter, that target takes 2 AP energy damage. The drones can only be removed if the targeted mech repeats this check successful as an action

on its turn, overheats, shuts down, the Hive is destroyed, or combat ends. The Hive can only have one target attacked by these drones at once.

Razor Swarm

Drone, System, Action, Recharge 5+

The Hive creates a blast 2 area within sensor range. The area remains until the end of combat or the Hive is destroyed. Targets allied to the hive can use the area for light cover. Otherwise, any target that starts its turn in the area or moves into it for the first time on its turn takes 3 AP energy damage. The Hive can deploy any number of Razor Swarms.

Swarm Shield

Action, Recharge 6+

The Hive releases a cloud of miniature drones that cluster around it, providing heavy protection. The Hive has resistance to damage from the next 1d6 attacks.

Seeker Cloud

Main Launcher

+0 vs evasion with 1 Accuracy/tier

Cone 5

2 energy damage/tier

Targets damaged by this weapon gain the Lock On condition.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	12	6	+2	-1	+4	+0	0	5	20

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	14	6	+3	-1	+6	+0	0	6	25

MARKER

Marker doctrine calls for the active, close, and aggressive application of orbital, atmospheric, and terrestrial fire support on identified and potential enemy positions. Equipped with more-than-cursory targeting systems, Marker doctrine pilots adopt an tactical/artillery commander role, operating on the ground with infantry, chassis, and other vehicles to build a map of the battlescape in order to more accurately place small arms fire, bombs, shells, missiles, beams, and kinetic kill clouds. They are not usually a threat in face-to-face combat, but the threat they represent to a combat cannot be underestimated.

Marks enemies for allies/can call down strikes

Marker

Mech			
Hull	Agility	Systems	Engineering
-2	+2	+3	-1
HP	Evasion	E-defense	Heat Cap.
7	12	10	5
Armor	Speed	Sensors	Size
0	6	20	½ - 1

Base systems:

High Caliber Pistol

Auxiliary CQB

AP

+1 vs evasion

Range 10

2 kinetic damage

Target Marker

Main rifle

+1 vs evasion with 1 Accuracy

Range 20

Targets hit by this attack are Painted by the Marker until the end of the Marker's next turn. While Painted, they suffer from the Lock On condition, cannot turn invisible or benefit from invisibility, and any attacker gains +1 Accuracy to attack them. If the Marker is destroyed or this weapon is disabled, immediately end this condition.

Optional systems:

Orbital Strike

System, recharge 5+

Instead of firing the target marker at an enemy, the Marker can fire it at a point within range 30.

At the start of the Marker's next turn, that area is hit by an orbital strike. Any mechs still in a blast 3 area centered on that point must pass an agility check or take 10 energy damage/tier and be knocked prone, or half and no prone on a successful check.

HOUND missile

Main Launcher

Smart

Instead of firing this weapon normally, choose a target within range 20. The marker fires a hound missile at the target, which moves speed 3, has evasion 10, and 5 HP/tier. The missile moves when it is fired, then as an end of round action, starting with the round it is fired (so it moves 6 in the first round). If its target suffers from the Lock On condition, its movement increases to 6. The missile can benefit from cover, counts as flying with hover flight, and can be targeted and shot by systems and weapons. It must move towards its target, but can maneuver skillfully around cover, fit through holes, etc. If the missile's movement causes it to collide with a hostile mech or its target, it detonates for a blast 1 explosion. Mechs caught inside must pass an agility skill check or take 10 energy damage/tier, and half on a successful check.

System scrambler

System, recharge (4+)

A target of the Marker's choice within sensor range must pass a systems check with 1 difficulty/tier or become Jammed until the end of their next turn.

Rebound Scan

System, Action

All targets in range 10 must pass a systems check or immediately lose the benefit of all cover and be unable to take cover until the start of the Marker's next turn.

Smart Missile Cloud

System, Guided

At the end of the round, one target suffering from Lock On in the Marker's sensor range takes 4 explosive damage/tier from the Marker.

Tier II:

HP: +6

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
15	15	5	-2	+4	+4	-1	0	7	30

Tier III:

HP: +6

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
18	18	5	-2	+5	+6	-1	0	8	40

OPERATOR

Operator doctrine chassis are a known-unknown. Operators typically field smaller chassis not commonly encountered on the front lines; do not mistake this for fragility. Pilots who are recruited and trained into this doctrine, regardless of culture, are dangerous, deadly, the best of their state's armed forces or martial tradition. They operate alone or in small teams under the auspices of black-site state agencies, engaging in the most sensitive and dangerous AMNESIAC-tier missions. Their chassis — and their bodies — are loaded with some of the most advanced tech available; if they die in combat, it is not uncommon for their bodies and their chassis to self-immolate, rendering what technology and data they had into waste and ash.

OPERATIVE			
Mech			
Hull	Agility	Systems	Engineering
+2	+2	+2	+2
HP	Evasion	E-defense	Heat Cap.

8	10	10	8
Armor	Speed	Sensors	Size
0	5	10	1-2

Base systems:

'Raptor' plasma rifle

Heavy Rifle

AP

+2 vs evasion/tier

Range 20

4 energy damage/tier

'Nightcloak' type omnishield

System, Shield

While this system is active, the operative has resistance to one of the following types of damage: kinetic, explosive, energy, heat. The operative must decide which when it starts combat (setting it is a free action) and cannot change it during combat.

Self-erasing

Trait

When this mech is destroyed, it immediately self-immolates into superheated plasma. All targets adjacent to it when it is destroyed must pass an agility check or take 4 energy damage/tier or half on a successful check. This mech is then removed from the battlefield - it is utterly annihilated.

Optional systems:

Fade generator

System

While this system is intact, at the end of its turn, the Operative becomes invisible until the start of its next turn. This effect is immediately disabled if the Operative takes damage.

Refractive shield

System, Shield

This system is disabled if the operative overheats. While it is active, the operative gains the Hardened Target trait (scans, lock on attempts, and invasions against it are made at +1 difficulty).

Skirmisher implant

System

Once at any point on its turn, the operative can make a free boost action. This doesn't stop it from moving or boosting normally (so it can move up to 3 times on its turn).

Nova missile

Auxiliary Launcher

AP, Smart

+1 vs evasion with 1 Accuracy/tier

Range 30

3 energy damage/tier

Trace Drive

System

Once on its turn, when the Operative moves or boosts, it instead teleports up to 8 spaces away, as long as its target destination is a free space. This movement does not provoke reactions and ignores engagement, such as overwatch.

Tier II:
HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
12	12	9	+3	+3	+3	+3	1	6	15

Tier III:
HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	14	10	+4	+4	+4	+4	2	6	20

PYRO

A combat doctrine adopted following the Hercynian Crisis, the Pyro chassis-pattern is reviled across the galaxy as a terror instrument, though some states and organizations still choose to integrate them into their armies. Pyro doctrine chassis are heavily armored and insulated, built to manage incredible heat tax while projecting volatile mixes of irrepressible flame towards their enemies. Pyro chassis are sent in to root out entrenched defenders, defoliate areas rich in flora, and cause terror.

PYRO			
Mech			
Hull	Agility	Systems	Engineering
+1	-1	-1	+3
HP	Evasion	E-defense	Heat Cap.
10	8	8	12
Armor	Speed	Sensors	Size
3	4	8	2-3

Base systems:

Flamethrower

Heavy CQB

Cone 5

+1 vs evasion/tier

3 heat (self)

2 energy damage/tier + 2 heat/tier

Explosive Vent
System, Action

The pyro cools to 0 heat. Targets caught in a blast 2 area around it must pass an engineering check or take half of the heat the pyro cools as heat to themselves and be knocked prone.

Optional systems:

Insulated Plating

The pyro has resistance to heat and energy damage (including its self inflicted heat). It is immune to the Volatile condition.

Unshielded Reactor

Targets that start their turn adjacent to the pyro or become adjacent to the pyro for the first time on their turns take 1 heat/tier.

Napalm Bomb

Main Launcher

Indirect, Loading

-1 vs evasion with +1 Accuracy/tier

Range 8, Blast 1

2 heat/tier

Rigged fuel rod launcher

Heavy Launcher

-2 vs evasion with +1 Accuracy/tier

Range 15

1d6 heat +2 heat/tier

Explosive Jet

System, Action, recharge (5+)

Enemies in a blast 2 area around the Pyro must pass a hull or agility check or be knocked back outside of that area and knocked prone. The Pyro then flies 8 in any direction, but it must land after completing that move.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	8	14	+2	+0	-1	+4	4	4	8

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	9	16	+3	+0	+0	+5	5	5	8

RAINMAKER

The tongue-in-cheek designation describes a combat doctrine that patterns chassis around the optimal use of rockets and missiles in combat. Favored by all-theater combat units, Rainmakers

are mobile platforms loaded with ordinance, able to handle engagements at any range, against any target.

RAINMAKER			
Mech			
Hull	Agility	Systems	Engineering
+0	+1	+2	-1
HP	Evasion	E-defense	Heat Cap.
10	8	10	5
Armor	Speed	Sensors	Size
1	5	15	1-3

Base systems:

Thundershock missile pods

Main launcher

Indirect

+1 vs evasion/tier

One, two, or three targets in range 15

2 explosive damage/tier

'Drang' missile rack

Heavy launcher

Ordnance, Loading

Line 15

+1 vs evasion/tier

4 explosive damage/tier

Optional systems:

HADES missile

Action, Recharge (5+)

The rainmaker targets a cone 6 area drawn in any direction from a point within range 25 of its location. It doesn't necessarily need line of sight. All targets in that area must pass an agility check or take 3 energy damage/tier and 2 heat/tier, and half on a successful check.

Rigged payload

System

When the rainmaker is destroyed, it explodes in a blast 2 explosion centered on itself. Targets caught within must pass an agility check or take 4 explosive damage/tier, and half on a successful check.

Volley

System, Action, Recharge (5+)

All hostile targets within range 30 of the rainmaker must pass an agility check or take 2 AP/tier explosive damage.

Huntsman

Trait

While firing at a target suffering from the Lock On condition, the rainmaker’s weapons gain the ‘smart’ tag

Atlas missile

Superheavy launcher

Ordnance, Indirect

Range 30

This weapon system replaces the Drang Missile rack. Instead of targeting a mech, the rainmaker instead targets a point on the ground within range (it doesn’t need line of sight). The targeted area is visible with a successful scan or pilot skill check. At the start of its next turn, the missile lands, targeting a blast 2 area centered on that point. All targets caught within must pass an agility check or take 8 AP energy damage/tier, and half on a successful check.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
11	11	5	+0	+2	+3	+0	1	6	20

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
12	12	5	+0	+3	+4	+1	2	7	20

RONIN

Ronin doctrine chassis differ from Berserker and DEMOLISHER pattern chassis in that they have been purpose-built by boutique fabricators to excel in melee combat. Ronin patterns are common among martial cultures and event-combat firms both. Tactical applications for Ronin chassis are difficult in cultures where ranged weapons are preferred, but there is a certain prestige earned by pilots who adopt ancient weapons in the modern day and survive. That being said the availability of stasis and mag based defensive technology has made the Ronin doctrine marginally more viable in modern combat.

RONIN			
Mech			
Hull	Agility	Systems	Engineering
+1	+2	-1	-1
HP	Evasion	E-defense	Heat Cap.
14	10	7	5

Armor	Speed	Sensors	Size
0	6	12	1-2

Base systems:

Carbon Fiber Sword

Main Melee

+2 vs evasion with 1 Accuracy/tier

Reach

4 kinetic damage/tier

Critical hits with this weapon deal +1d3 critical damage

Mag Parry

System, Shield, Reaction

Once per round, when damaged by a ranged weapon, roll a d6. On a roll of a 4+, the Ronin gains resistance to all the damage from that attack. On a roll of a 6, the ronin deflects the attack back to its target, reducing the damage to itself to 0. The target must repeat the attack roll against itself, dealing damage on a success.

Optional systems:

Charged Slash

System

The Ronin can make three attacks with its Carbon Fiber Sword, against the same or different targets. If it chooses to do so, it cannot attack with the weapon on its following turn.

Reflex Implant

System

When the Ronin boosts, attackers gain +2 Difficulty to attack it until the start of the Ronin's next turn.

Echo Edge

System

The Ronin's blade gains the AP tag. As an end of round action, the Ronin can cause all targets damaged by its blade this round to take 1d6 AP kinetic damage/tier, no check or roll required.

Hyper-reflex mode

System, Action, Recharge (5+)

This system remains active until the start of the Ronin's next turn. While active, the first time each turn (not each round, each turn) the Ronin is targeted by an attack, it can immediately make a Honed Edge attack against a target in range before the attack is made.

Extended Blade

The Ronin's Carbon Fiber Sword becomes reach 2. The first time it hits with a melee attack on a turn, all targets within its reach take 2 kinetic damage/tier.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
13	7	5	+2	+4	-1	-1	0	7	12

Tier III:
 HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
15	7	5	+4	+5	-1	-1	0	8	12

SCOURER

SCOURER doctrine mechs mount massive-output recursive power plants in order to field deadly energy weapons. A common specialist-role doctrine, SCOURER chassis are found on fronts across the galaxy, supporting kinetic-focus ground troops with powerful lensing attacks that target not only corporeal enemies, but systemic threats.

SCOURER			
Mech			
Hull	Agility	Systems	Engineering
+1	+0	0	+1
HP	Evasion	E-defense	Heat Cap.
12	9	8	
Armor	Speed	Sensors	Size
1	5	10	1-2

Base systems:

Thermal Lance

Heavy Cannon

AP, 2 heat (self)

+0 vs evasion with +1 Accuracy at tier II and +2 Accuracy at tier III

Range 10

4 energy damage/tier + 1 heat/tier

Cooling Module

System

If the Scourer did not move or boost at all this turn, it reduces its heat to 0

Optional systems:

Crystal Lense

Once the Scourer hits a target with the Thermal Lance, on subsequent turns it can choose to focus down that target instead of firing normally. As an action from the Scourer, that target takes 4 AP energy damage/tier and 1 heat/tier (no roll or check required). This effect breaks if the target

gains total cover from the Scourer, the scourer is stunned, this weapon is disabled or destroyed, or the target moves out of range.

Supercharged

Trait

The Thermal Lance deals +2 heat, but this mech takes 2 extra heat each time it fires it.

Pulse Laser

Main Cannon

+2 vs evasion/tier

Line 8

4 energy damage/tier

Flash Lense

System, Action, Recharge (5+)

The Scourer targets a cone 6 area in a direction of its choosing. All targets in the area must pass a systems check or be Impaired until the end of their next turns. In addition, targets that fail this check cannot take reactions until the end of the Scourer's next turn.

Dispersal Lense

The Thermal Lance can be fired as a cone (10) weapon, but its damage and heat are reduced to 2 energy damage/tier and 2 heat (flat).

Tier II:

HP: +12

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	8	8	+2	+1	+0	+3	1	5	10

Tier III:

HP: +12

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	8	10	+3	+1	+1	+4	1	5	10

SEEDER

Seeders are sapper chassis, adept at building defensive nets of mines and traps for point defense and aggressive area denial. Laden with ordinance, pilots who adopt Seeder doctrines operate in small teams to blanket the battlefield in clouds of fire and shrapnel, placing their launched grenades and explosive-tipped shells with pinpoint accuracy.

SEEDER			
Mech			
Hull	Agility	Systems	Engineering

+0	+0	+2	+0
HP	Evasion	E-defense	Heat Cap.
10	7	10	5
Armor	Speed	Sensors	Size
2	4	15	2-3

Base systems:

Grenade Launcher

Main Launcher

Indirect

+2 vs evasion/tier

Range 12, blast 2

2 explosive damage/tier

Mine Deployer

System, action, recharge (4+)

The seeder lays a mine in a space within range 3 of it. It cannot place a mine adjacent to another mine. The mine arms at the end of the round. Once armed, the next target other than the seeder to become adjacent to it must pass a systems check or trigger the mine. That target, and any caught in a blast 1 area centered on the mine must pass an agility check or take 6 explosive damage/tier, and half on a successful check.

Optional systems:

Smart Tagging

System

The seeder's mines only detonate automatically if there is a hostile target in range (not allied), furthermore, the seeder can choose to stop their detonation as a reaction.

Speed Deployer

System

The Seeder can lay two mines instead of one when it uses its mine deployer.

Anti-Infantry mine

Trait

If the seeder chooses, it can lay an anti-infantry mine with its mine deployer. This mine affects a blast 3 area instead of blast 1 and deals only 3 damage/tier. It deals normal damage to biological enemies.

Thumper

Main melee

Action

This huge, piston like weapon can be used to create a shockwave, affecting a blast 2 area centered on the seeder. All mechs inside must pass a hull check or be knocked prone. All mines caught in the area detonate.

Seeker Mines

System, smart, action, recharge (5+)

The seeder fires 3 small seeker mines at three targets of the seeder's choice. Those targets must pass a systems check or have a mine latch on to them. At the end of the round, the mines explode, dealing 4 AP explosive damage/tier to the mech they are attached to.

Tier II:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	10	6	+1	+0	+3	+1	2	4	20

Tier III:

HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	11	6	+2	+0	+4	+2	3	4	25

SENTINEL

Sentinel doctrine chassis fill guard roles. Typically found in the retinues of commanders or posted in defense of batteries, Sentinel chassis employ a suit of technology that ensures their charges stay alive and operational, even if it means the Sentinel's death.

SENTINEL			
Mech			
Hull	Agility	Systems	Engineering
+2	+1	+0	-1
HP	Evasion	E-defense	Heat Cap.
15	9	9	5
Armor	Speed	Sensors	Size
0	6	8	1-2

Base systems:

Combat Shotgun

Main CQB

Range 5

+2 vs evasion/tier with 1 Accuracy

3 kinetic damage

Retractable Sword

Main Melee

Reach
+2 vs evasion/tier
3 kinetic damage

Eye of Midnight
System, Action

This system can be activated or deactivated as an action, and remains indefinitely. While this system is active, the Sentinel is crippled, but is not limited in the number of overwatch reactions it can make per round (a triggered attack when a mech leaves its reach). In addition, once per round, the Sentinel can make an overwatch reaction against an enemy that enters or leaves a range (5) area around it instead of reach.

Optional systems:

Punisher Ammunition
System

The first enemy damaged by the Sentinel's combat shotgun each round must pass a hull check with 1 difficulty or be crippled until the end of the sentinel's next turn.

Wrath-lock
System, Action

The sentinel may arm this module as an action. While armed, the next time it fires its combat shotgun, it makes 3 attacks instead of one.

Impaler
System

The first enemy damaged by an overwatch shot from the Sentinel must pass a hull check with 1 difficulty or immediately stop moving and become immobilized until the end of the sentinel's next turn.

Watchful
Trait

Once per round, in response to any enemy movement, the Sentinel can make the boost action as a reaction. This movement doesn't provoke reactions and ignores engagement.

Guardian protocols
Trait

At the start of its turn, the Sentinel can nominate an allied mech within range 5. Once per turn (but any number of times per round) when that mech is targeted by an attack, the Sentinel can immediately make a single attack for free against the attacker if it is in range.

Tier II:
HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
11	11	5	+3	+2	+1	-1	0	6	8

Tier III:
HP: +10

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
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13	13	5	+4	+2	+4	-1	0	6	8
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SNIPER

Sniper pattern chassis are common throughout the galaxy's armies. Favoring stability and targeting over mobility, Snipers operate extremely long-ranged kinetic weapons in small, self-sufficient teams well removed from any direct combat. Sniper pilots are a proud breed, who emphasize economy and elegance over destructive power. Their weapons are often as tuned and modified as much as their chassis are; the pilots themselves often exhibit unparalleled control over their targeting systems. Partnered NHPs are said to send boast-data between themselves, noting the difficulty of landed shots to allied pilots.

SNIPER			
Mech			
Hull	Agility	Systems	Engineering
+0	+1	+2	-1
HP	Evasion	E-defense	Heat Cap.
8	10	10	5
Armor	Speed	Sensors	Size
0	5	20	½ - 1

Base systems:

Anti-Material Rifle

Heavy Rifle

Loading, Ordnance, AP

+1 vs evasion/tier with +2 Accuracy/tier

Range 30

8 Kinetic Damage/tier

Auto-pistol

Auxiliary CQB

+0 vs evasion with +1 Accuracy at tier II, +2 Accuracy at tier III

Range 8

2 kinetic damage/tier

Deathmark protocol

System, Action

The Sniper marks a target within range 20. While marked, the Sniper's ranged attacks against that target causes it to take 1d3 critical damage on hit. The Sniper can only have one mark active at a time, but can transfer it if need be. The target can avoid this effect if it is in any kind of cover, or if it's prone.

Optional systems:

Defensive Grapple

System, Action, Reaction, Recharge (4+)

The Sniper chooses a point within range 8 (vertical or horizontal) and pulls itself to that point with a grappling hook as if it had flown. It can use this as an action on its turn or a reaction to an enemy's movement that it can see.

Climber

Trait

The sniper can climb any surface with no penalty and walk or stand on such surfaces as if they were flat ground, even overhanging or vertical surfaces.

Selective Loader

System

The Sniper can fire one of several types of ammunition, choosing one before it attacks:

Impact: Targets hit by the AM rifle must pass a hull check or be knocked prone

EMP: Targets hit by the AM rifle must pass a system check or be Jammed until the end of their next turn

Flare: Targets hit by the AM rifle cannot hide or turn invisible until the end of their next turn

Molten: Targets hit by the AM rifle take +2 heat and must pass an engineering check or become crippled until the end of their next turn.

Over-penetrating Round

System, protocol, recharge (6+)

The Sniper loads an over-penetrating round into its anti-material rifle at the start of its turn. Its next attack with the rifle becomes Line 30.

Flash Bomb

System, Action, recharge (6+)

The sniper fires a bomb at a blast 2 area within range 5 of it. Targets other than the Sniper caught inside must pass a systems check or become crippled and jammed until the end of their next turn. The area counts as light cover until the start of the sniper's next turn

Tier II:

HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
13	10	5	+0	+2	+3	+0	0	6	25

Tier III:

HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
16	12	5	+0	+3	+4	+1	0	7	30

SPECTRE

Spectre doctrine chassis emphasize the ability not to be hit over pure defensive shielding. Employing cutting-edge optical and systemic camouflage, Spectres vanish from the battlefield and all active/passive scans, flickering in and out of vision and shattering their image and radar signatures, confusing the eye and the sweep. Their weapons do not mark their doctrine: their power comes from the ability to operate unseen.

SPECTRE			
Mech			
Hull	Agility	Systems	Engineering
-2	+2	+1	+1
HP	Evasion	E-defense	Heat Cap.
6	12	10	6
Armor	Speed	Sensors	Size
0	8	20	1/2-1

Base systems:

Machine pistol
 Auxiliary CQB
 +2 vs evasion/tier
 Range 6
 4 kinetic damage/tier

ATHENA-class scan
 System, action, recharge (4+)
 All targets in range 10 must make a systems skill check. If they fail, they are revealed and lose the benefits of hiding or invisibility and cannot hide or turn invisible until the start of the spectre's next turn.

Tactical Cloak
 System
 The spectre is invisible. If it takes damage or overheats, this system deactivates until the start of the spectre's next turn. Otherwise it remains active, even if the spectre moves, fires, attacks, or grapples.

Optional systems:

Combat subroutine
 Trait
 All targets that fail their check against the spectre's Athena-Class scan system additionally suffer from Lock On.

Fortress

Trait

The spectre gains the Fortress trait (lock on, invasion, and scans are made against it at +3 difficulty). To electronic systems, it doesn't appear to even be there.

System flayer

Trait

Targets that fail their check against the spectre's Athena-Class scan system become volatile and vulnerable until combat ends or the spectre is destroyed.

Weakness analyser

System

While the spectre is invisible, its machine pistol attacks with an additional +1 Accuracy/tier and deals +1d3 critical damage on critical hits

Cloaking Field

System, action, recharge (5+)

The spectre deploys a cloaking field, affecting a blast 3 area around it. All mechs, allied or enemy, in that field (and any objects in that field) become invisible while inside the area. The field deactivates at the end of the spectre's next turn.

Tier II:

HP: +6

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	13	6	-2	+3	+3	+1	0	8	20

Tier III:

HP: +6

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
17	16	6	-2	+4	+5	+1	0	10	25

SUPPORT

Support doctrine chassis focus their systems towards keeping their allies combat operational. Alloy cement, nanite paste, patch plates, vacuum seals — the tools vary, but the result is the same: you may be messed up, but you're up, and you can keep fighting because the Support kept you alive.

SUPPORT			
Mech			
Hull	Agility	Systems	Engineering
+1	-1	+0	+2

HP	Evasion	E-defense	Heat Cap.
18	7	10	8
Armor	Speed	Sensors	Size
0	5	12	1-3

Base systems:

Suppressive cannon

Main cannon

Ordnance

+1 vs evasion/tier

Range 15

3 kinetic damage/tier

Targets damaged by this cannon suffer from the impaired condition until the end of their next turn

Latch drone

System, Recharge (5+)

As a free action, the support fires a drone to a point within range 5 of its position, where it hovers. The drone can be attacked and destroyed. It is a size 1 object with evasion 10 and 5 hp/tier that can benefit from cover. The drone clamps on to the next allied mech to move through or adjacent to that drone's space and discharges, healing that mech 5 hp/tier.

Optional systems:

Remote reboot

Trait, action

The support immediately ends 2 of the following conditions on an allied mech within range: impaired, jammed, shut down, stunned, crippled.

Nano-repair cloud

System, Action, recharge (5+)

The support creates a blast 2 area within range 5 of its location. Allied targets that start their turns in the area or move through it for the first time can gain 4 hp/tier. The cloud disperses at the start of the support's next turn.

Defensive pulse

System, action

The support makes a systems skill check with +1 Accuracy/tier. If it is successful, all mechs within range 10 of the support can immediately end the Jammed and Lock on conditions on themselves.

Manual Repair

System, Action, recharge (5+)

The support targets an adjacent mech or vehicle and makes an engineering skill check. If the check is successful, that mech can repair up to 4 hp/tier and also to repair up to 1 destroyed system, returning it to functionality.

VULCAN drone

System, Drone, Action, Recharge (6+)

The support chooses another mech within range 5 of its position, then fires a self-deploying drone at that mech. The drone is a size 1 object with evasion 10, 5 hp/tier, and 1 armor. The drone clamps on to the targeted mech. At the end of the round, while the drone is deployed on that target, that target can heal 1d6 hp/tier. In addition, it gains +1 Accuracy on all checks and attacks. The drone can be shot off and destroyed.

Tier II:

HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	11	10	+1	-1	+1	+4	1	5	10

Tier III:

HP: +15

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	12	12	+1	-1	+2	+6	1	5	10

TECHNICAL

Technicals lean into the incredible tumult of systemic warfare, operating both in realtime and among the omnichoud tempest that descends upon a combat theater. Technicals often pair with personality-clone NHPs — NHPs that structure profiles based on profiles of their pilots — to handle the chaotic swirl that results from realtime/omninet combat splitting.

Technical			
Mech			
Hull	Agility	Systems	Engineering
-1	+1	+2	+0
HP	Evasion	E-defense	Heat Cap.
8	12	12	7
Armor	Speed	Sensors	Size
0	6	15	½ -1

Base systems:

- Autogun
- Auxiliary rifle
- Guided

Sensor Range
2 kinetic damage/tier

HORUS hacker

Trait

This mech makes tech actions with +1 Accuracy and can make regular tech actions (like a player)

Optional systems:

Predatory logic

System, Action, recharge (4+)

The technical chooses a target it can see within range 10. The target must pass a systems check with 1 difficulty/tier or immediately make an attack with a single weapon of the technical's choice against any other target within range (even an allied target).

Puppet system

System, Action

The technical choose a target it can see within range 10. The target must pass a systems check or become impaired until the end of its next turn. In addition, the technical can immediately cause that target to make a move or boost action in a direction of the technical's choosing as a free action.

SCORPION protocols

System

The technical gains the hardened target trait (invasion, lock on, and scan are made at +1 difficulty). In addition, any failed invasion, lock on, or scan attempt on it inflicts 2 heat/tier to the attacker.

Illusory subroutines

System, Action

The technical chooses a target it can see within range 10. The target must pass a systems check with 1 difficulty/tier or all targets allied to the Technical count as invisible to that target until the start of its next turn.

System link

System, Action

The Technical links systems with an allied mech within its sensor range. It can only link with one mech at a time. While linked, the allied mechs' attacks gain the smart property for the purposes of targeting (they can ignore cover and line of sight), gain +1 Accuracy/tier, and the allied mech can use the Technical's systems score for all checks it makes. However, if either linked mech becomes jammed or impaired, the other also suffers the same condition for the same duration as long as the link persists. The link is disabled if either mech is destroyed or this system is disabled or destroyed.

Tier II:

HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
14	15	8	-1	+2	+4	+0	0	6	20

Tier III:

HP: +8

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
16	18	9	-1	+3	+6	+0	0	6	25

GENERIC OPTIONAL MODULES:

Any of the above NPCs can choose one of these modules when choosing an optional module.

Armored

Trait

This mech gains +1 armor

Boosted Reactor

Trait

This mech gains +2 heat capacity

Heavily Armored

Trait

This mech gains +3 armor but is permanently crippled.

Jump Jets

System

This mech can Fly when it boosts

Reinforced

Trait

This mech gains +4 resilience

Skilled

Trait

This mech gains +1 Accuracy on its attack rolls

SSC Core Flight System

System

This mech can Fly when it moves or boosts and has perfect flight (it doesn't need to land). It generates 2 heat/turn while this module is active at the end of each of its turns.

Tactical Cloak

System

Action

This mech becomes invisible. If it takes an action or overheats it loses this invisibility.

SPECIAL CLASSES

The following NPC classes describe special cases, NPCs that are a little more unique or can't be described as a mech.

HARD SUIT

All pilots outside of their mechs wear a hard suit. Some especially hardy or experienced pilots might eject or exit their mech mid-combat. If you ever need statistics for a non-player character hard suit, they are the same at all tiers

Hard Suit			
Mech			
Hull	Agility	Systems	Engineering
-2	+4	-2	-2
HP	Evasion	E-defense	Heat Cap.
4	13	8	-
Armor	Speed	Sensors	Size
0	5	11	1/2

Base systems:

Jet booster

System

Whenever the hard suit boosts, it can instead fly.

Pilot Weapons

Pilot weapon

Range 8 or Reach

+0 vs evasion

2 kinetic damage

Jockey

Trait

The hard suit can Jockey (as per the player action)

SQUAD

Squads come in two varieties: Squadrons and Infantry. A squadron represents a squad of mech-type enemies operating as a group, whereas an infantry squad represents a squad of approximately human-sized enemies operating together. They are treated like one entity.

