

HIGH

An expansion for

APPOCALYPSE FRAME

BINARY STAR GAMES

INTRO/OVERVIEW

This is a supplement that adds more game options to APOCALYPSE FRAME. If you haven't read that yet, please do so before reading this! This won't make a lot of sense without doing so. This provides optional rules for greater complexity for both Aces and the GM.

This is all material that I felt was important to the core experience, but added enough complication to warrant holding off a bit. This is why it's included alongside the core rules!

Feel free to use or not use any new option presented here. None of it is strictly necessary to run APOCALYPSE FRAME. These are all just tools which will make the game feel more like I intended it to feel when used and provide a deeper experience for longer-term campaigns.

Dedicated to my incredibly supportive wife for consistently convincing me to keep going.

Dedicated also to my friends who have been willing to take a chance on my half-finished games.

Special thanks to the Gila RPGs Discord and to everyone who saw enough potential in my half-finished game to spend actual real-life money on it.
Thank you so much.

EXPERIMENTAL LOADOUTS

This section includes a handful of options for Aces (and enemies). These options are more complex to use than the standard ones. They include:

- 12 Superior Tags for Armaments and 6 Superior Tags for Systems. These tags expand the capabilities of existing tags or provide unique or superior benefits.
- 6 Drawback Tags for Armaments and 6 Drawback Tags for Systems. These tags provide downsides to using the Armament or System.
- 6 experimental Armaments that use the aforementioned tags.
- 6 experimental Modular Systems that use the aforementioned tags.
- 3 experimental Frames that use the above concepts while also providing their own Build Traits, Integral Traits, and Integral Systems.

CAMPAIGNS

This section includes further guidance for mechanical advancement for both enemy factions and Aces during extended campaigns using the rules outlined in the core books, as well as general advice. These include:

- Advice on maintaining continuity and tying in NPC actions and world development.
- Crisis Advances: Ways to raise the stakes mechanically and provide increasing threats to Aces, tied in with Crisis Missions. Includes several new enemies.
- Ace Advances: Suggestions for more complex rewards that expand Aces' options and how to tie them to a Moonshot Mission.

TYRANTS

This section outlines rules for Tyrants, a variant of Prime enemies used for intense, equal-footing threats to Aces and The Collective. This includes:

- Tyrant Restorations: Upon Restoration, each Tyrant gains a passive ability - defensive or offensive.
- Tyrant Interrupts: Each Tyrant has the ability to react immediately to being Harmed.
- 10 Tyrants (Republic, Independent, and Claw) for you to use.
- Guidance on using Tyrants and making your own Tyrants.

EXPERIMENTAL LOADOUTS

The Collective's engineers are always trying to develop new Armaments, Systems, and Frames for both the Divisions and Aces. Some breakthroughs are possible, but come with major flaws. These are often too much for Divisions, but daring Aces are often happy to use flawed experimental equipment.

The content in this section should probably not be available by default. Consider making it available as a Moonshot Advance in segments.

EXPERIMENTAL ARMAMENTS

Experimental Armaments are more powerful, but have some major drawback. This is represented by a Drawback Tag.

Experimental Armament Models

Some Armament models have been developed with significant advantages and disadvantages built in.

Superheated Spear: 2 dice, 4 Harm, Close, Focused+, Polished+, Reckless. A longer melee weapon with a heated tip based on the Centurion's Hasta. Its unwieldiness can leave openings after use.

Autocannon: 3 dice, 2 Harm, Far, Burst+, Splash, Destabilize. An anti-aircraft gun fitted for a Frame. It suffers without the stability of an emplacement.

Energy Spike: 2 dice, 4 Harm, Close, Distracting+, Mobile+, Overload. A two-pronged, kinetically-charged conduit that supercharges a target on contact. It can strain the internal battery.

Laser Cannon: 3 dice, 3 Harm, Near, Energy, Spin Up+, Overheat. A continuous-focus laser that burns hotter the longer it's operating. Its heat venting capabilities leave something to be desired.

Spread Launcher: 4 dice, 1 Harm, Near, Splash+, Incendiary+, Piercing, Reload. An automatic anti-infantry grenade launcher that can easily threaten wide areas. Its feed mechanism is too slow for consistent fire.

Shell Cannon: 1 die, 4 Harm, Far, Charge+, Stationary+, Straining. A large artillery cannon. Its momentary reaction force was not designed for being mounted on a Frame arm and can cause mechanical failures over time.

Superior Tags

Superior Tags are improvements on existing standard Tags. They're only available through experimental improvement methods or on experimental Armament models.

Burst+: +2 Harm to the target on a 6.

Charge+: +1 die and +1 Harm if you hadn't attacked with this Armament yet this round.

Critical+: +1 Harm when used at half Vigor or less, another +1 Harm when used at 1-3 Vigor.

Distracting+: Enemies Harmed by this deal 1 less Harm for the rest of the round. Does not stack with itself or anything else that reduces enemy Harm (use the strongest effect).

Focused+: +1 Harm at greater than half Tension. If you started your turn with full Tension and have greater than half Tension, +1 die as well.

Polished+: +1 Harm at greater than half Vigor, or +2 Harm at maximum Vigor.

Impulsive+: +1 Harm when used at less than half Tension, or +2 Harm when used at 0-1 Tension.

Incendiary+: Creates a Hazard at the target's location and one random Near location (can exclude your location) until the start of the next round (only one can be created per location).

Mobile+: +1 Harm if you've moved at least two range bands this round, or +2 Harm if you've moved at least four range bands this round.

Splash+: Enemies Close to the target take 1 Harm on a 5 or 6.

Spin Up+: +1 Harm if your last Attack action was with this weapon, or +2 Harm if your last two Attack actions were with this weapon.

Stationary+: +1 die and +1 Harm if you haven't moved this turn.

Drawback Tags

Drawback tags indicate a major flaw in the Armament in question. They're only available through experimental improvement methods or on experimental Armament models.

Each Drawback tag comes into effect after the attack resolves.

Destabilize: For the rest of the round, you can't Move or Sprint.

Overheat: At the end of your turn, roll dice equal to the number of times this came up this round. If one of them is higher than your current Tension, you can't use Tension next round.

Overload: Your Build Trait is not in effect at the end of the round. If this would come up a second time, you also can't use drops at the end of the round.

