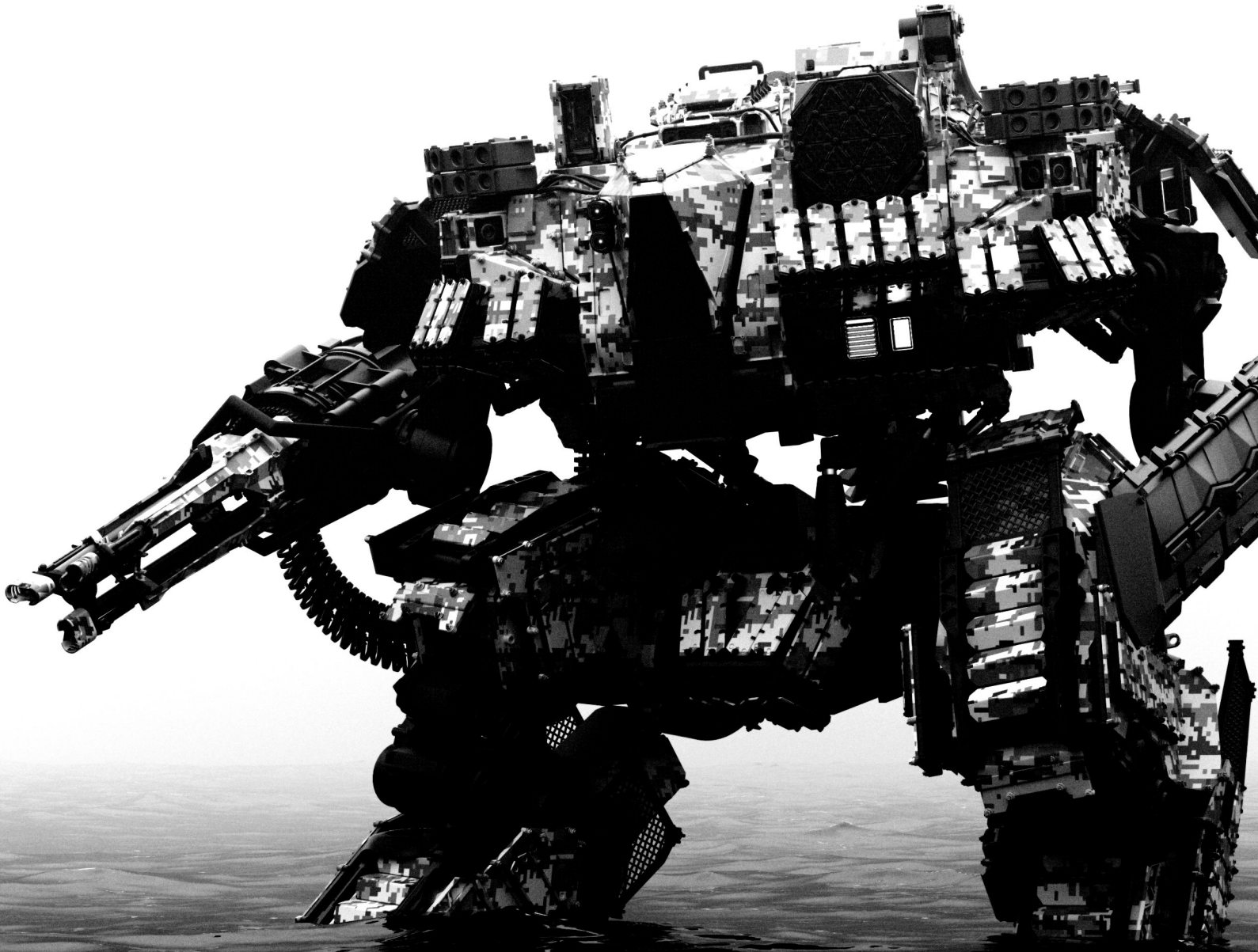


APCALYPSE FRAME



BINARY STAR GAMES

APOCALYPSE FRAME

An Illuminated Mecha RPG

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This game is Illuminated by LUMEN, based on the LUMEN RPG system designed by Spencer Campbell, Gila RPGs. This game is in no way affiliated with Spencer Campbell or Gila RPGs.



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.

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THE INFECTION

Due to pandemics, natural disasters, and economic and political instability, the world was in turmoil and already heading towards certain disaster. That's when some foreign object arrived from the stars, either by chance or by intention. Whatever it was - an invasion, a refugee, or something else altogether - The Infection (as it was soon known) destroyed and terraformed much of the world before The Republic finally carved out a last stand.

THE REPUBLIC

When a heavily armed but ineffectual nation found that they could do little, a militaristic regime arose from their crumbling ashes following a coup. The Republic named themselves as such to create legitimacy from both antiquity and modernity - but they acted as a brutal dictatorship. However, they faltered in their goals as well until they developed the Frames.

THE FRAMES

The Republic developed exoskeletal, humanoid-shaped vehicles designed for combat in any terrain known as Frames. They soon became a replacement for most military vehicles. This ingenuity and single-minded purpose garnered broad popular support at first, but that wouldn't last.

THE COLLECTIVE

Once The Infection was halted to some degree, it became clear to many that the brutal government was here to stay. Amidst increasing civilian dissent, a remote factory for Frame production was stranded by an unexpected outbreak of The Infection, and its workers took this as an opportunity to take the factory for themselves. The Collective, as the workers soon called it, was easily defended by newly-produced Frames. Over the next few years, dissidents flocked to them and their numbers grew, as did their capacity to remain independent. After a few more years, they founded a program for fostering elite pilots to undertake their most dangerous missions.

THE ACES

You are an Ace - someone who excelled above and beyond standard capabilities that The Collective asks of its citizens, and someone who has been assigned to a Strike Team to address The Collective's most pressing concerns. Do your best for those you love. The last hope for freedom from oppression is in your hands.

CORE MECHANICS

APOCALYPSE FRAME can be played by at least two players. Every player but one will play an Ace, the pilot of a Frame who takes on special missions for The Collective. The final player is the Game Master (GM), who challenges Aces, provides plot hooks, controls enemies, and manages the flow of a mission or campaign. The game is designed to be the structure surrounding and supporting a narrative crafted together by every player.

ATTRIBUTES

Every character has 3 Attributes that represent their pilot's approach towards situations.

Drive: Your Ace's forcefulness and directness.
Actions that use Drive are sweeping and powerful.

Speed: Your Ace's quickness and reactivity.
Actions that use Speed are reflexive and immediate.

Control: Your Ace's expertise and technique.
Actions that use Control are skilled and thoughtful.

Attributes can be no lower than 1 and no higher than 3. When outside your Frame, treat your attributes as if they were 1 lower.

ATTRIBUTE/ATTACK ROLLS

When deciding on a course of action, an Ace should describe their approach. In many cases, if an action is straightforward and wouldn't be tense or interesting to resolve, it simply happens. In the case where it's a risky action, tense action, or something for which variable success or failure would be interesting, the GM decides which of the Ace's 3 Attributes describes the approach best. The Ace then rolls a number of d6's (six-sided dice numbered 1 through 6) equal to that Attribute's value and takes the highest. If an Ace would roll 0 (due to being outside their Frame or for another reason), roll 2d6 and use the lower value.

If rolling an Attack, roll the number of dice listed on the Armament you're using to attack, modified by any tags or conditions, instead of an Attribute.

1-2: Failure with a consequence (No, and...)

3-4: Success with a consequence (Yes, but...)

5-6: Success with no consequences (Yes)

Consequences out of combat usually mean twists, complications, and similar things that add details and alterations to the unfolding story. Consequences in combat usually activate an enemy, inflict adverse effects on Frames, or add a complication to an action.

RECRUITING AN ACE

Creating a character involves 3 steps.

- Assign 6 Attributes, with 1 to 3 in each Attribute. (They can be changed later.)
- Choose a Division. This determines which set Frames your Ace may choose to start with. Aces in the same team may be from the same or different Divisions.
- Choose a Frame from your Division. Each Division has access to one light, one medium and one heavy Frame.

DIVISIONS

Every character chooses a Division. This represents their previous assignments and experiences prior to being chosen for a Strike Team.

If you're running a campaign using Favor Clocks, advance the Favor Clock (see [page 28](#)) for that Division at the start of the campaign. This represents the fact that the Division in question felt positively enough towards them to refer them to the Ace program.

The Sword represents soldiers trained especially for reconnaissance and eliminating threats posed by infantry and/or enemy Frames. Aces who were recruited from The Sword pick one of M1-SOLDIER, L1-RECON, and H1-VANGUARD. The Sword's preferred Frames were the first Collective-designed Frames and are similar to Republic models. They're balanced between offense and defense.

The Arrow represents soldiers trained especially for risky operations, quick strikes, and eliminating large or unusual threats. Aces who were recruited from The Arrow pick one of M2-ARCHER, L2-BRAWLER, and H2-LANCER. The Arrow's preferred Frames were designed soon after the Sword's to create dedicated offensive capability. They're tuned strongly towards offense.

The Shield represents soldiers trained especially for intelligence gathering and addressing internal and security concerns. Aces who were recruited from The Shield pick one of M3-SENTINEL, L3-GLADIATOR, and H3-ANGLER. The Shield's preferred Frames were designed last to fill in any perceived gaps in indirect support. They're oriented towards battle control and support.