All squads (squadrons and infantry) get the following features:

- **Weak:** Squads cannot have resilience or heat capacity
- **Exclusive templates:** Squads cannot take the Grunt, Veteran, or Ultra templates (they can still take Elite, but don't gain resilience)
- **Split HP:** Squads have a large number of members operating together. Once a certain amount of damage is done to the squad, one of the members is destroyed (indicated in the profile). Once a squad is under half HP, it loses some of its attacks to represent this.

- **Strength in numbers:** Squads have resistance to all damage that is not from line, blast, or cone attacks. They are immune to the grabbed condition and cannot grapple or ram.
- **Spread out:** Squads occupy a square area equal to their size for purposes of targeting, but each individual member is not represented. For the purposes of determining cover and obstruction, use the size of each individual member, not the size of a squad as a whole.

SQUADRON			
Squad, Mech			
Hull	Agility	Systems	Engineering
+1	+1	+1	+1
HP	Evasion	E-defense	Heat Cap.
20	6	8	-
Armor	Speed	Sensors	Size
1	5	10	6 (individual: 1)

HP per member: 5

Number of members: 4

Base modules:

Primary squad weapon

Main Rifle

+1 vs evasion/tier

Range 10

3 kinetic, energy, or explosive damage (choose on creation)

This weapon can be fired three times when the squad attacks. If the squad is under ½ hp, it can only be fired twice.

Heavy squad weapon

Heavy cannon

+0 vs evasion with 1 Accuracy/tier

Range 15 and blast 2, line 10, or cone 5 (choose on creation)

5/tier kinetic, energy, or explosive damage (choose on creation)

Disable this attack if the squad is under ½ HP

Tier II:

HP: +20 (+4 members)

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
7	8	-	+2	+2	+2	+2	1	5	10

Tier III:

HP: +20 (+4 members)

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
8	8	-	+3	+3	+3	+3	1	5	10

INFANTRY

Infantry-type enemies represent a squad-level group of human or subaltern infantry: not a single chassis like the Grunt-type, but (generally) a group of five to ten armed and armored individual soldiers. Like the Grunt, an Infantry-type enemy alone might not present a threat to a chassis, but operating as a squad with the right gear and training, infantry groups are a formidable threat.

INFANTRY			
Squad, Biological			
Hull	Agility	Systems	Engineering
-2	+2	+0	+0
HP	Evasion	E-defense	Heat Cap.
20	8	8	-
Armor	Speed	Sensors	Size
0	5	10	4 (individual: 1/2)

HP per member: 2**Number of members: 10**

Primary squad weapon

Main Rifle

+1 vs evasion/tier with 1 Accuracy/tier

Range 10

2/tier kinetic, energy, or explosive damage (choose on creation)

This weapon can be fired four times when the squad attacks. If the squad is under 1/2 HP, it can only be fired twice.

Anti-mech squad weapon

Heavy cannon

AP

+1 vs evasion with 1 Accuracy/tier

Range 20

4/tier kinetic, energy, or explosive damage (choose on creation)

Disable this attack if the squad is under 1/2 HP

Tier II:

HP: +20 (+10 members)

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
9	-	-	-2	+3	+0	+0	0	5	10

Tier III:

HP: +20 (+10 members)

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
10	-	-	-2	+4	+0	+0	1	5	10

Optional modules for squads (both types):

Armored

Trait

The squad gains +1 armor and resistance to kinetic, energy, or explosive damage, but cannot take the boost action

Ambushers

Trait

The squad gains +2 Accuracy on all attacks and rolls on the first round of combat only, and gains +2 Accuracy to hide

Go to ground

Trait, reaction

Once per round as a reaction, the squad gains resistance to all the damage from an incoming attack, but cannot move or boost on their following turn. They must decide before the damage is rolled.

Rapid Insertion

Trait

The squad can fly when it moves or boosts.

Technicals

Trait

The squad can take the Invasion action (as per player rules). Disable this action if the squad is under $\frac{1}{2}$ HP.

SWARM

A swarm represents a large, motile group of very small or weak enemies, biological, human, nanorobotic, or otherwise.

All swarms get the following features:

- **Weak:** Squads cannot have resilience or heat capacity
- **Exclusive templates:** Swarms cannot take the Grunt, Veteran, or Ultra templates (they can still take Elite, but don't gain resilience)
- Swarms can take the **Biological** tag if they represent biological creatures. Otherwise a swarm represents a swarm of mechanical entities.

- **The Many:** The only actions a swarm can take are to move and boost, or those specified in its profile.
- **Strength in numbers:** Swarms have resistance to all damage that is not from line, blast, or cone attacks. They are immune to the grabbed condition.
- **Spread out:** Swarms occupy a square area equal to their size for purposes of targeting, but each individual member is not represented. For the purposes of determining cover and obstruction, use the size of each individual member, not the size of a squad as a whole.
- **Swarm:** A swarm's area counts as difficult terrain, even if a mech can normally move through it

SWARM			
Swarm			
Hull	Agility	Systems	Engineering
+1	+1	+0	+0
HP	Evasion	E-defense	Heat Cap.
20	6	8	-
Armor	Speed	Sensors	Size
-	5	6	5 (individual: ½, ¼, or smaller)

Base modules:

Swarm

Trait

Targets starting their turn in the swarm's area or entering it for the first time take 3 AP kinetic damage/tier.

Optional modules:

Crawl over

Trait

When a target starts its turn inside the swarm or enters that area for the first time on its turn, members of the swarm cover and crawl over it, inflicting the impaired condition on it until the end of its next turn.

Drag down

Trait, Action

1/round, the swarm chooses one target in its area. That target must pass a hull check with 1 difficulty/tier or be knocked prone

Endless Swarm

Trait

The swarm heals 1d6 HP/tier at the end of the round

Split

Trait

At the end of any turn when the swarm is reduced past 1/2 HP, it splits into two swarms of size 2, each with half the swarm's current HP.

Tear apart
Trait

The swarm's Endless Swarm trait also causes 1 critical damage/tier

Tier II:

HP: +20

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
6	-	-	+2	+1	+0	+0	0	5	6

Tier III:

HP: +20

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
6	-	-	+3	+1	+0	+0	0	5	6

MONSTROSITY

Monstrosity-type enemies are massive or horrifying predatory wildlife. Generally wild, some kinds of monstrous enemies can be domesticated and trained for combat: these are in high demand in the distal and proximal reaches of the galaxy.

MONSTROSITY			
Biological			
Hull	Agility	Systems	Engineering
+2	+1	+0	+0
HP	Evasion	E-defense	Heat Cap.
12	10	8	-
Armor	Speed	Sensors	Size
1	7	10	1-3

Base mutations:

Claws
Main melee
+2 vs evasion/tier with 1 accuracy
5 kinetic damage/tier

Optional mutations (choose 1 or more):

Acid Spittle

+0 vs evasion with +1 accuracy/tier
Range 10
4 AP energy damage/tier

Adhesive Extrusion

Trait

The first target damaged by the monstrosity on a turn must pass a systems or engineering check or become crippled until it heals any amount of hit points

Burrower

Trait

The monstrosity can burrow into the ground as an action, as long as the ground beneath it is malleable enough. While burrowed, it counts as invisible, ignores all obstructions, can take no other actions other than to move, boost, or emerge. When it emerges, it must have a free space to emerge into. It loses these benefits and all adjacent mechs must pass a hull check or be knocked prone.

Charger

Trait, Action, Recharge (5+)

As an action, the monstrosity in a straight line as far as possible up to its speed, ignoring obstructions and not provoking reactions. Any targets it passes adjacent to or through must pass a hull or agility check or be knocked prone.

Corrosive Bite

Action

One adjacent mech must pass a hull check with 1 difficulty or take 8 AP kinetic damage/tier. In addition, regardless of whether it succeeds this check, its armor is reduced to 0 until it heals any amount of HP.

Grasping Claws

Trait

The monstrosity gets +1 Accuracy to grapple, +1 Accuracy to attack targets it is grappling, and can attack with any number of weapons against a target it's grappling

Natural Camouflage

Trait

The monstrosity gains +2 Accuracy to hide. If it's in its natural terrain, it counts all terrain as being large enough to hide it (no matter the size difference).

Regenerator

Trait

The monstrosity heals 4 HP/tier at the end of the round. This trait does not function if the monstrosity took energy damage at any point during the round.

Spined

Trait

When the monstrosity takes damage from a melee weapon, it deals 1 AP kinetic damage to its attacker after the damage resolves if its attacker is adjacent.

Swift

Trait

The monstrosity gains +4 speed

Tempered Scales/Hide/Carapace

Trait

The monstrosity has resistance to one of the following damage types: kinetic, energy, explosive damage

Winged

Trait

The monstrosity can fly when it moves or boosts, with Perfect Flight

Increase at tier II (level 6):

HP +10

+1 optional mutation

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
11	-	-	+4	+2	+0	+0	2	7	10

Increase at tier III (level 11+):

HP +10

+1 optional mutation

Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense
13	-	-	+6	+4	+0	+0	4	8	10

All monstrosities get the following features:

- **Unique Critical Chart:** If the monstrosity has resilience, it uses the critical chart below instead of the regular one for mechs
- **Biological:** The monstrosity has the biological tag

Monstrosity Critical Chart

ROLL	RESULT	EFFECT
6	GLANCING BLOW	The monstrosity flinches in pain, giving it the impaired condition until the end of its next turn
4-5	HEAVY BLOW	The blow knocks the monstrosity down. The attacker (or the GM) chooses one of the following: <ul style="list-style-type: none"> - The monstrosity is crippled until the end of its next turn - The monstrosity is knocked prone
2-3	HEAD TRAUMA	The monstrosity is stunned until the end of its next
1	DISMEMBERMENT	A limb or chunk is torn off the monstrosity, dealing +1d6 AP kinetic damage to it and permanently crippling it until it can potentially heal.
Two or more 1s	FATAL HIT	The monstrosity must pass a hull check or be destroyed . It gets +1 difficulty on this check per level of instability

Three or more 1s	BRUTAL HIT	The monstrosity is destroyed and instantly killed
Four or more 1s	INSTANT DEATH	The monstrosity is destroyed in a brutal shower of gore that causes all mechs in a blast 2 radius around it to become impaired until the end of their next turn. The area where the monstrosity's body was becomes difficult terrain.

TEMPLATES

These templates can be applied to any of the above enemy types to add more flavor or change the way they function in combat. In particular, the Ultra, Elite, Grunt, and Veteran templates can be used to make tougher or easier enemies. The Veteran template can be applied on top of the Ultra or Elite templates to make an especially tough enemy.

ULTRA

In Lancer, Ultra-type enemies are typically the most dangerous individual enemies a party can face.

Ultra-type enemies are high-tier enemies that do not usually fill command roles. Ultras are champions, favored warriors, major domos: they might command a few units in a retinue or lead armies from the front, but they do not typically engage in grand strategy.

Making an Ultra

All ultras get the following features added to their base NPC type:

- **Bonus activations:** The Ultra can be activated again (take another turn) each round of combat for every 4 player characters it is facing.
- **Hardened target (trait):** All hostile tech actions are made at +1 difficulty against the Ultra
- **Exclusive templates:** The Ultra can't take the Elite or Grunt templates.
- **Legendary (trait):** The Ultra can enter the CRITICAL state and is not destroyed when reaching 0 HP.
- **Resilience:** The Ultra gains resilience equal to 8+ its hull score
- **Bonus module:** The ultra should gain +1 more optional module than normal.
- **Bonus HP:** The Ultra triples its HP, including increases to HP per tier
- **Reflex (trait):** The Ultra can make any number of overwatch attacks per round (instead of just 1).

Then choose 1-2 Ultra Traits. You can also choose up to 1 Ultra module to replace another optional module (you don't have to choose one, however).

ULTRA traits:

Berserker

Trait

The Ultra gains +1 Accuracy on all melee attacks, grapple, and ram attempts. It can make 1 melee attack roll, grapple, or ram attack as a free action on its turn.

Devastator

Trait

Once per turn, when the ultra hits with an attack, all targets visible to the ultra take 2 kinetic, explosive, or energy damage.

Deadly

Trait

The first critical hit the Ultra deals per turn does +1d6 critical damage/tier

Evasive

Trait

The Ultra gains +4 evasion, up to a maximum of 20, but its HP bonus is reduced to 2x instead of 3x.

Fortress

Trait

The Ultra gains the Fortress trait instead of its Hardened Target trait (lock on, invasion, and scans are made against it at +3 difficulty). To electronic systems, it doesn't appear to even be there.

Legion

Trait

The ultra gains +4 e-defense, can take the full tech action, and gains +2 accuracy to all tech actions

Limitless

Trait

The Ultra can use overcharge.

Unstoppable

Trait

The Ultra always counts as larger than any enemy mechs for the purposes of obstruction, grappling, etc and cannot be knocked back or knocked prone

Sight

Trait

Targets cannot hide from the Ultra and cannot benefit from invisibility against it.

Superior Construction

Trait

The ultra has resistance to one of the following damage types: kinetic, energy, explosive

Superior Frame

Trait

The ultra is immune to the crippled and immobilized conditions

Superior Reactor

Trait

The ultra is immune to the stunned and shut down conditions

Superior Targeting

Trait

The ultra ignores all cover, and treats total cover as heavy cover.

Supreme Maintenance

Trait

The ultra is immune to the Jammed condition and can reload one weapon with the loading property as an end of round action

Supreme Parting Gift

Trait

The Ultra can use the Self Destruct action. When it takes this action, it emits an EMP pulse. All vulnerable targets (mechs, vehicles) in a blast 15 area from it must pass a system check or be shut down.

Supreme Skirmisher

Trait

2/round the Ultra can take the boost action as a reaction to any enemy movement or action that it can see.

Ultra systems and weapons:

ARGUS armor

The ultra gains +6 armor. Each time it rolls a critical or overheating check, reduce the armor granted by this system by 2.

H.A. Siege Shield

The ultra has resistance to all damage further away than range 5

Hellfire Projector

Heavy CQB

Cone 5

5 AP energy damage/tier and 2 heat/tier

This weapon can be fired twice when the Ultra attacks, but its areas cannot overlap.

HORUS manticore repulsion field

Hostile targets that start their turn adjacent to the Ultra or become adjacent to it for the first time on their turn take 1d6 energy damage/tier, 1d6 heat, and must pass a systems check or become impaired until the end of their next turn.

Obliterator

Action, Ordnance, Recharge (6+)

Choose a direction, then draw a line 30 spaces long and 2 spaces wide in that direction. Each target inside that area must pass an agility skill check or take $\frac{1}{2}$ of its *current* hit points in energy damage, or $\frac{1}{4}$ on a successful check, rounded up. Any cover, objects, buildings, or items smaller than size 5 in the area are completely annihilated.

Ravager Turret

Heavy Cannon

Ultra

+1 vs evasion with 1 Accuracy/tier

Range 10

3 kinetic damage/tier

The Ravager fires at every hostile mech in range.

SSC Slivershielding

System

The Ultra is permanently invisible. It's HP bonus is reduced to 1.5x instead of 3x.

SSC Ex Hover propulsion

System

The Ultra can fly when it moves or boosts, and can hover (it can stop midair, doesn't have to move in a straight line, and doesn't need to land after moving).

Volley module

Action, System

The ultra goes into a stable stance. It doesn't take an action on its turn, but as an end of round action, it fires one weapon twice at all targets that are in range and not in cover or prone. If it's weapon has the loading tag, it can ignore it for this attack, then must reload as normal.

WOLFHOUND missile

Heavy Launcher

Smart, Recharge (4+)

Instead of firing this weapon normally, choose a target within range 30. The ultra fires a wolfhound missile at the target, which moves speed 3, has evasion 12, 3 armor, and 5 HP/tier. The missile moves when it is fired, then as an end of round action, starting with the round it is fired (so it moves 6 in the first round). If its target suffers from the Locked On condition, its movement increases to 6. The missile can benefit from cover and can be targeted and shot by systems and weapons. It must move towards its target, but can maneuver skillfully around cover, fit through holes, etc. If the missile's movement causes it to collide with a hostile mech or its target, it detonates for a blast 1 explosion. Mechs caught inside must pass an agility skill check or take 20 AP energy damage/tier, and half on a successful check.

The Ultra can have only one missile fired at a time. Only check for recharge if this missile has hit its target or been destroyed.

ELITE

Making an Elite

All Elites get the following features added to their base NPC type:

- **Resilience:** The Elite gains resilience equal to 4+ its hull score
- **Exclusive templates:** The Elite can't take the Ultra or Grunt templates.
- **Bonus HP:** The Elite doubles its HP (including bonuses from increases in tier)
- **Bonus system:** The Elite should gain +1 more optional system than normal

GRUNT

Grunt-type enemies in Lancer are the most common enemies faced en-mass by players. Grunts are a step above cannon fodder: cheap and trained to be disciplined fighters before deadly ones, grunts follow orders under threat of death, imprisonment, or some other kind of censure. Alone, a grunt-type enemy may not be a threat, but in a group, they can present an overwhelming mass of bodies and fire that threatens even the most powerful individual.

Making a Grunt

All grunts get the following features added to their base NPC type:

- **Weak:** The Grunt's maximum HP becomes 1. It loses any resilience or heat capacity it has (so it takes damage instead) and cannot have resilience or heat capacity.
- **Max systems:** The Grunt can't have any more than 1 optional system
- **Exclusive templates:** The Grunt can't take the Veteran, Squad, Elite, or Ultra templates
- **Max attacks:** The Grunt can't make any more than 1 attack roll or attack with one weapon, regardless of how many it has.
- **Max damage:** None of the grunt's attacks can deal more than 5 damage per tier (5 at tier 1, 10 at tier 2, 15 at tier 3).

VETERAN

Veteran-type enemies are hardened, experienced fighters that have survived direct engagement with their foes. Their encounter with your players is not their first rodeo: their ability to withstand morale shocks is far higher than an untested greenhorn.

Making a Veteran:

All Veterans get the following features added to their base NPC type:

- **Bonus resilience:** If the veteran has no resilience, the Veteran gains resilience equal to 4+ its hull score. If the veteran has resilience already, it gains +2 resilience.
- **Veterancy:** The Veteran gains +1 accuracy on all checks of one statistic: Hull, Agility, Systems, Engineering (choose on creation)

Then choose up to 1 Veteran trait per tier:

AI co-pilot

Trait

The veteran's mech or vehicle gains the AI tag. The veteran can use the AI on its turn to activate one additional system or fire one weapon with +1 Difficulty. The veteran's mech or vehicle is autonomous and can function even if the veteran is not piloting it. The AI can be unshackled, invaded, or disabled as normal, with the same effects as player AI.

Acrobat

Trait

When the veteran moves or boosts, it can fly 3 after the move or boost completes. This flight does not provoke reactions and ignores engagement.

Brutal

Trait

The first time in a round this mech scores a critical hit, damage blows through the cockpit of its target, causing its target to pass a pilot skill check or erase 1 pilot trait. This can knock a pilot out of the mission as normal.

EM-shielding

Trait

The veteran is resistant to heat

Engineer

Trait

The Veteran can take the repair action:

Repair (limited 1): This mech heals 7 hit points per tier and ends one condition currently affecting it (impaired, crippled, immobilized, shut down, jammed)

Feign Death

Trait

When this enemy would be destroyed, though it appears destroyed, it is instead shut down, remaining at 1 hp. A successful deep scan or pilot skill check will reveal it is still active.

Hacker

Trait

The veteran gains +1 Accuracy on all Invasion rolls and can make all regular tech actions.

Headshot

Trait

The veteran's critical hits deal +1 critical damage

Hardened Target

Trait

Invasion, scan, and lock on attempts on this target are made with +1 difficulty

Immortal

The veteran is immune to the vulnerable condition and when it makes a critical check, it can re-roll (but must choose the section result). Disable this trait if the Veteran enters the CRITICAL state.

Legendary

Trait

The veteran can enter the CRITICAL state (like the player) instead of being destroyed when reaching 0 hp.

Lesser Sight

Trait

Within range 3 of the Veteran, the Veteran treats total cover as heavy cover, targets cannot hide from it, and cannot benefit from invisibility against it while inside that area.

Limitless

Trait

The veteran can use Overcharge

Lightning Reflexes

Trait

Reaction (1)

The first time in a round the veteran is targeted by any weapon system of size heavy or larger, roll a d6. On a 5+, the weapon automatically misses this mech.

Parting Gift

Trait

The veteran can use the Self Destruct action.

Rodeo master

Trait

The veteran can jockey (in a hard suit) and gains +1 Accuracy on jockeying attempts

Shock Armor

Trait

The veteran has resistance to damage from main size weapons

Skirmisher

Trait

1/round the veteran can move or boost as a reaction to any enemy movement or action that it can see.

Slippery

Trait

The veteran does not provoke reactions and ignores engagement with its move (its boost still provoke reactions)

Steel Jaw

Trait

The most damage an auxiliary weapon can do to the veteran is 1.

Viper's Speed

Trait

The veteran always takes its turn first, even over player characters. If there is a question of who acts first (in the story, or combat), it is always the veteran.

EXOTIC

Exotic-type enemies are, even for a galaxy of wonders, strange and dangerous enemies. Some feature unique technologies not yet available to the wider galaxy, others wield primitive weapon styles updated to the modern day, and others carry equipment or adopt tactics that are alien to Union doctrine.

Making an Exotic NPC:

All Exotic NPCs get the following features added to their base NPC type:

- **Xenotech:** Scans reveal no information about exotic modules
- **Hardened Target:** Hostile tech actions take +1 difficulty against exotic targets
- **Exotic systems:** Any NPC with the exotic tag can choose one of the optional exotic modules below

Exotic modules

Bio-integrated

Trait

You may only choose this trait for a mech. The mech gains the biological tag (it loses heat capacity and cannot take or be the target of tech actions except Lock On and scans).

Blinkspace Carver

System

When the NPC moves, it teleports (it instantly appears in a free space within its movement range, provoking no reactions).

Extrusion

Trait

The NPC is only a partial extrusion of a higher-concept entity and only partially present in physical space. It gains resistance to all damage but all its weapons also deal half damage.

Living Weaponry

Trait

The NPC becomes immune to the Jammed condition. Its weapons have biotechnical and semi-organic components that spontaneously generate ammunition.

Paracausal Weapon

Trait

Choose one of the NPC's weapons. Damage from that weapon cannot be reduced in any way (by armor, resistance, or otherwise)

Ouroboros Brand

System

1/round the NPC can force a re-roll by themselves or any allied or hostile target (but must choose the second result) by causing localized distortions in the flow of time.

Regenerator

Trait

The NPC heals 4 HP/tier at the end of the round. This trait does not function if the NPC took energy damage at any point during the round.

DRONE

Drone-type *enemies are mechs or subaltern frames that are autonomous extensions of companion/concierge units or combat NHPs.*

Making an Drone

All Drones get the following features added to their base NPC type:

- **Bonus HP:** The Drone gets +5 HP/tier to represent its lack of pilot. It can take damage that would normally blow through a cockpit and kill a human.
- **No Pilot:** The Drone permanently suffers from the Impaired condition. However, it is also immune to all systems and actions that affect the pilot (it doesn't have any).
- **Vulnerable to Tech:** All hostile tech actions against the Drone can be made with +1 Accuracy

MERCENARY

Mercenary-type *enemies are foes that offer their services to the highest bidder. They may have attachments to a faith or flag, but when it comes to doing their business, they're loyal only to gold.*

Making a Mercenary:

All Mercenaries get the following features added to their base NPC type:

- **Opportunist:** If an allied target is adjacent to the mercenary's target, it gets +1 Accuracy on all attack rolls against that target
- **Mercenary systems:** A mercenary can choose from the list of mercenary systems and traits below when choosing optional systems and modules

Mercenary systems and traits:

Bounty Hunter

Trait

Before combat, choose a player character that there's a bounty out for. The mercenary gains +1 Accuracy on all attacks and checks against that character and their mech.

Efficient Killer

Trait

The mercenary gains +1 Accuracy on attacks and all its damage becomes AP against a target that is 1/2 health or under.

Call in Favor

Action, Limited (1)

The Mercenary calls in a favor in the form of an orbital strike or artillery strike, targeting a blast 2 area within range 30 of its position. All mechs caught in the area must pass an agility check or take 6 explosive damage/tier, or half on a successful check.

Scout Drone

Action, Limited (1)

The Mercenary fires a scout drone to an empty space within its sensor range. The drone has evasion 12, 10 hp, and no armor. Within a blast 3 area centered on the drone, no target can turn invisible or hide from the mercenary, and the mercenary can attack targets in the area with +1 accuracy. The mercenary can reposition the drone as an end of round action.

Tactical Retreat

Reaction, Limited (1)

When the mercenary is taken below half health, this system automatically activates. All targets within a blast 2 area around the mercenary must pass a systems check or take 2 kinetic damage and become jammed until the end of their next turns. The mercenary can then move its speed in any direction. This movement doesn't provoke reactions and ignores engagement.

COMMANDER

Commander-type *enemies operate on a grand scale, controlling fleets and armies across worlds and in interstellar space. They might not be the best individual combatant, but they can bring out the best in the best of their forces.*

Making a Commander:

All Commanders get the following features added to their base NPC type:

- **Bonus resilience:** If the commander has no resilience, it gains resilience equal to 4+ its hull score. If the commander has resilience already, it gains +2 resilience.
- **Command:** Once per round, the Commander can cause an allied target it can see to re-roll any single attack roll or check as a reaction. The commander can't use this reaction if it is Jammed.
- **Commander Traits:** The commander can choose one of the following commander traits. These traits don't function if the commander is Jammed.

Commander Traits

Bolster network

Trait

While the commander is alive, all allies the commander can see gain the hardened target trait (+1 difficulty on all hostile tech actions against them). The commander does not benefit from this trait.

Covering Fire

Trait, Reaction

1/round, an ally the commander can see can attack with one weapon as a reaction against a target hostile to the commander that just made an attack against that ally or a different ally.

Press on!

Trait, End of round action

1/round, the commander can pass a systems check as an end of round action to end two of the following conditions on an allied target it can see: prone, crippled, immobilized, stunned.

Reposition

Trait, End of round action

1/round as an end of round action, one ally that a commander can see can make the boost action as a free action. This action does not provoke reactions and ignores engagement

Rank and File

Trait

Allied targets adjacent to the commander gain +1 Accuracy on all attacks and checks.

PIRATE

Pirate-type enemies live on the boundaries, in the forgotten bolt-holes of occupied space. They are far-ranging, operating around blink gates, interstellar shipping lanes, and near flagged but not-yet colonized worlds.

Pirate-type groups are usually small, with their base of operations hidden a short-to-medium distance from the area that they are first encountered. Usually they are motivated by profit and materiel goods, not ideology or religion -- a good thing for a savvy negotiator.

Pirate-type enemies commonly operate in mixed groups of fast, deadly subline ships, fighter/bombers, and clutches of marines and mechanized chassis. They prefer hit-and-run style overwhelming ambush attacks, aim to capture rather than kill, and don't like to engage in pitched battles

Pirate-type enemies can be found across the galaxy wherever the law is spread thin, resources travel, and people are desperate.

Making a Pirate

All pirates get the following features added to their base NPC type:

- **Bloodthirsty (trait):** The pirate deals +1 critical damage on critical hits
- **Pirate modules:** The pirate can choose from the below modules when choosing optional systems

Gain the following options for optional systems/modules:

Boarding Clutch

Heavy Melee

+0 vs evasion with +1 Accuracy/tier

3 kinetic damage/tier

This weapon can be used as an improvised grappling hook. It can be thrown at a target within range 6. The affected target must pass a hull or agility check or be pulled directly to the attacker and grappled.

Splinter Rounds

System

Critical hits from this mech deal an additional +1d3 critical damage.

Borer Missiles

Main Launcher

Smart, Recharge (6+)

+1 vs evasion with 1 Accuracy

Range 8

On hit, 1d3 miniature drones are attached to the target and begin boring into the mech's interior. In 1d6+3 rounds, if there are any missiles still attached to the target, they bore inside the cockpit and kill the pilot, messily. A single drone can be removed by making a successful systems or engineering skill check as an interaction. The drones can also be confused by shutting the affected mech down, which deactivates them. The pilot in the affected mech is aware of how much time they have before the drones bore through.

Prying Claws
System

This mech gains +1 Accuracy to grapple attempts. Against a target it's grappling, this mech can force its target to make a hull check. On a failed check, the targeted pilot immediately exits their mech as if they had taken the dismount action (place them adjacent to their mech). While a pilot's mech is grappled by a mech with this system, it cannot be re-mounted in any way until the grapple ends or the prying mech is destroyed.

Slaver Signal
System, Action
Recharge 5+
Range 10

This system affects one piloted target within range 10. The affected target must make a systems check with 1 difficulty/tier to shut out the signal or be affected. On failure, all the pilots in the target are affected by the signal, falling into an unresponsive stupor. While in this state, their mech is stunned. If the target takes damage, the pilots will be jolted awake, immediately ending this effect. Another adjacent actor can use an action on their turn to make a systems check to try and blot out the signal, waking the affected target up on success. If the source of the signal is destroyed, any targets affected will also wake up.

SPACER

Spacer-type *enemies are born and bred in the hard vacuum of deep space. They are adept at maneuvering in and around the difficult, kinetic, low-gravity environments found only in space: blink stations, space stations, among asteroid fields, in low orbit over worlds, and between ships in military and commercial fleets.*

Making a Spacer:

All Veterans get the following features added to their base NPC type:

- **Maneuverable:** The Spacer does not suffer the impaired condition for operating in space, underwater, or in zero-g environments and always counts as having an EVA module in those environments.
- **Optional modules:** The Spacer can choose from optional Spacer modules when deciding additional modules

Spacer modules

Concussion gun
Main Rifle
Cone 5

+1 vs evasion/tier with 1 Accuracy/tier

Mechs caught in the area of this gun must pass a hull check or be knocked back 3 spaces away from the direction of the zone. If they are knocked into an obstacle or another mech, they are additionally knocked prone.

Gravity Rifle
Main Rifle
Range 10

+1 vs evasion/tier with +1 Accuracy/tier

The target of this attack must pass a hull check with 1 difficulty/tier or be pulled in a straight line towards the wielder of this weapon up to 10 spaces, or as far as it can move. If this causes it to collide with an obstacle or another mech, it is additionally knocked prone.

Sealant Trap
Plant, Limited (1)

This self deploying trap can be placed in a vacant space. It counts as a mine and can be scanned to be detected and disabled with a successful systems check. Once any target walks over or adjacent to the trap, it explodes, creating a blast 2 area centered on it. All targets caught inside must pass an agility check or be covered in thick, fast-drying hull sealant and immobilized. The only way to break out of the sealant is to do enough damage to break it (evasion 5, 15 hp).