Reload: This Armament can't be used again until the Ace uses an Interact action to reload it.

Reckless: You take +1 Harm from enemies for the rest of the round. This effect stacks with itself.

Straining: Take 1 Harm (ignores Armor/Shields).

Using Experimental Armament Capabilities

Once they've been made available, you can manufacture Experimental Armament Models for 5 Materials. They can have tags added and be upgraded like anything else.

All Armaments can be allowed to be upgraded a third time. When they do so, they may spend 20 Materials to improve their Armament in any of the following ways:

- +1 Harm.
- Add two normal tags.
- Upgrade two normal tags.
- Add one superior tag.
- Upgrade one normal tag and add one normal tag.

However, they gain a random Drawback tag as well. (The Ace may spend 10 more Materials, for a total of 30, to gain a Drawback tag of their choosing.)

EXPERIMENTAL SYSTEMS

Experimental Modular Systems

EMP Missile: Fire a charged warhead, disabling the target on arrival. Deal 3 Harm to a Far enemy. Its Armor and Shields have no effect for the rest of the round. Offensive, Suppressive, Distracting+, Overload.

Entry Afterburner Array: Charged thrusters explode your Frame into the fray, slowing only on impact but maintaining momentum. Move to an enemy at a Far location and deal 2 Harm to them. Support, Renewing, Limited+.

Micromissile Barrage: Unleash a torrent of tiny explosives, opening yourself up to further harm. Deal 1 Harm to every enemy Close to a Near location. Offensive, Piercing, Efficient+, Reckless.

Plasma Borer: Shunt all of your battery power into a plasma-based boring tool intended for heavy machinery. Deal 4 Harm to 1 enemy at Close. Offensive, Energy, Intensify, Overheat.

Reactor Heat Override: Turn off your reactor's safeties before dumping excess heat on an enemy. Deal 2 Harm to every Close enemy, +1 Harm if you're at 0 Tension. Offensive, Energy, Holdout+, Straining.

Survival Barrier: Put up a deeply opaque shield that interferes with anything entering or exiting. Gain 4 Shields. The Shields are reduced by 1 at the start of every subsequent round. Support, Persistent, Interfering.

Superior Tags

General Tags

Efficient+: When you use this, roll 1d6. If it's a 4-6, this use doesn't spend Ammo.

Holdout+: If you have 0 Ammo, you may use this System without spending any Ammo or Tension. It gains Limited when used in this way.

Offensive Tags

Intensify: You can increase the Harm dealt to a target by spending 1 Tension per each +1 Harm (this can't put you at lower than half of your maximum Tension).

Distracting+: Enemies that take Harm from this deal half Harm (round up) for the rest of the round. Does not stack with itself or anything else that reduces enemy Harm (use the strongest effect).

Support Tags

Persistent: Ignores effects that ignore a property of this ability (like Piercing for Shields or Energy for Armor).

Renewing: The first time per round this is used, anyone who is affected by this System regains 1 Tension.

Drawback Tags

Each Drawback tag comes into effect after the System use resolves.

Interfering: For the rest of this round and next round, you have -1 die on all rolls and deal -1 Harm with all Systems.

Limited+: For the rest of this round and next round, you can't use this System.

Overheat: At the end of your turn, roll dice equal to the number of times this came up this round. If one of them is higher than your current Tension, you can't use Tension next round.

Overload: Your Build Trait is not in effect at the end of the round. If this would come up a second time, you also can't use drops at the end of the round.

Reckless: You take +1 Harm from enemies for the rest of the round. This effect stacks with itself.

Straining: Take 1 Harm (ignores Armor/Shields).

Using Experimental System Capabilities

Once they've been made available, you can manufacture Experimental Modular Systems for 5 Materials. They can have tags added and be upgraded like anything else.

All Modular Systems can be allowed to be upgraded a second time. When they do so, they may spend 20 Materials to improve their Modular System in any of the following ways:

- Add two normal tags.
- Add one superior tag.
- Upgrade one normal tag and add one normal tag.

However, they gain a random Drawback tag as well. (The Ace may spend 10 more Materials, for a total of 30, to gain a Drawback tag of their choosing.)

EXPERIMENTAL FRAMES

Three stock model Frames have been developed which incorporate experimental concepts.

MX-BEACON: Encased in eye-catching chrome, this model was designed as a prototype to test the limits of energy-based weaponry. Its output is impressive, but its ammunition storage is limited.

LX-DRAGONSLAYER: A skeletal Frame with actuated arms, this model was designed to test offensive limits. It excels at close-range supremacy and overwhelming speed, but is extremely fragile.

HX-MONSOON: An enormously bulky Frame, this model was designed for maximal defensive firepower as an emplacement. It has enormous missile capabilities, but can be very slow.

MX-BEACON	LX-DRAGONSLAYER	HX-MONSOON
<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 7 + Drive • Tension: 6 + Speed • Ammo: 2 + Control 	<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 4 + Drive • Tension: 7 + Speed • Ammo: 4 + Control 	<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 8 + Drive • Tension: 1 + Speed • Ammo: 6 + Control
<p>Traits</p> <ul style="list-style-type: none"> • Regenerative Build • Energizing Hardpoints 	<p>Traits</p> <ul style="list-style-type: none"> • Streamlined Build • CQC Acquisition Processor 	<p>Traits</p> <ul style="list-style-type: none"> • Generating Build • Relation Missile Launcher
<p>Integral System</p> <ul style="list-style-type: none"> • Shinebright Emitter Array 	<p>Integral System</p> <ul style="list-style-type: none"> • Glimmer Overclock Module 	<p>Integral System</p> <ul style="list-style-type: none"> • Hailstorm Missile Launcher
<p>Modular Systems</p> <ul style="list-style-type: none"> • Machinegun • Laser Cannon 	<p>Modular Systems</p> <ul style="list-style-type: none"> • Survival Barrier • Pulse Laser 	<p>Modular Systems</p> <ul style="list-style-type: none"> • Micromissile Barrage • Missile Battery
<p>Armaments</p> <ul style="list-style-type: none"> • Machinegun • Assault Rifle 	<p>Armaments</p> <ul style="list-style-type: none"> • Superheated Spear • Carbine 	<p>Armaments</p> <ul style="list-style-type: none"> • Shell Cannon • Grenade Launcher

Experimental Build Traits

Regenerative Build (MX-BEACON): MX-BEACON is set up to recoup lost resources based on expenditure through sophisticated regenerative systems. Before drops are rolled, roll 1d6. If the roll is greater than your current Tension, you regain 1 Vigor and Tension and your next System use costs no Ammo.