FRAMES

FRAMES IN THE SETTING

Frames are a fairly recent innovation. They were developed rapidly from civilian-use exoskeletons as part of Republic efforts to retain and retake areas in response to The Infection, as traditional combat vehicles balked at rapidly changing terrain and situations.

Their uses branched out after the situation with The Infection became more stable. More “civilian” uses were devised, from construction to policing, and most military production was turned away from other kinds of vehicles towards their production. Manufacturing became simple, as later models were designed for large-scale 3D printing and partially-mechanized assembly by prisoners and servant-caste citizens. The Collective was one such facility before the revolt, but its printing blueprints have since been altered for unrestricted, nonstandard production.

FRAME CAPABILITIES

Frames were designed as direct replacements for light (and later heavy) combat vehicles, and their size reflects this. Light Frames are 10-13 feet tall when standing up fully, Medium Frames are around 14-16 feet tall, and Heavy Frames are 17-20 feet tall. Light Frames are almost always single-occupant-only, but Medium and Heavy Frames sometimes have one or two co-pilot or passenger cockpits. Every Frame has some storage space for munitions and such, but Medium and Heavy Frames typically have more space in addition to that.

All Frames have the capacity for wheeled or treaded transport over relatively flat areas by lying flat. When standing, they walk, run, aim, and so on using sets of servomotors that mimic human biology (with concessions for practicality, of course). Heavier Frames tend to have more powerful servomotors, which aid in situations where brute strength is important. More strenuous actions, like jumping, climbing, or diving, are aided by sets of thrusters that operate in short bursts, which have more of an effect on lighter Frames. Frames are generally powered by high-density batteries, and in some situations they can be used to power external objects or systems. Medium Frames tend to have the most battery power available for external uses.

Aside from combat-related gear, Frames usually boast a variety of noncombat sensors and tools. Use the description of each Frame in addition to its Integral Trait and Integral System as suggestions.

FRAME QUALITIES

Each Frame is defined by a set of qualities.

Resources

Each Frame has three Resources: Vigor, Tension, and Ammo.

Vigor

Vigor represents the Ace's endurance and ability to shield the more sensitive parts of their vehicle. Vigor is higher for larger Frames, owing to higher ruggedness and ability to absorb glancing impacts. It's reduced by taking Harm.

Your Frame's maximum Vigor is increased by your Drive. In addition to regaining Vigor from Drops, Frames with the Heavy Build or Medium Build Traits regain some Vigor at the end of every GM Turn. All Frames restore all Vigor to maximum at the end of a battle.

Tension

Tension represents the Ace's morale, momentum, and the ability to change the pace of battle. Tension is higher for lighter Frames, owing to lower inertia and power draw due to weight. You may spend 1 Tension to reroll an Attack or gain another Action during your turn.

Your Frame's maximum Tension is increased by your Speed. In addition to regaining Tension from Drops, Frames with the Light Build or Medium Build Traits regain some Tension at the end of every GM Turn. All Frames set their Tension to 3 below maximum between battles.

Ammo

Ammo represents the Ace's munitions, fuel, charges, or anything similar to fuel their Systems. Ammo is higher for heavier Frames, owing to greater weight capacity. You may spend 1 Ammo to use an Integral or Modular System.

Your Frame's maximum Ammo is increased by your Control. Ammo is only restored between missions or when a supply cache is found mid-mission.

Armaments

This is standard weaponry that can be used with an Attack action. Each has a number of dice listed, a Harm value, at least one Range tag, and other tags that will be described in the Armaments section. Each Frame has two Armaments by default, which can be used with the noted Attributes. As part of advancement, Aces may install different and better Armaments in their Frames.

Systems

Systems are weapons and tools that provide further capabilities to a Frame. Any System can be activated by spending 1 Ammo on your turn. You may activate as many Systems on your turn as you like so long as you have the Ammo to spend for each.

Each Frame comes with one Integral and two Modular Systems. As part of advancement, Aces may switch out Modular Systems and upgrade their Systems with tags.

Integral Systems

An Integral System is a signature System for that Frame model. Each Frame comes equipped with one Integral System.

Modular Systems

A Modular System is a more generic System attached to the Frame to supplement intended uses. Each Frame comes equipped with two Modular Systems. As part of advancement, Aces may install different and better Modular Systems in their Frames.

Traits

Each Frame has passive qualities that pertain to their general and specific design. Traits are always on and do not need to be activated.

Build Trait

Build Traits are generalized qualities for certain kinds of Frames (like those of a specific weight category).

Integral Trait

Integral Traits are specific to a certain Frame model and are core to the focus of that design in particular.

FRAME OVERVIEW

Stock model Frame sheets (with Attributes pre-assigned for quick starts) and unfilled Frame sheets can be found at the back of the book starting at [page 33](#).

Each Frame has a certain number of Resources, a Build Trait, an Integral Trait, an Integral System. A stock model frame also comes with pre-assigned Modular Systems and Armaments as listed below.

The Sword's preferred Frames were the first Collective-designed Frames and are similar to Republic models.

M1-SOLDIER: A converted Legionnaire model. It maintains the Legionnaire's defensive capabilities but has better automatic fire capabilities.

L1-RECON: A converted Velite model. It has active countermeasures for long-range attacks, and sensitive controls allow it to avoid reprisal.

H1-VANGUARD: A converted Decanus model. Oversized armor plating allows other Frames to take cover behind it.

The Arrow's preferred Frames were designed soon after the Sword's to create dedicated offensive capability.

M2-ARCHER: A range-focused spotter/sniper built from the M1-SOLDIER. It's had its defensive and full auto capabilities removed in favor of superior sensors and optics.

L2-BRAWLER: A close-range combatant designed from a civilian racing Frame. Daredevil Aces love its mobility, but it comes at the price of fragility.

H2-LANCER: A monstrosity that looks like several Frames combined. It's built for maximal firepower, with advanced targeting and a built-in flamethrower.

The Shield's preferred Frames were designed last to fill in any perceived gaps in indirect support.

M3-SENTINEL: A converted data collection Frame. It has drone skyports built in, and uses them alongside EMP field projectors to provide support.

L3-GLADIATOR: A converted riot control Frame. Its arm-mounted riot shield provides it cover at range and can be used to ram unsuspecting enemies.

H3-ANGLER: A converted construction Frame. It's referred to lovingly by its adherents as "The Spider", owing to its ability to ensnare and hamper enemies.

M1-SOLDIER	L1-RECON	H1-VANGUARD
<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 7 + Drive • Tension: 4 + Speed • Ammo: 4 + Control <p>Traits</p> <ul style="list-style-type: none"> • Medium Build • Tripled Feed Motors <p>Integral System</p> <ul style="list-style-type: none"> • Actuated Plating <p>Modular Systems</p> <ul style="list-style-type: none"> • Chaingun • Pulse Laser <p>Armaments</p> <ul style="list-style-type: none"> • Machinegun • Assault Rifle 	<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 6 + Drive • Tension: 6 + Speed • Ammo: 3 + Control <p>Traits</p> <ul style="list-style-type: none"> • Light Build • Hairpin Controls <p>Integral System</p> <ul style="list-style-type: none"> • Chaff Launcher <p>Modular Systems</p> <ul style="list-style-type: none"> • Railgun • Afterburner <p>Armaments</p> <ul style="list-style-type: none"> • Plasma Blade • Scout Rifle 	<p>Resources</p> <ul style="list-style-type: none"> • Vigor: 8 + Drive • Tension: 2 + Speed • Ammo: 5 + Control <p>Traits</p> <ul style="list-style-type: none"> • Heavy Build • Flared Plating <p>Integral System</p> <ul style="list-style-type: none"> • Assault Barrier <p>Modular Systems</p> <ul style="list-style-type: none"> • Point Defense Cannons • Missile Battery <p>Armaments</p> <ul style="list-style-type: none"> • Recoilless Rifle • Rocket Launcher

M2-ARCHER

Resources

- **Vigor:** 6 + Drive
- **Tension:** 5 + Speed
- **Ammo:** 4 + Control

Traits

- Medium Build
- Long-Range Optics

Integral System

- Target Painter

Modular Systems

- Sniper Cannon
- Exit Thrusters

Armaments

- Marksman Rifle
- Sniper Rifle

L2-BRAWLER

Resources

- **Vigor:** 5 + Drive
- **Tension:** 7 + Speed
- **Ammo:** 3 + Control

Traits

- Light Build
- Kinetic Drive Motor

Integral System

- Kinetic Discharge

Modular Systems

- Reactor Backdraft
- Entry Thrusters

Armaments

- Carbine
- Revolver Cannon

H2-LANCER

Resources

- **Vigor:** 7 + Drive
- **Tension:** 3 + Speed
- **Ammo:** 5 + Control

Traits

- Heavy Build
- Parallel Processing

Integral System

- Flamethrower

Modular Systems

- Arc Mortar
- Targeting Radar

Armaments

- Handcannon
- Grenade Launcher

M3-SENTINEL

Resources

- **Vigor:** 6 + Drive
- **Tension:** 4 + Speed
- **Ammo:** 5 + Control

Traits

- Medium Build
- Support Drones

Integral System

- EMP Blaster

Modular Systems

- Shield Projector
- Plasma Cannon

Armaments

- Laser Rifle
- Gauss Cannon

L3-GLADIATOR

Resources

- **Vigor:** 5 + Drive
- **Tension:** 6 + Speed
- **Ammo:** 4 + Control

Traits

- Light Build
- Riot Shield

Integral System

- Repulsor Shield

Modular Systems

- Concussion Grenade
- Elbow Spikes

Armaments

- Kinetic Cannon
- Gatling

H3-ANGLER

Resources

- **Vigor:** 7 + Drive
- **Tension:** 2 + Speed
- **Ammo:** 6 + Control

Traits

- Heavy Build
- Suppression Targeting

Integral System

- Net Launcher

Modular Systems

- Shoulder Spear
- Shield Generator

Armaments

- Shotgun
- Electrolaser

TRAITS

Traits are inherent qualities, usually assigned to a specific Frame. Every Frame has one Build Trait and one Integral Trait.