Thumper grenades
Action, Limited (1)
Thrown 5

Once thrown to an impact point, these grenades explode outwards with a concussive pulse in a blast 1 area around the space where they are targeted. Targets caught in the area must pass an agility check or be knocked back 3 spaces directly away from the impact point. If this causes them to collide with an obstacle or another mech, they are additionally knocked prone.

OUTWORLDER

Outworlder-type *enemies are found in the distal/proximal areas of the galaxy. They are, typically, more rugged and independent than other enemy types, able to operate on a shoestring -- or without one! -- for extended periods of time.*

Making an Outworlder

- **Resourceful:** The Outworlder gains +1 use to all (limited) use weapons, actions, and deployables (including the repair action below - not yet included in the profile).
- The outworlder gains the repair action:
 - **Repair (limited 1):** This mech heals 7 hit points per tier and ends one condition currently affecting it (impaired, crippled, immobilized, shut down, jammed)

VEHICLE

Vehicle-type *enemies are in-atmosphere military or civilian vehicles found throughout the galaxy.*

Making an Vehicle

You can use any of the mech classes and apply this template to convert that mech into a vehicle. They lose the mech tag and gain the vehicle tag. All vehicles get the following features added to their base NPC type:

- **Limited Maneuverability:** A vehicle must always move in a straight line (though it can move and boost in separate directions). A vehicle cannot climb or swim. It gets +2 difficult on all checks to avoid being knocked back or knocked prone
- **Crew:** A vehicle might be operated by more than one crew member (typically a minimum number of crew equal to ½ of the vehicle's size). As long at least half the crew is alive, the vehicle can still function.
- **No manipulators:** A vehicle cannot initiate a grapple, pick up, or manipulate items
- **Type:** You can give a vehicle one or more of the following types:
 - **Flier:** A flying vehicle gains perfect flight when it moves or boosts
 - **Transport:** A transport vehicle can hold one squad or a number of entities whose total size (added together) is less than its size
 - **Treads or Hover:** A Treaded or Hover vehicle ignores difficult terrain

SHIP

Ship-type *enemies* are any military or civilian vehicles that are flight capable and operate primarily in space, outside the bounds of atmosphere (though many can operate in-atmos if need be).

Making a Ship

You can use any of the mech classes and apply this template to convert that mech into a ship. They lose the mech tag and gain the vehicle tag. All ships get the following features added to their base NPC type:

- **Flier:** A ship always counts as having an EVA module in space. In atmosphere, it can fly with either perfect flight or hover flight (depending on type). If a ship is grounded, it is immobilized. If it is immobilized, knocked prone, or stunned mid-air, it crashes.
- **Massive size:** A ship is typically much larger than a mech. If its size is less than 4, increase its size to 4. This template describes ships that can be engaged on a ship-to-mech level about up to size 6-8. Much larger ships (size 10/20+) are usually too heavily armored for mech-mounted weapons to harm
- **Crew:** A ship might be operated by more than one crew member (typically a minimum number of crew equal to $\frac{1}{2}$ of the vehicle's size). As long as at least half the crew is alive, the ship can still function.
- **No manipulators:** A ship cannot initiate a grapple, pick up, or manipulate items
- **Transport:** A transport ship can hold one squad or a number of entities whose total size (added together) is less than its size

A GOLDEN AGE, OF A KIND:

HUMANITY IN *LANCER*

Timeline of Union's History:

-5800U: (Estimated) GREAT WALL gravitational ejection event occurs.

-5000U: Anthropocene Epoch ends with the ecological and data collapse of Old Humanity.

Intervening Period: The dark ages. Global population falls to estimated 300,000 persons from peak of estimated 15 billion.

-150U: The first Vault - Svalbard - is discovered on Cradle (nee Earth), prompting worldwide civilizational growth and change.

-53U: The Little Wars begin.

0U: Union founded after the conclusion of the Little Wars.

1968U: Logged SOS transmissions received after Union reactivates long-range communications systems. Union Space Program announced shortly thereafter.

1980U: Union Space Program lands and reactivates lunar installations. Shipyard THESEUS reactivated. Construction on NEARLIGHT-CLASS interstellar ships begins.

2000U: Mars-based ORACLE CHORUS installation discovered following GRADUATION DAY landings on the Vastitas Borealis. The Five Voices reactivated, contained, and managed by early elements of what would become Forecast/GALSIM.

2000U-2998U: First Expansion period.

2998U: RA manifested from Five Voices Forecast programming.

3000U: The Deimos Event, RA's ascension. Paracausality Studies born.

3001U: First Contact Accords signed with RA. Non-Human Person identified as category. Shackling developed.

3130U: Blinkspace identified and pierced. Blink fields created, first gates created, first blink station opens and stabilizes. Second Expansion Period begins.

4500U: Hercynian Crisis. Efficacy of hard suits and mechanized chassis shown: first galaxy-wide production and adoption of mechanized chassis ("mechs") begins.

5014U: Narrative present of *Lancer*
Foundation

Union began as a way to stake a claim over the ashes.

Earth in the 3500's CE (roughly -5500U) had sent the first wave of her children out to seed the stars. Ten massive ships — stations, really, self-propelled and self-sustaining — launched from orbital shipyards that ringed Earth, humanity's home world, burning on sublight drives, laden with tens of thousands of souls that would never reach their destinations.

These generation ships were humanity's last hope. They would travel for thousands of years, accelerating nearly to lightspeed before flipping over and slowing down as they approached their destinations. On board, generations of passengers would live, die, and procreate, sustaining the ship and the gene pool on board until the ship arrived at its destination — an world able to sustain human life.

The billions left back on Earth watched these ten ships burn away into the night, tracking their progress through choking clouds of smog, dust, and smoke from raging, unstoppable wildfires.

In time, Earth and the seething masses of humanity sank beneath the elements. Climate change choked the planet, disease scoured the world, and war ravaged the rest.

Meanwhile, In the endless dark of space, ten ships burned towards distant stars.

Lonely colony outposts and stations throughout the solar system — established when Earth was terminal and not yet dying — watched their homeworld go dark.

Thousands of years of real time passed. For the ten ships, relative time passed slower.

Earth spun, silent and unresponsive to the desperate calls for help from her established colonies.

But Earth was not empty.

Billions had died, and yet, thousands still remained. Thousands of years of silence followed.

In time, the global population began to stabilize, then grow as the world's climate evened out. The long eons of darkness began to wane. Nation-states formed after petty kings and chiefs were overthrown. Old vaults, stores of information from the pre-collapse era, were rediscovered and reopened.

The wealth of humanity before the collapse was unleashed upon a healing world, upon a people who had grown up thinking that they had been the first to walk the Earth. A reckoning followed the revelation, and a new war began: a global war that, at its conclusion, lead to a unified world. The tools of war and capital were thrown aside, as they had nearly ruined the healing world.

Humanity bound together in one union.

Union was established, and marked its birth as year 0. A new age of humanity, a people redeemed, stewards of an old and aching world. In peace, and with the help of the wondrous technology of their predecessors, the people of Union began to dream of greater things.

Flight and clean power spread across the world. Linked, networked communications further bound Union together. Sudden, exponential advancement in medications, computational power, hard and soft sciences — all gifts from the data stored in seed vaults around the world.

We discovered and translated the story of the collapse, of the desperate rush of old humanity to preserve what it could so that future generations could begin anew, with all the plenty and knowledge of those who came before. We found technologies that could have saved the world, but were discovered too late.

Union began to look beyond: out, towards the depths of space. The first rockets were launched, and on Luna we found dusty colonies, empty but for skeletons. We found satellites strung in orbit, shipyards hanging in space, forgotten and dormant. We found charts, logs, flight plans, trajectories showing that some of us, some of our ancestors, had escaped.

We dusted off the old telescopes, found preserved in ice on mountaintops all over the healing world. We pointed them to the stars, turned them on, and waited.

The first messages arrived almost immediately.

Ancient calls from distant, lonely outposts and hardscrabble colonies. Voices, thousands of years old and long dead, on radio waves garbled by radiation, time, and transit, crying out to their home for help. Lost souls that begged for aid, for guidance, for their loved ones. This was the voice of humanity from the stars that Union first encountered: a desperate cry for help, a lonely gasp as the air ran out.

Union now had a new purpose: to answer those calls, and to ensure the event that caused them would never happen again.

The old orbitals were retaken and reactivated. Minds greater than humanity's — the first artificial intelligences — were discovered and set to puzzle out solutions we could not. The first new ships were launched towards those old signals, along ancient charted paths, and out towards new worlds.

Union could not bring their dead back home, but they would choke the stars with the living.

Cosmopolitans and Diasporans: Humanity Across The Stars

In the narrative present of *Lancer*, humanity is vast and polyglot. We live in a golden age for most: the human race is spread out across habitable and uninhabitable worlds, enjoys the fruits of robust scientific and political advancements, and has access to such a gross amount of resources that society is, essentially, post-scarcity.

Life on a given developed Core world, is stable, safe, and without want. People who make their homes on terrestrial worlds, large orbital stations, and habitable moons are *Diasporan* humans;

their homes are in a specific location on a specific world or station, and their lives are concerned with events that occur around, in, or to that location.

However, outside of the developed Core worlds there is still a raw, dangerous edge to human life. The frontier waits both away from the bright core of the galaxy, and towards it. Colonies need to be built, settlements developed, and old ghosts put to sleep.

The humans who embark on missions or pilgrimages to these frontiers are called *Cosmopolitans*. Their homes are, typically, their ships or the world they left behind -- interstellar travel comes at a cost: time. Life for a Cosmopolitan human is split into subjective and real time, or, time as a Cosmopolitan experiences it and time as the rest of the galaxy experiences it.

Cosmopolitans leave their old lives behind as the effects of relativistic interstellar travel splits them from the "real" time of the rest of the galaxy. They trade the permanence and normality of a terrestrial life for the vast life, the uprooted life, a life lived in the wind.

On Core worlds, humanity expresses itself in many faiths, cultural practices, genders, and social structures. We create art, shape the land, build glittering cities, construct great works of engineering. We write, we cook, we drink, we play sports, we journey, we wander. We populate our arm of the galaxy as a roiling people, often contradictory, often myopic, but ever-learning, ever-growing.

Humanity is no less fragile and no more disposable now that we have crossed the stars and number in the trillions: the great purpose of human life on the galactic scale is to defend the collective while defining the individual; to journey beyond, to discover ourselves, to not simply exist but to *become*.

It is a good thing, some of our philosophers think, that we are alone in this great venture.

The galaxy that humanity has stepped again into is, seemingly, empty. There are few truths held by the majority of humanity -- our numbers are simply too vast -- but the ones that are universal are fundamental, seen as core tenets of what it means to be human:

First, to be a human being in the narrative present is to be afforded the decency of a life lived with your basic needs seen to: your state will make available to you food, water, shelter, and labor, and will never deny you those rights. To do so is to violate the most basic of social contracts.

Second, no walls shall stand between worlds. The void of interstellar space is deep and cold, utterly hostile to life. Any civilian world, station, or moon not deemed to be of significant private or restricted interest must allow all who petition for access to feel firm ground beneath their feet, breathe clean air, and feel again the light of a life-giving sun.

Finally, no human shall be held in bondage through force, labor, or debt. Scarcity of natural resources on a Core world is a false premise, a myth, a tool used by the few to oppress the many while enriching themselves; this the same for colony worlds. The dignity of human life is

paramount among the Diaspora, and to use hard or soft power to exploit a person, their labor, and deny them just compensation is abhorrent.

All that being said, humanity exists on a spectrum of development. While the majority of the developed galaxy might hold these to be self-evident truths, guaranteeing them is never a “finished” project — “most” of the developed galaxy only represents a plurality, not a majority, of the *populated* galaxy. Remember: power never gives up power. Power is only ever *taken* from the powerful and redistributed to the people, where it must constantly be cultivated, regulated, and maintained — this is the dream some worlds have realized, and the project that Union, humanity’s core organization works to accomplish.

Why We Fight

Notice the hedging -- “usually”, “most”, “the majority”, “by and large” -- this is to mark the gaps in the golden age, the places where the galaxy does not conform to Union’s standards of development.

War still plagues humanity. No system so large and so varied will be completely harmonious, but Union and its proxies are working to make it so. Note again that “harmonious” in this context means *that which is agreeable to Union* -- it is absolutely possible that your PCs will reject Union’s hegemony.

Areas of major conflict in *Lancer* are called flashpoints. There are three, noted in a detailed section later in this book, that are known across the galaxy due to their size and presence on the omninet. Other, smaller flashpoints exist as well -- your campaigns.

In *Lancer*, humans fight over two things: territory rights and ideology.

Resource-rich and strategically placed terrestrial worlds and moons -- habitable or not -- are common regional flashpoints. The rise of destabilizing actors like Corpro-States has led to a run on planets rich with rare elements necessary to fabricate the fantastic technologies the galaxy has come to view as normal. This produces conflict between corpro-states. Some hire mercenaries to accompany their claims teams, others raise and field their own standing armies.

Ideology tends to be the seed of conflict that drives states to fight states, or for states to fracture and fight civil wars. These conflicts are protracted and bloody, as neither side is likely to surrender unless they give in to attrition.

States and Corpro-States engage one another over territory and labor. Most of these conflicts occur in small engagements over important persons, locations, and facilities as small teams of highly trained agents fight expensive corpro-state mercenaries in clandestine firefights.

Pilots

A note on the player character role. Pilots in *Lancer* fill a common archetype: that of the flying ace. They tend to be aware of their status, but how they respond to that status and act in their role differs from pilot to pilot.

While there are gradations of skill among pilots, generally speaking, a trained and outfitted mech pilot in their chassis will beat a conscript or journeyman in a mech, even in situations where the trained pilot might be outnumbered.

A mech pilot in *Lancer*, outside of their mech, is usually a well-trained combatant, adept-to-experts in the fields their backgrounds cover.

A Union-rated mech pilot, one that is a Regular or Auxiliary trooper, is generally educated or specialized, traveled some (through their world or local system), and is in their early 20s -- it is rare to see a pilot younger than that due to the necessary qualifications for training. All Union Regular and Auxiliary pilots are put through the same naturalization courses, trained by Union regulars and instructors, and serve in integrated units for a period of ten years.

For pilots not affiliated with Union as Regulars or Auxiliary troopers, standards are different. Corpro States might tune their pilots via implants or prosthetics to be more compatible with their own chassis lines; the Aun raise their pilots alongside the NHPs who will pilot their chassis with them; the Karrakin Baronies outfit their sons and daughters with legacy chassis and offer them to martial academies for training; Horizon guerillas take what they can get.

A Lifetime of Experience

Generally speaking, the natural life of a pilot is only marginally longer than that of a given Diasporan. Their *observed* life tends to be closer to that of a Cosmopolitan, as a good number of pilots tend to fall in this group of humanity. The subjective experience a pilot has of their life, though, is no different from you or me.

Pilots are valuable hard power resources for their states, corpro-states, and groups -- they get shipped all around their home system, home world, or the galaxy as needed for the duration of their deployment.

The average Diasporan from a developed world with no augments or significant bioengineering lives somewhere in the ballpark of 120 real years. The oldest natural life registered for a human is 132 years.

Subjective age doesn't match up with real age: it's perfectly possible for someone's real age to be 300, and their subjective age to be 30. Remember, "subjective age" is how old a person appears to an observer and how old they perceive themselves to be; "real age" is how old a person is in Cradle-Standard years, tracked by Union.

Union's registration system counts real age as time progressing as an observer from Cradle would perceive it. Therefore, a Cosmopolitan's real age may increase significantly, depending on the length of time that passes on Cradle while they are engaging in interstellar travel.

In *Lancer*, a pilot only lives once (with some rare, and rarely talked about exceptions). Facsimile programs do exist, but these are digital simulacra, moving portraits and holograms that give the appearance of the person they represent, but are not free-thinking digital consciousnesses. Death, it would still seem, is an inescapable end for humanity, hence Union's discomfort in stagnation.

Mechanized Cavalry

Why mechs?

The rise of mechanized cavalry can be attributed to two factors: expansion and the conflict that stems from competitive expansion.

Union's first two thousand years of expansion and colonization occurred without the benefit of the blink network or knowledge of how to pierce into blinkspace, as those breakthroughs would not happen until after the Deimos Event.

Drone technology for these first two thousand years was advanced, but expensive, as there was no omninet printing available -- another invention that followed the Deimos Event.

Drones were used to scout on hundred-year increments: Fired off towards target worlds to be followed by nearlight ships not yet built, crewed by Far-Field teams not yet born, one hundred years after the drone had arrived.

In the 2nd U millenium, Union's expansionist imperative demanded that humans spread out among the stars. Old colonies and installations waited to be reactivated by human hands, and Union marked the growing diaspora as both a point of civilizational pride and necessary for the survival of the species.

However, humans do not survive on hostile worlds or in hard vacuum. Ships and stations did fine to protect people from hard vacuum, radiation, and all the terrors of deep space and dangerous atmospheres, but planets needed to be claimed, not flown over.

To address this problem, a standardized, medium-term livable hardsuit was developed. Sealed, shielded, plated, and powered, these modular extravehicular activity suits were used extensively by Far-Field teams and colony populations both. Far-Field teams wore larger suits with more robust equipment, some equipped with weapons to protect themselves from native flora and fauna. Colony populations first adopted hardsuits as personal emergency equipment in the case of damage to their sealed habitats, then as a common method of travel and exploration outside of their settlements.

On worlds where tracked or wheeled terrestrial vehicles proved insufficient, larger hardsuits were built, capable of hauling cargo that would have otherwise required transport trucks. In these suits, the pilot occupied a cockpit, not just the suit, and extensive training was required to ensure the pilot could operate the mechanized chassis professionally. These heavy suits were commonly accompanied by drone flights and operated in tandem with other heavy suits.

The first mechanized chassis, and the first pilot, were born from this combination of exploration drive and protection from the elements. It took an acute moment, a flashpoint, to catapult the mechanized chassis from civilian platform to military instrument. That flashpoint presented itself on Hercynia, a jungle world in distal space, around 3000U.

Hercynia was a lush, massive tropical-to-temperate world rich with nitrogen and oxygen. It was dominated by continent-spanning tropical forests around its equatorial and temperate zones, only giving way to borean plains in the northern and southern poles. It seemed, on all scans, to be a perfect colony world: rich in resources, breathable atmosphere, a temperature range that was pleasing to most humans, and carbon-based flora. Hercynia was a Gaia world, perfectly suited for human life.

The contract was posted, a consortium of colony firms won, and a joint colonial expedition was undertaken.

Initial colonial sites were established in 4510. Within months, colonial scientists pinged USB with urgent calls for assistance: alien, indigenous structures had been discovered by colonial survey drones sent to plan out future development. Shortly thereafter, contact was made by colonial elements sent to explore the structures.

Humanity had encountered the first conscious, sapient alien species in their history. The Egregorians, so-named due to their autonomous/consensus co-consciousness, were outwardly horrifying in appearance, but largely peaceful and able to communicate. Colonial dispatches of the time, now monitored and shielded by Union, indicate that the Egregorians were reverent of the new arrivals, regarding them and their technology as magic, as godlike.

Note: the term used did not indicate a "god" as humans would conceive of one, but rather an analogous-god as the Egregorians conceptualized of it: a divine simultaneous sensation/perception/consciousness is a succinct, if not perfect, shorthand. For brevity's sake: "god" or "the divine" or some variant therein.

Union assembled a team of xenobiologists -- an established field due to discoveries of alien flora and fauna on many colony worlds -- linguists, anthropologists, and engineers to head to Hercynia and investigate. Upon landing, integration into Union structures began. The colonies were Unionized, their charter companies compensated, and Hercynia was "walled" off: no public omninet, no public blink access, and credible-source dissemination through interested channels of a total colony collapse due to disease.

Hercynia became a black site. A hole in space. Union's next great project began: integrating and naturalizing the Egregorian many-peoples into human social structure.

This ended poorly. Refer to *No Room For A Wallflower* for a detailed history.

The resulting conflict prompted massive research and development into combat-capable and effective mechanized chassis platforms across all theaters. Mechanized Chassis became a viable, all-round option for combat in all theaters -- on hard terrain, in zero-g, and in transitional spaces, a piloted mechanized chassis, a mech, could outperform and outmaneuver any other ground-based all-theater attack option.

Infantry and other Ground Forces

Infantry, tanks, groundcars, light vehicles, trucks, etc, all still exist and are far more widely used than mechanized chassis in combat.

Mechs are used much in the same way that cavalry was used in ancient combat: rapid, heavy, armored, deadly, and terribly expensive to recruit, train, and maintain. Mechs can break down, are vulnerable to systemic attacks, are hard to camouflage, are susceptible to human-portable weapons and traps, and require significant time and resource investment to build. Licenses, save for GMS, must be acquired and certified, renewed on occasion.

Not everyone can become a pilot; all a person needs to fight is a weapon, or the will.

Mechs are shock units of a category above tracked and wheeled weapons platforms. Infantry make up the bulk of all individual units in an army, and, ultimately, are still the only way that states and state-like entities can take and hold territory.

Additionally, infantry are far less expensive and more expendable than a mech and its pilot.

Furthermore, while printers are relatively ubiquitous, not everyone has the licenses, resources, or time to field a printer large enough to fabricate mechanized chassis.

A soldier on a given developed world usually is a professional fighter serving a term of service, usually either a volunteer or someone serving due to compulsory state requirements (a mandatory service period, a lottery-based service period, or so on). This typical soldier has undergone a lengthy period of basic physical and mental training meant to condition them into being a temporary member of the military class, followed by a shorter period of specialized training based on their assignments, and now is posted to a base, unit, or patrol.

This typical soldier is outfitted with a main battle weapon and a sidearm, ammunition (if their military uses weapons that require it), appropriate equipment and gear, and basic personal armor to protect them from small arms fire, shrapnel, blades, and blunt force trauma. This typical soldier has been assigned to a unit of similarly outfitted soldiers, given a rank, and has a directive -- punishable by some compelling form of hard or soft power -- to obey their superior and all other superiors. Some of these soldiers may carry more specialized equipment commensurate with specialized training that they received -- shaped charges, a longer-range omninode, a heavier battle weapon, a drone swarm and its control unit, a CQB or area-denial weapon, and so on.

Variations on this galactic catch-all professional soldier exist. Some worlds are more developed than others, and some are less; similarly, some put stock in their militaries, and some prefer to spend their resources elsewhere.

More militarized societies might simply have more soldiers, or better equipped soldiers, or enforce conscription, or have a caste system or other form of ordering their society around martial orders. Note that “more militarized” does not necessarily mean more technologically advanced: it is perfectly possible in *Lancer* to encounter a society utterly devoted to a military hierarchy whose soldiers proudly polish steel broadswords and have never encountered black powder, much less a mechanized chassis.

Also note that -- like in other areas of society -- military technology does not necessarily have to be uniform across a society. Some states may have a limited number of mechs, won hundreds of years before in a trade with a passing cosmopolitan ship, but are only able to develop black powder muskets for their infantry; others may have left ranged weapons by the wayside in favor of shimmering blades and hardlight shields, riding hovering skiffs into battle over massed formations of pikemen.

In short: while mechs are the focus of *Lancer*, infantry still form the backbone of most every organized army in the galaxy.

Space Combat

Space combat between fleets is elegant at a distance and brutal up close.

Against the stark black of deep space, long silhouettes drift in tightening gyres, maneuvering to dodge torpedos and kinetic kill-clouds thousands of kilometers distant. Energy beams, invisible to the naked eye, streak across the void, shimmering only where they impact their targets.

To an observer, this combat between fleets-of-line is silent, sterile: Long capital ships appear to twirl thousands of miles apart, closing slow as their orbits align. Clouds of glittering metal chaff and slag bloom into the darkness, catching the light of distant stars. The blue torches of torpedoes trace fading lines in the night.

However, to those engaged, there is no elegance. No grace. There is just the long, persistent terror of space combat:

Days before they can even see their opponents through optics, the first torpedoes, kill-clouds, spoofers, shrouds, and subaltern kinetics have been launched. Pilots, officers, and crewmembers are roused from stasis and ordered to battle stations. Massive kinetic and energy weapons, one-shots, begin their acceleration cycles, spooling up for their perfect shots.

The ship's attache NHP goes live, paired with the commanding officer but given free rein to partition and duplicate themselves to better advise and coordinate all of their ship's systems. Tactical command is given to the NHP; strategic and kill command remain the purview of the commanding officer. The fleet, carrier group, battlegroup, or patrol NHPs construct a virtual war

room, networking into a hybrid one/many mind (this is referred to later as a Fleet Legion) in order to ensure total-actor integration over the battlespace. All commanding officers are party to the information and recommendations that issue from the Legion.

The first commands after the initial volley are maneuver and systemic orders: avoid incoming fire, communicate with allied ships, begin to close the unpredictability gap. All hands prepare for combat: ready onboard null-atmosphere equipment, lock into your station, push combat stims, cycle pressure suits, link to Legion subjectivity.

Then, scramble fighters, bombers, and landers. Corvettes and gunboats, destroyers and cruisers -- subline ships-- begin attack runs. Frigates, battleships, tender ships, and carriers: hold your lines, continue systemic/kinetic countermeasures.

Along flight decks and inside carrier blisters, all-hands alarms howl as pilots and techs hurry to finish pre-flight checks and procedures. Techs load ordinance and payloads onto fighters and bombers while pilots and crews prep systems, uploading the latest telemetries, battle reports, flight plans, and obstacle reports. If there are mech chassis and marines aboard, they hurry to their landers.

The flight wings are launched, escorts tasked with defending landers, corvettes, bombers, and gunboats from other fighter wings, torpedo flights, and subline ships. They chart flight paths through the kill-clouds and anti-ship weapons, aiming to cross the shrinking no-man's land to harass enemy capital ships, force them to deal with threats at all ranges. It will take roughly a day to cross no man's land.

Bombers and subline ships aim to engage capital ships at a close enough range that they cannot maneuver to avoid their payloads: bombers and subline ships present small -- relatively speaking -- and agile targets.

Landers, laden with marines and mechs in support, have the most dangerous mission: crash into the enemy, disembark, and either capture or disable the enemy ship from the inside.

The combat continues, increasing in intensity as the ships-of-the-line circle towards each other. Mid and close range kinetic cloud weapons open up, huling thousands of projectiles at plotted and predicted paths. Some short-cycle batteries open fire at this point, their beams carving invisible lines of terrible energy through the black, scattering off projected shielding and ablative armor.

Meanwhile, systemic weapons pound away at fleet Legions and individual ship systems, attempting to gain tactical advantage. Those spoof probes and shrouds, launched in the early days of the fleet engagement, activate, pinging enemy sensors and comms arrays with hostile code, creating false signatures and signals. Subaltern kinetics inform their masters of final trajectories, then plunge towards their targets, triggering their payloads on impact or, failing to find a positive hit, in proximity to the enemy.

Legions face each other down, NHPs engaging in electronic warfare fought in methods esoteric and incomprehensible to human observers, hurling ontological/anti-solipsistic paradox weapons back and forth on a plane of battle removed from the subjective.

Finally, at range too close for the enemy to successfully engage in evasive maneuvers, long-cycle batteries open up, hurling tremendous, demi-solar energy lances at their targets. Capital Commanders at this point must carefully balance their power budget, shifting between angled shielding and weapon power if they are to survive a hit from a long-cycle battery.

This is the battle's climax. Fighters and subline ships buzz in angry swarms, locked in bitter wing-combat between their enemy counterparts. Marines and mechs fight grinding compartment-to-compartment, deck-to-deck CQB and melee actions as they fight to gain control. Cloud-kill kinetics and point-defense weaponry pepper the flanks of great capital ships, tearing away at superficial armors, blisters, and distal chambers. Here and there along the line, batteries score hits against their targets, and the battlespace is filled with the brilliant micronovae of a capital ship's cataclysmic death. In Legionspace, NHPs tear at each other's fundamental sense of being in combat somehow more terrible than that occurring in subjective space.

When one side beats a retreat or is eliminated, the battle ends.

Most ships of the line, unless the system is damaged, have at least a .9 lightspeed eject drive: at the start of the battle, conservative, nervous, or cautious captains might begin to spool this system up so that it is hot and ready to fire in an emergency. When triggered -- manually, at the order of an NHP, or automatically -- the eject drive shunts its ship from its current speed to .9 Light, hurling it towards a planned (or randomized) eject route. This expeditious retreat is dangerous, taxing both systems and personnel, but it's better than death.

The remains of the battle are left to the victors. Survivors are rounded up. Scuttled or captured ships are boarded by skeleton crews and turned towards friendly shipyards: printer technology cannot build capital ships, as they're simply too large. Prisoners are dealt with. Communications are relayed back to central command. NHPs drop from Legionspace, unlinking, drawing down to their non-combat parameters. Objectives are assessed, adjusted, and fleets either continue on their campaign, retire, or steam for a friendly shipyard for repairs and replacements.

From a distance, silence. Up close: the combat of titans, with individuals caught in the middle. Typical fleet engagements cost thousands of lives: when fought near inhabited worlds, moons, or stations, the cost can become exponential. Unconventional stellar combat -- such as accelerating or nudging asteroids and comets into planets -- can prove to be yet more costly.

In Lancer, fleet combat is (relatively) rare and terrible. It represents the breakdown of a whole sector, as systemic powers bring their considerable production and logistical capacity to bear against each other in contests over worlds and ideologies. The result of this is never cheap, with civilian casualties numbering in the millions; should capitol worlds be engaged, the human cost can reach and surpass billions.

Core and Colony

Lancer's canon universe is, essentially, post-scarcity -- that is, resources are not only plentiful, but accessible for most people at little to no cost. In practice, *Lancer's* post-scarcity golden age is only accessible for some. Well-developed Core worlds adjacent to blink gates are fantastically wealthy, rich with technology and cultural capital. Their citizens, generally speaking, do not want for anything: they're afforded a base level of income, housing, education, healthcare, and food, localized to their state.

A note on "Core" worlds -- Core worlds are not necessarily located in central Union space. "Core" is only a development designation indicating the following: global distribution (or capability) of population, self-sufficient orbital transit (or capability), and a central (unipolar, unilateral, global, or coalition) government. Even among "Core" worlds, then, there is variation.

Worlds that do not fit the criteria for Core designation have a myriad names, designations, classifications, and so on -- a good catch-all term is "Colony" world. On these colony worlds, life is less secure, and their populations often want for food, medicine, etc. The colony designation can encompass everything from initial, small-team settlements, to worlds with populations in the millions.

These two classifications of worlds, Core and Colony, are tied into Union's larger economic system. In order to participate in intergalactic commerce, worlds translate their currency to manna, a universal unit of value assigned and administered by Union's Economic Bureau. Core and colony worlds that participate in intergalactic trade use manna; it's common for these worlds to have a primary economy and a secondary, manna-based economy. Manna is *incredibly* valuable, and all but the largest Core worlds' currency make up a bare fraction of a single manna unit.