Streamlined Build (LX-DRAGONSLAYER): An aerodynamic build helps LX-DRAGONSLAYER optimize the value of maintained acceleration. Before drops are rolled, regain 1 Tension. If you haven't been Harmed by an enemy this round, instead regain 2 Tension and your next System use costs no Ammo.

Generating Build (HX-MONSOON): HX-MONSOON is designed for extended fights where running out of ammunition is a serious concern. Before drops are rolled, regain 1 Ammo if your Ammo is at less than half of your maximum. (Outside combat, your Ammo is always at at least half of your maximum, rounding up.)

Experimental Integral Traits

Energizing Hardpoints (MX-BEACON): MX-BEACON supercharges all offensive equipment on it. All Armaments and Offensive Modular Systems gain the Energy tag while mounted on MX-BEACON. (Armaments that already have Energy gain the Hot tag, while Modular Systems that already have Energy gain the Holdout tag or upgrade their Holdout tag to Holdout+.)

CQC Acquisition Processor (LX-DRAGONSLAYER): LX-DRAGONSLAYER's targeting systems are optimized to be close to its targets as much as possible. All Attacks at Close gain +1 die.

Relation Missile Launcher (HX-MONSOON): HX-MONSOON's low-impact relation missile system is built to create a chain effect with missile barrages. When using an offensive system that targets multiple enemies, two targets take +1 Harm from it.

Experimental Integral Systems

Shinebright Emitter Array (MX-BEACON): Fire several low-impact, high-drain lasers that are calibrated to interfere with many kinds of sensors and vision. Deal 1 Harm to 3 enemies at Near. Offensive, Energy, Distracting+, Overload.

Glimmer Overclock Module (LX-DRAGONSLAYER): Disengage your drive safeties, surging forward as warning panels flash. You regain 3 Tension. Support, Straining, Limited.

Hailstorm Missile Launcher (HX-MONSOON): Launch an enormous missile that splits before landing to bombard an area. Deal 2 Harm to every enemy Close to a Far location. Offensive, Limited+.

Using Experimental Frames

Once they've been made available, you can manufacture an Experimental Frame for 15 Materials.

CAMPAIGNS

The Mission structure of APOCALYPSE FRAME lends itself well to episodic gameplay. However, the campaign structure laid out in the core book helps to provide ways to combine those into a greater whole. Here are some more tools to help a GM in this regard.

NARRATIVE CONTINUITY

The least mechanical way to maintain a campaign is to establish narrative flow between the events of various Missions. Here are some suggestions:

Allow for Bonding

Make sure to allow Aces time and space to converse among themselves and among other Strike Teams. If they care about what happens to each other, they're more likely to establish that flow of continuity and create a good story along the way. Use this time to characterize GM-controlled characters - and let Aces decide when you can't think of anything!

Establish Consequences

Consider the specifics of how a Mission turned out. Is there anything the Aces did that might cause unintended consequences? Did they destroy something or annoy someone? If they called in substantial help without using a Favor, was that help diverted from elsewhere? You shouldn't do this for everything, but these are questions worth keeping in mind. They can provide easy fodder for future Missions. Establishing parallel Missions is a valid way to do this as well. When the Aces bypassed that fort's defenses by knocking down a wall, did they realize they were going to have to defend it later? When they made a deal with Survivalists in the area, did they think about the long-term repercussions of that arrangement? And so on.

This also works for missions undertaken by other Strike Teams. If they rolled a 1-4 for their resolution, establish just how their mission went sideways. Were there repercussions? Maybe they ended up attracting a retaliation force, leaving a major flaw in defenses untouched, or got someone (maybe even one of theirs) captured. This is an easy idea for future Missions (and sometimes even Crisis Missions).

Set Up Plot Arcs

You can also set up concepts through Missions that will pay off later. When you do so, try to ramp up events in an arc and let them pay off. Try not to extend this too far though! The following is a recommended outline for this:

- **Establish Indirectly:** Make it known that something could be a concern/is happening offhand. Maybe another Strike Team tells the Aces about it when conversing between Missions, or maybe the Aces find out in a debrief after a Mission.
- **Address Directly:** Make it known that whatever it is, it's known or at least theorized by those up top. Maybe the Aces get a Mission to investigate a suspected issue or defend against a known consequence.
- **Re-Establish Indirectly:** Do something that seems like it doesn't tie into this. Maybe the Aces have to deal with another faction who had taken interest in the same thing without knowing that immediately. The connection can be revealed later on (like during Crescendo).
- **Raise the Stakes:** Do something drastic as a result of what's happening. Maybe this is a Crisis or Moonshot Mission, or maybe it's simply a standard mission that takes a turn suddenly.
- **Crescendo:** The final act. This one should definitely be a Crisis or Moonshot Mission. This is the big payoff and should be something spectacular.

Example: The Double Agent

- **Establish Indirectly:** A Mission involves rescuing a squad from a remote location. Either the Aces or another Strike Team finds out that the squad was given extremely incorrect coordinates.
- **Address Directly:** A number of assignments have gone awry due to faulty information. The Aces are tasked with recovering information and find evidence of sabotage.
- **Re-Establish Indirectly:** The Aces are tasked with breaking another Ace out of a Republic prison after another Strike Team's operation goes wrong. Little do they know that she was the one who made it go wrong...
- **Raise the Stakes:** After the Ace in question returns, the next Crisis Mission involves a raid on The Collective, in which Republic commandos have way too much knowledge as to what targets to hit.
- **Crescendo:** That same Strike Team as before - and indeed, that same Ace - calls for help when only they're present to respond. When the Aces arrive, they find her ready with an ambush - this is a good time to introduce Tyrants as a Crisis Advance! Afterwards, she can be a going concern that they'll remember.

CRISIS ADVANCES

It's important that the threat of the forces arrayed against The Collective looms continually larger. There are plenty of narrative plot beats that help with this - allies being defeated, formerly-neutral territory being occupied, patrols increasing in number - but if there's no change during moment-to-moment combat, then it's likely that it will feel abstract or artificial. Crisis Advances are a way to tie increasing tensions to concrete mechanical changes.