BUILD TRAITS

Build Traits are usually associated with a certain class of Frame.

Medium Build: Your Frame is well-balanced for speed and stability. Before rolling Drops, regain 1 Vigor and 1 Tension.

Light Build: Your Frame's high thrust is suitable for quick maneuvers and burning hard. Before rolling Drops, regain 2 Tension.

Heavy Build: Your Frame's bulk is suited for stability and quick re-steadying after taking fire. Before rolling Drops, regain 2 Vigor.

INTEGRAL TRAITS

Integral Traits are each associated with one Frame in particular.

Tripled Feed Motors (M1-SOLDIER): Redundant belt-feeding mechanisms with advanced cooling enable more rapid and sustained conventional fire. Your Armaments have +1 Harm if they have Burst, Spin Up, or Splash and don't have Energy.

Hairpin Controls (L1-RECON): Sensitive controls enable skilled pilots to recover from risky situations and deadly missteps. The first time you roll a 4 in a turn, the Consequence generated can never deal Harm.

Flared Plating (H1-VANGUARD): An enormous metal shield allows other Frames to use you as cover. Allies who are Close to you have at least 1 Armor.

Long-Range Optics (M2-ARCHER): Unparalleled targeting optics enable extremely long-range shots. When you have no enemies in Close or Near range, you can make Far Attacks and System uses at an even farther range (3 hexes when using a grid). Attacks have -1 die and Systems have -1 Harm when used at this extended range.

Kinetic Drive Motor (L2-BRAWLER): The reaction force from weapon usage is redirected to help with thruster compensation. You can immediately move to a Near location after you take an enemy out at Close range.

Parallel Processors (H2-LANCER): A multithreaded targeting system combined with smart mechanical design allows for maximization of firepower. The first time you Attack during a round, you may make two attacks against two separate targets. Each attack must use a different Armament.

Support Drones (M3-SENTINEL): Drones swarm around you, making small fixes to those around you. At the end of your turn, you and all Close allies restore 1 Vigor.

Riot Shield (L3-GLADIATOR): An enormous metal shield provides cover from attacks at range. You have +1 Armor against enemies at Near and Far range.

Suppression Targeting (H3-ANGLER): Crowd control targeting protocols enable weaponry to be used to restrict enemy movement. Enemies you deal at least 1 Harm to can't move for the rest of the round.

ARMAMENTS

Armaments are the primary weaponry for any given Frame. Each Frame starts with two Armaments, and these are generally mounted on each of the Frame's arms. Some of these are modeled after infantry weaponry, but others are larger anti-vehicular weaponry. They're used with the Attack action by rolling either of the two noted attributes.

Armaments that you receive at the start of the game are stock models, which have specific set tags.

ARMAMENT STOCK MODELS

Assault Rifle: 4 dice, 2 Harm, Near, Burst. A scaled up version of the classic infantry firearm.

Carbine: 3 dice, 2 Harm, Close/Near, Burst, Mobile. An assault rifle shortened for greater mobility.

Electrolaser: 3 dice, 2 Harm, Far, Energy. A conductor that produces a long, thin laser.

Handcannon: 4 dice, 2 Harm, Near, Hot. An up-scaled handgun with more power and versatility.

Gatling: 2 dice, 3 Harm, Near, Burst, Spin Up, Focused. A multi-barreled weapon that needs time to reach full spin.

Gauss Cannon: 3 dice, 2 Harm, Far, Piercing. A lower-powered railgun alternative.

Kinetic Cannon: 2 dice, 4 Harm, Close, Piercing, Charge. A cannon that propels large rounds at very short range.

Machinegun: 4 dice, 1 Harm, Close/Near, Splash, Piercing. A rapidfire weapon to sweep infantry.

Marksman Rifle: 2 dice, 2 Harm, Near/Far, Burst, Stationary. An Assault Rifle that's been lengthened for greater range.

Grenade Launcher: 2 dice, 3 Harm, Close/Near, Splash, Incendiary. An incendiary, explosive weapon.

Plasma Blade: 1 die, 5 Harm, Close, Energy, Piercing, Charge. A deadly blade that slices through Frame defenses.

Laser Rifle: 3 dice, 2 Harm, Near, Energy, Polished, Spin Up. A former metal etcher that needs focusing time.

Recoilless Rifle: 1 die, 4 Harm, Far, Piercing, Scoped. An enormous tube that fires low-velocity rounds.

Revolver Cannon: 2 dice, 4 Harm, Close, Hot, Sighted. A revolver-fed snub-nosed cannon for firing powerful shots.

Rocket Launcher: 1 die, 4 Harm, Near/Far, Stationary. A powerful weapon that benefits greatly from stability.

Scout Rifle: 3 dice, 2 Harm, Near/Far. A long, adjustable-range rifle built for accuracy at distance.

Shotgun: 3 dice, 2 Harm, Close/Near, Splash, Piercing. A smoothbore cannon that sprays enemies with pellets.

Sniper Rifle: 2 dice, 3 Harm, Far, Stationary. A powerful rifle that works best when stable.

BACKUP ARMAMENTS

These come into play when an Armament is Damaged or when a player decides to discard an Armament during a mission. Each Armament has a Backup Armament associated with it. A Backup Armament has to share a range tag with the Armament it's intended to back up. If that Armament has multiple range tags, you may choose the Backup from among them.

Shiv: 2 Dice, 4 Harm, Close. A tiny, sharp blade. Uncomplicated, but effective.

Handgun: 4 Dice, 1 Harm, Near, Hot. The classic sidearm. It has low stopping power, but it's very stylish.

Revolver: 2 Dice, 2 Harm, Far, Scoped. A more powerful sidearm designed to back up long-range weaponry.

ARMAMENT TAGS

Armament Tags are the main things that add properties to an Armament. Any listed effects and once-per-round limits only apply to attacks with that Armament and unless otherwise specified only apply to attacks against an Attack's target.

Close, Near, Far: Usable at the noted range.

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

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

Critical: +1 Harm when used at half Vigor or less.

Distracting: Enemies Harmed by this deal -1 Harm on their next attack this round (non-stacking).

Energy: This ignores Armor.

Focused: +1 Harm when used at greater than half Tension.

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

Impulsive: +1 Harm when used at 0-1 Tension.

Incendiary: Creates a Hazard (see [page 15](#)) at the target's location until the start of the next round (only one can be created per location).

Invigorating: Regain 1 Vigor the first time per round you take out an enemy.

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

Piercing: This ignores Shields.

Polished: +1 Harm when used at maximum Vigor.

Scoped: Add a range tag to this Armament's maximum range (Near if Close, Far if Near). If it already has Far, +1 die when used at Far if no enemies are Close/Near.

Sighted: Add a range tag to this Armament's minimum range (Near if Far, Close if Near). If it already has Close, +1 die and +1 Harm when used at Close if no enemies are Near/Far.

Spin Up: +1 Harm if your last Attack action was with this weapon.

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).

Stationary: +1 die if you haven't moved this round.

SYSTEMS

Secondary weaponry and tools for any given Frame. You can use Integral or Modular Systems any number of times during your turn (unless specified) at any point during your turn by **spending 1 Ammo** each time.

In addition to its narrative description, a System has its effect listed, a designation (Offensive or Support) which affects the Tags it can take, and may have various Tags which modify its use.

MODULAR SYSTEM STOCK MODELS

Afterburner: Rocket across the battlefield. Move to a Far location. Support.

Arc Mortar: Fire an mortar round nearly straight up. Mark a location at Near or Far. At the start of the next round, deal 2 Harm to every enemy Close to that location (ignore any non-Armor/Shields Harm reduction). Offensive, Piercing.

Chaingun: Blanket the vicinity with gunfire. EITHER deal 1 Harm to four Close or Near enemies who are Close or Near to each other OR deal 2 Harm to two Close or Near enemies who are Close or Near to each other. Offensive.

Concussion Grenade: Launch a grenade that locks down an area. Deal 1 Harm to every enemy Close to a Near location. Offensive, Suppressive.

Elbow Spikes: Side-swipe an enemy with vicious blades. Deal 3 Harm to an enemy at Close. Offensive, Efficient, Holdout.