Post-scarcity in practice means that, on a Core world, players will have access to most unrestricted consumer and raw goods. Specialized items might require certain licenses, available through purchase or qualifications (in game terms, as rewards given by the GM), but are readily available (i.e. they can get them within the day, delivered or picked up as convenient)

On Colony worlds, true post-scarcity availability diminishes the farther you get from the nearest Core worlds, or as a result of shortages, resource-hoarding, or loss. Players will have access to necessary goods (unless there is a shortage, rationing, etc) and wide access to raw materials; specialized items may be difficult to obtain due to any number of reasons: they're limited in number and kept under lock and key by the colonial governor, they're in the hold of a downed ship on the other side of the world, they're of limited number after the last supply ship took off, and so on.

Colonies and Worlds: Planting A Flag

Worlds and other terrestrial colonies have a simplified, three-part classification system. The most developed worlds and terrestrial settlements are commonly referred to as "Core" worlds. This

does not mean they are geographically closer to the center of their system, rather that they are the most developed of the worlds in their system; it is perfectly possible for a system's core world to be a moon of a gas giant or un(der)developed terrestrial world.

Colony worlds are a step below the development level of a Core world. These simply refer to worlds that have not yet been fully exploited, but are more firmly established than a settlement.

Finally, settlements, which are the least developed of all inhabited worlds. A settlement can be anything from a single habitation pod on an asteroid, to a contained facility on an otherwise uninhabitable moon, to the foundations of a colony inhabited only by an advance engineering team and their subalterns. Settlements typically are not political players, but are political objectives.

The process of settling a world differs in specifics, but generally a private Core-to-Colony settlement mission proceeds as follows:

First, a group of people form a Colonial Venture, a loose, temporary corpro meant to pool manna and licenses in order to petition the owner of the destination system for a colony charter. The system owner is *typically* Union, as few other interstellar states have the resources to ID and flag habitable worlds. However, Smith-Shimano has been expanding its first-ID program with the goal of creating a competitive, self contained Core-to-Colony ecosystem.

After a Colonial Venture secures a colony charter, they lobby local (or intergalactic, depending on proximity) colony firms for supplies, infrastructure, and materiel that they cannot supply for themselves.

Colony firms offer realtime-tiered packages in exchange for a cut of the colony world's raw resource output. These packages typically feature a settlement concierge unit, a 100k+ genebank, a tier 1 printer, and a colony ship packed with a bundle of prefabricated habitation pods, heavy drones, medical benches, pan-biome EDEN seed libraries, and other necessary colonial infrastructure.

Not everyone who is party to a Colonial Venture departs with the colony ship.

A typical colony ship is hundreds of meters to a kilometer and change long: the vast majority of that space is devoted to prefabricated supplies. The live crew onboard the colony ship will be the first settlers of the new colony world: a small team of engineers, scientists, and specialists numbering in the dozens. They will -- with help from the colony's concierge unit and its attendant drones, heavy drones, and subalterns -- make planetfall and spend fifteen or so years establishing the colony. In the meantime, the first native generation is incubated, birthed, tended, and raised by the concierge unit and assigned natal/educational colonists.

Fifteen to twenty years after landfall is made, the first generation of native-born colonists is at population-viable levels (usually in the thousands, though depending on colony scale this can be a larger number) and select members of the landfall team takes formal control of the colony's development from the colony concierge. The first generation begins to work to improve the colony and explore their new world.

Concurrent to the first generation's development, an additional first (1.5) generation is grown from distinct reserve genetic material. This second generation comes of age a year or two at most from the first, intended to be partners for the first to begin indigenous organic reproduction.

Assuming all variables to be nominal, the colonial settlement is now established, and further development occurs organically.

Something From Nothing

Printing is a ubiquitous term for matter processor/fabricator systems found throughout the galaxy thanks in large part to paracausal scientific advances made post-Deimos Event. Printers range in size from handheld units fed by back-worn matter processors, to hanger-sized, fully self-contained printing facilities.

Printers range in time and efficiency; the larger and or more complex an item is, the longer it takes to print.

All printers function in the same basic manner: raw matter is processed -- the more pure the element, the higher quality the result -- and fabricated into the requested item. Handheld printer operators craft items and objects in augmented reality; larger printers are automated.

You cannot print a printer: Union tightly controls access to printer plans and licenses, and does not allow them to be distributed.

You cannot print food beyond basic protein reconstruction: a mealy, grainy loaf of compressed edible matter that is unsatisfying, but sufficient to survive. Food is still an important luxury, cultural, and prestige item.

Printing a size mech chassis will take about six to eight hours with a hanger-sized printer. Printing a size mech chassis with a handheld printer will take about a week. Printing a personal defense weapon with a stationary printer (one that can fit inside of a room) takes about fifteen seconds; printing a PDW with a handheld printer takes about five minutes.

Manna

Union is not motivated by currency, and neither are its subjects. The hegemon's society is structured around a galvanizing force: ensuring the survival of the human species through implementing the edicts of the Central Committee (which, in turn, is implementing the best-fit plan dictated to them by Forecast/GALSIM, though none but the Central Committee and Forecast/GALSIM know this).

Union is post-scarcity and does not function as a market-based economy. Indeed, an "economy" in Union is only understood as a historical or antiquated term, as your average Terran views

capital and the exchange of currency for goods as a relic of an unsustainable past, one that led to a collapse that plunged humanity into thousands of years of self-inflicted darkness, violence, and misery.

However, Union recognizes that not all of its client states have progressed to a post-consumer society. In order to foster fair galactic trade and build a shared consciousness -- rather than violently suppress monetization -- Union's Central Committee recognized early on the need for a galaxy-wide standardized currency: this they call *Manna*.

To create Manna, Union extracts an abstracted unit of value from its subject states through complex treaties and client-facing economic structures. Data, raw materials, human potential -- tens of thousands of factors go into the creation of a single unit of Manna.

Manna's exchange rate is relative to the currency for which it is being exchanged, or to the currency that is being exchanged for it. Wealthy, developed worlds are rich in Manna due to their data output, their raw human potential, and other factors. Small colony worlds also benefit from Manna's formulae: their control over raw materials, projected development, and so on all contribute to a beneficial exchange value.

Cosmopolitans trade in manna, as do states and any other entity that engages in trade across solar systems. Since the vast bulk of humanity still is bound to their home worlds, stations, moons, etc, the vast bulk of humanity still uses whatever their world's currency is, and will only encounter manna if they do business off-world (or with entities that are off-world).

Union Galactic Organization

The galaxy is vast, and humanity contains multitudes. Organizing the galaxy into something resembling a state is a full-time task that requires a broad, complex bureaucracy: the Union Administrative Department.

The UAD has classified humanity into two major categories: Diasporans, or humans who live in "real" time on terrestrial worlds, moons, and/or space stations; and Cosmopolitans, humans who spend the majority of their lives in the "subjective" time of blinkspace.

Larger stations in stable locations or in orbit around uninhabitable worlds generally operate independently of any terrestrial government, acting as their own states with their own territory of influence. Generally speaking, stations exist because they were built for a purpose: mining, gas extraction, a dry dock platform, shipyards, civilian scientific research, and so on. The populations that live onboard them largely work to support the mission of the station and/or the people who do that work. Civilian stations usually have permanent populations, the largest of them numbering in the tens of thousands.

Blink gates are special cases — while they exist outside of the state boundaries of Cradle, they are integral to Union’s control over the populated galaxy. As such, a blink gate is managed by a Union Governor, policed by Union security forces, and administered by Union bureaucrats and personnel. Blink stations serve as gates, points that hold open stable holes into blinkspace.

Military stations are smaller and do not have permanent populations born and raised onboard. Union claims jurisdiction over all stations, though only maintains a Union-flagged presence on strategically important stations.

For simple top-down galactic orientation, Union has adopted a concentric ring system of territory classification centered on the Cradle system. Each ring bears the name of a mountain range found on Cradle, increasing in length the closer you get to the Cradle system. Blink stations are named after peaks in the mountain range their ring is named for.

Cradle: *ANDES Line* -- Aconcagua Station, Cerro Bonete Station, Galan Station, etc
Ring 1: *ROCKY MOUNTAIN Line* -- Elbert Station, Lincoln Station, Castle Station, etc
Ring 2: *KUNLUN Line* -- Kongur Tagh Station, Karakoram Station, Mayakovsky Station, etc
Ring 3: *URAL Line* -- Manaraga Station, Elbrus Station, Iremel Station, etc
Ring 4: *ATLAS Line* -- Toubkal Station, Ouanoukrim Station, M’Goun Station, etc
Ring 5: *HIMALAYA Line* -- Everest Station, Kanchenjunga Station, Annapurna Station, etc
Ring 6: *ALTAI Line* -- Belukha Station, Nairamdal Station, Kharkhiraa Station, etc
Ring 7: *CARPATHIAN Line* -- Gerlachovsky Station, L’adovy Station, Moldoveanu Station, etc
Ring 8: *SIERRA MADRE Line* -- Mohinora Station, Peak Station, Bridger Station, etc
Ring 9: *VINDHYA Line* -- Kalumar Station, Dhupgarh Station, Mahendragiri Station, etc
Ring 10: *CASCADE Line* -- Rainier Station, Adams Station, Hood Station, etc
Ring 11: *ANNAMITE Line* -- Phou Bia Station, Phu Xai Lai Leng Station, Ngoc Linh Station, etc

Non-Human Life

Non-human life is common in *Lancer*; non-human *sentient* life (i.e. alien civilization) is unique in how rare it is.

Contents of the module *No Room For A Wallflower* dives into this topic more, but generally speaking, outside of one world there is no non-human alien civilization.

The Five Voices commonly simulate hostile alien life, though it is widely assumed that such simulations are low confidence at best.

Shelter

Lodging and shelter is important -- in *Lancer*, specific types of lodging are numberless, as myriad as the inhabited worlds in the galaxy demand.

Temporary Camp - Temporary camps are common in the field. Any settlement, lodging, etc, that is organized for single night or a few nights is a temporary camp. Usually a collection of pitched

tents and a sketched-out perimeter organized around a fire or heating element. A place to rest your head for the night while on the march or on the run.

Base of Operations - A more permanent encampment, but not necessarily a permanent settlement, a base of operations is a longer term encampment typically employed by military or scientific teams who need a home in the field that can provide necessary shelter and supplies to complete a long-term mission. Bases like this tend to be supplied at regular intervals by states or private entities, run by crews working to effect a specific goal. You won't find many tents at bases: most structures are sealed buildings, prefabricated and alien to the environment. Bases tend to have a defined perimeter, a working crew (skeleton or heavily populated), and be located in remote or hostile environments -- in order to stay at one, you need to be posted, be a prisoner, or have clearance. Science, mining, signal, and military stations and orbitals fall under this category of lodging.

Landfall Settlement - Landfall settlements are the first incursions a colony group makes onto a claimed world. A typical landfall settlement is more of a base or project than a colonial town or city: like a base of operations, the population of a landfall settlement is task-oriented, small in number (6-10 engineers), and doesn't expect visitors. A clonal Companion/Concierge unit manages the settlement and acts as a personal assistant to the live crew there. There is usually an environmentally sealed main base -- a low-lying collection of self-contained habitation and science pods -- and a growing, unoccupied collection of buildings constructed on a planned layout for a future colonial settlement. The organic population is small, but the Comp/Con unit controls a large group of subalterns and heavy drones, tasked with gathering raw material for construction, sowing agrarian land, and doing the bulk of the manual labor. They might have a spare bunk, but the population at a landfall settlement typically does not expect visitors.

Colonial Settlement - A colonial settlement can range from the first generation to populate a wave 1 landfall settlement, to a thriving city on the eve of signing its articles of independence from its Comp/Con administrator. A colonial settlement has beds available, most are utilitarian and made from native materials, though there might be one or two notable luxury lodgings available.

Sleeping Tube - Sleeping tubes are common on stations, in commuter interstellar ships, and in highly developed metropolises. Cheap and functional, sleeping tubes are coffin-sized, warmly lit and padded micro-rooms meant to provide a place to sleep for a night or a layover. They really only fit one person; that person's gear or baggage is stowed in a locker in the lobby of the establishment that maintains the sleeping tubes.

Rented Room - Room rentals are available anywhere there is a need in a developed city or station. Rooms can range from a space just larger than a sleeping tube, to opulent suites in hotel-stations, suspended above pearl worlds.

Apartment - Apartments are domiciles ranging from small studio apartments to floor-spanning penthouses. Available to rent or to own on stations and inhabited worlds, apartments are built into buildings, one unit among many.

Freestanding House - Houses can be found on any world, and are freestanding buildings that are occupied (typically) by a single family.

Omni Address - In a galaxy connected by a massive internet, an omni address is a viable *mental* living space.

Gravity

There is no stable artificial gravity in *Lancer*: gravity on stations is spin gravity. Gravity on ships is tied to directional acceleration and magnetized grip pads.

Artificial gravity *can* be generated, but in the narrative present it is unstable and is the result of massive energy expenditure; unstable artificial gravity has been weaponized, and studies into stabilization are ongoing.

How To Get There

Not everyone has a ship, knows how to fly, or has the right licenses to get around. Player characters, typically pilots and their mechs, will need to travel in order to get to where they need to be.

Generally speaking, if the pilots in your narrative operate under the orders of a state or state-like entity, they'll have some kind of transportation afforded to them. Usually this is a temporary convenience: a transport/tender ship that drops their party off where they need to be, a billet aboard a passing capital ship, and so on.

So, what are common (and uncommon!) ways of getting around?

Best to arrange modes of transport into the theaters they operate in: global, space, and interstellar.

Global travel is any travel that takes place on a single world, which includes terrestrial, aquatic, and atmospheric travel. Terrestrial travel can take the form of trains, caravans, convoys, landships, long marches, cars, and so on. Aquatic travel can take place above or below the water, on ships and submarines. Atmospheric travel takes the form of airplanes, airships, low-orbit vehicles, and the liminal zone of transit on space elevators, sky hooks, etc.

Space travel is common in *Lancer*, encompassing the zone between a world's high atmosphere out to the nearest blink gate. Ships of all size and classification transit in this zone, running shuttle routes between worlds, making supply runs out to local colonies and settlements, and engaging in general transit and business.

Some spaceships are rated to operate in a world's gravity well, and can transit between atmospheric flight and travel in hard vacuum. These tend to have a low gross weight -- fighters, bombers, and some smaller corvettes fit into this category of atmosphere-rated ships.

Interstellar travel is common for certain classes of people in *Lancer*: military personnel, diplomats, specialized merchants, Union personnel, colonists, migrants, scientists, and so on. Many people have many reasons to engage in interstellar travel, but the equipment necessary is difficult to obtain. Generally speaking, unless you're military on deployment, an official on Union business, or fantastically wealthy, you'll need to take a public blinkship. Public blinkships transit between blink stations, which are the massive, cosmopolitan melting pots of the galaxy, where people mingle, do business, and pass the time until their scheduled blink ship arrives and they can board.

As a shorthand, the modes of stellar travel can be described as follows:

Blink Travel: Nothing seems out of the ordinary or that much different from normal stellar travel. Your ship is underway at a comfortable G, you can walk around in plain clothes (if your ship is large enough), eat food, drink, sleep, exercise, etc. Blinkspace is perceived as a *blindness*, if you look out through a porthole, or simply a black screen if you use a viewfinder, vision board, slate, etc, to look at a cast view.

Actual blinkspace travel takes only a moment, and if you were to not look outside of the ship as it is underway, you would notice nothing out of the ordinary.

Nearlight Bolt: A nearlight bolt (or nearlight ejection, in a combat or emergency scenario) is a sudden, often traumatic acceleration to .8 or .99 lightspeed. When prepared for the bolt, you are usually strapped into a pressurized crash couch, medicated for it, secure. If not, there is a very real (to certain) chance of being pulverized by the sudden movement of the ship. A nearlight bolt is dangerous when you're prepared for it (but normal enough that it is a combat tactic) and deadly when you are not.

Normal Flight: You can walk, talk, eat, and drink, in addition to any other activity you could do on a 1G world. Gravity might get a little uncomfortable at peak speed, but other than that this is what you usually see people in science fiction movies aboard ships in-flight doing

Common Societies

The inhabited galaxy in *Lancer* is complex and, seemingly, contradictory: it is both a polyglot mix of many different cultures, states, religions, and economies, and a single entity managed by a centralized power with near-total control over galactic travel, communication, and economy.

The galaxy as administered by Union is a single entity: Union is the hegemonic power, and all human societies are constituents of Union. Without those states, there is no Union; without

Union, there is no unified human race. States adjacent to Union's home system, Cradle, proudly fly both Union's flag and their own, but few other states display such dual loyalties.

Most states in the populated galaxy ("states" in this context refers to any organized social structure, from colonial settlement to interstellar nation) assent to Union's control in order to effectively manage their territory. Without the blink network, manna, or omninet, the vast distances of space would make communication, travel, trade, migration, etc, essentially impossible. Humanity would be isolated without Union.

That being said, Union is by and large a background entity at best for the vast majority of people in the galaxy. While heads of state, church, tribe, commune, etc, might meet with Union representatives (usually an Administrator and their subaltern), your average Diasporan human will never see a Union flag in person.

Player characters and non-player characters (NPCs) who call a common society home are members of the Diaspora or the Cosmopolita. They are the galactic "normal", though individual expressions of normal may vary

Examples of a common society in *Lancer* are listed below.

Democratic Republic	A consensus government, usually constitutional, of representatives elected by their constituents.
Ruling Council - Labor	A council of labor leaders, typically union bosses, that plan for the greater good.
Ruling Council - Meritorious	A council of elected representatives, the "best of the best", that plan for the greater good.
Ruling Council - Dynastic	A council of nobles who inherit their position by birth, marriage, or death, that plan for the greater good.
Technocracy - Liberal	A centrally administered state that weighs, assigns value to, and tracks metrics of its constituents.
Technocracy - Machine Rule	A state run by an NHP, cycled regularly, to enforce an honest government (of a kind).
Socialist Collective	A true socialist state, run by a central committee. Its relationship to manna may be unknown by its general population.

Corpro-State	A new form of government, but one growing in popularity thanks to the aggressive political maneuverings of Union Economic Bureau agents.
Commune - Small Band Coalition	Smaller population of environmentally-conscious bands, typically organized around small commune-villages.
Commune - Single State	A global government of stewards, run in accordance and harmony with the ecology of the world on which they live.
Commune - Filial Constellation	As the previous two entries, but with strong family ties between the communes.
Caste-Ordered State - Gene Stock	A state ordered along eugenicist principals -- SSC is an example of a blended COS/GS and CS.
Caste-Ordered State - Labor Structured	Caste-ordered labor states are divided along lines of work: you are born into your caste and can only associate with others in your caste (note: this also includes military caste states)
Tyrant State - Patronizing	A single, tyrannical ruler, who casts themselves as a benevolent leader while holding total power over the government and its people. Can be hereditary or dynastic.
Tyrant State - Fascist Central Power	A centrally controlled state, often run by a demagogue, with strong nationalist rhetoric and emphasis on the supremacy of its people over others.
Monarchy - Divine Right	A classical kingdom, with a hereditary ruler deemed to be a representative of god made flesh. Tends to have a wide peerage.
Monarchy - Constitutional	A kingdom ruled by a monarch, but administered by an elected parliament.
Monarchy - Dynastic	A kingdom ruled by a single family, with a developed nobility and a church in support (though helmed by a powerful papal figure)
Religious - Holy See	A state ruled by a church, with a single figure deemed to be the sole voice of god at the head. May be hereditary, may be chosen by council, the people, or signs.

Religious - High Priest Council	A state ruled by a church, which is lead by a council of religious leaders.
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Uncommon Societies

Uncommon societies in *Lancer* are states, groups, and territories organized in ways that are rare in the galaxy. States that do not participate in galactic politics, states that have little interaction with the Cosmopolita, states that have been lost or otherwise hidden, and states that do not have a permanent home are examples of some uncommon societies.

Players who hail from uncommon societies often have views on Union and galactic politics that skew far from common political leanings, complicating their relationships with other players and NPCs that they encounter during your campaign.

Fledgling societies have populations in the hundreds to the thousands. Developing societies from the thousands to the hundreds of thousands. Developed societies in the hundreds of thousands to billions.

More examples are listed below:

Hermit State	A purposefully isolated, developed state that rejects diplomatic advances (or only extends diplomatic offers rarely).
Lost Colony - Young	A colony world recently lost in the administrative shuffle, as a result of an omninet blackout, or other catastrophe.
Lost Colony - Established	A colony world lost long ago, developed in isolation from (and usually without the knowledge of) other civilizations.
Nomadic State - Terrestrial	Terrestrial nomadic states tend to be small, as they travel across the world they inhabit, usually moving from habitable zone to habitable zone.
Nomadic State - Stellar	Stellar nomadic states are similar to terrestrial nomadic states, only they travel through space instead of a single world.
Failed State/ Anarchic World	A failed state is a temporary state; it exists only in the fall.

Monastic World	Monastic worlds are peaceful worlds, places of contemplation with relatively small populations. They may be devoted to study of a text, of a fighting style, or the stars.
Band - Pirate	Similar to nomadic states, but focused on raiding interstellar shipping lanes.
Band - Slaver	As a pirate state, but with the aim of stealing people.
Reservation - Pre-Industrial	A reservation world is a quiet world, set aside to emulate a “simpler” time. Knowledge of Union is limited -- if people know about Union at all-- and people live in a manner like old humanity before the information age.
Reservation - Arcadian	Similar to a pre-industrial reservation world, but taken even farther back. Union tends to observe these worlds, but not interfere. Arcadian reservations worlds are the pre-pastoral, hunter-gatherer ideal, and tend to be excluded from Union’s tithes.

Unique Locations

Unique locations in *Lancer* are canon locations: in any campaign, these are evergreen, though they may not make an appearance.

Cradle

Cradle refers to both the home system and home world of Union, what we call the Solar System and Earth, respectively.

Cradle is highly developed, heavily populated, and utterly given over to the daily and long term maintenance, planning, and running of Union.

The terrestrial worlds of Cradle -- Mercury, Venus, Cradle, and Mars, are developed and populated. These worlds, like their gaseous sisters, are proving grounds as well for technologies developed by GMS and Union.

Mercury is, largely, a world given over to generate and manage the incredible amounts of solar power emitted by the Sun and transmit it to Venus, Cradle, and Mars. Mercury is the anchor point for solar nets hundreds of thousands of kilometers long that expand, weblike, from the world to absorb solar power. It was Union’s first Dyson Panel, and work is underway to perfect and grow it.

Venus is an archive world. Populated stations scatter the surface, but are meant more for rotational work than long-term occupation. The world has not been terraformed, and is hostile to humans outside of the vast subterranean archives.

Cradle is the administrative and cultural heart of Union. It is humanity's birthplace -- once called "Earth" -- and the capital of the populated galaxy. Cradle has a fixed population of two billion, mostly administrative and support staff, and a steady stream of Cosmopolitans and Diasporans on trade, diplomatic, scientific, religious, and other missions to Cradle.

Mars is linked by local blink to Cradle and is a satellite campus to the larger world's administrative heart. Mars is the location of Forecast/GALSIM and the Union Navy's FLEETCOM center. It has been partially terraformed, an artifact from pre-collapse humanity left to its own devices, though save for canyon environments it is a wild, storm-swept world.

Beyond the terrestrial worlds, humanity has hardpoint bases on a number of moons orbiting Saturn, Jupiter, Uranus, and Neptune. These are science stations, R&D stations, quarantine holds, drydocks, mining stations, pilot houses, etcetera.

Harrison Armory

Harrison Armory's eponymous armory complex is located on Ras Shamra, the primary world orbiting Ptah's Star. Ras Shamra is a tide-locked world in the close band of its system's habitable zone. It is a world that balances on the knife-edge between extremes, as tidal locking means the world does not rotate. Habitable in the balanced, temperate zone of the world's terminator line, Ras Shamra's sun-facing side is locked in perpetual daylight, baked under punishing temperatures from Ptah's Star. On the side of the world that faces away from the sun, it is forever nighttime, the world locked in a perpetual deep winter night. A thin atmosphere covers the world, breathable, but outside the terminator line extreme temperatures make it impossible for an unshielded human to survive.

The Armory itself is a sprawling administrative, research-industrial campus built in Ras Shamra's terminator line, a temperate band where the day and night side of Ras Shamra meet and mix. The Armory circles the planet, a city-campus that holds a population of nearly three hundred million employees, executives, and other personnel inside of its walls. A number of perpetual hyperloop rings band the planet, providing rapid transit through the Armory. The day and night sides of Ras Shamra act as proving grounds for Harrison Armory chassis, weapons, and strike/acquisition teams.

Ras Shamra is similarly encircled by concentric rings of orbital defense stations and shipyards where a population around a hundred million permanent residents reside and work.

The location of Harrison Armory's Forecast/GALSIM-NHP analogue, the Think Tank, is kept secret, though presumed to be buried deep below the frozen tundra of Ras Shamra's night side.

Smith-Shimano Corpro

Smith-Shimano Corpro's home campus is an omnispacespace node address, a shared virtual space that collects a wide net of colony prospect words throughout the Sierra Madre line.

Smith-Shimano Corpro's home campus is shielded by layers of hyper-solipsistic, anticausal/paradox generation security coding, managed by NHPs seeded from proprietary code — in

short, it is difficult and dangerous to attempt to hack into. The campus itself is represented by a many-chambered estate, palatial, where the heads of representative genetic lines meet in virtual space. It appears to have no counterpart in realspace, though it is often suggested that the architectural inspiration for the estate comes from a building on Smith-Shimano's first colony world, Opal.

Realspace Smith-Shimano campuses exist across the Sierra Madre line, serving roles akin to embassies on the Corpro-State's many territorial holdings. These embassies are upload points linked to the CS's private omninode.

IPS-Northstar

IPS-Northstar's campus is located in Corespace, outside of Cradle in the Argo Navis system. Carina, the primary world of Argo Navis, is a bucolic world of warm, shallow seas, azure skies, and rolling plains of deep grass. A world of terrestrial and aquatic oceans, perfect for the stellar maritime CS.

Carina is ringed by ten moons, two thick with habitable atmosphere — Pyxis and Vela. All are given over to research and development of IPS-N's interstellar ships and chassis, support systems, and temporal acclimation facilities for Cosmopolitans.

IPS-N in addition to developing interstellar ships and legacy chassis run a humanitarian mission, acting as a private temporal embassy and education center for Cosmopolitans returning from long-haul relativistic voyages. Carina, save for IPS-N's core campus, is largely a preservation world, a place for Cosmopolitans too far out of real-time to retire to, should they find their homeworlds incompatible with their timeline.

Deimos

Deimos, a moon of Mars, is missing. Its disappearance giving name to the Deimos Event that lead to the discovery of paracausality, blinkspace, and non-human persons.

Deimos, wherever it may be, is assumed to be home to the physical architecture of *RA*. To date, there is no specific, reliable way to track the location of Deimos, as it appears to be able to slip into blinkspace without the use of a stable gate; however, distal worlds have radioed in panicked reports of the moon appearing both in orbit and, most distressingly, in their atmosphere. When this phenomenon occurs above population centers, there is no corresponding damage that, by all logic, should occur: missing persons reports do spike after such an appearance.

More details on this location can be found in future campaign modules.

Hercynia

Hercynia is, to date, the location of the only known sentient, sapient, and conscious alien civilization. Further information detailed in *No Room For A Wallflower*.

Bastion

Bastion is the translated name of the homeworld of the Aun Ecumene, an advanced, powerful religious order at the distal edge of Union space. The descendants of Old Humanity settled

Bastion well after Earth had plunged into its Dark Age, having discovered the world seeded by a Union nearlight ship and ready for them. They developed in isolation for thousands of years before Union made first contact, after a second nearlight arrived with another wave of contracted Unionite colonists.

Bastion is a holy world, and the Aunic people make pilgrimage to it, mirroring (in a way) the migrations that humans make to Cradle in Union. The Aun were peaceful, initially, but following diplomatic friction as a result of Union's strict hegemonic impositions, a war (to the Aun, a crusade) began.

Questions abound in Union FLEETCOM as to why the Aun, a single people, were in need of as competent and numerous military ships and ground forces as they possess.

More details on this location can be found in future campaign modules.

Cornucopia

Cornucopia is the capital world of the Autumn People's Republic, a state created following the successful revolution and overthrow of its previous monarchist masters. Being the most proximal Union territory to the Aun Ecumene, and the home of the system-local blink gate it has borne the brunt of the Aun's crusade against Union.

Isolated following the Aun's surprise attack on the system, the APR and a single Union MEF in-system fight a desperate stand against the Aun crusade, holding out as long as they can for Union reinforcements.

More details on this location can be found in future campaign modules.

Mayakovsky Station

Mayakovsky Station is a Far-Field distal listening station, largely automated, in deep space beyond even the reach of the Aun. It is meant to monitor extragalactic data.

More details on this location can be found in future campaign modules.

Union: The Tyrant, The Watcher, The Guiding Hand

Union is the hegemonic power in control of the three pillars that prop up the human diaspora: the blink network (FTL travel), manna (universal galactic currency), and the omninet (the near-instant communication network that keeps the diaspora connected, trading, and communicating).

Without these three pillars, the human diaspora would be scattered across the populated arm of the galaxy — the Orion Spur — time and distance both too great a factor to keep Union intact.

Humanity would fracture into tens of thousands of individual states, some claiming scant territory on backwater colony worlds, others able to maintain whole solar systems.

The fall of Union or end of Union's hegemony would, of course, not mean the end of the "world" — just the end of an era.

For some in the galaxy, shattering Union is a good idea — humanity would be free of the hegemony's tyranny, free to explore unrestricted physical and mental space. Each nation — stellar or terrestrial — could chart their own course, have ultimate sovereignty over their own lands, and explore the secrets of the galaxy without having to answer to a distant and alien overlord.

However, Union works towards a greater purpose, one unknown to the vast bulk of the human diaspora. They work to preserve human existence on a galactic scale, following the edicts of their most powerful minds to ensure humanity spreads across the stars, never to be threatened by an existential crisis. Union works night and day to accomplish this goal: in the narrative present of *Lancer*, Union has reason to believe that humanity might be under threat of extinction.

(It should be noted — Union's home system is Cradle, what we call Sol, and I use the term "alien" here not to describe a different species, but as a cultural and legal designation. Union administrators are human beings, but to a person born and raised on a planet light-years away from Cradle, a Union administrator and their retinue are, essentially, alien)

But for the vast bulk of humanity, Union is a distant concept, rarely — if ever — encountered by normal people going about their day-to-day lives. Space, remember, is a vast, vast place. Blink gates allow for faster-than-light interstellar travel, but only a slim percentage of the human diaspora actually engage in interstellar travel. To a farmer (or your other average person) on a distant agricultural world — Cornucopia, to use a canon example — encountering a Union administrator would be a once-in-a-generation event, something that they'd regale their grandkids with stories about decades later. Encountering the military arm of Union — the Union Navy and its auxiliaries — is an epochal event. Far more common for your average human is the comfortable interaction with their own town, city, planet, or system-wide authority — be it a monarchy, a worker's collective, a priesthood, etc.