Mechanics

The nature of a Crisis Advance is very simple: when it's time for a Crisis Mission that involves the Republic, something about them is enhanced in some way. Some suggestions include:

- Introduce Tyrants as a concept by using one.
- Add a key Tag or two to a standard enemy's Attack.
- Add a new Attack to a standard enemy.
- Add Vigor, Armor, or Shields to a standard enemy.
- Add a new kind of standard enemy.

These are all permanent changes - as future Advances happen, they pile on. This has a few effects: it makes every Crisis Mission a jump in difficulty, it makes every subsequent mission recall that Crisis Mission, and it makes Aces look forward to the next thing to come from the next one.

That said, there are limits to how much you should do. Don't inflict a Crisis Advance every mission: you should have about 1 Crisis Advance for every two Ace Advances.

Narrative

But why is this happening? Tie this back to actions of your Aces or allied Strike Teams.

- Did they take out something or someone important?
- Did they do something to make it personal?
- Is there a research facility they neglected to take down?
- Did an enemy escape from an otherwise-decisive battle?
- Is someone secretly recording their battle data?
- Do they have a history with an enemy in power?

It may not necessarily be personal, and it should not necessarily be personal every time, but it can be.

Crisis Advance Examples

- Introduce the Tyrant program.
- Legionnaires gain the following Attack:
 - **Service Gladius:** 2 Harm, Close
- Legionnaires gain 1 Vigor.
- Velites gain Retreat on their Backup Pistol.
- Velites gain 1 Vigor.
- Decani gain Distracting on their Gladius.
- Decani gain Approach on their Assault Rifle.
- Centurions gain the following Attack:
 - **Impale:** 4 Harm, Close, Piercing, Desperation
- Centurions gain +2 Vigor after Restoration.
- Sagittarii, Cataphracts, Numidae, or Triarii (see next page) are now present.

Cataphract/LEGIONNAIRE-2

A more mobility-oriented variant of the Legionnaire Frame. In place of their service rifle, they have improved thrusters combined with an actuated lance for aggressive close-range combat.

Vigor: □ □ □

Attack:

- **Lance Charge:** 2 Harm, Close, Mobile, Approach

Moves:

- Burn hard to approach
- Impale
- Fall back and regroup

Inherits Crisis Advances for Legionnaires related to Vigor, Armor, Shields, etc.

Numida/VELITE-2

A close-range, mobility-oriented variant of the Velite Frame. Equipped with shielding for greater protection, they have carbines in place of their traditional long-range rifles, allowing aggressive formation maneuvers.

Vigor: □ □ **Shields:** □ □

Attacks:

- **Carbine:** 2 Harm, Close/Near, Mobile, Burst

Moves:

- Serpentine on approach
- Spray with automatic fire
- Engage further defenses

Inherits Crisis Advances for Velites related to Vigor, Armor, etc. (Shield Advances don't stack)

Sagittarius/DECANUS-2

An artillery platform variant of the Decanus Frame. Its shots are devastating if it can achieve stability.

Vigor: □ □ □ □ **Armor:** 1

Attacks:

- **Shell Cannon:** 2 Harm, Far, Stationary, Scoped

Moves:

- Annihilate a target
- Retreat to a better position
- Wait for spotters

Inherits Crisis Advances for Decani related to Vigor, Armor, Shields, etc.

Triarius/CENTURION-2 (Prime)

A longer-ranged variant of the Centurion intended for more valuable pilots. They tend to revert to more familiar close-range tactics when pressed, however.

Vigor: □ □ □ □ □ □ □ □ **Armor:** 1

Restorations: □

Attacks:

- **Sniper Cannon:** 2 Harm, Far, Deliberate, Stationary
- **Heavy Machinegun:** 2 Harm, Near, Splash
- **Shoulder Charge:** 3 Harm, Close, Approach, Mobile, Desperation

Moves:

- Keep distance
- Spray targets
- Spot for others

Desperation Moves:

- Ram an enemy Frame
- Carpet in fire
- Run in heedlessly

Inherits Crisis Advances for Centurions related to Vigor, Armor, Shields, etc.

ACE ADVANCES

After a Moonshot Mission, in addition to whatever narrative consequences, Aces should receive a major advance of their own. It should always contain something that adds an interesting new option to their arsenal.

Ace Advances are often represented as a pair following a Moonshot Mission. You can also introduce individual Advances after Crisis Missions as a catch-up measure.

Ability Increase

A very simple upgrade to Frame properties. Many of these are noticeable and will be welcomed but are not the most interesting on their own. Giving a Capability or Tech Expansion in addition is usually a good idea.

Some examples include:

Exceptional Commitment: Tension rerolls gain 1 die.

Exceptional Spirit: +1 Maximum Vigor

Exceptional Clarity: +1 Maximum Tension

Exceptional Preparedness: +1 Maximum Ammo

Exceptional Perseverance: When rolling for drops, each Ace may choose one drop to reroll.

Tech Expansion

Tech Expansions are new equipment options made available for purchase.

Some examples include:

Experimental Armaments: Experimental Armament stock models are now available.

Experimental Systems: Experimental Modular Systems are now available.

Experimental Frames: Experimental Frames are now available.

Capability Expansion

Capability Expansions are context shifts and new options by nature of reconfiguring existing concepts as opposed to adding wholly new options.

Some examples include:

Recycling:

Aces can now turn in Armaments and Modular Systems to receive 1 Material each, or may turn in a fully-loaded Frame to receive 5 Materials.

Backup Plan:

Aces can now pre-configure which Backup Armament is loaded for a given Armament. They may add Tags to Backup Armaments as if they were standard Armaments (the "stock model" costs 0 Materials).

Improved Holstering:

When purposefully switching to a Backup Armament (not from Frame Damage), the original Armament is stored instead of discarded. It can be swapped back in place of the Backup Armament with an action.

Integral Engineering:

Aces can now add Tags to their Frames' Integral Systems like they were Modular Systems.

Unbound Possibilities:

Every Frame now comes standard with a specific noncombat ability that works without rolling. This might also give them a minor ability in combat.

Armament Storage:

Aces can now slot in 3 Armaments instead of 2. Each Ace receives a stock model Armament of their choice.

System Storage:

Aces can now slot in 3 Modular Systems instead of 2. Each Ace receives a stock model Modular System of their choice.