Entry Thrusters: Propel your Frame forward suddenly, thrusting forward and kicking down at an enemy. Move to a Near location, then deal 2 Harm to an enemy Close to you. Support.

Exit Thrusters: Propel your Frame backward suddenly, kicking off from an enemy before rocketing away. Deal 2 Harm to an enemy Close to you, then move to a Near location. Support.

Missile Battery: Three small missiles streak in three different directions. Deal 2 Harm to 3 enemies at Near. Offensive.

Point Defense Cannons: Unleash short-range cannons in all directions. Deal 2 Harm to all enemies at Close. Offensive, Piercing.

Plasma Cannon: Fire an armor-melting projectile. Deal 3 Harm to an enemy at Near. Offensive, Energy.

Pulse Laser: Emit a short, precise laser burst. Deal 2 Harm to an enemy at Near OR deal 1 Harm to an enemy at Far. Offensive, Energy, Efficient.

Railgun: Release a highly-charged metal rod at an enemy. Deal 4 Harm to an enemy at Far. Offensive, Limited, Piercing.

Reactor Backdraft: Vent a plume of superheated air. Deal 3 Harm to an enemy at Close, or 5 Harm if you're at half of your maximum Vigor or less. Offensive, Energy.

Shoulder Spear: Ram the target with an actuated shoulder spike. Deal 5 Harm to an enemy at Close. Offensive.

Shield Generator: Surround yourself with a thin film of energy. You gain 2 Shields. Support.

Shield Projector: Extend a bubble of energy to an adjacent Frame. A Close ally gains 2 Shields. Support.

Sniper Cannon: A long barrel extends and fires a powerful, accurate round. Deal 3 Harm to an enemy at Far. Offensive.

Targeting Radar: Boost your acquisition sensors briefly. Your Attacks this turn gain +1 die. Support, Limited.

INTEGRAL SYSTEMS

Each of these Integral Systems is attached to a specific Frame model (noted in parentheses).

Actuated Plating (M1-SOLDIER): Activate defensive protocols that flare out extra plating across your Frame's body. You have +1 Armor for the rest of the round. Support, Limited.

Chaff Launcher (L1-RECON): Spread a cloud of interfering material that reduces all kinds of acquisition. You and all allies Close to you take -1 Harm from Near and Far attackers (minimum 0) until the end of the round. Support, Limited.

Assault Barrier (H1-VANGUARD): An exceptionally thick barrier envelops you. You gain 3 Shields that go away at the end of the round. Support.

Target Painter: (M2-ARCHER): Light up an enemy, marking it for destruction. Mark an enemy at Near or Far. They take 1 Harm, and until the end of the round, Attacks against them gain +1 die and Systems used against them have +1 Harm. Offensive, Energy.

Kinetic Discharge (L2-BRAWLER): Release all of the energy you've gathered in a huge outburst, potentially unbalancing yourself in the process. Deal Harm to every enemy at Close equal to the amount you've moved this turn (Near is 1, Far is 2). Take the same Harm - 3 afterward. Offensive, Limited.

Flamethrower (H2-LANCER): Erupt in flame, blanketing those around you with heat. Deal 3 Harm to enemies at Close. Offensive, Energy, Piercing, Limited.

EMP Blaster (M3-SENTINEL): Envelop enemies with disruptive electromagnetic pulses. Deal 1 Harm to two enemies at Near. Until next round, their Armor and Shields count as 0. If they're Standard enemies, they can't be activated during the GM turn. Offensive, Energy, Piercing.

Repulsor Shield (L3-GLADIATOR): Propel yourself forward and shield-slam an enemy. Move Close to an enemy at Close or Near. They take 2 Harm and you may move them to a Near location. Offensive, Suppressive.

Net Launcher (H3-ANGLER): Release barbed nets to drag enemies close. Pick one Near location and deal 1 Harm to every target Close to that Location. If their Vigor is reduced by at least 1, they move Close to you afterwards. Offensive.

SYSTEM TAGS

System Tags are split into General, Offensive, and Support. A System may have General tags and either Offensive or Support, depending on which is indicated.

General System Tags

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

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

Limited: You may only use this once per round.

Offensive System Tags

Distracting: Enemies Harmed by this deal -1 Harm on their next attack this round (non-stacking).

Energy: This ignores Armor.

Flashy: Enemies who are harmed by this System can only attack you (or anyone else who hit them with a Flashy System this round) for the rest of the round as long as you're attackable (in range, etc).

Piercing: This ignores Shields.

Suppressive: All Standard enemies Harmed by this System can't move (including movement from Approach/Retreat tags) for the rest of the round.

Superhot: One target affected by this System takes +1 Harm from it.

Support System Tags

Encouraging: Anyone affected by this System does +1 Harm with their next attack this round.

Enveloping: One target affected by this System gains 1 Shield (or increases Shield gain by 1).

Motivating: Anyone affected by this System may move to a Near location immediately.

Obfuscating: Anyone who is affected by this System cannot be attacked until the start of the next turn as long as the would-be attacker has at least one other target in range.

Projecting: If this System only affects you, you can instead have it affect a Close ally. If this System affects a Close ally, you can instead have it affect a Near ally. You must pay 1 Tension in addition to the normal 1 Ammo to do this.

Protective: Anyone affected by this system takes -1 Harm the next time they take Harm this round.

NONCOMBAT

Noncombat scenarios are fairly simple: the GM puts forth a situation that Aces respond to with courses of action. If the resolution to these courses of action would be tense, interesting, or have meaningful failure states that would move the story forward, the Ace should roll an appropriate Attribute and determine their level of success accordingly.

DETERMINE WHAT AND HOW

When presented with a situation, Aces should determine both what they want to do and also how they want to do it. Both determinations are very important to continuing the fiction, but the latter is especially important because it determines the Attribute that gets rolled as well as the nature of failures, successes, and consequences.

Examples

Three Aces are presented with the same scenario: An old fort's rusting gate is closed to them, and their mission involves bypassing it.

The first Ace, who is piloting a heavy Frame, decides to try to ram the gate to burst through it, operating with the assumption that the gate has structural weaknesses due to its apparent age. This would be a Drive action. A failure could indicate that the gate wasn't as weak as expected, while a success would likely indicate that it crumbles to the force of the blow. Consequences could include the noise and impact of the blow inflicting Harm, attracting various interested parties inside, or both.

The second Ace, who is piloting a light Frame, runs at full speed and uses its thrusters to vault the wall surrounding the gate, with the assumption that it's not too deep. This would be a Speed action. A failure could indicate a mistimed jump, an unseen barrier, and/or a surprise defense that's activated, while a success would indicate getting to the other side. Consequences could include alarms being set off, the gate remaining stuck from the other side (not allowing others to follow), or automatic wall defenses coming online.

The third Ace, who is piloting a medium Frame, plugs their Frame into the gate access panel to try to hack the controls' access, and subsequently power and activate the gate. This would be a Control action. A failure could indicate gate motor failures, faulty electronics, and/or tripped security. A success would likely indicate that the gate clambers open. Consequences could include electronic feedback, alarms being tripped, or a virus in the controls finding its way back into the Frame.

FAIL FORWARD

Most importantly, failures should not stop the story. A failed course of action should never be a dead end, but it should always lead to some path forward within the story.

Examples

Consider the three failure states in the previous example.

The first Ace tried to ram the gate and failed because the gate was stronger than expected. But maybe the impact caused something else to shake loose, or maybe whoever lives inside opens the gate to investigate.

The second Ace tried to jump over the wall and failed. But maybe defenses emerge from the wall that provide future handholds and stepping stones, enabling them to easily ascend.

The third Ace failed to hack and activate the gate. But maybe the interaction with that gate system caused some other mechanical or electronic system to go haywire or they accidentally granted themselves maintenance privileges that allowed them to access a backdoor.

TIE IN TO COMBAT

Most missions will eventually lead to a Combat scenario. When that happens, both Noncombat and Combat scenarios are improved if they're tied together in the fiction. Having one section of the mission flow towards the other makes both sections feel more meaningful.

Examples

Considering these three scenarios again...

Regarding the first Ace, any Harm done prior to combat will have obviously an impact on it, but also the resultant noise created is a great excuse for reinforcements.

Regarding the second Ace, if it's trapped behind the gate, that could create a source of tension for a first combat round before everyone catches up. Otherwise, activated wall defenses could be a solid pick for enemies in the first round of combat.

Regarding the third Ace, a gate that's suddenly open (or malfunctioning) would likely attract attention from nearby interested parties depending on that gate's protection inside.

COMBAT

MAP USAGE

The nature of combat in this game is such that using a map is highly encouraged. To that end, a hex map is strongly recommended and assumed. (If using one in person, 2 inch hexes are recommended. If using an online mapping tool, scale the hex size upward appropriately.) However, ranges in this game are abstract enough that map usage is not strictly mandatory.

COMBAT CONCEPTS

Harm

Harm is an incoming threat to something's well-being or structural integrity. When Harm is dealt to an Ace or Enemy, it subtracts from their Vigor. When Vigor hits 0, an Ace takes Frame Damage (see below) and an enemy is taken out (removed from the battle in one way or another).