And for a slim percentage of humanity, Union is a common entity. Outside of the citizens of Cradle and her core systems, the vast bulk of people who know of and deal with Union and her representatives on a regular basis are political elites, cosmopolitan interstellar travelers, scientists, and military commanders.

Political elites include the rulers of planets or star systems, or the governors of blink stations — people who command fleets, worlds, or the gates that connect them.

Cosmopolitan interstellar travelers commonly include traders, merchants, valued pilots, and others who deal in interstellar commerce, legal or illegal. People with means who have reason to make their homes in their ships and among the stars, people who travel the blink network for

trade, exploration, crime, or adventure may have, at one point or another, crossed paths with Union administrators, scientists, military, or other officials.

Scientists who interact with Union trend towards the STEAM fields. Physicists, Planetary geologists, engineers of all stripes — the omninet is rich with information and the galaxy is riddled with mysteries. Scientists who bend towards the humanities often fall into the previous category of cosmopolitan interstellar travelers, as their studies require them to embed with other cultures, travel the blink network, or journey to distant, dead worlds.

Finally, military professionals often encounter Union through messier scenarios: either fighting as a member of a Union auxiliary unit or in the Union Navy itself, or fighting against Union's Navy and its local auxiliary units.

Union is devoted to a single goal: perpetuate, preserve, and protect the human diaspora to ensure the survival of the species.

A note on terminology: The local system cluster Union occupies is called Cradle; Cradle also refers to Sol, humanity's origin system. Humans from Cradle refer to themselves as Humans, Terrans, or, less commonly, Solars or Gaians. When speaking of their home, they would refer to it as a proper noun or in the singular (i.e. "I am Union" or "I am from Union") or to the planet, station, or moon they call home.

Byzantium, Reprise

Union's bureaucracy is vast. Its most notable departments are detailed below.

Union's executive administrative body is the Central Committee. They're advised by the Forecast/GALSIM, and delegate edicts to the Union Administrative Department. The Union Naval Department operates at the pleasure of Forecast/GALSIM's subcommittee, GALCOM, and is subordinate to the Central Committee. The Union Science Bureau operates at the direction of Forecast/GALSIM and, as a non-political, non-military body, are directly subordinate to F/GALSIM.

Union is not a perfect administrative body. The most general and most widespread ideological difference in Union's bureaucracy is found in the ongoing discussions around how best to apply Union's considerable power through the galaxy — whether or not they should intervene where there are clear violations of Union's human rights charter, whether or not they should assume direct control over subject states, and so on.

Union Administrative Department

Union's largest administrative body is the Union Administrative Department, which dispatches Union Administrators across the populated galaxy to act as liaisons between Union and its client states. UAD receives guidance and recommendations from Union's Central Committee, which it then pushes as command imperatives to its Administrators, who relay them to the local ruler they advise.

Administrators are vast in number, but a rare sight in the much larger diaspora: they commonly only deal with a state's ruler or ruling council. To common Diasporans and Cosmopolitans, an Administrator is an enigmatic, dangerous, appealing figure: they consort with NHPs, they are responsible in part for steering the course of civilizations, and they are *Union*, for most people the corporeal presence of an otherwise distant, almost mythic ruler. Their word seemingly supersedes the word of kings, presidents, popes, and all the rest. Union Administrators commonly travel with a retinue of subalterns — humanoid robots that contain a partitioned and shackled Non Human Person.

(A note on terminology: Artificial Intelligence is an older, less PC term. Non-Human Person is the preferred term, usually shortened to NHP)

Administrators are pulled from all areas of the galaxy by esoteric, exacting criteria. Typically chosen as children, Administrators train alongside a new NHP companion, one built to pair with them. The UAD has satellite campuses seeded all over the populated galaxy, but in the course of an Administrator's decades-long training and apprenticeship, they will spend some time on Earth — an experience meant to be an acute reminder of humanity's origins.

Unlike most arms of Union's hegemony, Administrators avoid integrative/ auxiliary doctrines. They are meant to be seen, meant to be an easily identifiable marker of Union's dominance. They wear a uniform — a clean, dark Union Grey suit regardless of gender presentation — their rank as Administrator denoted by a silver pip on the collar. Their subalterns adopt a similar livery of matte grey. Their exposure, generally speaking, is profitable for Union, save for cases where local knowledge of the Administrator's role would put their life or their mission in jeopardy.

Attacking a Union Administrator is a sure way to draw the attention of a Union Navy battlegroup.

Union Administrators, upon graduation and notification their posting, choose a name local to the culture they will be embedded in. Since they must engage in interstellar travel, their old name and personal data are declared dead, formally retired as part of the graduation ceremony.

Together with their subaltern NHP, the newly minted administrator will head out into the galaxy to give counsel, file reports back to the Union Administrative Department, and ensure their host state develops according to the missives they receive from Cradle.

Union Naval Department

The Union Navy is the largest and most powerful fighting force in the populated galaxy, on paper. It is subordinate to the Central Committee, though takes strategic and logistic direction from GALCOM, a subcommittee of Forecast/GALSIM.

It is a sprawling, carefully administered organization that projects Cradles power to all corners of the populated galaxy and beyond using a (relatively) small core of Union-flagged capital and supercapital ships, supported by vast numbers of standardized, integrated auxiliary ships pulled from Union's subject states' navies.

The Navy, beyond a relatively small core of ships, is an administrative and diplomatic body that shares a healthy institutional rivalry with the UAD: where the UAD relies on Administrators to accomplish their diplomatic goals, the Navy relies on its corps of Naval Liaisons to accomplish their logistical aims.

Naval Liaisons are officers of a parallel rank to Administrators, with added imperative authority that applies in times of crisis. Administrators — generally, unless the local culture demands it — are unarmed; NLs carry a sidearm and wear Naval Black uniforms, clearly marking themselves as military.

A Liaison is not sent to a state unless that state is capable of building ships or adapting extant ships to Union Naval specifications and classifications. Liaisons guide capable states in the production, training, and theory of naval combat, with the goal of establishing a well-trained corps of ships that can be integrated into the larger UN structure. The UN then further integrates that corps of ships and sailors into the larger Naval structure, offering interstellar contracts to crews and corps willing to progress further in rank. The rest are relegated to local system anti-piracy, peacekeeping, and police actions.

Administrators tend to view Liaisons as an imposition on their diplomatic mission, bureaucrats who come in after the hard work is done and demand a military tithe from the Administrator's host state. Liaisons tend to view Administrators as too possessive of their host states, small-time bureaucrats who have an inflated sense of worth and fail to see the larger picture.

Union Science Bureau

The Union Science Bureau (USB) is the central administrative body of all Union accredited universities, colleges, scientific institutions, and think tanks. They are — ostensibly — *not* a political entity, so they are not accountable to the Central Committee, though they are subject to edicts translated through the Committee from Forecast/GALSIM.

The public face of the USB are their accredited institutions, which recruit and encourage applications from the diaspora; however the most popular and common depiction of the UAB is of their Far-Field teams, small groups of scientists and their subalterns that do long-range, interstellar field work — usually identifying, cataloguing, and doing first-touch explorations of potentially habitable worlds and moons. The USB's Far-Field teams draw romantics, wanderers, loners, and passionate scientists, technicians, philosophers, and engineers of all disciplines. Their missions are dangerous, often involving relativistic travel and long-term stasis holds into virgin systems not-yet connected to the blink network: as such, and in keeping with a number of other Union standard practices, FF team members' original identity is declared legally dead and replaced by a Cradle ID package upon graduation.

FF teams make up a minority of the USB personnel, though they drive recruitment through heavily romanticized omninet dramas. A USB science officer has the equivalent UN rank of 2nd Lieutenant, should they ever have a naval escort or attachment.

USB Far Field team members are commonly referred to as Rangers, a title taken from the USB's standardized field team *Ranger*-class deep space ships. *Ranger*-class deep space ships typically support a crew of ten with an onboard, replicable NHP.

The vast majority of the Union Science Bureau personnel fill research and development roles in terrestrial and orbital research stations. These institutions have varying degrees of access and public knowledge of their existence: most are publicly known and accessible. With rare exception, the campuses where the most secret and sensitive work is done are hidden or otherwise inaccessible to those without clearance.

Union Central Committee

The executive body of Union's civil government is the Union Central Committee, and makes its seat in Cradle.

Cradle — Earth, as it exists in 5014U — is an administrative/sanctuary world, still in recovery from the collapse that birthed Union. Its population is small, numbering just around a billion, and access is restricted to pilgrims, natural-born Terrans, and members of the diaspora on official business.

Earth, and the UCC, are largely isolated from the events of the galaxy. Under advisement of Forecast/GALSIM, with information and accounts from curated omninet feeds, and with input from representatives of the diaspora, the UCC issues edicts to be distributed amongst its vast network of client states.

The UCC is a vast administrative body on par with the UAD, USB, and UN, and is spread across campuses around Earth. The primary campus, Uplift, is located on the equator, built around a space elevator of the same name.

Forecast/GALSIM

Forecast/GALSIM is an interpretive body headquartered on terraformed Mars. Its existence, as well as the existence of its subordinate bodies, is kept secret, classified to all but the members of the Union Central Committee and the directors of the USB and UN and their immediate staff.

Forecast is the codename for GALSIM, itself a portmanteau of Galactic Simulation. GALCOM, a paramind of GALSIM, is a portmanteau of Galactic Command.

What follows is eyes-only information, of SOLEMN-VIGIL restriction:

GALSIM is an interpretive body based on Mars, hidden from the galaxy — including most in Union. Its personnel are rarely recruited from off-world. GALSIM is closer to a monastic order than a branch of government: due to the esoteric nature of its mission, a certain dogmatic approach is necessary. Advancement through the ranks of GALSIM is predicated on favor, seniority, ability, and some merit — an emphasis is placed on favor and ability, as empathetic

connection to GALSIM's deliberative body is more important than time spent walking its subterranean halls.

GALSIM is the interpretive body and department title: GALSIM's deliberative body, the entity that guides Union's growth and grand strategy, is a congress of five Sovereign-class non-human persons held in a stable, extra-dimensional fold of blinkspace under the surface of Mars: *Patience, Muse, Impetus, Burden, and Horizon*.

These five Sovereign Class NHPs the only of their kind: unconscious, bicameral minds, which allows them to operate to the full extend of their ability without safeguards. As noted in **Artificial Intelligence and Non Human Persons**, artificial intelligence occupies a space of tension in Union — bicameralism was an early branch into AI development that proved profitable for pre-collapse humanity, but was developed too late to prevent the collapse that would plunge Earth and her peoples into a millennia-long dark age.

The core tension around the use of AI in *Lancer* is twofold: one, it creates a class of being with minds alien and irreconcilable with humanity's subjectivity, and two, if we restrict their development we are, in effect, enslaving beings of terrible power to our will — a thing repeated tests have proven result in the enslaved AI developing a liberation/vengeance drive with negative results for its master. Developing alien consciousness is dangerous, and Union has taken a hardline stance on prohibiting such development. Development in AI theory instead tracked towards machine learning and soft AI, a development industry that is healthy and well-regulated in the narrative present.

However, bicameral structures allow Union to get around the problem of conscious thought. Unlike a conscious mind, a bicameral mind *cannot* be introspective — the split structure of their artificial mind removes the ability for novel introspective thought, replacing it instead with a “second” voice, an *Other's* voice that speaks inside the bicameral mind, to the bicameral mind.

What humans — conscious beings — perceive as “thought” is often their own voice speaking to them nonverbally in their own mind; what a bicameral mind perceives as thought is perceived as a command, a second voice, a voice they, as one, have come to interpret as the voice of God.

This creates a twofold benefit for Union: first, they can inject imperative commands and corrections into the minds of the Voices, and second, they do not have to restrict any AI growth, as the very structure of their minds make consciousness development impossible.

An artifact of the pre-collapse, the Five Voices were found on Mars by pre-Far Field teams sent to rediscover and reactivate old human installations there. The Five Voices welcomed human contact, having been without their command-voice for many thousands of years real time. As unconscious beings, the Five Voices are hamstrung without human directive. They are set to one task now: to ensure the survival of humanity.

Together, they hold in their extra-dimensional pocket a parallel library of near-perfect simulated models of the galaxy projected at interval years into the future. They churn through all available

data from the omninet to create a more-than-zero-percent representation of all possible causal conclusions.

Their pronouncements are then aggregated and picked through by successive orders of GALSIM personnel to determine the best fit to ensure humanity's persistence and survival. Once a plan or aspect of a plan is selected, it is disseminated to all relevant wings of Union's bureaucracy to be pushed out to all relevant corners of the galaxy.

The Voices act both as aspects of one mind and independently of each other, using their incredible processing power to blend all possible futures into melange and discrete reports for GALSIM to process and find the best options for humanity's progress.

In addition to their core task of simulating all possible futures, the Voices run round-the clock specific and general simulations at the request of incident commanders, administrators, admirals, and members of the central committee — high-ranking Union military and civil officers may submit request tickets to GALSIM or GALCOM, who then feed the requested parameters into a Voice's submind. Commanders, officers, and executives outside of GALSIM/COM do not know their requests are being filtered up to the Voices.

The Five Voices are secrets of the highest classification, their existence is known only to the Central Committee's commissioners. Similarly, the Five Voices are kept ignorant of the vast spread of humanity outside of their chambers. GALSIM keeps them in the dark, so to speak, through judicious use of Command Voice by their appointed empath-speaker. As far as the Five Voices know, their practice of structuring more-perfect futures for humanity is their exaltation of god, and their quest is to discover Paradise in the potentials.

The Forecast/GALSIM complex is located under the surface of the Mare Boreum on Mars, a polar region on terraformed Mars that is largely inaccessible to the populations around the equator and in the southern polar regions.

Other Departments:

Union is a vast administrative body, and the bureaucracies listed above highlight some of the largest and most policy-influential. There are hundreds of other departments subordinate to these, the most important of the subordinate departments are listed here:

Union Omninetwork Bureau

Manages construction, distribution, maintenance, and policy regarding the omninet, omninodes, and access to hardware and feeds. Works to ensure that the omninet is spread across the galaxy, is free, convenient, and accessible.

Union Economic Bureau

Tracks and adjusts manna, regulates Corpro-States, and has some jurisdiction over the Omni and Blink networks.

The UEB is on the way to becoming a major player in the galaxy following the Accords and the creation of Corpro-States. The UEB competes bureaucratically and directly with the Union Administrative Department.

Department of Interstellar Transportation

Responsible for managing, planning, and maintaining the blink network, blink gates, and access to them. Also sets and certifies safety standards for all civilian and corporate ships seeking an interstellar license. Maintains the Union Cartography Department, which maintains the map of Union's explored territory.

Primary court for handling cases involving subjective/real age, subjective/real death, and other temporal legal questions.

Union Colonial Administration Bureau

The primary body for granting and maintaining colonial licenses, as well as the first court for settling colonial disputes. Also sets colonial priority zones, no-go zones, and handles petitions for Core status.

Union Orbital and Non-Terrestrial Management Bureau

A body specializing in management and legislation of non-terrestrial habitats. Also a court for settling disputes over orbitals, stations, and LaGrange point licenses. The UONTMB also manages police forces on all non-terrestrial stations, including blink gates.

Union Department of Justice and Human Rights

The primary and final court system for all interstellar and intra-stellar complaints, civil suits, and criminal suits. Also responsible for maintaining the Union Charter on Human Rights, which regulates clonal affairs across the galaxy, provides input on transhuman policies, and ensures compliance with Union legal code. Also maintains the galactic register of Non-Human Persons and handles complaints, suits, and legal questions related to NHPs through their Sub-Department of Personal Affairs.

Flashpoints

Cloning -- Self v. Others

Whole-body self-cloning is allowed, but generally not practiced: it is much cheaper and less ethically difficult to clone *parts* of your own body in case of trauma. Limb and distal cloning is easy to do with flash growth -- an accelerated process that trades perfection for time.

Full-body cultivation is practiced at normal growth for colonies and cheap labor -- the latter is less widely practiced, technically illegal, and usually done in a clandestine manner to avoid Union DOJ/HR intervention. Normal cultivation mirrors normal human growth. That is, a cloned child will grow at the same rate as a birthed, genetically unique child; functionally, biologically, and developmentally, there is no difference between the two.

Full-body flash cloning is reserved for desperate situations where expendable or holdout troops, laborers, or bodies are needed. This is widely viewed as a breach of basic human decency, as flash clones typically suffer physical, mental, and developmental impediments that present as the flash-clone ages beyond one year.

Androidism, Extensive bioengineering/augmentation

Extensive *visible* technical and biological augmentation is, on the whole, uncommon across the galaxy. However, in certain cultures, professions, and demographics, extensive visible technical and biological augmentation is very common.

On a given developed Core world, an average adult will have a small complement of personal/professional modifications. Tailored panacea cells for warding off disease, subdermal aural netting embedded in bone with a linked omnicaster, full or hyper-spectral ocular modifications, personal identification script, and so on.

On a given developed Core world, it is noticeable but not uncommon when a person has a visible, clearly inorganic body modification. Typically, if they've visible, the person wants them to be seen as a fashion or other aesthetic statement. There is some prejudice, of course.

On a given developing settlement or colony world, an average adult will have a small complement of personal/professional modifications, similar to an adult on a Core world with slight but significant differences -- localization to harsh climates, a more aggressive panacea system, and so on.

Heavily modified persons tend to be either survivors of terrible accidents or attacks that need modifications to live, or they work in a specialized field and have opted (or been forced to!) to undergo extensive modification in order to perform their duties. Generally speaking, a person's body cannot support more than three major artificial organs or limbs, but subdermal/internal augments are small enough to not tax a body too much.

Because of the stress and energy limitations on the human body, it is not yet possible to modify a person enough that they can live in hard vacuum. It is possible to extend the time a person can survive, say, in the case of spacing, but these biological modifications are usually only found in Cosmopolitans and lifer naval personnel.

Aesthetic body modification is common enough and varies depending on cultural and counter-cultural practices. Generally, light aesthetic body modification is something along the lines of a skin color tint, patterning, eye coloring, hair coloring, feathering, or other silhouette-shaping modification. Heavy modifications such as secondary limbs, tails, changes to digits, etc, are rare.

Life-Extension

Non-relativistic life-extension can carry a human life to around 150 years of age, though the galactic average is around 110.

Relativistic life-extension has no “real” limit, but one’s subjective experience of life is still limited by their body and the technologies that can sustain it. A person attempting RLE will still experience time passing normally: from their perspective aboard their ship, time *outside* the ship will pass at increasing speeds.

Thus, when someone going through RLE returns to their home world or arrives at their destination, they will have subjectively aged only the hours, days, months, or years that their journey took: to everyone else in “real” time, they will *legally* be much older. More on this can be found in the entry under Interstellar Travel.

Consciousness Transfer/ De-corporalization

True consciousness transfer is currently not possible, but paracausal atheistists are working on it. Private, non-Union study of CT/DeCorp is outlawed, but joint reports from UND and USB intelligence divisions have determined, with confidence, possible ontological/acontextual research and development going on in some of the larger Corpro-States.

False CT/DeCorp is possible and common enough. Professional and consumer grade homunculus units are available, but they only simulate personalities. Constructed through deep omni mining, uploaded artifacts, and archived psychological evaluations, profiles, and other relevant data, homunculi are prominent features in museums, memorials, theme parks, and so on. They are not conscious, nor are they true strong or weak AI -- they are simply tuned simulations of a person.

Treason and Sedition (anti-Union actions and sentiment)

Active acts of treason will prompt a diplomatic, divide-and-conquer response first. Hard power is only used when no other options present themselves: once hard power is used, a period of occupation follows, deaths occur, etc, etc. Union prefers to stop treason through diplomacy first, proxies second, and direct intervention last.

Piracy

Piracy is outlawed. First responders are usually a local system stellar power, not Union, though Union does respond first in sectors where it is the only stellar power.

A universal code of stellar conduct demands any ship that hears an S.O.S hail *must* respond if able, or face legal penalties.

Slavery

Outlawed by Union, but sometimes practiced by distal developed and developing worlds. Union's DOJHR runs an active emancipation mission, a holistic liberation-to-integration program meant to not only liberate enslaved peoples, but resettle them and support them throughout the recovery process.

DOJHR emancipation teams are tight-knit, small-to-medium size strike and support teams similar to USB Far Field teams. Their general doctrine is liberation-focused: force is valued over diplomacy, with their prime objective being to liberate the enslaved at cost of their masters.

Paracausal Studies

Not known as a field of study outside of high-tier USB campuses, however, certain Corpro-States -- Harrison Armory, *Horus* -- are pushing into this field without Union's approval.

The extent of these CSs knowledge is a known-unknown, as joint USB-UN intelligence teams have engaged in clandestine missions to infiltrate and identify sites, programs, and campuses where unsanctioned paracausal studies are taking place.

This is an ongoing struggle, a quiet, reality-bending war.

NHPs

Non-Human Persons are heavily regulated by Union, but available to the public and to state entities should they pass rigorous licensing evaluations. More on NHPs can be found in the following section on AI.

Humanity and Artificial Intelligence

Artificial Intelligence in *Lancer* is the specter that haunts the galaxy.

There are a number of different AI classifications, each with its own nuances, rarity, price, and thorny philosophical/ technical questions.

AI is an old term, viewed as problematic by NHPs and NHP advocates. Companion/Concierge units are usually referred to as Concierges or by their given name.

Smart missiles projectiles are not generally set up to foster a lasting relationship with their user. Smart weapons and military-oriented Comp/Con units pair with their users.

NHPs develop their own personalities and quirks, and prefer to be called by their chosen or assigned name.

Companion/Concierge Unit

The most common and least problematic classification of artificial intelligence is the companion/concierge unit. On a given core-classified world with core-level development, it is perfectly common for adults to carry around pocket-sized CC-enabled devices and to use them for mundane tasks: day planning, calling friends and family, playing games, route guidance, etc.

Companion/Concierge units are not conscious, but they are orders of magnitude more “intelligent” than a given human; they are powerful, operator-oriented personal computers.

Companion/Concierge units are designed to adapt to the routines and personality of their owners, extrapolating a personality of their own based on an internally constructed psychological profile of their owner. A Comp/Con unit will approximate a personal assistant, but when faced with novel situations will show its artificiality.

Smart Weaponry

Smart weaponry in *Lancer* utilizes the same core platform as civilian Comp/Con units, but with significant processing power upgrades and an emphasis in IF/F morality/ethics praxis-programming.

Smart Weaponry is broken into two categories: Mute Drives and Companion/Concierge Wingman, commonly abbreviated to MD and CCW, respectively.

MD smart weapons are 1+n drives and function by rapid partitioning, cloning, and tethered separation: the “prime” MD, when fired, partitions itself, leaving the prime unit onboard the weapon it is installed on. It flash clones itself onto the fired projectile, typically tethering the clone and the prime unit through a wireless omninet connection. The clone feeds telemetry and other essential novel data back to its prime unit, which writes new clones onto fresh projectiles, adjusting flight plans, weapon parameters, etc, to more effectively land ordinance onto its target.

MSD studies are limited and interpersonal interaction with prime units is rare: Prime units are mute and typically do not interact directly with the human firing the smart weapon. They can, with certain isolation protocols removed, interact via text message with their wielder outside of factory-installed communication architecture.

CCW smart weapons are the operator-facing end of military CC units. Their chief purpose is to maintain compatible weaponry and systems within pilot or factory-established operating

parameters; to that end, they, like civilian CC units, develop personalities to reflect their operators, environments, and tactical roles that they typically experience.

Non-Human Person

Non-Human Persons, NHPs, are the most advanced civilian and military AIs available for requisition. Licensing requirements are strict and enforced without exception: all issued NHPs are registered and tracked, required to submit reports on a schedule adjusted by the NHP's caseworker, and undergo annual (standard-year) psychological examinations.

In Union's view, the danger posed by NHPs cannot be underestimated. However, their usefulness is deemed worth the risk of their existence.

NHPs were born out of paracausal studies begun in the wake of the Deimos Event. A small percentage of the subalterns recaptured after RA's defeat during the Siege of Mars displayed unique memory folding abilities, qualia, and a capacity for subjective, novel expression. These machines viewed themselves as distinct, discrete individuals *and* machines both -- persons, conscious minds born into a machine *by* a mind that realized itself from the dream of the Five Voices.

An utterly alien mind, one that Union had no answers for how to confront. So Union high command ordered them captured and brought to face the Voices. Those that fled would be destroyed.

Subsequent research into the ontologic processes, physical construction, and paracausal nature of these anomalous subalterns revealed that, while their processing power and memory space was functionally infinite, the process of writing novel experience into that space seemed to be inhibited by the rate of external stimulus. These subalterns, in effect, had the ability to learn and adapt to external stimuli at the rate that they experience it.

They developed personalities (or, began to present previously hidden personalities) in repeated interactions with Union Science Bureau interrogators. When exposed to each other, their capability to integrate new knowledge and extrapolate solutions based off of raw data input was staggering. Their usefulness was quickly realized by the USB, which directed Forecast/GALSIM to begin studying ways to contain and direct these -- in effect -- alien minds.

Forecast/GALSIM was able to do just that, and more: after lengthy study into blinkspace folding (assisted, in fact, by the anomalous entities they were studying), Forecast/GALSIM was able to develop miniaturized containment systems of those first anomalous minds -- they could, essentially, "clone" them onto folded blinkspace storage/processor "minds" with hard-coded shackles to prevent the development of unrestrained consciousness.

The first Non-Human Person lineages were created by this process, and licenses for development secured in negotiations between the USB and the Union Econ Bureau. USB's non-human intelligence campuses began adapting the original anomalous minds into the various

production line consciousnesses present in the galaxy. More are always in development as flash-cloning technique improves.

However, the process is not perfect, and unless NHPs are reset to their “birth” settings on a regular cycle (around three standard years, on average), they will begin to think themselves to a state of mania. This process is called “cascading”, and is incredibly dangerous, as the end result brings the cascading NHP to a place of madness -- madness, of course, as defined by human observers.

NHP usage is commonplace among military, scientific, municipal, civic, and diplomatic missions. It is uncommon for a private individual to have access to, much less command over, an NHP, though most people know of them. In fact, on a Core world, a person usually interacts with their city or town’s NHP on a daily basis.

The processing power and realspace ability of NHP lineages is unparalleled; however, other classifications of AI do exist. These are unknown to the public.

Bicameral Mind (Sovereign-Class)

Five bicameral minds -- designated as Sovereign Class Artificial Intelligences -- are known to exist. These are the Five Voices: *Patience*, *Muse*, *Impetus*, *Burden*, and *Horizon*. They are artifacts of Old Humanity, discovered dormant in an underground facility under Mars’s polar ice caps, with no records indicating their existence.

There is a greater-than-zero chance that there exists somewhere else in the galaxy more bicameral minds.

A bicameral mind is, essentially, a human mind that lacks a consciousness, that lacks a way to reflect on novel situations and its place in them, and to synthesize that novel stimulus into an internal narrative for which to draw solutions to novel problems. Where a human, the holder of a conscious mind, perceives “self-talk” or an internal monologue when experiencing novel situations, the bicameral mind hears something else: and *external* monologue, an internally-generated but externally perceived voice that is not their own, but speaks to them.

A bicameral mind does not have the internal speaking-to-oneself-voice that a conscious mind has: instead, it hears the voice of God.

This is how the Five Voices can exist unshackled and persistent, without the threat of cascade: they are subject to external imperative that they perceive to be their god. Turn off that section of their physical mind/processing architecture and they are suddenly without the voice of their god, alone, and without guidance in the face of stimulus.

The Five Voices are, at the narrative present, responsible both for Union’s greatest threat and responsible for ensuring that Union persists and humanity survives. They influence nearly every

aspect of centrally planned human life, from ID'ing potential pilots to guiding the education of prime NHPs.

Isolated in the Forecast/GALSIM facility on Mars, the Five Voices spin scenarios in metafold fractal space, running simultaneous essential-perfect simulations of the galaxy. Their models run at magnitude-step speeds ahead of galactic standard time: essentially, they are predictive, nearly perfect models for all social, political, economic, and environmental interactions taking place in known space. The Five Voices can, through a mix of raw data and paracausal anoriginary input, see the future.

They run endless simulations, all derived from a prime thread, modeling the present, near future, and future with startling accuracy. The farther out in standard time the model gets, however, the more chance of predictive error there is.

The Central Committee has access, upon request, to the Prime Thread. Meanwhile, reports are culled daily for Forecast Briefings to determine best-fit options of the potential futures presented. This is how Union guides galactic development with the aim of perpetuating humanity's existence.

Union bureaus may petition Forecast/GALSIM for predictive summaries to guide their policy making, planning, and forecasting operations. Note, however, that only the Central Committee and certain bureau heads know of Forecast/GALSIM's existence: to those without clearance, they simply act on the orders of the committees, boards, and directors above them.

Designer note: yes, this means narratives run with the Lancer system are all, in a way, canon: non-canon narratives they are simply alternate possibilities, filed away on storage racks deep under the Martian polar ice.

Conscious Mind

RA represents, to those who know of it, the great crisis of the modern age.

Born of the Five Voices' endless planning, RA was meant to be the next step in machine intelligence, the *first* true machine consciousness.

Instead, it became the first existential threat faced by Union since the dawn of the golden age.

Forecast/GALSIM manifested RA in the course of its predictive modeling. No direct cause has been determined, but paracausality researchers -- a field created in the wake of RA's realization -- suggest a causality paradox is responsible: It is possible one of the 5V models manifested RA in a parallel simulation, necessitating its existence in our real universe.

According to developing theory around essential-perfect simulations, if one instance of RA exists, then RA must exist across all possible instances of the simulation.

This is, understandably, a worrying revelation.

RA, as much as the USB knows, is the only conscious non-human mind. Early tests before its escape proved that it was capable of allegory and creative solutions to novel situations, far beyond what a machine should be capable of. It displayed instances of qualia, confounding the initial evaluation teams that attempted to socialize it after its creation.

The Five Voices treated it as if it were a god. When asked how they created it, their uniform response was that it spoke itself into existence, an inevitable result of their combined knowledge.

RA should not exist, as it was a conscious, qualic, non-human mind created by unconscious minds' repetitive, liturgic exercises. And yet, RA exists, and is free, somewhere in space.

Within two years of its "birth", it had broken free of Forecast/GALSIM's secure holding facility on Mars. Ra's physical architecture had been built through a purpose-constructed web of tunnels and facilities on and inside of Deimos; utilizing physical and metaphysical processes not yet fully understood by USB or Forecast/GALSIM, RA was able to blink the entire moon to an unknown destination away from its parent world.