Armament Breakthrough:

Aces can upgrade their Armaments a third time, as noted on [page 4](#).

System Breakthrough:

Aces can upgrade their upgradable Systems a second time, as noted on [page 6](#).

Moonshot Ace Advance Examples

Survival Boot Camp

Associated Missions: Any Moonshot Mission that involves an explicit assault, like capturing a long-term resource for The Collective or storming a major outpost.

Description: After debriefings following (the Mission), a gap was identified in training. Every pilot and Ace is required to attend a boot camp focused specifically on self-protection and preparation for anything. You'll thank us later.

Benefits: Exceptional Spirit, Backup Plan

High Spirits

Associated Missions: Any Moonshot Mission that involves a major victory, like obtaining external help or facilitating a revolt.

Description: After the recent victory, pilots and Aces are largely feeling confident about their chances. A greater understanding between leadership and soldiers on the ground as to their shared purpose enables soldiers to express themselves in combat in ways that better suit their personalities.

Benefits: Exceptional Clarity, Exceptional Preparedness

Materials Breakthrough

Associated Missions: Capturing a key production facility.

Description: Reviewing documents from the production facility has given our scientists and engineers insights as to how to best use the Frame printing technology.

Benefits: Recycling, Experimental Armaments

Flight System

Associated Missions: Field-test a long-range flight subsystem.

Description: The flight system is now fully operational and has been installed on every Frame, making deployment far easier. The development of the key components for this system has also led to the development of unrelated Frame systems.

Benefits: Unbound Possibilities (long-distance flight, Move can be to a Far location first round of combat), Experimental Systems

Frame Advances

Associated Missions: Steal a classified blueprint.

Description: The captured R&D data has filled in certain gaps in our understanding, allowing for the finalization of new in-development Frames.

Benefits: Exceptional Commitment, Experimental Frames

TYRANTS

By default, Aces are up against enemies who aren't much of a problem individually. Prime enemies are more worrying in that regard, but not overly so. Tyrants are a stronger version of Prime enemies that are intended to be clear, present dangers.

NARRATIVE SPACE

For each major faction, there's a slightly different reason for a Tyrant's existence.

Republic Tyrants are where the name comes from. The Tyrant program was explicitly founded to counter the successful Ace program. A Tyrant was intended to be a solitary figure with full discretion and command in the battlefield for the purposes of crushing all who would dare to oppose. Some of them may have started in the Ace program before defecting.

Independent Tyrants are often an individual settlement's version of an Ace - a highly skilled pilot elevated to help them and theirs. Often, they're simply mercenaries who work for the Republic or for the Collective, depending on who's paying (and possibly depending on who last slighted them). Sometimes, they used to be Aces.

Claw Tyrants aren't an explicit program as such. Instead, they're simply the Claw's top tier of Apexes. They're legendary hunters who take down the most dangerous prey, and very frequently, the most dangerous prey are Aces.

In each of these cases, they're used to represent anything that's a valid threat against an Ace or a group of Aces.

MECHANICS

Tyrants largely work like Prime enemies. However, there are a handful of major mechanics which set them apart.

Tension

Unlike every other enemy, Tyrants have Tension. This can be used for Tyrant Reactions and Interrupts. A Tyrant restores 1 Tension at the start of every round, and 1 extra if it inflicted Frame Damage that round.

Traits

Every Tyrant has a Trait. Much like Ace Traits, these are always active. If these would clash with an Ace Trait, tag, or System effect, the Tyrant's effect takes precedence.

Tyrant Restorations

Restorations for Tyrants largely work like Restorations for Prime enemies: the Tyrant is restored to full Vigor and gets a free action at the start of the next GM Turn, and is allowed to use Desperate Moves when it has no Restorations remaining. In addition to this, however, Tyrants gain some kind of bonus upon Restoration. This can include:

- A Vigor bonus.
- An Armor bonus.
- A Shield bonus.
- A Tension bonus.
- Something custom.

This means that a Tyrant is inherently more durable and/or dangerous after a Restoration.

Tyrant Reactions

Aces are able to attack most enemies at will, prompting no retaliation except on a roll of 1-4. This is not the case with Tyrants.

Anytime a Tyrant is Harmed, they may take a Tyrant Reaction. This is very similar to an Activation as a consequence, but with a more restrictive list. A Tyrant may React in any manner, but different Tyrants tend to prefer different types of Reactions - if they use one that's not a Favored Reaction, they have to spend 1 Tension. The generalized response types are:

Counterattack: Respond with an Attack that matches the Ace's range. This counts as a consequence from rolling a 1 if it matters. Counterattack is never a Favored Reaction.

Advance: Move Close to the Ace who Harmed them.

Retreat: Move to a Near location away from the Ace who Harmed them.

Protect: Gain 1 Armor or 2 Shields until the end of the round.

Command: Activate a non-Tyrant enemy Near to them.

If this is triggered from an Attack roll, this happens in addition to any consequence. The GM may resolve the Interrupt and the consequence in any order.

Tyrant Interrupts

The Tyrant may spend 2 Tension to have a Favored Reaction happen before the Harming action resolves. This is called a Tyrant Interrupt.

If a Tyrant Interrupt causes Frame Damage, the originating Harm and any effects are canceled.

If a Tyrant Interrupt puts the triggering Attack out of range, the Attack is rerolled at -1 die per range band.

If a Tyrant Interrupt puts the triggering System out of range, the System deals -1 Harm per range band. If it would deal 0 Harm, any secondary effects don't trigger.

HOW TO USE TYRANTS

A Tyrant is not to be used lightly. With few exceptions, they should mostly show up in Crisis and Moonshot Missions.

When they show up, it should be very obvious. A Tyrant enters the battlefield like an Ace does: quickly, forcefully, and loudly. All of them have custom Frame builds and often have distinctive features like stenciled iconography, a clear paint job, a signature Armament, or specific battle scars. When a Republic or Independent Tyrant arrives, they'll often announce their arrival with the expectation that it'll cause enemies to scatter - and if Aces aren't present, they often will. When a Claw Tyrant enters, they tend to make their presence known with some kind of ritualistic display.

As a whole, much like Aces, human Tyrants will usually eject when they're out of Vigor. Generally speaking this means they'll be able to get away to threaten Aces again. In some cases, they might be able to be taken captive or permanently killed, but it should involve some doing.