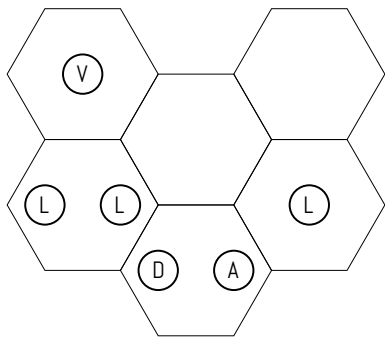
Range

Range is abstracted into three bands.

Close means a few steps away at most. When using a map, this means in the same hex.

Near means a short distance away. When you move, you can move to a Near location. When using a map, this means one hex away.

Far means beyond Near but within a reasonable range for combat. When using a map, this means two hexes away.



In the above example, the Ace (A) is Close to the Decanus (D), Near to the three Legionnaires (L), and Far from the Velite (V).

Allies

Some ability descriptions will reference an ability that can be used on or applied to an ally. Ally, in this case, refers to another Ace and cannot be applied to the user.

Armor

Armor reduces Harm by its value, unless the Harm ignores Armor via effects and keywords like Energy. Armor can completely negate Harm.

Shields

Shields provide a chance of nullifying attacks, with the exception of attacks with the Piercing keyword and effects that explicitly exclude them. When a Shielded Ace or enemy would be Harmed, they roll 1d6. If the roll is less than or equal to their number of Shields, they take 0 Harm and remove 1 Shield. Shields normally last until used or until the end of combat. Effects that grant Shields don't stack (choose the highest).

Frame Damage

If a Frame is reduced to 0 Vigor or less, they take Frame Damage. They're unable to take Harm or act until their next turn. At the start of their next turn, the Ace adds 1 to max Tension, regains 1 Ammo, restores their Vigor and Tension to full, and rolls 1d6:

- 1: Superstructure hit. -2 Max Vigor. All Drive rolls have -1 die.
- 2: Leg hit. Move and Sprint actions require a Speed roll. All other Speed rolls have -1 die.
- 3: Sensor hit. Attack and Control rolls have -1 die.
- 4: An Armament is replaced with a Backup Armament (see page 9) that has one of its range tags.
- 5: Shoulder hit. One Modular System now requires a Control roll to use in addition to spending Ammo.
- 6: Core hit. Your Integral System now requires a Drive roll to use in addition to spending Ammo.

1-3 applies when in your Frame (it's not a further penalty if acting outside of it). For 4-5, the GM chooses which Armament/Module is affected. This damage/extra Tension lasts until the end of the Mission. If an Ace's Frame would be damaged a third time before the end of a Mission, that Ace can choose to eject to retreat for the rest of the battle. After the battle, if there's some time to justify field repairs, they are able to operate, but they retain the two previous instances of damage (and corresponding extra Tension). If their Frame can't easily be driven home for repairs, they have to pay 2-5 Materials to replace it depending on level of customization.

When they would be damaged a third time, an Ace may decide to make a Last Stand instead of eject. If they do, on their next Ace turn, they remove all Frame Damage, ignore all Harm, set Tension/Ammo to max + 5, and ignore any "once per round" wording on Tags or Systems. Afterwards, the Frame and the Ace are unrecoverable. Make sure this is appropriately dramatic!

URNS

Each round is broken up into two phases: The Ace turn and the GM turn.

Ace Turn

Aces always act first, and each Ace may act in any order they see fit. Each Ace has two actions during their turn. With each action, they may:

- **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 rolling the number of dice on the Armament). Before or after attacking, you may choose to drop an Armament in favor of a Backup Armament that matches one of its range tags (see [page 10](#)). If you do this, you can't switch back to your main Armament until after the Mission, so act wisely!
- **Interact** in a significant way with something in the environment (requires an Attribute roll if necessary depending on the interaction).

An Ace may also use Systems freely at any point during their turn by spending 1 Ammo per use (this doesn't require using an action). Consequences generated by rolls of 1-4 (or other Ace actions that provoke them) typically activate an enemy (often by dealing Harm back with an attack, but sometimes they can react in other ways).

GM Turn

After each Ace has taken their turn, the GM has one enemy Activation per Ace. The first Activation per enemy per GM Turn lets them make two Moves, while each subsequent Activation per enemy lets them make one Move. The GM may Activate any given enemy multiple times, but may only Activate an enemy to attack once per enemy per GM Turn. The GM then does something to change the situation significantly. This could be a call for reinforcements, a change in tactics or weaponry, or something situational or environmental. This should happen every GM Turn.

At the end of the GM turn, every Ace activates their Build Trait. Then, the GM should tally up and roll Drops for each defeated enemy. Roll 1d6 for each:

- 1-2** is a Materials Drop (or no drop, if a one-shot). It provides Materials for use during advancement.
- 3-4** is a Tension Drop. It restores 1 Tension for an Ace.
- 5-6** is a Vigor Drop. It restores 1 Vigor for an Ace.

Aces may allocate these Drops among themselves at their discretion at this time. Any unused Drops go away at the start of the next Ace Turn.

FIELD EFFECTS

One good option for adding a situational change on a GM Turn (or as a general idea for interest) is adding or removing a Field Effect. These can be localized or global.

Localized Effects

Localized effects are things that happen at specific locations during a battle. These work best when using a hex map because they are often tied to a specific hex or set of hexes. Some examples include:

Cover: Attacks from Far against anyone Close to this location have -1 Harm (minimum 0). Every time an attack has been reduced in this manner, roll 1d6. On a 1-2, this section of Cover goes away. If the target in Cover is infantry-scale or sufficiently short, they reduce the Harm of all attacks from all ranges.

Hazard: Anyone who ends their turn Close to an inherently dangerous hazard (a big fire, a pool of acid, etc) takes 1 Harm (ignores Armor/Shields).

Rooftop: You can only move Close to this location with a successful Interact roll or an appropriate movement System use. It counts as 1 extra Hex away for those on the ground attacking towards it.

Bombardment: An artillery barrage is en route. At the end of the GM Turn, roll 1d6 for the area. If it's a 3-6, it hits. If it's a 1-2, it hits a random Near location instead (if using a hex map, roll 1d6 and pick based on the roll). This does 3 Harm to anyone Close (ignore Shields).

Global Effects

Global effects are things that happen across the entire battlefield. Some examples include:

Reactive Gas Clouds: Attacks with the Energy keyword gain +1 die, but the attacker takes 1 Harm (ignores Armor/Shields) when attacking.

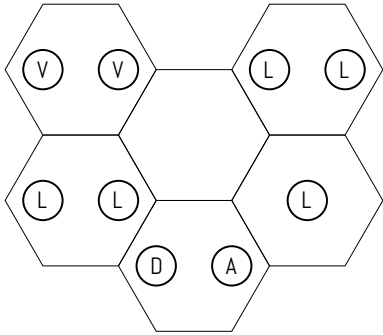
Electrical Storm: At the beginning of each GM turn, choose randomly among the tallest things in or around the battle (heavy Frames, enormous monsters, trees, etc). The chosen thing is struck by lightning (2 Harm, ignores Armor/Shields) and may react accordingly (fall over, catch on fire, etc).

Low Oxygen: When rolling for Drops at the end of the GM Turn, odd results (1, 3, 5) provide no Drop.

Pitched Firefight: When making an Attack roll from outside of Cover, any 5 or 6 rolled counts as a 4. Enemies making an attack outside of Cover take 1 Harm (ignores Armor/Shields).

EXAMPLE ROUND

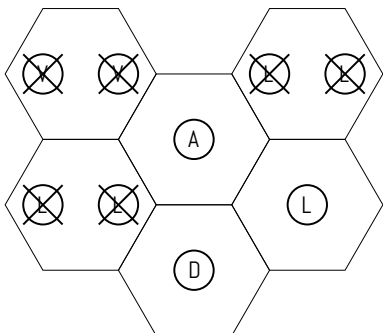
An Ace (A) piloting a stock model M1-SOLDIER has been separated and ambushed by a Decanus (D) at Close, three Legionnaires (L) at Near, two more Legionnaires at Far, and two Velites (V) at Far. The Ace starts combat with their full 10 Vigor and 5 Ammo, with Tension at maximum - 3 (maximum is 6, so 3).



(Ace status: 10 Vigor, 3 Tension, 5 Ammo)

Ace Turn

The Ace decides that their best chance of survival is to defeat as many enemies as possible. They start their turn by moving to the Near hex to the North, which puts every enemy in range of their Armaments and Modular Systems. The Ace then attacks one of the Legionnaires to their bottom left with their Machinegun - it has four dice so they roll for a result of 1, 3, 4, 6. This is a success, so the Legionnaire takes 2 Harm (and due to the Splash tag, the Legionnaire Close to them takes 1 Harm as well due to the 6). The Ace spends 1 Tension to attack the other one and rolls a 6 again, taking out both. The Ace then spends the rest of their Tension to make Assault Rifle attacks towards the Legionnaires at the top right, succeeding without consequence on one (5) and taking it out. They roll a 4 on the other, which is a success with consequence: that Legionnaire is activated to attack, dealing 2 Harm to the Ace, but is taken out. Afterwards, the Ace spends 1 Ammo on a Chaingun attack that takes out both Velites and 1 Ammo on Actuated Plating to gain 1 Armor before ending their turn.