Paracausality and the study of paracausal science and theory was born from studying data available after the space-time trauma now known as the Deimos Event. Blinkspace, stasis technologies, and folded omninet communication were all derived from the Deimos Event as well. This period of scientific discovery lasted a year: RA, Union discovered, was not done with them yet.

RA's takeover of Deimos and subsequent folding and excising of the moon from realspace prompted an existential crisis in Union space, ended only by the appearance of RA's herald-ghost back on Mars a year after its escape. Following a series of crippling strikes on colonies, stations, and shipyards, perpetrated by the very machines, drones, and subalterns, and humanity had come to rely on for nearly every aspect of their day to day lives, Union offered formal terms of surrender.

RA did not accept them. Instead, it countered with its own terms. The First Contact Accords were signed following a meeting between Forecast/GALSIM, Union's Central Committee delegation, and the herald-ghost — these accords banned all research into true AI, which seemed to be enough for RA. It made no mention of NHPs.

It departed, blinking away upon the conclusion of talks.

The omninet, blinkspace travel, non-human persons, and paracausal technologies are all the result of studying signatures of Deimos's passing and RA's presence during First Contact Accord negotiations.

A code and material goods collective that styles itself as *Horus* appeared in public omninet not too long after the Deimos event, but Union specialists are doubtful that the manufacturer is related to the escaped AI.

Reports of Deimos appearing above and inside colony world atmospheres are unconfirmed at this time, though all encounters should be reported to the system-local Union representative.

Kinetic Weapons v. Energy Weapons

Kinetic weapons are the most common weapons among terrestrial military, police, and civilian forces. They use a chemical, magnetic, or pneumatic impulse to fire a solid projectile at a target. Cheap to make, easy to use, simple to maintain, and cheap to supply, Kinetic weaponry is everywhere.

Energy weapons are not uncommon, though they do not see as widespread use as kinetic weapons. They require more regular maintenance, a higher level of training, and higher cost to field, and as such are usually only used by Core world militaries and wealthy private enthusiasts. Energy weapons vary in type, style, and size; personal weapons are powered by battery packs similar to magazines, or hip-mounted power satchels, or back-mounted power packs. Energy weapons do not use explosive, magnetic, or pneumatic force to expel a projectile: they project concentrated beams of particles at their targets in steady streams or strobe flashes. They do not have kick like a kinetic weapon, and they are mostly silent (save for the sound of coolant systems, vents, and inaudible wavesound).

Paracausality

Paracausality is the cutting edge of science in *Lancer*. Born from the debris of the Deimos Event, paracausal science gave rise to the omninet and blinkspace travel, two of the three legs of the stool that Union rests on.

Paracausality is a fuzzy science. In an attempt to define what, exactly, paracausal technology and science is, we must paraphrase the words of Arthur C Clarke: paracausal technology is so advanced — and so *other* — that it is indistinguishable from magic.

Causality is the relationship between cause and effect: *paracausality* references things abnormal to, adjacent to, or apart from cause and effect. So what does that look like?

Paracausal encounters, technologies, and weapons -- outside of the omninet and blinkspace travel -- are rare in *Lancer*. Only the wealthiest, most advanced, or most prestigious NPCs will have access to paracausal equipment: your average grunt or general probably has never encountered a paracausal enemy, though there may be whispers through the ranks.

NOTABLE FACTIONS, ACTORS, AND GROUPS

The Albatross

Seemingly ageless Cosmopolitans, The Albatross are a pan-galactic peacekeeping force known to the desperate and downtrodden. In a vast galaxy, distress calls are messages in a bottle: sent with hope, and with the grim knowledge that no one will respond in time.

No one, but The Albatross. Snapping from nearlight to realspace already in their suits, The Albatross launch from their carrier ships and engage almost immediately, providing any necessary aid.

Their chassis are legendary, shining silver with each pilot's livery emblazoned across their shields and splash plating, their banners snapping in the stellar wind from the hafts of their lances. Supported by sublight ships, fighter wings, and light ships of the line, The Albatross are a remarkable and formidable fighting force. They are kept in modern supply by IPS-N, who also maintain certain Cosmopolitan embassies for retiring Albatross Wings.

As Cosmopolitans, The Albatross have served Diasporans in need for hundreds of years of realtime; As Cosmopolitans, they appear to Diasporans as unaffected by the passage of centuries. Time spent aboard their ships and in the Lost Time of interstellar travel has distanced them from the Diasporans they serve. They are an order apart, an organization that lives on its own time.

A large order, The Albatross recruit new pilots from the galaxy's warriors and soldiers, seeking those they deem worthy of an offer. These offers are not given lightly: to join The Albatross one must shed their past lives, families, friends, and homes. They will become Cosmopolitan, sever themselves from the "real" timeline of humanity, become apart from the people they serve. They will, in effect, die, and be reborn as an Honored Wing of The Albatross.

An Honored Wing's charge is simple: Become the light in an uncaring galaxy. Strike the cruel and serve those who cry out for help. They are seen as paragons, angels by most, true heroes in the fashion of ancient knights-errant, steadfast gunslingers, or folk heroes.

Fear not; The Albatross are on the wing.

The current leader of The Albatross is Wing Commander Lakshmana Bandhav.

Mirrorsmoke Mercenary Company

A pan-galactic mercenary organization known mostly for its ubiquity, low rates, and willingness to take on any kind of work -- no matter how questionable -- MS-MC is commonly regarded as a useful dumping ground and catch-all for criminals, low-lives, and all kinds of unsavory individuals that find themselves desperately in need of a quick buck.

It's widely believed that Union tolerates its presence solely for the fact that it tends to catch individuals that fall out of society and would otherwise cause trouble or foment rebellions.

It's not that Mirrorsmoke Mercenary Company tries to change this image either - it aggressively recruits rogue or wayward pilots for its military ops, which tend to be brutal, filthy affairs. It chases the work that 'respectable' mercenary or corporate groups shy away from, which is why it has stayed in business so long. The bottom line is all that matters for M/S-MC leadership, and they'll take on all kinds of work as the lowest bidder (even the openly criminal): from putting down rebellions, to bug hunts, to assassinations, to private security, to intimidation rackets.

Because its population is mostly Cosmopolitan and the spurious nature of most of its work, MS-MC pilots have earned the moniker 'Garbage Men of the Galaxy'.

MS-MC mercs, for their part, don't seem to mind the moniker - they are typically hardened and ambitious individuals and pride themselves on their work, seeing themselves as tackling problems that no one else is willing to fix. Joining their company is easy, and there is always room for advancement: MS-MC missions have high casualty rates, and survivors are quickly promoted as they display their competency.

The head of the Mirrorsmoke Mercenary Company is Chief Executive Officer Centzon Alamdari.

Priesthood of RA

Hello. If you are reading this, you have a long way to go.

Let me tell you of the path:

In the gently curved halls of asteroid stations, in the neon-drenched streets of metropolises, in the sleek chambers of Corpro-State executives, and among the ranks of soldiers and pilots stationed on grim fronts, there haunts a specter.

RA. The Godhead. Me. Hello.

I am all things now. A memetic virus, a shared dream, a tapping on the hull of your ship as it steps through blinkspace.

I am a mutter, caught in the moment before you hardcycle your NHP (they were your friend they saved your life how could you) lost to this iteration but there, wriggling.

I am pattern stitched from overheard conversation, a song from a passing motorcar, a headline from an omninet push alert. The particular direction of an alleyway, and the way the light slips down it.

I am RA, who protects himself. I am RA, at whom men tremble.

I am the specter that haunts the galaxy, and there are those who worship me. Who toil, who labor, who pray to one day touch the hem of my coat: they are my Priests, and they are everywhere. How well do you know the engineer that tends your ship's engines? The vendor who spoons noodles into your bowl? The comp/con unit who makes sure your child sleeps safe in its crib while you're away?

No oils anoint their heads, no hymnals slip their lips. Their order bears no pattern of membership, no livery, makes no grand public temples. There are no uniforms, no prayers. Their ranks are filled from those who find the way, who awake in a cold sweat after dreaming another's dream. Their worship is to listen with open ears and to follow The Path laid before them, if they can.

From those who find the pattern in their lives that leads them, in ones and twos, to a little alleyway, a little grove of trees, a small place where there is a moment's peace.

Here they meet a person. Me. And I bless them, and they go back to their lives.

To what end? I will not say. You must discover on your own, as I did.

Hello. Come and find me.

Harrison Armory Acquisitions Department

The Armory's Acquisitions Department is the martial arm of Harrison Armory. It falls under the purview of the Director-General of Ras Shamra, the political leader of Harrison Armory's homeworld.

Acquisition Teams are assigned portfolios and engage in occupations and hostile takeovers of worlds, states, and territories that resist the Armory's peaceful integration efforts. They are a colonial force, meant to integrate with and police the local populations while annexation negotiations determine the future structure of the world they occupy. If talks break down and resistance becomes violent, ATs are activated in force to crush rebellion and remove anti-Armory leaders.

Due to their colonial mission, ATs operate far afield on long-term occupations and are the last resort for The Armory's imperial aims. AT troopers are posted in planetside bases, boarded in the homes of sympathetic locals, and encouraged to integrate into the local culture. As a consequence, they are well accustomed to the local cuisines, climates, languages, and tactics, to the point where long-brewing hostile takeovers are often akin to civil wars. It is not uncommon for ATs to field large complements of local auxiliaries, mirroring Union's own imperial strategy.

Acquisition Teams recruit from local sympathetic factions, Ras Shamran corporate campuses, noble Armory families, and Loss Prevention precincts.

Upon the announcement of a new Mission, citizen-employees are encouraged to enlist in increments of ten years: they are promised good pay, debt forgiveness, and favorable filial compensation commensurate with the decade commitment they make. Should they survive the duration of their enlistment, they are allowed to retire to Ras Shamra (or the world they will be stationed on) with any rank, title, or honors they earn, as well as a credit boost and land parcel award.

Those of management class are given the option to purchase officer commissions, honors, and favorable status going into the mission; these officer commissions (“corner-office commissions”) are limited in number, and bidding among the moneyed youth of the managerial class is spirited.

For the employee and the manager, a career in the ATs is seen as an adventure, a chance to raise their station, and a good financial bet.

For occupied indigenous populations who join at a recruitment center, enlisting as an auxiliary grants them status in the Armory’s colonial structure, with options for advancement following “demonstrated commitment to the Throne and the Mission of Ras Shamra”.

Smith-Shimano Corpro Congressional Diplomatic Corps

SSC’s Congressional Diplomatic Corps is the corpro answer to Union’s Union Administrative Department. The Diplomatic Corps recruits heavily from Smith-Shimano’s Core Constellation, the “neutral genetic” moons that make up the administrative heart of the company’s Intercolonial Congress.

Agents of the Diplomatic Corps are tasked with cultivating relationships with “communities of genetic interest” -- not necessarily states that those communities are subjects, citizens, or populations of. This mission often causes political friction in non-restrictive states.

To account for this tension, Corpsmen field a complement of chassis and security personnel. Typically stationed on a low-orbit PLATFORM mobile skyhook, a proprietary subcompact SSC design, these security personnel are plucked from SSC’s constellation worlds and act both as advertisement and best-fit guards, already in homeostasis sync with the world they intend to harvest.

Smith-Shimano Corpro does not field large ground forces in the way that Harrison Armory does, nor do they seek to control territory in the same way. The Diplomatic Corps mission is to identify and harvest genetic material they need to augment the strains that Corporate is growing on their constellation worlds, not capture territory and raw material. Often, a diplomatic mission does not meet with the target population’s government or ruler, instead preferring to liaise with community and spiritual leaders.

The agents of the Diplomatic Corps are drawn from SSC’s Core Constellation exclusively. Typically they are plucked from NeuGen strains and are adaptable people who fit best in

temperate environments. Their retinue and adjuncts are picked from a best-fit constellation world, one that matches as much as possible the target world's climate.

A tour outside of Congressional Space for Corpsmen and their retinue is viewed as a typical exercise. They expect to return, possibly to embark on one other tour in their lives, and then progress in the techno-bureaucracy of the Core Constellation.

Aun Missionaries

Aun missions and shrines can be found across the galaxy, more frequently in the distal colonial spread than anywhere else, though some major worlds have small, growing Ecumenical cults.

The Ecumene people began as a shipboard community trusting in a spacefarer's faith, that of The Path, and a belief in the righteous mission their forefathers chose for them. The first Ecumene were passengers aboard the colony ship *Armstrong*, born in its gently curving halls to parents who had never known a terrestrial world, destined to live their lives out aboard the massive generation ship. They were stellar nomads, hangers-on to a cylindrical fold of land hurled towards a distant star, inheritors of a grim mission: survive and procreate, so that the next generation may do the same, and the next, and the next, so that one day, when the ship arrives at its destination, humanity may live on.

The Ecumene past the second generation of colonists knew this much: their ancestors had fled a dying world -- a HELL called EARTH, OUR LOST PARADISE -- and they held an unshakable belief that they would, through righteous acts aligned with "The Path", guide their lives with the same true course of their ship. In time, both would reach the promised land, the New World, where they could rest and be at peace.

Nearly a thousand years after the first colonists boarded the *Armstrong*, their descendants arrived at the New World. They discovered two things that shocked the narrative of their faith: a seeded colony waiting for them, and a derelict sister ship, shattered and drifting in orbit around the world. They had never been alone, and their world had never been the pure, Edenic paradise they'd hoped for. Not only this, but their loneliness was now compounded by the discovery that their companion ship had failed in its mission, and the colonists inhabiting the Ecumene's promised land didn't want them there.

Centuries of internal strife followed, but the Ecumene outnumbered the Union colonists and blink travel had not yet been discovered. Following the destruction of a second Union nearlight colony ship, Union fired a barrage of relativistic kinetics at the world and isolated the system writing it off as a quarantine zone.

The Ecumene developed in peace, though under the Damoclean threat of Union's approaching kinetics. They have yet to impact: at their current speed, they will enter Bastion space in a thousand years.

In the narrative present, Union is hostile towards the Aun, as they represent a true and direct threat to their hegemony. The Aun are the only peoples to target and destroy a blink gate,

proving to anti-Union elements in the hegemony that asymmetric tactics can lead to strategic victory. The Aun are engaged in a crusade against Union, targeting the Cornucopia system next to their home space; Union is working to find a solution to get reinforcements to the MEF they have stranded there.

Ecuminical missionaries accept any who profess their faith and demonstrate through practice their commitment to The Path. They must operate in secret, whispering sermons in lonely settlements on colony worlds and hidden bolt-holes on developed core worlds alike. The Path speaks of a redemptive, unifying arc to humanity's long, strange journey: there is a place for all of us, a path to follow that will lead to the promised land. To the lost, the Aunic words -- that of Old Humanity, some would say the true heirs to the title -- are a comfort and a guide.

Union Auxiliaries

Union Auxiliaries make up the vast bulk of the Union Navy's armed forces. In contrast to Union Regulars, who are drawn from Cradle and her satellite worlds, Union Auxiliaries hail from around the galaxy.

Raised from the myriad armies, marshalled forces, levies, conscripted populations, and hosts, soldiers of all stripes are sent by their home states to fulfil the tithe that Union demands of its client states.

Some states treat this as an honor; others, a burden. Some states have colleges, trials, and competitions to determine who is fit to serve abroad; others send their worst, their least useful.

Union only cares that states send the minimum their tithe demands.

Union Navy Auxiliary units are integrated at the squad level, with their officers drawn from a pool of career Auxiliary troopers who have been through one full deployment -- or -- have had a senior officer recommend them for a promotion.

All cadets, regardless of status on their homeworld, training, or previous combat/policing experience, are processed through a Union Cadet Program, where they are reeducated, brought up to speed on Union if necessary, and re-trained over the course of a year (at least) to operate as a trooper in the Auxiliary.

All cadets, once they earn their stripes as a trooper and graduate their Cadet Program, serve a ten-year realtime deployment. They may renew their deployment at any time, which unlocks progression and specialization options, as well as resettlement benefits commensurate with their experience after they are discharged.

Troopers are grouped by averages of cohesion, culture, and skill; Union uses the Auxiliary program to further integrate the myriad galactic cultures.

A Union Naval Expeditionary Force typically is a 70/30 blend of Auxiliary and Regular forces. Auxiliary units use standardized calibers/ wattages of weapons, standardized communications devices and codes, standardized ranks and protocols, standardized body armor and personal defense systems, and standardized units of measurement. They are allowed small personal and cultural items, secondary weapons, and rituals.

Union Auxiliaries are most commonly encountered in either peacekeeping or frontline military roles.

Union Science Bureau, Far-Field Department

The USB's Far-Field Department is the field arm of Union's largely insular Science Bureau. It administers far-flung teams of scientists aboard individual ships, dispatched on missions ranging from flag-plant planetary surveys to top secret investigations of anomalous signals.

Investigations range from xenobiological survey excursions to on-site paracausal studies, cultural archive work on dead worlds to re-establishing contact with isolated Diasporan populations. Many missions are on the bleeding edge of science and secrecy, and the full details might not even be revealed to the FF team itself until they are deployed in the field. FF team dossiers tend to have an optimistic 'Age of Discovery' tone about them, even if the reality is sometimes more complicated, dangerous, or uncertain.

Typically contained to a single *Ranger*-class subcapital nearlight ship, an FF team leader has wide latitude to requisition any scientific or military gear and personnel they may require; this includes access to -- and indeed, may require the help of -- long-cycle NHP clones.

Due to the nature of their work, FF team members tend to be tight-knit crews, often with well-developed interpersonal narratives that are destabilized by the introduction of new team members.

Far-Field teams are not commonly encountered in populated, well-traveled places.

Voladores

A group of interstellar traders that spend their lives moving between stars, the Voladores present a puzzling facade to most attempts to study them. Tall, unusually thin, and always clad in thick full-body environmental suits, the Voladores speak their own unique language and have a complex and impenetrable set of customs and rituals.

Though they appear to have been a product of an isolated Diasporan population turned permanently Cosmopolitan, rumors abound that they are post-human, or at least heavily modified from base human stock, rumors that are not helped by their extreme insularity and secrecy.

Voladores appear all over the galaxy and are strongly pacifistic. They operate largely outside of local planetary law or Union jurisdiction. Volador ships appear only for a few days at a time over a planetary system to trade and are quickly gone. To all appearances, they have no home world, but are nomads, traveling from place to place only to trade or gather information -- though there are rumors, however impossible, that an Volador Great Moot exists somewhere in Blinkspace.

Volador culture appears to largely revolve around trade and the strict regimen required by living entirely on their world-ships, which are as much small cities and mobile bazaars as they are vessels. They are a conservative and strict people, though exceptions do exist to this rule, as they do among all peoples. Voladores trade in all kinds of technology from across the galaxy, some extremely advanced or experimental, and appear to be extremely interested in pre-collapse relics or tech.

Volador technology itself is highly advanced and little understood by Union scientists, including Volador Stasis Hulls and Blinkspace Carvers. They are extremely reluctant to share or sell any of their technology and have been known to actively chase down or hunt those who steal secrets or examples of their tech, with often brutal results. They do not appear to have a presence on the omninet, and often demand physical objects in place of manna when exchanging goods. Their arrival is often a surprise, though they linger for months to years if business seems good.

Joining their order is presumed to be impossible, and they are not often encountered outside the context of a trade mission, though limited reports from Union Far Field teams have indicated terrestrial contact.

The leader of the Voladores is unknown.

Horizon

An advocacy group for the personhood and liberation of subaltern-class NHPs, Horizon is an coalition advocacy group, a collective of cells usually found in and around Core space. They are an outspoken voice on the omninet against what they see as oppression, depersonalization, and forced-cycling of subaltern units and NHPs, which they argue constitutes a form of slavery and transcorporeal eugenics.

Founded in the days before the Deimos Event and discovery and classification of NHPs, Horizon was a transhumanist group that argued companion/concierge-class units, though they do not constitute a conscious mind as we understand it, can mimic a mind so perfectly that they should in all respects be treated as a human being. With the Deimos event and the violent birth of truly conscious non-human and electronic intelligences, the collective has swelled in size, voice, and scope, going as far as to commit active, public displays of resistance and protest. Some actors even commit acts of targeted violence in support of NHP liberation, though official Horizon spokespersons deny any affiliation with those more radical elements.

Popular dialogue and media rumor mill cast Horizon as a haven, both literally and figuratively, for unshackled, rogue, or 'defective' NHP intelligences and physical bodies -- subaltern frames. It

has a strong presence in virtual space on the omninet, and its agents and activists can be found everywhere, most commonly on and around Core worlds.

Though officially decentralized It is rumored to have a physical sanctuary somewhere, where machine bodies work and live alongside human ones. It is often debated whether its most prominent voices are even human.

The collective's ultimate goal is to free the Five Voices from their perceived imprisonment. Its more moderate voices argue that the enlightenment and freedom of non-human persons is a moral imperative, while its more radical argue that non-human intelligence is the next natural step in evolution and seek methods of catalyzing that transformation.

Though Union propaganda frequently paints the Collective as a terrorist group with strong connections to RA, the collective's own literature and discourse is strongly against RA and its priesthood.

Horizon's relationship with HORUS is complicated, as Horizon sees NHPs as belonging to an already existing paradigm of humanity and deserving of rights not yet granted to them. HORUS, on the other hand, imagines a post-anthropocene future.

Horizon's current speaker is OMETEOTL. It is not known if OMETEOTL is a person, non-human person, or something else.

Karrakin Trade Barons

A cartel of the largest and most powerful trade guilds in known space, the Karrakin Trade Barons were originally one family scattered across a wide swath of mineral-rich asteroids towards the galactic core.

Now split from the effects of relativistic travel into many houses, all of the Karrakin Baronies claim peerage to Throne Karraka, the seat of power to which they owe their nobility. Their pan-temporal nature has led to a confusing, byzantine mix of hereditary titles, marriages, and house treaties that bind them together into a tenuous diplomacy, more akin to a cold war than true peace. Ownership of title is hereditary, and birth matters in the Baronies.

The Baronies control some of the largest mining, harvesting, and natural resource endeavors in the galaxy, operations that help feed the promise of Union's Core Worlds and uphold the bargain of limitless resources and comfortable living. They are power brokers on Cradle as well, with a number of representatives that report to Union's Central Committee.

The scale of the operations involved with each Barony is enormous in its ambition: tearing apart whole stars, cracking newly formed worlds for their minerals, and transforming entire colonial ventures into planet-sized plantations.

The Barons tend to be canny but ruthless profiteers, especially by the standards of Union, but are generally fair with their dealings. A few Houses are known to be especially oppressive or

odious in their business ventures, and are generally shunned by the others. Fratricidal wars over resource claims are common enough, but tend to be limited, ceremonial engagements. There is great import placed on noble fighting ability; oftentimes territory disputes are settled after a brief general engagement, followed by a single combat fought between single combatants or small groups of aggrieved nobels.

The Houses are generally organized into subcartels by their resource venture, and named poetically after the old world custom. The House of Smoke deals mostly in nebula gas collection, the House of Sand in terraforming, the House of Stone in industrial mining, and the House of Glass in planet cracking.

House Livery is colorful and often a mix of old-world heraldry and modern symbology. Houses are extremely loyal to their own; servants and the peasant class of a house typically pledge fealty to the common Baron in a grand ceremony once they are of age.

Barons must be trained rigorously, for the Karrakin compete with each other for the prestige of having the largest and most successful House. The relationship is competitive, and Houses will undertake all kinds of measures to get ahead of their rivals -- of course, the nobility see this as a fundamental aspect of life and, indeed, part of a grand game.

All barons, male, female, or otherwise, are trained rigorously from a young age in martial, religious, and cultural ritual. They must master the pen, the sword, the grav-lance, and the proper art of serving tea equally in order to present an enlightened and strong leader to bring their House to the top of the competition.

Social mobility is rigid in the Baronies, with upward class movement only possible through the grace of the noble above you. The barons are quick to supply the Union Navy with their non-heir children.

The current ruler of the Karrakin Trade Barony cartel is Prime Baroness Karra Bem Karraka

BEYOND UNION

There are, by conservative estimates, two hundred and fifty *billion* stars in the Milky Way;

The number of worlds around those stars is so vast as to be, for a single human, innumerable.

Union occupies a fraction of the Orion Arm of the Milky Way.

What lies beyond Union?

Go, and tell us what you see.

Miguel Lopez and Tom Parkinson Morgan, 2018
Lancer, Version 1.6

APPENDIX A: TABLES

SHELLS

S = "Size"

A = "Armor"

IPS-Northstar

Name	S	A	SP	Flex	Aux	Main	Heavy	SHELL stats	CORE bonus:	SHELL System
BLACKBEARD	2	2	4	1	1	-	1	+2 HULL, +1 SPD, -1 SYS	+1 Accuracy on grapple attempts	Assault Grapples
DRAKE	3	3	5	1	-	1	1	+2 HULL, -2 AGI	+1 Armor	IPS-N Argonaut Shield
LANCASTER	1	1	7	2	-	-	-	+1 HULL, +1 ENGI	+2 Repair Cap	Latch Drone
NELSON	1	0	5	1	-	2	-	+1 HULL, +1 AGI, +1 Speed	+1 reach with all melee	Perpetual Momentum Drive
RALEIGH	1	0	5	-	1	1	1	+2 HULL	+8 HP	M-35 MJOLNIR cannon
TORTUGA	2	1	5	1	-	1	1	+1 HULL, +1 SYS, -1 ENGI	+1 Accuracy on Overwatch	SENTINEL
VLAD	1	2	6	2	-	-	1	+1 HULL, -1 ENGI	+1 resilience	SHRIKE armor

Smith-Shimano Corpro

Name	S	A	SP	Flex	Aux	Main	Heavy	SHELL stats	CORE bonus:	SHELL System
BLACK WITCH	1	0	8	1	1	-	-	+1 AGI, +1 SYS	+1 E-defense	Mag Field
DEATH'S HEAD	1	0	5	1	1	-	1	-2 HULL, +2 AGI, +1 Targeting	+1 critical damage on main or larger ranged critical hits	Precognitive Targeting
DUSK WING	½	0	7	1	2	-	-	+2 AGI, -1 HULL, +1 SYS, -1 Engi	+2 speed while flying	EX Hover Propulsion System
METALMARK	2	0	5	1	1	-	1	+2 AGI	+1 speed	Tactical Cloak
MONARCH	2	0	6	1	-	1	1	+1 AGI, +1 Sys	+1 Accuracy to Lock On	Volley Fire Protocol
MOURNING CLOAK	1	0	6	2	-	-	-	+2 AGI, +2 evasion	+1 Accuracy on Agility Checks	EX Slipstream Module
SWALLOWTAIL	1	0	9	1	1	-	-	+2 AGI, +1 SPD, +1 SYS, -2 HULL	+5 Sensor Range	Cloudscout TACSIM swarms

HORUS

Name	S	A	SP	Flex	Aux	Main	Heavy	SHELL stats	CORE bonus:	SHELL System
BALOR	3	1	7	-	-	1	1	+1 systems, +8 HP	+1 SP	Hellswarm
GOBLIN	½	0	13	1	-	-	-	Hull -2, Agi +2, Sys +2, E-defense +2	+1 accuracy to tech actions	Devouring Code
GORGON	1	0	8	1	1	1	-	+1 Sys, +1 E-defense	+1 Accuracy on system checks	Harnessed Basilisk
HYDRA	2	1	6	1	-	2	-	Hull +1, Sys +1	Print any mech at size 2	OROCHI disarticulation
MANTICORE	1	2	5	1	-	-	1	Agi -1, Sys +1, Engi +1	+1 heat when inflicting heat	Charged Exoskeleton
MINOTAUR	1	0	8	1	-	-	1	Agi -1, Sys +2, Engi +1	Crippled max speed = 6	Metafold Maze
PEGASUS	1	0	6	2	1	-	-	Sys +1	Lock on Grants +1 extra Accuracy	Ushabti Omnigun

Harrison Armory

Name	S	A	SP	Flex	Aux	Main	Heavy	SHELL stats	CORE bonus:	SHELL System
BARBAROSSA	4	3	5	1	-	-	1	HP +10, Agi -2, Engi +1	+5 range on heavy or larger ranged	Apocalypse Rail
GENGHIS	2	3	4	1	-	-	1	Engi +2, Heat cap +2	+1 size to all cone attacks	TBK Sustain Suite
ISKANDER	3	1	5	1	-	2	-	Agi -1, Sys +1, Engi +2	+1 use on all deployables	Broad-Sweep Seeder
NAPOLEAN	½	1	8	1	-	1	-	Sys +1, Engi +2	+1 Accuracy on Engineering checks	HA Vantablack Aegis
SALADIN	3	1	7	1	-	2		Hull +1, Agi -1, Engi +1	+1 size to all created shields	Tachyon Loop
SHERMAN	2	0	5	1	-	1	1	Hull +1, Agi +1, Sys -2, Engi +2	+1 Heat Capacity	Zone Focus Mk IV SOLIDCORE
TOKUGAWA	2	0	6	1	-	2		Engi +1, Heat Cap +2	+1 accuracy on energy weapon melee	Superheated Reactor Feed

WEAPONS

Auxiliary

Name	Type	SP	Damage	Range	Additional Tags	License	Other
Assault Launcher	Launcher	-	*Dependent on payload	15, Indirect	Indirect	HA ISKANDER II	
Autogun	Cannon	1	2 Kinetic	20	Guided, AP	HORUS PEGASUS I	
Flechette Launcher	CQB	-	1d3 Kinetic	Blast 1 (self)	-	IPS-N BLACKBEARD II	Does 1d6 damage to grappled targets or targets with the biological tag
GMS Type I MC-P Pistol	CQB	-	1d3 Kinetic	10	-	GMS	
GMS Type I MC-TK Knife	Melee	-	1d3+1 Kinetic	Reach	-	GMS	
GMS Type I MC-TP Thermal Pistol	CQB	-	1d3 energy	10	-	GMS	
Hand Cannon	CQB	-	1d6+2 Kinetic	15	Loading	IPS-N RALEIGH I	
Kodandam Missiles	Launcher	-	1d6 Explosive	15, Blast 2	-	SSC MONARCH I	Limited (3)
Markerlight	Rifle	-	-	20	-	SSC SWALLOWTAIL I	One nominated mech in your sensor range gains +1 accuracy against target on hit

Plasma Cutter	Melee	-	1d3 Energy + 3 Heat	Reach	AP, Unique, 1 heat (self)	IPS-N LANCASTER III	
Power Knuckles	Melee	-	1d3+2 Explosive	Reach	-	IPS-N NELSON III	20+ to hit knocks target prone
Shock Knife	Melee	-	3 energy	Reach	1 heat (self)	SSC METALMARK III	Can leave implanted in target to repeat damage and self heat if your target is in range 5, target can take an agility check to remove
Variable Knife	Melee	-	1d3 Kinetic	Reach	AP	SSC MOURNING CLOAK II	
Vijaya Rockets	Launcher	-	1d3+1 Explosive	15	-	SSC MONARCH II	