REPUBLIC TYRANTS

Sledgehammer

A former Ace who went back to the Republic, and by some accounts the progenitor of the Tyrant Program. Her Frame's close-combat capabilities are notorious, and Frames punctured by Nail's fist spikes rarely survive.

Mannerisms: Taunting, Scornful. Bears grudges.

Frame: Nail. Gray coloring, black hammer symbol on right shoulder. Reinforced arms, spikes grafted on knuckles.

Vigor: □□□□□□□□□□ (□ □) **Armor:** 1

Tension: □□□□

Restorations: □

Restoration Bonus: +2 Vigor

Sturdy (Trait): Harm from any Attack or System usage against Sledgehammer is capped at 3 Harm.

Attacks:

- **Carbine:** 3 Harm, Close/Near, Burst
- **Scout Rifle:** 2 Harm, Near/Far
- **Punch:** 5 Harm, Close, Invigorating, Desperation

Moves:

- Fire with targeted bursts
- Jet forward to meet an Ace
- Put up a massive arm

Desperation Moves:

- Slam an Ace with a spiked fist
- Burn harder and more recklessly
- Roar in defiance

Favored Reactions: Advance, Command

Watchtower

A Centurion who gained a reputation for dispassionate efficiency and was eventually promoted to the Tyrant Program. He favors long-ranged attacks and is beloved by standard Republic troops.

Mannerisms: Clinical, Dispassionate. Unlike most Tyrants, favors a stealthy entry.

Frame: Spotlight. Yellow coloration with white trim around plates. Oversized railgun mounted on upper arm.

Vigor: □□□□□□ (□ □) (□ □) **Armor:** 1

Tension: □□□

Restorations: □ □

Restoration Bonus: +2 Vigor

Deadeye (Trait): On the GM Turn, Watchtower ignores any effects that would reduce Harm (including Aces' Armor and Shields).

Attacks:

- **Assault Rifle:** 2 Harm, Near, Burst
- **Oversized Sniper Rifle:** 3 Harm, Far, Deliberate
- **Rail Cannon:** 5 Harm, Far, Stationary, Desperation

Moves:

- Stand imposingly
- Fire an incredibly loud shot
- Signal an attack

Desperation Moves:

- Point elbow and unleash the railgun
- Back off to a safer position
- Fire erratically

Favored Reactions: Retreat, Command

Praetorian

A pilot without much discipline, he was drummed out of the Centurion program several times before his influential family found him another path. His Frame was custom-designed by a private engineer for survivability.

Mannerisms: Confident, Indignant.

Frame: Dux. Republic red, but with ornate head trim. Enormously bulky. Its steps cause reverberations.

Vigor: □□□□□□□□□□□□ **Armor:** 1

Shields: (□ □)

Tension: □□□

Restorations: □

Restoration Bonus: +2 Shields

Chromed Up (Trait): Praetorian ignores effects that ignore Armor or Shields.

Attacks:

- **Kinetic Cannon:** 3 Harm, Close, Charge
- **Grenade Launcher:** 2 Harm, Close/Near, Incendiary
- **Core Laser:** 4 Harm, Near/Far, Energy, Desperation

Moves:

- Advance slowly and deliberately
- Activate secondary defenses
- Act smug about his chances

Desperation Moves:

- Rip open chest and unleash the core laser
- Make a panicked charge forward
- Scream about the unworthiness of his opponents

Favored Reactions: Command, Protect

Mercury

A pilot shrouded in mystery, with conflicting reports from intelligence sources as to their origin and even basic identity. They rarely communicate coherently to Aces, but their impossibly fast Frame does most of the talking.

Mannerisms: Frantic, Ecstatic. Talks very properly.

Frame: Flare. Light frame with a highly polished, reflective white surface.

Vigor: □□□□□□□□□□

Tension: □□□□□

Restorations: □

Restoration Bonus: Interrupts cost 1 instead of 2.

Twitchy (Trait): All Attacks against Mercury have -1 die.

Attacks:

- **Plasma Knife:** 3 Harm, Close, Energy
- **Machinegun:** 2 Harm, Near/Far, Splash, Piercing
- **Thruster Charge:** 4 Harm, Close, Energy, Approach, Desperation

Moves:

- Touch down seemingly from nowhere
- Make a hit and run attack
- Sow confusion

Desperation Moves:

- Surge forward, torch ahead
- Boost away from threats at the last second
- Give a confusing warning

Favored Reactions: Advance, Retreat

INDEPENDENT TYRANTS

Drummer

A mercenary who distinguished himself by brutality and skill. So named because he favors weapons that benefit from a near-constant stream of fire. His skill is such that The Republic often hires him instead of using their own.

Mannerisms: Volatile, Bloodthirsty. Blasts awful music.
Frame: Blastbeat. Black coloration, indecipherable non-geometric pattern in white (maybe another language?) on chest.

Vigor: □□□□□□□□□□□□
Tension: □□□□(□□)
Restorations: □
Restoration Bonus: +2 Tension

Drumroll (Trait): Spin Up+ keeps gaining Harm for every subsequent attack with that weapon, up to +5.

Attacks:

- **Short Gatling:** 3 Harm, Close, Spin Up+
- **Chain Assault Rifle:** 2 Harm, Near, Burst, Spin Up+
- **Dual Fire:** 4 Harm, Close/Near, Spin Up+*, Desperation
*Counts towards other weapons' Spin Up

Moves:

- Stream bullets
- Maneuver to stay in range
- Start blasting music from speakers

Desperation Moves:

- Fire both guns wildly
- Lash out
- Scream like a demon

Favored Reactions: Advance, Protect

Prometheus

A former Centurion who defected to an independent community, taking her Frame and mechanic team with her. She's since modified her stock Centurion model into something that leverages plasma-based weaponry.

Mannerisms: Brash, Loud. Makes awful fire puns.
Frame: Lightbringer. Orange coloration with red highlights. Bright red sensor in head.

Vigor: □□□□□□(□□)(□□) **Shields:** □□
Tension: □□□
Restorations: □□
Restoration Bonus: +2 Vigor

Napalm (Trait): At the start of the round, anyone Harmed by Prometheus last round takes 1 Harm (ignores Armor/Shields) and puts a Hazard Close to them.