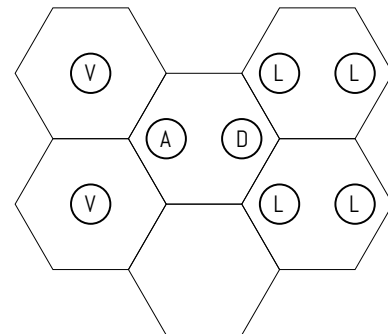
(Ace status: 8 Vigor, 0 Tension, 3 Ammo)

GM Turn

Because there are no Aces left to take their turn, the GM takes their turn. The GM may Activate one enemy because there's one Ace and decides that the Decanus will charge: with their two Moves, they Move forward and Attack the Ace with their Gladius, dealing 3 Harm (reduced to 2 thanks to Armor from Actuated Plating). This puts the Ace at 6 Vigor remaining.

The GM then changes the situation significantly: the Decanus's gladius arm raises, and three more Legionnaires and two more Velites step past the smoking wreckage of their brothers in arms as the Decanus charges. The GM describes this as the rest of the squad continuing the ambush.

The Ace's Build Trait is Medium, so they gain 1 each of Vigor (now 7) and Tension (now 1). Finally, the GM rolls 6 drops for the enemies taken out: 4, 5, 1, 1, 2, 1 indicate four Materials Drops (1, 1, 2, 1), one Tension Drop (4), and one Vigor Drop (5). This puts the Ace at 8 Vigor and 2 Tension.



(Ace status: 8 Vigor, 2 Tension, 3 Ammo)

LOOKING TO NEXT ROUND

The Ace can't do quite as much this turn, as they're at lower Ammo and Tension. To minimize reprisal, they'd probably want to use Actuated Plating again, then move left to be Close to a Velite. They might spend Ammo on Pulse Laser after attacking the Decanus to guarantee it's taken out.

The GM would likely respond with a counterattack, or perhaps an aggressive move to be in range, while activating an enemy. The GM has to add a different detail to the scene to change it significantly: another round of reinforcements would probably be tedious at this point, so perhaps the remaining enemies move forward or call in artillery. Alternatively, perhaps the rest of the Ace's team catches up to clean up.

And so the battle continues on from there...

ENEMIES

ENEMY TRAITS

Each enemy has Vigor, 1 or more Attacks, and 3 moves.

Vigor

An enemy's Vigor, much like an Ace's Vigor, is depleted by Harm. Standard enemies are **taken out** when their Vigor hits 0. This can mean killed, destroyed, or forced to retreat, but in all cases indicate that they're removed from play. Prime and Colossus enemies interact with being taken out slightly differently - see those types of enemies for more details.

Attacks

Attacks are structurally similar to Armaments, with Harm, Range, and Tags, but they are not rolled. Instead, an attack simply happens when an enemy is activated and uses it. Any Tag that would add +1 die instead adds +1 Harm. Some Tags are unique to enemies or work differently:

Approach: Move one range band towards the target before or after attacking.

Burst: +1 Harm when attacking as a consequence.

Deliberate: +1 Harm when attacking during the GM Turn.

Desperation: This attack can only be used as a Desperation Move. Only seen on Prime and Colossus enemies.

Distracting: The first roll the target makes on their next turn has -1 die. Does not stack.

Retreat: Move one range band away from the target before or after attacking.

Splash: Deals 1 Harm to all enemies Close to the target when attacking on the GM turn.

Moves

Moves are abstract descriptions of things that the listed enemy would typically do when activated. These can include anything that adds to the fiction of a combat scene (though mechanical suggestions are below). An enemy is activated as a consequence spawned from an Attribute roll (a 1-4 result) or as a deliberate activation on a GM turn. These Moves are not prescriptive, a GM can choose to do anything that would make sense. A GM may activate an enemy multiple times on their turn, but may only use an Attack Move once per enemy per GM Turn. The first time any given enemy is activated on the GM Turn, it may use two Moves instead of one. Try not to use the same Move twice in a row during a turn.

Some standard Moves include:

Move: Move the enemy to a Near location.

Sprint: Move the enemy to a Far location (only use if there are no enemies in Close, Near, or Far range).

Attack: Use an Attack as described.

Reinvigorate: The enemy regains 1 Vigor.

Endure: The enemy gains 1 Armor until the end of the next Ace turn. This shouldn't put Armor above 1, or 2 for Prime enemies.

Shield: The enemy gains 2 Shields until the end of the next Ace turn (or just restores its Shields to full if it started the battle with 2 or more).

Protect: As Endure/Shield but for another enemy Close to this one.

Reinforce: Put a Standard enemy with 1 Vigor on the battlefield Close or Near to the enemy.

Prime enemies may use the following:

Purge: Any effects aside from Vigor reduction (such as effects from Flashy, Suppressive, etc) are cleared.

Desperation Moves are a special kind of Move used by Prime and Colossus enemies. These include Attacks with the Desperation keyword, but can also include superior versions of any of the above standard Moves, as well as anything else that would make sense.

TYPES OF ENEMIES

Enemies fall into 3 categories: Standard, Prime, and Colossus.

Standard

Standard enemies are the vast majority of what should be put forth. They have 1-4 Vigor, occasionally have 1 Armor, and are taken out when they hit 0 Vigor.

Prime

Prime enemies are special enemies. They have 6-8 Vigor and often have Armor or Shields.

When they hit 0 Vigor, they're taken out until the next GM Turn. At the start of the GM Turn, however, they're Restored to full Vigor and Shields, lose any conditions or effects, and make a Move before the GM Turn starts as usual (this Move can be an Attack, and doesn't prevent the Prime enemy from Attacking again if Activated during that GM Turn). They can usually do this once or twice before being taken out definitively (indicated by Restorations). Once they have 0 Restorations left, they become Desperate. This means any move they make on the GM turn may be a Desperation Move.

Colossus

Colossus enemies are enormous enemies who can't be targeted as a whole but are targeted as separate parts. These can be limbs, subsystems, heads, or anything separable. Each part is essentially a Standard enemy with its own Vigor pool (and the number of parts indicated), and a Colossus can and should stretch across several range bands. Colossus Parts are immune to anything that would restrict or force movement. Parts can be returned to a Colossus through the fiction if it would make sense (much like calling reinforcements). For the sake of drops, each Part counts as an enemy.

When half of the Colossus's parts (using the original count) are taken out, it becomes Desperate. This allows for any response moves and up to half of the moves taken on the GM Turn to be Desperation Moves. When every part on the Colossus has been taken out, it's been taken out as a whole and can't have Parts restored to it.

You might treat active sections of the map as Rooftop areas representing the size of the Colossus, such as the deck of a Consul. This also helps reinforce the scale of such enemies.

RUNNING ENEMIES

The key to running any given enemy is that they're largely very expendable and will be taken out quickly (usually in 1-2 Armament attacks or System activations). Do what makes the most sense to make the fiction of the scene stand out - sometimes it makes more sense for them to move, take up a defensive stance (gain some Armor/Shields) or redouble efforts/regenerate wounds (regain Vigor) than to attack or counterattack, even if in range of an enemy. Try not to do it so much that they take forever to take out though!

As for how many enemies to use, this is mostly a matter of how long you want an encounter to take and how large of a battlefield you're using. Keep in mind that enemies only act as a reaction (on the Ace turn) or in keeping with the number of Aces (on the GM turn) so the number of enemies on the field doesn't scale up threat in the same way it might in other games - it provides more of a chance that any given enemy will be in range to Harm an Ace, but also gives more opportunity for drops. Try to cluster enemies in groups of 2-3 - this provides Aces varying options as to how to use their Armaments/Systems as well as fodder for enemy Moves.

Avoid using Prime enemies every mission, and if you do use them, probably save them for the end of the mission or a meaningful scene. Likewise, Colossus enemies should be used sparingly, and should usually be reserved for Crisis or Moonshot missions. This helps to keep them special and interesting.

More than any individual enemy, an enormous contributor to an encounter's feel is going to be the GM changing the situation significantly every round. Try to introduce new things for Aces to consider or worry about every time.

REPUBLIC

The Republic is always spoiling for a fight, and frequently attacks Collective assets and workers or tries to claim important resources and locations.

Legionnaire

A practical Frame with serviceable durability and stock weaponry. The last thing many a revolutionary has seen.

Vigor: □ □ □

Attack:

- **Service Rifle:** 2 Harm, Near

Moves:

- Trigger active defenses
- Spray with lead
- Move into formation

Velite

An urban-camouflaged Frame with light armor and a long-range rifle. The last thing many a revolutionary never gets the chance to see.

Vigor: □ □

Attacks:

- **Light Sniper:** 1 Harm, Far, Deliberate, Stationary
- **Backup Pistol:** 1 Harm, Near

Moves:

- Duck and weave
- Take a careful shot
- Launch a spotter drone

Decanus

A patriotically-colored heavy Frame cloaked in ornamental banners intended to grab attention. These are generally piloted by a squad leader.