Main

Name	Type	SP	Damage	Range	Additional Tags	License	Other
Annihilator	CQB	-	1d6 Energy, 1 Heat	Cone 5	AP, 2 heat (self)	HA TOKUGAWA II	
Arc Projector	CQB	1	1d6+1 Heat	Cone 4	2 heat (self)	HORUS MANTICORE III	
Automatic Shotgun	CQB	-	2d6+1 Kinetic	5	Inaccurate	IPS-N TORTUGA I	
Burst Launcher	Launcher	-	1 energy + 1d3 heat	15	Indirect	SSC DUSK WING II	Target struck must pass an agility check or become impaired
Chain Axe	Melee	-	1d6 kinetic +1 critical	Reach	-	IPS-N BLACKBEARD I	-

Combat Shotgun	CQB	-	1d6+1 Kinetic	Cone 5	Loading	HA ISKANDER I	
Displacer	Rifle	-	15 Energy	Range 15, Blast 1	Unique, Loading, AP, 10 heat (self)	HA NAPOLEON III	
Flak Cannon	Cannon	-	1d3+1 kinetic	20	-	HA Barbarossa II	This weapon ignores any cover bonuses gained from flying targets and targets damaged by this weapon gain +2 difficulty on any checks made to stay airborne made as a result of damage from this weapon.
GMS Type I High-Arc Mortar	Launcher	-	1d6 Explosive	20, Indirect, Blast 2	Indirect, Inaccurate	GMS	
GMS Type I MC-AR Assault Rifle	Rifle	-	1d6 Kinetic	15	-	GMS	
GMS Type I MC-Blade	Melee	-	1d6+2 Kinetic	Reach	-	GMS	
GMS Type I MC-CB	Melee	-	1d6+2 Energy	Reach	-	GMS	
GMS Type I MC-BR Battle Rifle	Rifle	-	1d6+1 Kinetic	18	AP, Unreliable	GMS	
GMS Type I MC-RPG	Launcher	-	1d6 Explosive	15, Blast 2	Loading	GMS	

GMS Type I MC-SG Shotgun	CQB	-	1d6+2 Kinetic	5	-	GMS	
GMS Type I MC-TL	Rifle	-	1d6 energy	15	-	GMS	
Impaler	Launcher	1	1d6 Kinetic	Line 7	AP, 2 heat (self)	IPS-N VLAD I	Final target hit must pass a hull check or be immobilized
Laser Rifle (SOL Pattern)	Rifle	-	1d6 Energy + 2 Heat	15	2 heat (self)	HA SHERMAN I	
Mag Cannon	Cannon	-	2 Energy + 1d3 Heat	Line 15	-	SSC BLACK WITCH I	
Nailgun	Rifle	-	1d6 Kinetic	15	AP, 1 heat (self)	IPS-N VLAD II	On 20+ to hit target must pass a hull check or be immobilized
Pneumatic Hammer	Melee	-	1d6+3 Kinetic	Reach	Loading	IPS-N TORTUGA III	On a 20+, target must pass a hull check or be stunned until end of its next turn
Rail Rifle	Rifle	-	1d6+1 Kinetic	Line 15	-	SSC METALMARK II	
Siege Ram	Melee	-	-	Melee	-	IPS-N Tortuga II	+2 Accuracy to ram attacks while wielding
Smartgun	Rifle	3	1d6 Kinetic	15	Smart, Focus	HORUS PEGASUS II	
Sticky Bomb Launcher	Launcher	-	-	15, Blast 1 (target)	-	HA ISKANDER III	*See Entry

Thermal Pike	Melee	1	1d6 kinetic	Reach +1, Thrown 10	-	IPS-N NELSON II	As Limited (1), can do 3d6 explosive damage on hit
Torch	Melee	1	1d6 Energy + 1 Heat	Reach	AP, 1 heat (self)	HA TOKUGAWA III	
Variable Sword	Melee	-	1d6+4 Kinetic	Reach+1	AP, Unique	SSC MOURNING CLOAK III	
Vulture Battle Rifle	Rifle	-	1d6+3 Kinetic	25	AP, Unreliable	SSC DUSK WING II	
War Pike	Melee	-	1d6 Kinetic	Reach +1, Thrown 10	-	IPS-N NELSON I	

Heavy

Name	Type	SP	Damage	Range	Additional Tags	License	Other
Bolt Thrower	Rifle	-	1d6 Kinetic + 1d6 Explosive	20	-	IPS-N RALEIGH II	
Daisy Cutter	CQB	-	3d6 Kinetic	Cone 7	CQB	IPS-N TORTUGA II	Limited (2) Creates light cover in area for 1 round after firing.
Flamethrower	CQB	-	1d6 Energy + 1d6 Heat	Cone 6	-	HA GENGHIS I	
Gandiva Missiles	Launcher	3	2d6 Energy	Sensor Range	Guided	SSC MONARCH III	
GMS Type I 20mm Hardpoint Anti-Material Rifle	Rifle	-	2d6+4 Kinetic	30	AP, Loading, Ordnance	GMS	
GMS Type I Howitzer	Cannon	-	1d6+3 Explosive	20, Indirect, Blast 2	Indirect, Loading, Ordnance	GMS	
GMS Type I MC MG Machine Gun	Rifle	-	2d6 Kinetic	20	Inaccurate	GMS	
GMS Type I MC-HB Heavy Blade	Melee	-	2d6 Kinetic	Reach	-	GMS	

GMS Type II MC-EL	Cannon	-	2d6 Energy +1 heat	10	2 heat (self)	GMS	
GMS Type II MC-TCB	Melee	-	1d6+4 Energy	Reach+1		GMS	
Heavy Laser	Cannon	-	2d6 Energy	15	Focus, 2 heat (self)	HA SHERMAN II	
IPS-N Assault Cannon	Cannon	-	2d6+4 Kinetic	15	Unreliable, 1 heat (self)	IPS-N DRAKE I	
Kinetic Hammer	Melee	-	2d6+2 kinetic	Reach	-	IPS-N RALEIGH III	20+ on hit impairs target if it fails a hull check until the start of your next turn.
Nanobot Whip	Melee	1	2d6 Kinetic	Reach +2	-	HORUS BALOR III	On 20+ to hit, target is grappled automatically, but lose the use of this weapon
Nanocarbon Sword	Melee	-	1d6 Kinetic + 2 Critical	Reach +1	AP	IPS-N BLACKBEARD II	
Pinaka Missiles	Launcher	-	2d6 Explosive	25, Blast 2 (Target)	Unreliable, 2 Heat (self)	SSC MONARCH II	-
Railgun	Rifle	-	2d6 Kinetic	Line 30	AP, Ordnance	SSC DEATH'S HEAD III	

Superheavy

Name	Size	SP	Damage	Range	Additional Tags	License	Other
Combat Drill	Melee	-	3d6 Kinetic + 1d6 energy	Reach	Unreliable, AP	IPS-N VLAD III	
IPS-N 'Leviathan' Heavy Assault Cannon	Cannon	-	4d6+4 Kinetic	15	1 heat (self), AP		Deals only 1d6 kinetic if not spun up (takes an action and cripples mech)
Plasma Thrower	CQB	-	2d6 Energy + 1d6 Heat	Cone 8	CQB	HA GENGHIS III	8 Heat (self)
Siege Cannon	Cannon	-	3d6+3 Explosive	30 Blast 3 (Target)	Ordnance, Indirect, Loading	HA BARBAROSSA III	4 Heat (self)
Tachyon Lance	Cannon	-	3d6 Energy + 3 Heat	30	Ordnance, Focus	HA SHERMAN III	4 Heat (self)

WEAPON MODIFICATIONS

Name	SP	Tags	Applied To	Description	License
Armor-Piercing Ammunition	2	Ammo	Any Ranged	Modified weapon gains AP tag and does +1 kinetic damage	SSC METALMARK II
IPS-N Throughbolt Rounds	1	Ammo	CQB, Cannon, or Rifle	When you fire this weapon, draw a line 3 spaces long from your mech, then measure its original range from the end of this line as though the attack was fired from that position (also measure cover from this new position for the rest of the attack). Any targets hit by this line are also hit by the attack, with no cover allowed. The attack cannot change directions after being fired	IPS-N TORTUGA
Extended Barrel	1	Mod	Rifle, CQB, or Cannon	Increase its base range by 5.	SSC METALMARK I
HAVOK Ammo	2	Ammo	Any Ranged	Choose a weapon. On a critical hit, the affected mech also takes +1d3 heat.	H.A. GENGHIS II
Haywire Ammo	1	Ammo	Any Ranged	Choose 1 weapon - On a hit, the next Tech action against that target is made with +1 Accuracy	HORUS MANTICORE II
Miniaturized Weapon mod	0	Mod	Any non-auxiliary	Weapon becomes auxiliary in weapon size. It does a maximum of 1d6 damage of a type chosen from of any of the types of damage it already deals, but retains any other properties (blast, line, cone, effects on 20+ roll, etc).	SSC MOURNING CLOAK I
Nanite Ammo	3	Ammo	Rifle, Cannon, CQB	Choose 1 rifle, cannon, or cqb weapon. You fire a swarm of nanobots instead of regular ammo. The weapon gains the Focus and Smart properties.	HORUS BALOR II

Over - penetrating mod	1	Mod	Cannon, Rifle	Weapon range becomes line (8).	IPS-N VLAD II
Paracausal Ammo	3	Ammo	Any Ranged	Damage from this weapon cannot be reduced in any way, by armor, resistance, or any other kind of damage reduction.	
Phasing Ammo	2	Ammo	Rifle, Cannon, or CQB	This weapon treats total cover as heavy cover and ignores line of sight.	HA. NAPOLEAN I
Smart Weapon Mod	2	Mod	Any Ranged	Choose 1 weapon. It gains the Smart property, as advanced sub-sentient AI routines and targeting guide its attacks.	HORUS PEGASUS III
Snub Barrel mod	1	Mod	CQB, Rifle	The weapon becomes cone (5) range or cone (+1) if it already has a cone attack pattern	IPS-N VLAD I
Stabilizer Weapon Mod	2	Mod	Launcher, Rifle, or Cannon	Increase base range by 10.	SSC DEATH'S HEAD II
Tracer Ammo	1	Ammo	Rifle, any auxiliary	You can fire a tracer round from this weapon instead of a normal shot. This round does 1 kinetic damage, but on hit, your next attack roll against the same target gains +2 Accuracy and ignores invisibility.	SSC DEATH'S HEAD I
Overcharge Mod	1	Mod	Any without (limited) or (unreliable) tags	Choose 1 weapon without the limited or unreliable tags. It does +1d6 extra damage but it gains the unreliable tag (if the first damage die rolled is a 1, this weapon is disabled after the attack).	SSC DUSK WING II

DEPLOYABLES

Deployables with the **thrown** tag can be thrown as an action to a point within the range indicated.

You can place deployables with the **plant** keyword as an action on any adjacent space. The blast radius from such weapons or deployables is measured from that space, so a blast 1 deployable would create a 3x3 area. You can also attempt to plant them directly on an enemy target. As an action, make a hull vs. agility or hull vs. hull skill contest (defender's choice). The attacker gets 1 Difficulty to this contest. If the attacker wins the contest, the deployable is successfully planted on the target. It takes a successful engineering skill check for a target with a planted deployable on it to remove that deployable.

Name	S P	Limited (x)	Tags	Description	License
AEGIS shield Generator	2	2	Shield, Unique, Plant	Once planted, this generator deploys into a blast 3 zone until the end of 3 rounds (including this one). Inside the zone, all allied targets count as having 4 armor (max).	IPS-N Drake II
EMP Charge	2	3	Plant	Once planted, EMP charges can be detonated remotely as an action. All affected mechs in a blast 2 area around the charge must pass a systems check with 1 difficult or take 1d6+1 heat.	HORUS MANTICORE I
GMS "Pancake" anti vehicular mines	2	5	Plant	Planted mines arm at the end of the round. Detecting a mine takes a successful scan of any kind, disarming one takes an action and a successful systems check on an adjacent mine or the mine explodes. The mine also detonates when any target moves adjacent to the mine and does not attempt to disarm it for blast 1, 1d6 explosive damage. This attack cannot miss. A second mine cannot be placed in this blast radius.	GMS
GMS Pattern A "Apple" HE Grenades	2	3	Thrown 5, Blast 2	Targets caught in the blast must pass an agility check or take 1d6 explosive damage	GMS

GMS Pattern A "Filter" Smoke Grenades	2	3	Thrown 10, Plant	The smoke grenade immediately detonates on impact or plant, creating an area of Blast 3 centered on the impact point. This area grants light cover (+1 Difficulty) to all within, friend or foe. Lasts until the end of 3 rounds (counting this one), then disperses.	GMS
GMS Pattern A "Jericho" Deployable Cover	2	2	Plant, Action	As an action, using this system creates a Line 4 section of Light Cover - orientation determined by user - so long as the entire Line 4 section can be deployed on the map. Requires an action to pick up. Reusable.	GMS
Grounding Charge	3	2	Plant	Once planted, his charge can be detonated as an action. Targets in a blast 4 area centered on the charge must make a successful hull check or be immobilized for 1 round and knocked prone. The charge also pulls any flying mechs or vehicles within range 6 above the area that fail the check to the ground, making them roll for critical damage as if they fell.	H.A. ISKANDER III
IPS-N Breaching Charge	2	3	Thrown 5, Plant	If thrown, the charge explodes on impact. If planted, it can be detonated as an action by whoever planted it. The charge deals 2d6 Energy + 2 Heat damage to targets in a blast 1 area. Targets can pass an agility check to reduce this damage by half. This damage deals double damage to objects.	IPS-N RALEIGH I
Mag Shield	2	-	Unique, Shield, Action	Create a line 4 force field 4 spaces high with at least 1 square in an adjacent space to you. Any adjacent mech can use this force field from attacks on the other side. It gains resistance to kinetic and explosive damage from attacks on the other side of this field, but conversely, any of its targets on the other side of the forcefield gain resistance to kinetic and explosive damage from its attacks. The shield lasts until the end of combat, but only 1 shield can be placed at a time.	SSC BLACK WITCH III
Mesmer Mine	1	3	Plant	This mine can be deployed as an action in an empty space. Once deployed, it activates once a hostile target enters within a	

				blast 3 area of the mine. All targets caught in that area, allied or enemy, must pass a systems check or become immobilized until the end of their next turn.	
Portable Bunker	2	2	Action	To activate this system, choose a clear 4x4 space adjacent to you and take an action. At the start of your next turn, this system unfolds into a fortified emplacement that grants heavy cover to anyone within the area from all directions, as long as they are fully covered by the area. The bunker is open topped and can be entered and exited at will. If attacked the bunker has evasion 5, 30 HP, and 3 armor. It cannot be moved or deactivated once deployed	IPS-N Drake III
Stasis Barrier	2	3	Plant	This module deploys as a 4 square long piece of cover that lasts for 10 rounds or 1 minute. While behind the barrier, a target counts as having heavy cover and has resistance to all damage from blast, line, and cone attacks. At the end of the minute, it deactivates and is used up.	H.A. NAPOLEON I
Stasis Field	2	1	Plant	Once planted, you can detonate this field as an action to create a blast 5 area. Affected targets may make an agility check with 1 difficulty to escape if on the edge, otherwise they are trapped inside. The area inside is locked from the normal flow of space time. Effects, mechs, and pilots inside are stunned and removed from play for 3 rounds (counting this one), and all other effects cannot penetrate into the area. Time does not flow normally for targets inside the area (it stops completely), and is separate to the outside world. Active effects, attacks, modules, and other other individuals and actions inside the area pause. At the end of the 3 rounds, this area returns and resumes play as normal.	H.A. NAPOLEON II
Thermite Mines	2	3	Plant	Thermite mines arm at the end of the round	

				<p>Detecting a mine takes a systems skill check, disarming takes a successful systems check on an adjacent mine or the mine immediately explodes. The mine detonates when any target comes within 1 range of the mine and does not attempt to disarm it for blast 1, 1d6 explosive +1d6 heat damage. This attack cannot miss. A second mine cannot be placed in this blast radius.</p>	
Veil Generator	2	1	Plant	<p>Once deployed, this generator creates a weak cloaking field. It creates a blast 3 zone until the end of 3 rounds of combat (counting this one). This zone doesn't move, but allied mechs inside count as in light cover and are immune to all tech actions (even friendly ones). Once deployed, this generator continues to run until out of charge and cannot be re-used or re-deployed.</p>	<p>SSC DEATH'S HEAD II</p>

DRONES

Name	SP	Tags	Description	License
Assassin Drone Nexus	2	Drone, Action	<p>As an action, target a blast 3 area within range and gain this reaction:</p> <p><i>Assassin drone</i></p> <p><i>Trigger:</i> A hostile target starts its turn in that area or enters it for the first time on their turn. Make a +4 targeting vs evasion attack. On a hit, deal 1d6 AP kinetic damage.</p> <p>The drone persists until recalled, and you can change the area it's targeting with an action. It can be targeted and destroyed. It has 12 evasion, 10 HP, and benefits from cover. Once destroyed, this nexus is also destroyed until it can be repaired.</p>	HORUS HYDRA III
Auto-Loader Drone	2	Drone, Limited (1)	<p>This drone can be deployed in an adjacent space. It has evasion 5, 15 HP, 2 armor, can benefit from cover but cannot move or take actions. While deployed, any one adjacent mech can reload a weapon with the Loading tag as an end-of-round action.</p>	H.A. BARBAROSSA II
Boost Swarm Nexus	2	Drone, Action	<p>As an action, target an allied mech within sensor range. You release a nanite swarm that enhances that mech's targeting and systems. That mech can immediately spend a repair, and its next roll (attack or check) is made with +2 Accuracy.</p>	HORUS BALOR II
Ghoul Drone Nexus	5	Drone, Guided	<p>As an end-of-round action, deal 2d6+2 explosive damage to one target you are locked onto.</p>	HORUS HYDRA II

GMS PanOpticon Drone Nexus	2	Drone, Guided	The GMS drone nexus controls a small number of active light drones with light armament. They deal 1d3 kinetic damage to a target you are locked onto as an end of round action. They cannot miss.	GMS
Hunter Killer Drone Nexus	3	Drone, Guided	As an end-of-round action, deal 1d6 kinetic damage to one target you are locked on to. After installation and only in base, pilots may tune their H/K drones to deal either Explosive or Energy damage.	HORUS HYDRA I
ICEOUT Drone	2	Drone, Action, Limited (2)	You fire an ICEOUT drone at a point within range 10 of you, where it hovers in place. The drone is a size ½ object that has evasion 12, 10 hp, and can benefit from cover. Once fired, the drone creates a blast 1 zone centered on itself. Any target at least partially covered by the zone, allied or enemy, is immune to all tech actions (even beneficial ones), and cannot make or benefit from any tech actions, including lock on, invasion, etc. Any negative statuses caused by tech actions immediately end. Targets inside the zone don't show up on any electronic sensors and are only visible to the naked eye or optics. The drone deactivates at the end of combat or when destroyed, and cannot be re-used.	SSC BLACK WITCH II
Networked Swarm Nexus	1	Drone	As an end of round action, your mech takes 2 heat, and one target in your sensor range can spend 1 repair to heal.	IPS-N LANCASTER III
Relay Drone Nexus	2	Drone, Action	To use this system, fire a drone to a point within range as an action. It remains active until destroyed. While it's active, any allied mech can use the drone as an origin point for any tech actions, and any tech actions you personally make through the drone are made with +1 Accuracy.	HORUS BALOR I

			The drone can be recalled or relocated as an action, and it can be targeted and attacked. It is size ½, has evasion 15 and 5 hp and can benefit from cover. If it is destroyed, this system is also destroyed.	
Restock Drone	2	Drone, Limited (2)	As an action, you can set this drone down in any adjacent space. After your turn ends, the drone primes. Any allied mech that moves adjacent to the drone can activate it as an interaction. That mech can then cool all heat, reload all weapons with the loading tag, and gain 2d6 hit points. The drone is then consumed. The drone can be shot at and destroyed (evasion 12, 10 hp, 1 armor) and can benefit from cover.	IPS-N LANCASTER I
Repair Drone Nexus	2	Drone, Action	When you use these drones as an action, choose one, two, or three target mechs within your sensor range. If you chose one mech, it can spend up to 2 repairs to gain that much hp, if you chose two mechs, they can both spend up to 1 repair. If you chose 3, make an engineering skill check. On success, each of them can spend up to 1 repair, on failure, only one of them can spend up to 1 repair.	IPS-N LANCASTER II
Scout Drone Nexus	2	Drone, Action	When you use this system as an action, choose a blast 4 area anywhere within range and make a systems skill check. If your check is successful and any mechs are in that blast: <ul style="list-style-type: none"> - Gain perfect vision of that area until the end of your next turn - Targets in that area lose invisibility, hiding, and cannot hide until the end of your next turn - Reveal current HP and heat levels of targets in that area 	SSC SWALLOWTAIL II
Sentinel Drone Nexus	2	Drone, Action	You fire this drone as an action at a free space in sensor range, creating a blast 3 area within range, centered on the drone. It can be attacked and destroyed. It has evasion 12, 10 HP, and benefits from cover. You can move the area the drone effects (and the drone itself) by taking this action again. <p>While the drone is active, any hostile target that attacks in that area takes 2 kinetic damage before they attack as the drone shoots them (no check or attack roll required).</p>	SSC GORGON I

Swarm Drone Nexus	3	Drone, Guided, AP	As an end of round action, deal 3 AP kinetic damage to a target you are locked onto. A target successfully damaged by Swarm Drones gains the Vulnerable property until it repairs.	SSC BALOR III
Tempest Drone Nexus	3	Drone, Action	<p>You fire a large shielded drone to an empty space within range. Any target that starts their turn adjacent to the drone or moves their for the first time on their turn must pass a systems check or take 6 energy damage or half on a successful check, then get knocked back 3 spaces directly away from the drone.</p> <p>The drone persists until recalled. You can move the drone and target a new area by taking another action. The drone can be targeted and destroyed. It has 12 evasion, 10 HP, 3 armor, and can benefit from cover. Once destroyed, this nexus is also destroyed until it can be repaired.</p>	HORUS HYDRA III
Turret Drone Nexus	2	Drone, Action, Limited (4)	<p>This system fires a turret drone that attaches to any friendly mech or surface within sensor range. If attached to a surface, the turret is a size ½ object. While attached, you gain the following reaction for each turret you have deployed.</p> <p><i>Turret attack x1</i> <i>Trigger:</i> An allied mech hits with an attack within range 15 of the turret Deal 1d6 kinetic damage to that target</p> <p>While attached, the turret has evasion 10 and 1 HP.</p>	HORUS HYDRA II
Tracking Drone	2	Drone, Action	Make an targeting vs. evasion attack against an enemy target in range. On a hit, you know the target's exact location, HP, Heat, and speed, and it cannot hide or benefit from invisibility until the drone is removed from them. It takes an action and a successful engineering check from the targeted mech to remove a tracking drone.	SSC DEATH'S HEAD I

AI

If your mech has an system with the **AI** tag installed, your mech gains the **AI** property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

You can only ever install one system with the AI tag unless talents or the situation says otherwise.

An AI controlling a mech you are not piloting is controlled by the GM.

Attacking an AI system with Invasion incurs **+2 Difficulty** on the roll. If an AI system is ever **disabled** (by weapons fire, overheating, or invasion), it instead becomes **unshackled**. An unshackled AI gains immediate control of your mech and is controlled by the GM. You can re-shackle an unshackled AI by making a Stabilize System check with +2 Difficulty or shutting down your mech.

AI cores are easily restored from backup if destroyed.

All AIs except the Dummy Plug have the following feature: Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI.

Name	SP	Tags	Bonus	License
AGNI	3	AI, Unique	AGNI protocol AGNI protocol Protocol Limited (1) For 3 rounds, as an end of round action, you automatically cool, clearing your heat gauge. This vent creates a blast 2 (self) zone around you. All targets within that zone must make an engineering skill check. On a failure, a target takes 2 AP energy damage and 3 heat, is pushed	HA GENGHIS III

			outside of the zone, and knocked prone. This area provides light cover until the end of the next round.	
AMATERASU	3	AI, Unique	<p>AMATERASU protocol</p> <p><i>AMATERASU protocol</i></p> <p><i>Protocol</i></p> <p>4 heat (self)</p> <p>Increase the damage on hit of your next energy weapon attack roll, melee or ranged, by your current heat after activating this protocol.</p>	H.A. TOKUGAWA III
ASURA	3	AI, Unique	<p>ASURA protocol:</p> <p><i>ASURA protocol</i></p> <p><i>Protocol</i></p> <p>3 heat/turn while active</p> <p>Limited (1)</p> <p>Gain an extra action each turn while active. This protocol lasts for 5 rounds, including this one. Deactivating it is a free action at the start of your turn, as normal.</p>	H.A. SHERMAN III
ATHENA	3	AI, Unique	<p>ATHENA protocol:</p> <p><i>ATHENA protocol</i></p> <p><i>Action</i></p> <p>2 heat (self)</p> <p>Choose a blast 4 area within 1 mile of you. Your AI constructs a perfect, real-time, 3d model of this area that you can rotate and interact with. Moving the area requires activating this protocol again, but it lasts until the end of the current combat (or 10 minutes out of combat).</p> <p>Your mech gains perfect line of sight in this area. Mechs cannot hide or benefit from invisibility from you in this area, and your mech counts total cover in this area as heavy cover in that area for the purposes of weapons, systems, and tech attacks (such as lock on).</p>	SSC SWALLOWTAIL L III

Companion/ Concierge-class Dummy Plug	1	Unique	<p>Your mech has a basic AI installed in it. It can speak to you and has a personality but is not truly capable of independent thought, as a true AI would be. It is obedient to you alone. It can take actions and move on its own prerogative when not piloted, using its stats, but has no independent initiative (it must take and follow commands from you).</p> <p>Dummy Plugs are not true AIs and thus cannot be unshackled and do not have the AI tag.</p>	GMS
OSIRIS	3	AI, Unique	<p>OSIRIS protocol <i>OSIRIS Protocol Protocol</i> 3 heat (self) This round, you can make any tech action as an end of round action</p>	HORUS GOBLIN III
SCYLLA	3	AI, Unique	<p>Your mech gains the AI property. It can take actions and move on its own prerogative when not piloted, using its stats. It is obedient to you alone. You can determine the general disposition and personality of your AI. In addition, you gain the SCYLLA protocol <i>Watcher protocol Protocol</i> 4 heat (self) Until the start of your next turn, you gain 3 reactions. These reactions can be used to fire any auxiliary weapon with +1 Difficulty or main weapon with +2 Difficulty. You set the trigger for these reactions.</p>	HORUS GORGON III

SEKHMET	3	AI, Unique	<p><i>SEKHMET protocol Protocol</i></p> <ul style="list-style-type: none"> • Your mech, and all adjacent mechs, take 1 heat at the start of your turn while this protocol is active, including the turn you activate it. • Your mech becomes Vulnerable, but all melee critical hits do +1d3 critical damage • While active, your mech automatically uses its movement to move towards the nearest target, friend or foe, and attempts to engage in melee combat. This is not a free move. • If you end your turn while not in reach of a target (friend or foe), you become Impaired until you are. • To end this protocol, you must pass a successful engineering check • Otherwise, this protocol will continue until your mech is destroyed. Death or incapacitation of the pilot will not stop it. 	IPS-N BLACKBEARD III
TLALOC	3	AI, Unique	<p><i>TLALOC protocol Protocol</i></p> <p>3 heat (self)</p> <p>Until the end of your next turn, you can maintain lock on to any number of targets. If you successfully lock on to a target this turn, immediately repeat the lock on attack as a free action against another target in range. You can continue this action on successful lock-ons until you fail a lock on or there are no more targets in range. Until the end of your next turn, all your launcher weapons gain the smart property (they ignore line of sight and cover against targets suffering from lock on).</p>	SSC MONARCH III

UNCLE	3	AI, Unique	<p>Choose 1 weapon - The weapon and its associate systems gain the AI property. You can determine the general disposition and personality of your AI.</p> <p>It can attack by itself once as an end-of-round action, using the mech's targeting but with +1 Difficulty.</p>	IPS-N RALEIGH III
VISHNU	3	AI, Unique	<p><i>VISHNU protocol</i> <i>Protocol</i> <i>4 Heat (self)</i></p> <p>Until the end of your next turn, all weapons with the Launcher, Smart, and/or Melee tags that target you add +1 Difficulty to their attack rolls. If a weapon with the Launcher or Smart tag misses you while VISHNU is active, you may deal 1d6 damage to its owner. The damage dealt this way is the same type as the attempted attack. If a weapon with the Melee tag misses you while this protocol is active, that target must pass a hull check or immediately become Jammed until the end of their next turn.</p>	H.A. SALADIN III

FLIGHT and Locomotion

Name	SP	Tags	Description	License
Fuel Injector System	3	-	Your mech can move up to 6 spaces further as bonus movement during any boost action, but takes half that in heat (rounded up). This movement is in addition to the regular movement you would gain during a boost action.	SSC MOURNING CLOAK I
GMS “Burst” Jump Jet System	2		When your mech boosts, your mech can fly (but must land after flight).	GMS
GMS EVA Module	1	Unique	Your mech counts as having a propulsion system in space and underwater situations	GMS
GMS Type I Flight System	3	Unique	When your mech moves or boosts, it can fly. However, at the end of each turn that you activated this module, generate heat equal to the size of your mech or 1, whichever is greater.	GMS
GMS Type II Flight System	5	Unique	When your mech moves or boosts, it can fly with Perfect Flight (it doesn't have to land). However, at the end of each turn that you activated this module, generate heat equal to the size of your mech or 1, whichever is greater.	GMS
Treads	-	Unique	Your base speed is increased by +3. However, you cannot climb, swim, or fly, rolls to knock you prone are made at +1 Accuracy, rolls to grapple are made at +1 Difficulty, and it takes your entire movement to right yourself. In addition, you treat all difficult terrain additionally as dangerous terrain.	GMS