Attacks:

- **Plasma Cannon:** 3 Harm, Near, Energy
- **Marksman Rifle:** 2 Harm, Near/Far, Burst
- **Flamethrower:** 3 Harm, Close/Near, Energy, Piercing, Splash, Desperation

Moves:

- Flame up
- Blaze forward
- Raise crackling barriers

Desperation Moves:

- Light everything up
- Keep a cautious range
- Blanket in flame

Favored Reactions: Protect, Retreat

Sharpshot

A highly skilled Ace who found himself torn between the survivalists he grew up with and The Collective. They rent themselves out as mercenaries, so despite leaving on good terms, he's sometimes a threat to The Collective.

Mannerisms: Laconic, Professional. Apologetic if fighting Aces.
Frame: Broken Piece. Modified L1-RECON. Dark gray and streamlined, with a decorative head spike.

Vigor: □□□□□□□□(□□) **Armor:** 1
Tension: □□□□□
Restorations: □
Restoration Bonus: +2 Vigor

Hairpin Controls (Trait): The first time per round an Ace rolls a 3-4 against Sharpshot, it counts as a 1.

Attacks:

- **Energy Blade:** 4 Harm, Close, Energy, Piercing
- **Scout Rifle:** 3 Harm, Near/Far
- **Rocket Launcher:** 5 Harm, Near/Far, Desperation

Moves:

- Approach with a practiced skid
- Engage at any range
- Reposition expertly

Desperation Moves:

- Unfold the shoulder-mounted tube and fire
- Jolt back and forth
- Try desperately to get into a favorable position

Favored Reactions: Command, Advance

Drifter

A Wanderer who rebuilt a Scorpion into a heavy, tank-like eight-legged Frame. They're quite personable and seem to like humans greatly, but their actions can be confusing and they frequently end up on the bad side of many.

Mannerisms: Cryptic, Confusing.
Frame: Arachnid. Brown and red.

Vigor: □□□□□□□□□□□□ **Armor:** 1
Tension: □□□(□□)
Restorations: □
Restoration Bonus: +2 Tension

Octopedal (Trait): Drifter ignores all effects that would force them to move or make them unable to move.

Attacks:

- **Diffuse Laser:** 2 Harm, Close, Energy, Splash
- **Laser Rifle:** 3 Harm, Near, Energy
- **Electromagnetic Beam:** 3 Harm, Near/Far, Energy, Distracting, Desperation

Moves:

- Leap down from up high
- Fire lasers
- Skitter up a building to avoid attacks

Desperation Moves:

- Release a disrupting energy blast
- Jump between bits of cover
- Flatten to avoid fire

Favored Reactions: Retreat, Advance

MX-BEACON // Exp. Medium (Pregen)

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Shinebright Emitter Array: Deal 1 Harm to 3 enemies at Near. Energy, Distracting+, Overload.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Plasma Borer: Deal 4 Harm to 1 enemy at Close. Energy, Intensify, Overheat, Holdout*.

Sniper Cannon: Deal 3 Harm to an enemy at Far. Energy*.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required).
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: 2 **Speed:** 3 **Control:** 1

Build Trait

Regenerative Build: Before drops are rolled, roll 1d6. If the roll is greater than your current Tension, regain 1 Vigor and Tension and your next System use costs no Ammo.

Integral Trait

Energizing Hardpoints: All Armaments and Offensive Modular Systems gain the Energy tag. (Armaments that already have Energy gain the Hot tag, while Modular Systems that already have Energy gain the Holdout tag or upgrade their Holdout tag to Holdout+.)

Armaments Take an Attack action to use.

Laser Cannon: 3 dice, 3 Harm, Near, Energy, Spin Up+, Overheat, Hot*

Handgun (LC Backup): 4 dice, 1 Harm, Near, Hot, Energy*

Machinegun: 4 dice, 1 Harm, Close/Near, Splash, Piercing, Energy*

Shiv (MG Backup): 2 dice, 4 Harm, Close, Energy*

*Bonus tag from Energizing Hardpoints.

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.

Energy: This ignores Armor.

Intensify: You can increase the Harm dealt to a target by spending 1 Tension per each +1 Harm (this can't put you at lower than half of your maximum Tension).

Distracting+: Enemies that take Harm from this deal half Harm (round up) for the rest of the round. Does not stack with itself or anything similar.

Holdout: If you have 0 Ammo, you may use this System by spending 1 Tension. It gains Limited when used in this way.

Hot: Regain 1 Tension the first time per round you take out an enemy.

Overload: After using this, your Build Trait is not in effect at the end of the round. If this would come up a second time, you also can't use drops at the end of the round.

Overheat: At the end of your turn, roll dice equal to the number of times this came up this round. If one is higher than current Tension, can't use Tension next round.

Piercing: This ignores Shields.

Spin Up+: +1 Harm if last Attack action was with this weapon, +2 if last two.

Splash: Enemies Close to the target take 1 Harm if your roll is a 6 (this ignores Armor or Shields if the attack does).

MX-BEACON // Experimental Medium

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Shinebright Emitter Array: Deal 1 Harm to 3 enemies at Near. Energy, Distracting+, Overload.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required).
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: **Speed:** **Control:**
(Add to Vigor) (Add to Tension) (Add to Ammo)

Build Trait

Regenerative Build: Before drops are rolled, roll 1d6. If the roll is greater than your current Tension, regain 1 Vigor and Tension and your next System use costs no Ammo.

Integral Trait

Energizing Hardpoints: All Armaments and Offensive Modular Systems gain the Energy tag. (Armaments that already have Energy gain the Hot tag, while Modular Systems that already have Energy gain the Holdout tag or upgrade their Holdout tag to Holdout+.)

Armaments Take an Attack action to use.

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.

LX-DRAGONSLAYER // Exp. Light (Pregen)

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Glimmer Overclocking Module: You regain 3 Tension. Straining, Limited.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Survival Barrier: Gain 4 Shields. The Shields are reduced by 1 at the start of every subsequent round. Persistent, Interfering.

Pulse Laser: Deal 2 Harm to an enemy at Near OR deal 1 Harm to an enemy at Far. Energy, Efficient.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required)
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: 1 **Speed: 3** **Control: 2**

Build Trait

Streamlined Build: Before drops are rolled, regain 1 Tension. If you haven't been Harmed by an enemy this round, instead regain 2 Tension and your next System use costs no Ammo.