Vigor: □ □ □ □ **Armor:** 1

Attacks:

- **Gladius:** 3 Harm, Close
- **Assault Rifle:** 2 Harm, Near, Burst

Moves:

- Protect another Frame
- Signal orders
- Designate priority targets

Centurion (Prime)

A massive Frame with an enormous headpiece, an armor-piercing spear, and a built-in railgun. Often seen leading groups of Republic soldiers on important missions.

Vigor: □ □ □ □ □ □ □ □ **Armor:** 1

Restorations: □

Attacks:

- **Hasta:** 3 Harm, Close, Piercing
- **Heavy Machinegun:** 2 Harm, Near, Splash
- **Railgun:** 4 Harm, Far, Piercing, Desperation

Moves:

- Launch a vicious assault
- Coordinate inferiors with ease
- Stand imposingly

Desperation Moves:

- Unfurl and fire the railgun violently
- Rally the troops
- Unleash hell

Consul (Colossus)

An enormous hovercraft battle platform. It's got substantial built-in defenses in addition to plenty of Legionnaires and Velites riding inside. When it's in distress, it can collapse sections to crush Frames.

Part: Laser PDCs **Number of Parts:** □ □ □ □ □ □

Vigor: □ □ □ **Armor:** 1

Attack:

- **Pulse Burst:** 1 Harm, Close/Near, Energy, Burst

Part: Railguns **Number of Parts:** □ □ □ □ □ □

Vigor: □ □ □ **Armor:** 1

Attack:

- **Railgun:** 3 Harm, Far, Piercing

Part: Control Center **Number of Parts:** □ □

Vigor: □ □ □ □ □ □ □ □ **Armor:** 1

Attack:

- **Plate Crush:** 4 Harm, Close/Near/Far, Desperation

Moves:

- Barrel forward
- Raise alarms
- Train every emplacement

Desperation Moves:

- Buckle unexpectedly
- Fire uncontrollably
- Swerve suddenly

CLAW

Hunters from beyond the stars, who appeared following the Infection. They've never been seen outside heavily-shielded Frames, leading most to believe that they cannot survive in this atmosphere. They largely do not choose to communicate with humans, despite having the ability to do so. Republic scouts assigned them the name Claw due to their chosen emblem, a crooked hand-looking symbol that matches the look of one of their common Frame weapons.

Berserker

A bulky, well-protected Frame equipped with a bladed claw on the end of each arm and a series of surprisingly powerful thrusters for mobility.

Vigor:

Attacks:

- **Claws:** 3 Harm, Close

Moves:

- Burn hard forward
- Slash viciously
- Jet away from an attack

Slinger

A lighter Frame equipped with a low-tech launcher for enormous, sharpened spears or high-mass boulders.

Vigor: **Shields:**

Attacks (pick 1):

- **Spear Launcher:** 2 Harm, Near, Piercing
- **Stone Launcher:** 1 Harm, Close/Near, Distracting

Moves:

- Strike targets to distract
- Pin down an enemy
- Regroup behind others

Torch

A lightweight Frame equipped with a long-range incendiary cannon for taking down flying or elusive prey.

Vigor: **Shields:**

Attacks:

- **Plasma Rifle:** 1 Harm, Near/Far, Energy, Burst

Moves:

- Make a surgical shot
- Pick off a straggler
- Unleash an alpha strike

Apex (Prime)

An ornate, delicately engineered Frame with many monster and machine trophies secured on its outside, equipped with a serpentine-bladed claw and what appears to be an old, ornate hunting revolver with engravings all over.

Vigor: **Shields:**

Restorations:

Attacks:

- **Serpentine Claw:** 3 Harm, Close, Deliberate
- **Engraved Revolver:** 2 Harm, Near, Energy
- **Brutal Charge:** 4 Harm, Close, Approach, Desperation

Moves:

- Pose ceremonially
- Make a practiced cut
- Fire plasma

Desperation Moves:

- Slash with abandon
- Hurdle forwards
- Reinforce shields

WILDLIFE

The nature of the original infection on the world is not very well understood, but its work is known to everyone: the landscape has largely been reshaped with some degree of intent and pattern. Much of the existing wildlife species have become extinct, but new species have been seen, some clearly based on existing biology and some clearly seeded by terraforming.

Herd Animal

An herbivore of some persuasion. These usually represent cattle that adapted by becoming much larger. They usually aren't aggressive unless threatened.

Vigor:

Attacks:

- **Hooves:** 2 Harm, Close, Burst
- **Trample:** 2 Harm, Close, Mobile, Approach

Moves:

- Let loose a low roar
- Trample a threat
- Stampede away from a predator

Pack Hunter

A predatory mammal. They use pack tactics to take down prey.

Vigor:

Attacks:

- **Savage:** 3 Harm, Close, Burst
- **Pounce:** 2 Harm, Close, Approach

Moves:

- Howl in unison
- Claw and bite
- Quietly surround a target

Avian Scavenger

A flying scavenger. They usually don't attack unless an intended meal is threatened.

Vigor:

Attack:

- **Divebomb:** 2 Harm, Close, Approach, Retreat

Moves:

- Screech from on high
- Dive without warning
- Fly high to circle

Reptilian Predator

A slow-moving, scale-skinned creature with a powerful jaw. Some spit corrosive acid to soften their prey on the approach.

Vigor: **Armor:** 1

Attack (choose 1):

- **Bite:** 3 Harm, Close
- **Spit:** 2 Harm, Near, Energy

Moves:

- Bite down hard
- Advance silently
- Curl to protect its stomach

Swarming Pest

One of many creatures small enough to exist in enormous number but big enough to threaten a Frame.

Vigor:

Attack:

- **Bite:** 2 Harm, Close

Moves:

- Bite between joints
- Crawl all over
- Screech and squeal

Doesn't create a drop when taken out.

Pack Leader (Prime)

An enormous creature, far bigger than its pack members. One of these emerging makes any pack a dangerous, organized threat.

Vigor:

Restorations:

Attacks:

- **Pounce:** 3 Harm, Close, Approach
- **Savage:** 3 Harm, Close, Burst
- **Thrash:** 3 Harm, Close, Splash, Desperation

Moves:

- Start an echoing howl
- Pounce with thundering impact
- Lash out

Desperation Moves:

- Scream impossibly loudly
- Rally the pack
- Panic and demolish everything around

Scaled Horror (Prime)

An impossibly tough monstrosity with weathered, hardened scales. It's developed the ability to spit a metal-eroding solution, and when panicked it does so even more freely.

Vigor: **Armor:** 1

Restorations:

Attacks:

- **Death Roll:** 3 Harm, Close, Burst
- **Corrosive Spit:** 2 Harm, Near, Energy
- **Death Dive:** 3 Harm, Close, Approach, Desperation
- **Corrosive Spray:** 2 Harm, Near, Energy, Splash, Desperation

Moves:

- Bite down hard and roll
- Slither sinuously forward
- Hack up a hissing ball of fluid

Desperation Moves:

- Hiss out a corrosive stream
- Focus in on a major threat
- Launch a terrified assault

World Serpent (Colossus)

A three-headed reptilian snake of unimaginable size. They rarely take interest in things much smaller than them, but Aces have found themselves on their bad side when unwittingly engaging in combat on what they thought was a hill. Its body parts aren't severed when taken out, they simply withdraw from active combat - and in some cases, they return to the fray afterwards.

Part: Head

Number of Parts:

Vigor:

Attacks:

- **Long-Necked Snap:** 3 Harm, Close/Near, Burst
- **Sonic Gust:** 3 Harm, Close/Near/Far, Energy, Piercing, Desperation

Part: Body Section

Number of Parts:

Vigor: **Armor:** 1

Attacks:

- **Thrash:** 2 Harm, Close/Near, Splash
- **Shed Skin:** 4 Harm, Close/Near, Splash, Desperation

Moves:

- Unleash a primal rattle
- Launch an incredibly large, open-mouthed head
- Release symbiotes, inhabitants, or worshippers

Desperation Moves:

- Scream at sensor-destroying volume
- Shed horribly
- Demolish everything within miles

SURVIVALISTS

In many ruined, half-terraformed city centers, some independent communities exist in spite of the Infection. Unfortunately, they've generally survived through paranoia and the propensity to shoot first.

Irregular

A guerilla fighter held firmly back by being on foot.

Vigor:

Attack (choose 1):

- **Improvised Explosive:** 2 Harm, Close
- **Salvaged Turret:** 2 Harm, Near
- **Anti-Materiel Rifle:** 1 Harm, Far

Moves:

- Spring an ambush
- Dive into cover
- Harass and distract

Doesn't create a drop when taken out.

Highwayman

A salvaged Legionnaire (or a deserting M1-SOLDIER pilot) with a shotgun for besting other survivalists or an assault rifle for other Frames.

Vigor:

Attack (choose 1):

- **Shotgun:** 2 Harm, Close, Splash
- **Assault Rifle:** 2 Harm, Near, Burst

Moves:

- Surge forward
- Spray and pray
- Fall back to a trap

Insurgent

A salvaged Velite (or a deserting L1-RECON) with a higher-powered anti-materiel rifle for taking out unsuspecting Frames.

Vigor:

Attack:

- **Sniper Rifle:** 2 Harm, Far, Stationary, Deliberate

Moves:

- Exploit a distracted Frame
- Take a well-aimed shot
- Get out of sight

WAYFARERS

An itinerant, multi-legged species from another planet who live in urban centers following the Infection. Some of them are friendly or at least neutral, but others are happy to set traps for unsuspecting Aces and turn on anyone who looks like an easy target.