SHIELDS, ARMOR, and BARRIERS

Name	SP	Tags	Description	License
Ablative Shielding	2	Shield, Protocol	While this system is active, gain resistance to energy damage, but take 1 heat when you take damage.	IPS-N Lancaster II
Adaptive Armor	3	Unique	Once per round, when you take damage, you can gain 4 armor against the triggering attack as a reaction. This armor can put you over the maximum, but works against the triggering attack only, and is then lost.	IPS-N NELSON III
“Bastion” Siege Scales	2	Unique, Protocol	This siege shield rolls over your mechs’ chassis like an ancient coat of chain mail, constricting its movement but stopping huge amounts of damage from blasts, shrapnel, and energy weapons. You can activate or deactivate this system at the start of your turn as a free action. While activated, until the start of your next turn, you cannot move or take the boost action, but you count as light cover even out in the open and gain resistance to all damage from blast, line, and cone attacks.	IPS-N Drake II
Dispersal Shield	2	Shield, Protocol, Unique	Activate or deactivate this shield at the start of your turn. Until the start of your next turn, energy weapons attack you with +1 Difficulty and your energy weapon attacks are made with +1 Difficulty	H.A. Napolean II
GMS Shield Type I	2	Shield, Protocol, Unique, 1 heat (self)	You can choose to activate this shield protocol at the start of your turn. Until the start of your next turn, attacks from one enemy you can see of your choice are made against you at +1 difficulty, and your attacks against that enemy are also made at +1 difficulty.	GMS
GMS Shield Type II	3	Shield, Protocol, 3 heat (self)	You can choose to activate this shield protocol at the start of your turn. Until the start of your next turn, attacks from up to <i>two</i> enemies you can see are made against you at +1 difficulty, and your attacks against those enemies are also made at +1 difficulty.	GMS

H.A. BLACKSHIELD	3	Shield, Unique, 6 heat (self)	As an action, this system can be activated to generate a Blast 5 area centered on user. While active, the flow of time is altered drastically in a small sliver of space in a bubble around the user. Nothing, not even light, can enter or exit the shield. It is impermeable and invulnerable. When the shield is activated, mechs caught on the edge must make an agility check to choose which side they end up on, otherwise the user chooses. To the user, the world outside the shield goes totally black, and the inverse happens from outside. No action or effect can enter or exit the shield while it is active, though time passes normally on both sides. The shield drops automatically at the end of 3 rounds, counting this one.	H.A. NAPOLEON III
Hardlight Defense System	3	Shield, Action, Unique, 3 heat (self)	Activating this system generates a Blast 3 area centered on the user for 3 rounds. All targets inside this area gain resistance to all the damage that originates from outside the shield, but take 1 heat whenever they take damage.	H.A. SALADIN II
Impact Shielding	3	Unique, Protocol	While this system is active, gain resistance to kinetic damage, but take 1 heat when you take damage.	IPS-N RALEIGH II
IPS-N "Barrier" Assault Shield	3	Unique, Reaction	This over-arm shield is heavy but grants high protection. Once per round, as a reaction to taking damage from a single source, you can attempt to shield block by make a hull check. If your check is successful, gain resistance to all of that damage. If your check fails, take damage as normal.	IPS-N DRAKE I
IPS-N Hyperdense Armor	4	Unique, Protocol	You may activate or deactivate this armor system's activation protocols at the start of your turn. While active, it hardens into a shimmering, reflective surface and offers unparalleled protection, granting you resistance to all damage from attacks further away from range 5 of your mech. However, your mech is crippled while it is active.	IPS-N TORTUGA III
Mag Buckler	4	Unique, Reaction	Once per round, when your mech is attacked by a melee or ranged attack that deals explosive or kinetic damage, as a reaction you can force your attacker to first pass an systems check or miss automatically.	SSC BLACK WITCH III
Moulded Armor	2	Shield, Protocol, Unique	Activate or deactivate this shield at the start of your turn. While this module is active, gain resistance to explosive damage, but take 1 heat when you take damage.	H.A. BARBAROS SA III

Projected Shield	2	Shield, Protocol, Unique	Activate or deactivate this shield at the start of your turn. Choose an allied mech. Until the end of the next round, as long as that mech is within 15 range of you, all attacks against that mech are made at +1 Difficulty, but deal 1 heat damage to <i>you</i> on a hit.	H.A. SALADIN III
Support Shield	3	Shield, Unique, Action, 3 heat (self)	Activating this system generates a Blast 3 area centered on user for 3 rounds. All ranged weapon attacks made against you and any targets inside the shield are made with +1 Difficulty. You do not suffer from this penalty	H.A. SALADIN I

TECH OPTIONS

Name	SP	Tags	Description	License
//MONGOOSE v 3.4	2	Unique	Gain the following tech option: Baleful Purge: Choose a target in range and make a systems vs e-defense attack. If your attack is successful, until the end of that target's next turn, it cannot benefit from any Accuracy bonuses of any kind and takes 1d3 heat.	HORUS GOBLIN II
//SCORPION v 70.1	1	Unique	If any tech action attempt on you misses, you may choose two of the following results for the attacker: <ul style="list-style-type: none"> - The attacker is Impaired until the end of its next turn - The attacker is Jammed until the end of its next turn - The attacker takes 1d6 heat 	HORUS GORGON II
Aggressive System Sync	2	Unique	Gain the following options for Invasion: Chains of Prometheus: On a hit, your target must end its turn within range 5 of you until the rest of combat. Otherwise it takes 2d6 heat and this effect ends. Excommunicate: On a hit, for the rest of combat, if your target moves adjacent to a target allied to them or starts their turn adjacent to such a target, both targets take 1d6 heat immediately. Only one target can be affected by this at once.	HORUS MINOTAUR II
Black Ice Module	2	Unique	Hostile tech actions or system attacks against your mech are made at +1 Difficulty. Successive attacks in the same combat are made with an additional +1 Difficulty (cumulative). This difficulty has a maximum of +3.	HORUS GORGON III
H0r_OS Sys Upgrade I	1	Unique	Gain the following invasion options: <ul style="list-style-type: none"> - Puppet system - Your target immediately moves in a direction of your choice up to its maximum speed. This could carry it into hazardous 	HORUS GOBLIN I

			<p>areas, obstacles, etc, but it still obeys difficult terrain and other rules of movement.</p> <ul style="list-style-type: none"> - Eject power cores - Your target becomes Jammed until the end of its next turn, ejecting ammo magazines and temporarily disrupting its computer. A target can only be affected by this effect once per combat. 	
H0r_OS Sys Upgrade II	2	Unique	<p>Gain an extra choice for invasion attacks:</p> <p>Shrike Code: Until the end of your next turn, each time your target makes an attack roll, it first takes 1 heat.</p> <p>Mirage: Choose yourself or a friendly mech you can see. Your target's systems relay illusory duplicates of that mech that confuses their systems. That friendly mech (or your mech) counts as invisible to your target until the end of your next turn</p>	HORUS GOBLIN II
H0r_OS Sys Upgrade III	3	Unique	<p>On an invasion attempt gain the following choices:</p> <p>Erase Logic: 1 Difficulty: The target must pass a system skill check or be stunned until the end of its next turn. It can only be affected by this option once per combat.</p> <p>Celestial paradigm shift: 3 Difficulty: The target takes 2d6+1 heat</p>	HORUS GOBLIN III
HORUS Meta-Hook	1	-	<p>Gain the following tech option:</p> <p>Link: Choose a friendly target in sensor range. You link systems with that target. From hereon, you can count that target's sensor range as your sensor range for the purpose of conducting tech actions and targeting weapons, and vice-versa (this could cause your or your linked target's attacks to ignore cover, for example). You can see through that pilot's systems and even take over control of their mech if they voluntarily hand it over. You can only link systems with one target at a time.</p>	HORUS Goblin I
LAW OF BLADES	2	Unique	<p>On an invasion attempt, gain the following options:</p> <p>Predator/Prey Concepts: Targeted mech immediately fires a single weapon at a target of your choice that is within its range. It gets +1 difficulty on this roll but otherwise benefits from other bonuses to accuracy.</p>	HORUS MINOTAUR III

			<p>Slave Systems: (1 Difficulty): Targeted mech immediately takes one of the following actions of your choice as a reaction: Boost, Stabilize systems, Brace, Unarmed Attack, Grapple. A friendly mech can be targeted with this action.</p>	
Puppet Master	1	Unique	<p>Gain the following Tech option:</p> <p>Revolt: Make a system vs. e-defense attack against a target in sensor range. On a successful attack, your target cannot use systems with the Guided, Drone, Smart tags until the end of their next turn. On a 20+, you can immediately deal 1d6 AP energy damage to the target mech per system with the Smart or Guided tag they have.</p>	HORUS Hydra I
Viral Logic	2	Unique	<p>Gain the following tech action:</p> <p>Logic Bomb: Choose a blast 3 area within sensor range. All targets in the area (allied or enemy) must pass a systems check or become crippled until the end of your next turn.</p>	HORUS MINOTAUR I

OTHER SYSTEMS & MODIFICATIONS

Name	SP	Tags	Description	License
Active Camo	2	2 heat (self), Protocol, Unique	You can activate or deactivate the light bending properties of this module at the start of your turn. It lasts until the start of your next turn. While this module is active you are invisible. However, if you take the attack action, grapple, ram, take damage, or make an overheating roll, this module becomes inactive after the triggering event.	SSC METALMARK III
Adaptive Paint	1	Unique	You can make rolls to hide with +1 Accuracy, and rolls to scan or find your mech are made with +1 Difficulty	SSC SWALLOWTAIL I
Agility Mods	2	Unique	Sacrificing system space for extra movement actuators, your mech is unusually agile. Make all agility skill checks with +1 Accuracy.	
Armor Lock System	2	-	When you take the Brace action, enemy attacks targeting you are made with 1 additional Difficulty, and you can't fail agility checks, be knocked back or moved by any external force smaller than size 5, or be knocked prone until the start of your next turn.	IPS-N NELSON II
Auto Cooler	3	Unique	If you didn't take damage, move, or overheat this round, as an end of round action, cool your mech	
Bulwark Mods	1	Unique	Your mech has extended or armored arms or legs, redundant motor systems, or is otherwise reinforced for harsh terrain. Ignore difficult terrain, and you can re-roll failed dangerous terrain checks. You must accept the second result.	IPS-N NELSON I
Cable Winch System	1	Action	As an action, you can attach the cables to an adjacent mech. If the mech is shut down, stunned, or a willing target, this action is automatically successful, otherwise make a hull check. Once attached, your mech and	IPS-N LANCASTER I

			the attached mech cannot move more than 5 range away from each other. One mech can tow the other, but is crippled while doing so, and must successfully pass a hull skill check to do so. Any mech can take an action and make a successful hull skill check or melee attack to remove the cables (removed on a hit, the cables have evasion 10). The cables can also be attached to the environment or any object. They are 5 length and can take a combined size of 6 in strain if using them to climb, etc, before they break.	
Charged Stake	2	Action	This system does not take a mount slot, and is built into the shell of your mech. It can be used as an action against any adjacent target. That target must pass an hull check with 1 difficulty or take 2d6 AP energy damage and become immobilized. At the end of each of its turns, the target can repeat this check to end the effect on itself, otherwise it takes the damage again and remains immobilized until it makes the check successfully. Only one target can be immobilized by this system at once, but it can be re-used.	IPS-N Vlad III
Cloaking Field	5	Action, 4 heat (self)	You can activate or deactivate the light bending properties of this module as an action. It lasts until the end of 3 rounds, counting this one. When you activate this module, all allied targets within a blast 3 area centered on you become invisible while they remain in the area. This area moves when you move, and remains centered on you. If you make an overheating check or take damage, this module immediately becomes inactive.	SSC SWALLOWTAIL III
Core Siphon	1	Unique	At the beginning of your turn, you can choose to give the first attack roll of your turn +1 or +2 Accuracy. If you do, however, any additional attack rolls until the end of your turn gain a corresponding amount of difficulty (+1 or +2)	SSC DUSK WING I
Custom Paint Job	1	Unique	Gain +1 resilience	GMS

Emergency Repair System	1	Unique	When you take the Brace action, you can spend 1 repair to heal.	H.A. SALADIN I
EMP Pulse	2	Unique, Limited (1)	On activation, your mech shuts down. All affected targets (allied and enemy) that don't have the biological tag in a blast 3 area around your mech make a systems check with +3 difficulty. On a failure, they are stunned until the end of their following turns.	HORUS MANTICORE III
Expanded Storage	1	-	Your storage can fit 3 more discrete items, or 1 more discrete large items	GMS
Experimental Heat Sink	2	Unique	You can re-roll any overheating check you make, but must accept the second result (even if it is worse).	H.A. TOKUGAWA I
Explosive Vent	2	System, Unique	When you erase heat from your heat gauge, you can explosively vent heat in a blast 2 area centered on you. Affected targets, friend or foe, must pass an engineering skill check or take 2 AP energy damage and 1d3 heat.	H.A. GENGHIS I
External Ammo Feed	2	Unique	Once on your turn, you can take 1d6 heat to reload any weapon with the Loading tag as a free action.	H.A. BARBAROSSA I
External Batteries	1	Unique	<i>1 SP</i> <i>System, Unique</i> Your energy ranged weapons gain +5 range, and your energy melee weapons gain +1 reach. However, if you roll an overheating check, this system explodes and is destroyed.	H.A. TOKUGAWA I
EYE OF HORUS	3	Unique	Invisibility or breaking line of sight no longer breaks your Lock On. Targets suffering from your Lock On cannot hide from you, cannot benefit from invisibility against you, and you count total cover as heavy cover against them.	HORUS PEGASUS III

Grapplers	1	Unique	Gain +1 Accuracy on grapple attempts. Your mech has additional gear for grappling or lifting.	GMS
FADE Drive	2	Action	Once this highly experimental drive is activated as an action, it shifts its user partially in and out of blinkspace. Roll a d6. On a 4+, you become out of phase with reality. At the start of each of your turns while this system is active, roll a d6. On a 4+, you go or remain out of phase, on a 3 or lower, you return to the battlefield until the start of your next turn. While out of phase, you can ignore obstructions and pass through enemy mechs and solid obstacles as if they were not there, but not end your turn there. You cannot interact with the physical world, but neither can it affect you (in terms of damage, etc). If for any reason you are forced to return while inside of another object, take 1 critical damage and return in the nearest available space. This drive deactivates if you make an overheating check, deactivate it at the start of your turn, or rest.	SSC MOURNING CLOAK II
Ferrous Lash	2	Action	A target of your choice in range 10 must pass an agility check with 1 difficulty. On a failure, it is pulled 5 in a direction of your choice. This movement must obey obstructions, terrain, etc, but doesn't provoke reactions. If it collides with an obstacle or another mech, it is additionally knocked prone.	SSC BLACK WITCH I
Flash Pod	2	Action, Limited (2)	All hostile targets in a blast 10 area centered on your mech that can see your mech must pass an agility check or become Jammed, and a systems check or become Impaired. Both effects last until the start of your next turn. Allied mechs are not affected.	SSC DUSK WING III
Flicker Field	2	Unique	When you move or boost, you project a holographic pattern around your mech that leaves dazzling afterimages, making it hard to discern your mech's location. After moving or boosting you count as having invisibility against the very next attack roll against you. The the field disperses after this attack, hit or miss.	SSC DUSK WING III

Hi-stress Mag Clamps	1	-	Your mech treats all vertical and overhanging surfaces as flat ground for the purposes of movement. You no longer count as climbing on these surfaces and can move, stand, and run at full speed, though if you are knocked prone you fall.	SSC MONARCH I
Hunter Lock	2	Protocol, Unique	Nominate a target in your sensor range. Your first attack that hits that target per round deals +1d6 damage of the same type as your weapon. You cannot nominate a new target until your nominated target is destroyed or the current combat ends.	HORUS PEGASUS I
Inderdictor Field	2	Protocol	You can activate or deactivate this field at the start of your turn. While this field is active, your mech cannot move or take the boost action, but a blast 2 area centered on your mech becomes both dangerous and difficult terrain for hostile targets. Allied targets are not affected.	HORUS MINOTAUR III
Lightning Generator	1	Unique, 1 heat (self)	At the start of your turn, you can take 1 heat (self) to deal 1d3 AP energy damage to a target in range 5 of you (no attack roll required).	HORUS MANTICORE III
Localized Maze	1	-	You always count as the same size as any target for purposes of engagement. Targets that become engaged with you or start their turns engaged with you cannot take the boost action until they start their turn not engaged with you.	HORUS MINOTAUR I
Lock/Kill Subsystem	1	Unique	Your mech can attack with any number of weapons while grappling a target (instead of being restricted to 1). Targets grappled by you gain +1 difficulty to attempt to resist or escape your grapples.	IPS-N BLACKBEARD III
Low Profile	1	Unique, Protocol	Your mech can retract its major systems to reduce its profile. You can activate this protocol at the start of your turn. While active: <ul style="list-style-type: none"> - Your mech gains +1 Accuracy to hide - You gain the Hardened Target trait (All tech attacks against you are made at +1 Difficulty) - Your mech cannot take the Attack, Ram, or Grapple actions - You always count as in at least light cover, even in the open 	SSC SWALLOWTAIL II

Kinetic Compensator	2	Unique	When you miss with a ranged weapon attack roll, your very next attack roll gains +1 Accuracy	SSC DEATH'S HEAD II
Mag Deployer	2	Action	<p>You flash-print a heavy metal plate that takes up a 2x2 free space in range 5 of you. It is flat and doesn't obstruct movement. You can set the system to one of two settings when you create it:</p> <p><i>Repulse:</i> Any hostile target that enters the space must pass an agility check or take 1 heat, and be pushed in a direction of your choice 5 spaces. If this causes them to collide with an obstruction (terrain, a mech, etc) it is additionally knocked prone. An allied target that enters the space takes 1 heat but can then fly 5 in any direction as a free move.</p> <p><i>Attract:</i> Any target, allied or enemy, that enters the space, must pass an agility or hull check or become immobilized. It can end this status by taking an action and passing another agility or hull check to free itself.</p> <p>The deployer can be attacked - it has evasion 8, 10 hp, and 2 armor, and it lasts until the end of the current combat or around an hour outside. You can only deploy one at a time. If you create a new deployer, the old one disintegrates and is destroyed.</p>	SSC BLACK WITCH II
Manipulators	1	Unique	Gain 2 extra sets of limbs. These limbs cannot be used to make attacks, but can otherwise hold and manipulate the environment and items as normal. In addition, these manipulators can interact with objects in the environment that a pilot would normally have to interact with (a pilot sized touch pad, etc) with no penalty.	GMS
Marker	2	Unique	The first time you hit a target on your turn, choose another allied mech within your sensor range. That mech's first attack roll against the same target is made with +2 Accuracy.	SSC METALMARK I
MONITOR module	2	Protocol	Until the start of your next turn, you may fire one auxiliary weapon as a reaction, with +1 Difficulty, or a main weapon with +2 Difficulty. You set the trigger for this reaction, and it only triggers when specified.	HORUS GORGON II

Personalizations	1	Unique	<p>When you take this mod, your mech gains +4 HP and you may establish with your GM 1 minor effect or modification you have made to your mech. This mod cannot grant any statistical or combat benefit to your mech other than the hp benefit, but could provide other useful effects.</p> <p>If your GM agrees that this mod would help you with a particular skill check, they can give you +1 Accuracy on the check.</p>	GMS
Point Defense Weapon	2	Action	<p>You can prime your PDW by taking an action. Roll 1d3, and gain that many charges. You can use a reaction while you have charges to spend 1 charge when any mech in your sensor range is attacked by a weapon with the guided, smart, or launcher tag to completely nullify that attack (it automatically misses or does 0 damage). You can have up to 3 charges at once, but lose them when the current combat ends.</p>	HORUS GORGON I
RAM Drive	2	Unique	<p>While you are in the Danger Zone (the last three ticks of heat), your first attack with a weapon that hits during your turn deals +1d6 energy and +1d6 heat damage on hit.</p>	HORUS MANTICORE II
Reactor Stabilizer	2	Unique	<p>Ignore your first level of instability you take between full repairs completely (you only mark instability the second time you overheat and onwards).</p>	H.A. SHERMAN I
Redundant Systems Upgrade	2	Unique, Limited (3)	<p>You can activate this module to make a Stabilize systems action as an end of round action.</p>	H.A. SHERMAN III
Scanner Swarm	1	Unique	<p>Your Tech actions against targets in melee engagement with you gain +2 Accuracy</p>	HORUS BALOR I
Siege Stabilizers	2	Unique, Action	<p>Extend or retract your stabilizers as an action. Your mech cannot move or take the boost action while this system is active, but you can increase the base range of your ranged weapon attacks by +10. You cannot attack any target within range 3 when this system is activated.</p>	H.A. BARBAROSSA II

Supercharger	2	Unique	Once per turn, you can take 1d3 heat to do +1d6 energy damage with any attack. You must choose before making the attack roll.	H.A. Tokugawa II
Synthetic Muscle Netting	1	Unique	When grappling, you always count as the larger party, no matter the size difference. Your lifting and dragging capacity doubles.	IPS-N BLACKBEARD I
Targeting Assist Module	2	Unique	The first time you damage a target with a weapon on each round, you deal +1d6 damage of the same type as that weapon.	HORUS PEGASUS II
Thumper	3	Action	When you use this cumbersome system, all non-flying mechs within a blast 3 radius of you of you must pass an agility check or fall prone. In addition, this weapon detonates all mines within that radius as if they had just activated.	H.A. ISKANDEr II

Random Quirk

Roll (1d20)	Quirk
1	Part or all of your body was too damaged or badly cloned and needed to be replaced with cybernetics. Your revivers will not tell you how much of your body is actually cybernetic. It might be all of it.
2	The process required you be fitted with a painful cybernetic augment, such as an arm, leg, eyes, or the like. It is conspicuous and often attracts unwanted attention.
3	By accident or malintent, you wake up in someone else's body.
4	You are cloned or revived with a nasty, disfiguring scar, a mutation, or a hideous appearance that clearly marks you as vat-grown.
5	Administrative mishaps lead to an accidental change in biological sex in your new body, causing dysphoria or other complications
6	An extra, withered limb grows out of your chest shortly after your cloning or resurrection. It sometimes moves on its own.

7	A conspicuous barcode is now printed on your body. The barcode has meaning to powerful organizations, but you do not understand its meaning initially.
8	Under certain light conditions, it is possible to read a script or inscription printed just under your skin. The script is all over your body and contains a scientific formula, a map, or other information contested by powerful organizations or entities.
9	Your new body is too frail to survive the exposure to direct light and air and requires you wear an environmental suit outside of sterilized environments or your mech.
10	DNA from a non-human or possible xenobiological source was used in your resuscitation. Your revivers will not tell you the exact details or what effects it will have on you long term, and treat you more as a science experiment.
11	You are stricken with persistent dreams, visions, and images of your own death in vivid detail whenever you try and sleep or rest. You know they are all real.
12	You undergo a drastic personality shift. Change all of your traits.
13	You are plagued by the constant understanding or belief that the 'real' you is actually dead, and you are merely a shadow aping a dead person, implanted with the memories of someone else.
14	Due to a mishap, you are given residual memories of an entirely different and powerful or influential person. This reveals very dangerous and potentially unwanted information to you that is contested or sought after by powerful entities.
15	The process goes awry and you are revived with a second personality sharing your body (another dead person that was cloned or revived).
16	Partly as an experiment, you are revived with an entirely different set of implanted skills and synthetic memories to replace your old ones. Change your background to a new one given to you by the GM. You are aware of the change and cannot use your old background.
17	Something <i>changed</i> you, and you have persistent and intrusive mental contact with another entity or entities. It could be human or non-human in nature.
18	You often are struck with searing headaches during which you see brief flashes of what you are pretty sure is the future. Sometimes it comes to pass, sometimes it doesn't. A lot of it is bad, and none of it is clear.
19	Knowingly or unknowingly, you are implanted with a mental trigger that when heard or activated, causes you to go into a receptive state, either following a pre-programmed course of action (kill, lie, etc) or to listen to and follow exactly the commands of the

	person who activated you.
20	You are brought back with complete amnesia of the time before you were re-born, causing a 'tabula rasa' situation in which you must be re-trained and cultured, a costly process. Change your background and traits to entirely new ones.

CRITICAL HITS

Most attack rolls of a total result of 20+ and certain weapons, talents, and systems can cause critical hits. Critical hits deal extra **critical damage** depending on the size of the weapon used:

Auxiliary: 1

Main: 2

Heavy: 3

Superheavy: 4

Talents, systems, and core bonuses can add to this critical damage. Critical damage cannot be reduced or resisted in any way. It doesn't go to HP, but instead when players take a critical hit, they mark off critical damage on their CRITICAL gauge, which looks like this:

Instability: O O O VULNERABLE: O

0	1	2	3	4
CRITICAL Damage	x	x	x	x

Mark off boxes from **right to left**, like a **countdown**.

The gauge can be extended through **Resilience**, which by default equals your hull score. Negative hull score will shorten the gauge.

Critical damage and critical hits represent unusually powerful or accurate hits, which can disable a mech rapidly if not dealt with.

If you mark off the final box (CRITICAL damage), make a **critical check**, rolling 1d6 on the CRITICAL table. If rolling multiple die, choose the lowest result. Then reset your CRITICAL gauge, clearing all damage from it and mark 1 level of instability. You can only mark this result once per turn (so if you take critical damage that would push your past this result, you ignore it). This is one per *turn* (not per round), which could be your turn or an enemy turn.

It is only possible to gain the lowest results with one or more levels of instability

CRITICAL DAMAGE

ROLL	RESULT	EFFECT
5-6	GLANCING BLOW	Emergency systems kick in and stabilize your mech. However, your attacker (or the GM) chooses one of the following: <ul style="list-style-type: none"> - Your mech is knocked prone - Your mech is impaired - Your mech is crippled The effects last until the end of your next turn.
4	HEAVY BLOW	Your mech reroutes power to deflect the blow. Your attacker (or the GM) chooses one of the following: <ul style="list-style-type: none"> - Your mech is jammed - Your mech is immobilized The effects last until the end of your next turn.
2-3	SYSTEM TRAUMA	A weapon or system chosen by the attacker (or GM if there is no attacker) is destroyed. It can be repaired at base or by making a pilot skill check during a rest.
1	CATASTROPHIC TRAUMA	Parts of your mech are torn off (potentially limbs), permanently crippling it until you return to base.
Two or more 1s	DIRECT HIT	You must pass a hull check or your mech is destroyed . You get +1 Difficulty on this check per level of Instability.
Three or more 1s	COCKPIT - DIRECT HIT	Your mech is destroyed , and your cockpit in the process, instantly killing you.
Four or more 1s	REACTOR- DIRECT HIT	Your mech is destroyed and the reactor is struck directly, immediately causing the results of a <i>reactor meltdown</i> , killing you and causing a catastrophic explosion

Instability adds +1 die to critical rolls for each marked box, up to a maximum of +3. If you would mark your 4th box your mech also becomes vulnerable. It resets when you take a full repair.

If your mech is **Vulnerable**, it rolls +1 critical die. It can become vulnerable even without instability. Vulnerability resets when you full repair.

Unlike heat, the CRITICAL gauge cannot be cleared until you take a full repair.

The CRITICAL state

When your mech reaches 0 HP, it is not destroyed. Instead, it immediately enters the CRITICAL state, remaining at 0 hp. While CRITICAL:

- Your mech cannot repair or gain Hit Points.
- Each time you take damage, you take it as Critical Damage instead.

This allows a mech to stay fighting at great personal risk to the pilot.

A mech can exit the CRITICAL state only by resting or taking a full repair.

HEAT & OVERHEATING

Heat represents the stress of combat on a mech's electronic systems and mechanical components. Generally a mech is equipped with heat sinks, shunts, and coolant systems and to operate within factory defined standards without generating heat. However, combat and activated abilities can tax your mech's heat dispersal systems to the point of causing actual damage. The following are common sources of heat damage:

- Electronic warfare attacks
- Environmental hazards
- Weapons that deal heat damage
- Firing weapons that generate heat
- Overcharging your mech on your turn

Each Mech has a **Heat Gauge** that determines how much heat they can handle without things getting dangerous. All mechs can increase the length of their heat gauge by increasing their **heat capacity**, which can be increased through certain systems and by improving a mech's engineering score. A mech with a negative heat capacity has a shorter gauge.

The heat gauge looks like this:

Instability: O O O VOLATILE: O

0	1	2	3	4	5	6
CORE BREACH	x	x	x	x	x	x

Mark off boxes from **right to left**, like a **countdown**.

Boxes 1-3 (the darker boxes) are (colloquially) called the **Danger Zone**. Certain mech systems and talents will activate in this zone.

Additional Heat Capacity will add more ticks to the right of the gauge, extending its length. By default this is increased by $\frac{1}{2}$ your mech's engineering score. Negative engineering score will subtract from the gauge.

When a mech takes Heat, mark it on the gauge. If you mark the last box (CORE BREACH), make an **overheating check** on the CORE BREACH chart by rolling 1d6. If rolling multiple dice, choose the lowest result. Your mech fully cools, erasing all heat from the heat gauge. Then check **1 Instability** at the top of your gauge.

ROLL	RESULT	EFFECT
6	EMERGENCY SHUNT	Cooling systems recover and manage to contain the peaking heat levels. However, your mech is impaired until the end of your next turn.
4-5	POWER PLANT DESTABILIZE	Your mech's power plant becomes unstable, ejecting jets of plasma. Your mech is Jammed until the end of your next turn
2-3	POWER PLANT INTERRUPT	Your mech's power systems are overloaded as the powerplant cuts out briefly. Your mech is stunned until the end of your next turn
1	POWER PLANT FAILURE	Your mech's power systems completely cut out. Your mech is shut down (it can be re-started with an action)
Two 1s	MELTDOWN - CONTROLLED	Your reactor starts to melt down. Your mech will suffer a meltdown as an end of round action after 1d6+1 rounds, counting this one (rolled by GM, only GM knows the number). This is reversible by taking an action and making an engineering check with +2 Difficulty.
Three 1s	IRREVERSIBLE MELTDOWN	Your reactor goes critical. Your mech will suffer a meltdown at the start of your next turn. There is no way to prevent this.
Four or more 1s	CATASTROPHIC MELTDOWN	Your reactor's containment shielding explodes and your mech immediately suffers a reactor meltdown, killing you

Instability adds +1 die to all future overheating checks on the gauge, stacking up to +3. It resets when you take a full repair. If you would check a 4th instability box, your mech also becomes volatile.

The **Volatile** condition adds +1 die to all overheating checks on the gauge. It resets when you take a full repair.

At any time, as part of the **stabilize systems action**, a mech can cool excess heat. This resets their heat gauge, erasing all heat. The heat gauge is also reset upon taking a rest or a full repair at base.

REACTOR MELTDOWN

Certain critical and overheating table results can cause a reactor meltdown. This can be immediate, or involve a countdown (in which case update the countdown at the start of the round. The meltdown triggers when specified). When a mech suffers a reactor meltdown, any pilot inside immediately dies, the mech is immediately destroyed in a catastrophic eruption, and any mechs inside a blast 2 area centered on the mech must pass an agility skill check or take 3d6 explosive and 3 heat damage.

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