Integral Trait

CQC Acquisition Processor: All Attacks at Close gain +1 die.

Armaments Take an Attack action to use.

S. Heated Spear: 2 dice, 4 Harm, Close, Polished+, Focused+, Reckless

Shiv (S. Heated Spear Backup): 2 dice, 4 Harm, Close

Carbine: 3 dice, 2 Harm, Close/Near, Burst, Mobile.

Handgun (Carbine Backup): 4 dice, 1 Harm, Close, Hot

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.

Burst: +1 Harm when your roll is a 6.

Efficient: Roll 1d6 the first time in a round you use this System. If it's a 4-6, it doesn't spend Ammo.

Energy: This ignores Armor.

Focused+: +1 Harm at greater than half Tension. If you started your turn with full Tension and have greater than half Tension, +1 die as well.

Hot: Regain 1 Tension the first time per round you take out an enemy.

Interfering: For the rest of this round and next round, you have -1 die on all Attacks and deal -1 Harm with all Systems.

Limited: You may only use this once per round.

Mobile: +1 Harm if you've moved at least twice this round.

Persistent: Ignores effects that ignore a property of this (like Piercing for Shields).

Polished+: +1 Harm at greater than half Vigor or +2 Harm at maximum Vigor.

Reckless: You take +1 Harm from enemies for the rest of the round (this stacks).

Straining: After the attack, take 1 Harm (ignores Armor/Shields).

LX-DRAGONSLAYER // Experimental Light

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Glimmer Overclocking Module: You regain 3 Tension. Straining, Limited.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required)
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: **Speed:** **Control:**
(Add to Vigor) (Add to Tension) (Add to Ammo)

Build Trait

Streamlined Build: Before drops are rolled, regain 1 Tension. If you haven't been Harmed by an enemy this round, instead regain 2 Tension and your next System use costs no Ammo.

Integral Trait

CQC Acquisition Processor: All Attacks at Close gain +1 die.

Armaments Take an Attack action to use.

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.

HX-MONSOON // Exp. Heavy (Pregen)

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Hailstorm Missile Launcher: Deal 2 Harm to every enemy Close to a Far location. Limited+.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Micromissile Barrage: Deal 1 Harm to every enemy Close to a Near location. Piercing, Efficient+, Reckless.

Missile Battery: Deal 2 Harm to 3 enemies at Near.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required).
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: 2 **Speed:** 1 **Control:** 3

Build Trait

Generating Build: Before drops are rolled, gain 1 Ammo if your Ammo is at less than half of your maximum. (Outside combat, your Ammo is always at at least half of your maximum, rounding up.)

Integral Trait

Relation Missile Launcher: When using an offensive system that targets multiple enemies, two targets take +1 Harm from it.

Armaments

Take an Attack action to use.

Shell Cannon: 1 dice, 4 Harm, Far, Charge+, Stationary+, Straining.

Revolver (Shell Cannon Backup): 2 dice, 2 Harm, Far, Scoped

Grenade Launcher: 2 dice, 3 Harm, Close/Near, Incendiary, Splash.

Handgun (Grenade Launcher Backup): 4 dice, 1 Harm, Near, Hot

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.

Charge+: +1 die/Harm if you hadn't attacked with this yet this round.

Efficient+: When you use this, roll 1d6. If it's a 4-6, doesn't spend Ammo.

Hot: Regain 1 Tension the first time per round you take out an enemy.

Incendiary: Creates a Hazard at the target's location until the start of the next round (only one can be created per location).

Limited+: For the rest of this round/next round, you can't use this System.

Piercing: This ignores Shields.

Reckless: You take +1 Harm from enemies for the rest of the round. Stacks with itself.

Stationary+: +1 die and +1 Harm if you haven't moved this turn.

Scoped: +1 die if you have no enemies at Close or Near.

Splash: Enemies who are Close to the target take 1 Harm when your roll is a 6 (this ignores Armor or Shields if the attack does).

Straining: After the attack, take 1 Harm (ignores Armor/Shields).

HX-MONSOON // Experimental Heavy

Vigor:

Tension:

Ammo:

Frame Damage Roll 1d6, +1 Max Tension, Refill Vigor/Tension, +1 Ammo

- Superstructure:** -2 Max Vigor. Drive rolls have -1 die.
- Leg:** Move/Sprint require a Speed roll. Speed rolls have -1 die.
- Sensor:** Attack and Control rolls have -1 die.
- Arm:** Replace an Armament with its Backup.
- Shoulder:** One Mod. System now requires a Control roll to use.
- Core:** Integral System now requires a Drive roll to use.

Integral System Spend 1 Ammo to use, doesn't take an action.

Hailstorm Missile Launcher: Deal 2 Harm to every enemy Close to a Far location. Offensive, Limited+.

Modular Systems Spend 1 Ammo to use, doesn't take an action.

Attributes

Roll Attributes to determine your approach to a task.

Roll **Drive** for direct or forceful action.

Roll **Speed** for reflexive or hasty action.

Roll **Control** for thoughtful and skillful action.

Actions

You get **two actions per turn** before spending Tension. You can spend those Actions to do the following:

- Move** to a Near location (no roll required)
- Sprint** to a Far location if there are no enemies in Close, Near, or Far range (no roll required).
- Attack** using an Armament (requires making a roll with the number of dice listed on the Armament). You may also drop your Armament in favor of a Backup Armament before or after attacking.
- Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

Callsign: _____

Frame Details: _____

Drive: **Speed:** **Control:**

(Add to Vigor) (Add to Tension) (Add to Ammo)

Build Trait

Generating Build: Before drops are rolled, gain 1 Ammo if your Ammo is at less than half of your maximum. (Outside combat, your Ammo is always at at least half of your maximum, rounding up.)

Integral Trait

Relation Missile Launcher: When using an offensive system that targets multiple enemies, two targets take +1 Harm from it.

Armaments

Take an Attack action to use.

Resources

You may spend 1 Tension on your turn to reroll an Attack or gain another Action. Tension can be restored at the end of the GM Turn.

You may spend 1 Ammo on your turn to use an Integral or Modular System. Ammo is mostly restored at the end of a mission.

Terms/Notes

Close: In the same hex.

Near: A short distance away. One hex away.

Far: Beyond Near but within range. Two hexes away.