Caravaneer

A member of a caravan, usually attacking in defense or ambush.

Vigor:

Attack (choose 1):

- **Laser Rifle:** 1 Harm, Far, Energy
- **Light Targeter:** 1 Harm, Near, Energy, Distracting

Moves:

- Unveil a trap
- Stay hidden
- Duck behind a wall/into a building

Doesn't create a drop when taken out.

Spider

A six-legged, robust vehicle with a mounted laser piloted by one Wayfarer and manned by another. It's designed for urban terrain and can jump and climb walls.

Vigor:

Attack:

- **Laser Rifle:** 2 Harm, Near, Energy

Moves:

- Scuttle left, right, and vertically
- Light up a target
- Jump between buildings

Scorpion

A cobbled-together Frame-like vehicle with four legs. It has a long-range energy rifle mounted as a top turret.

Vigor:

Attack:

- **Sniper Laser:** 2 Harm, Far, Energy, Stationary

Moves:

- Scorch a priority target
- Suppress an enemy
- Stay out of sight

OTHER

Various kinds of units used by all forces.

Fortified Vehicle

A tank or similar assault vehicle. Mostly legacy from before the creation of Frames, but some are new.

Vigor: **Armor:** 1

Attacks:

- **Machinegun:** 1 Harm, Near, Splash, Piercing
- **Main Cannon:** 2 Harm, Far, Deliberate

Moves:

- Roll forward and fire
- Launch an assault from cover
- Retreat under shelter

Drone

A scouting quadcopter that's been rigged for combat, usually launched from someone on the ground or on a building.

Vigor:

Attack:

- **Electric Arc:** 1 Harm, Close, Energy, Distracting

Moves:

- Fly around a corner
- Hit and run
- Distract a target

Doesn't create a drop when taken out.

Light Turret

Not much more than a Frame Armament rigged up with motors and a camera for remote control. Sometimes simply a salvaged Frame arm.

Vigor:

Attack (choose 1):

- **Assault Rifle:** 2 Harm, Near, Burst
- **Sniper Rifle:** 2 Harm, Far, Deliberate
- **Shotgun:** 2 Harm, Close, Splash, Piercing

Moves:

- Fire the turret
- Recalibrate aim
- Move the barrel menacingly

Doesn't create a drop when taken out.

Heavy Turret

An intentional, armored turret placed in a location intended to be defended.

Vigor: **Armor:** 1

Attack (choose 1):

- **Machinegun:** 1 Harm, Near/Far, Splash, Piercing
- **Anti-Frame Cannon:** 2 Harm, Far, Deliberate

Moves:

- Fire with no warning
- Retract slightly
- Put up shields

RUNNING THE GAME

Below are some suggestions and tools to help anyone run the game, be it a one-shot or a continuous campaign.

PLAYER SAFETY

The top priority for any game should be making sure everyone has fun and feels safe. Depending on the given level of detail, APOCALYPSE FRAME can stray into uncomfortable territory even with the best of intentions. To that end, please consider the tools available for this, such as those outlined in the fantastic TTRPG Safety Toolkit (<http://bit.ly/ttrpgsafetytoolkit>).

If nothing else, look into Lines (content that should not show up) and Veils (content that's fine in the background or when passed quickly but not acceptable for focus).

SETTING DETAILS

Details are the spice that makes basic gameplay mechanics meaningful. Thinking about these can be very beneficial to any game, and coming up with evocative details is even more helpful the longer a game runs.

Game Length and Level of Detail

Consider how long the game is intended to run. If it's a one-shot, most of what's below won't be too necessary. If you're intending to use the campaign/clock rules detailed later, it will be very helpful to identify these kinds of details to provide stakes, ideas for favors, and ideas for future missions.

While some of these details are helpful to establish beforehand, it's definitely not necessary. You might consider only establishing a handful of these at first and expanding from there. For example, each Ace could come up with one of the listed characters per mission, while the GM adds one or two setting details.

Including Aces in worldbuilding helps everyone get invested from the start. Consider starting your campaign "in media res" with a one-shot mission, establishing little beyond the Aces' characters - then take ideas and cues from that mission and expand from there.

The World Before

There was a world prior to The Infection that in no small part resembles ours. What year did it arrive? How advanced was technology prior to its arrival, and was any of it lost or made impractical? What political situations led to the Republic's rise?

This will be more prominent and important if The Republic is fairly young, but thinking about it can also give inspiration for missions and special rewards.

The Infection

The Infection has terraformed much of the world to the extent that society could break down and The Republic could gain prominence. What does this entail, exactly? Is the world recognizable to some extent or has it become an alien landscape? Are the wildlife that exist new, adapted, or old? Can people survive in most of the world?

Some details about The Infection might be in order as well. How intelligent is The Infection? Was it sent here on purpose? These ones are better to define later on (and maybe only confirm as part of an overarching plot).

The Republic

The Republic is always intended to be a repressive, authoritarian state, the Collective's most immediate threat, and the force to which they're most likely reacting. How long has it been in existence? What atrocities has it committed, what has it cracked down on in particular, and what justifications has it used? (Keep in mind any kinds of content you want to avoid or downplay.) Answers to these will help shape the perception of the kinds of people who are most willing to risk their lives to imagine a better future.

The Collective

The Collective was defined by being a worker-led offshoot from The Republic. But how distant in the past was the uprising? Decades, such that a generation could have been born free from Republic control? A few years, such that every Ace was probably Republic-trained and every citizen used to live in the Republic? The immediacy of the Collective's founding can help define things like how fragile its existence feels, how deeply rooted internal political concerns can be, and the nature of those who fight for its existence.

It's also important to determine how it survived against The Republic thus far. Is it in a particularly defensible area? Were they able to hijack existing defenses? Was it able to go unnoticed for a surprisingly long time? These details provide excellent fodder for missions, especially those given by The Sword and The Shield.

The Aces

Your Aces and who they are will be a major focus of any game. What did they do that distinguished them enough from others in their Division to be recommended for Ace training? Is there a reason they were teamed up into this Strike Team? Is anyone in particular the "leader"?

Be sure to come up with a good name for the Strike Team. Especially if you pick a theme for the name that other Strike Teams can follow.

Support Staff

An Ace is, to some extent, only as good as their Frame, and consequently only as good as those who maintain it. Repairs, refueling, outfitting, testing, and other very important tasks are vital to any sort of operation. Each Ace should make up and provide a brief description for 1-2 non-Ace co-workers.

Functionaries and Mentors

The Collective is run by a number of elected figures. The most pressing ones to define are the three Division Heads, as they will often be the ones to give out Missions. But there can be others as well - there are, after all, civilian corps that other Collective citizens are members of. And there can be people that the Aces in your campaign look up to, such as teachers, family, or simply inspirational figures. Beyond the division heads, each Ace should make up and provide a brief description for 1-2 people who are in charge of something or who were formative to them.

Other Strike Teams

The campaign rules described later expect that there will be 2-4 other Strike Teams of Aces in the Collective. As a way of generating these, each Ace should make up and provide a brief description for:

- 1-2 Aces from their Division with whom they're decently acquainted. What made them stand out?
- 1-2 Aces from a different Division with whom they're fast friends. How did they bond?
- 1-2 Aces from their Division who dislike them. What's their history together?

Once they've come up with those, form Strike Teams (with the same number of members as the player Aces' Strike Team) from random assortments of these NPCs (or if this is a 1 on 1 game, merge the idea of Strike Team and Ace). If there's any overlap or more or less NPCs, fill in the blanks with GM-created NPCs. Give each Strike Team one preferred type of mission (scouting, intelligence, security, etc) and one weakness. Combined with the standard mission selection campaign structure defined on [page 28](#), this provides a lot of roleplaying opportunities and plot hooks.

Antagonists

Every Ace worked in a Division prior to their promotion, and as such they have inevitably had some experiences with combat, people, and the world outside the Collective. Did they serve under a particularly cruel Centurion? Were they driven out of their Survivalist family? These can provide ideas for future and recurring enemies.

RUNNING MISSIONS

A Mission is the basic structure of the game. Each Mission will likely fit the following framework:

- (Optional) **A Day In The Life:** Everyone describes their character's day to day in between missions. This can include things like hobbies or interactions with other strike teams. Where are they when they find out that they're tasked to head out?
- **The Briefing:** A description of the task at hand, usually given by a superior officer but sometimes by whoever is making the request. A good opportunity for roleplaying.
- **The Preparation:** Any last-minute changes made depending on the task at hand.
- **The Buildup:** Description of the approach taken. This is usually where pre-combat decisions happen.
- **The Fireworks:** This is where combat happens.
- **The Aftermath:** The outcome of the mission is confirmed, along with any rewards.
- **Downtime:** Any changes to loadout, spending Materials, etc.

It's expected that any given Mission should be tied to and handed out by a representative of one of the three Divisions. Some Mission hooks for each Division are provided later.

Mission rewards can be tangible, such as Materials, Armaments, Modules, or intangible, such as advancing a Division or Moonshot Clock or making another Strike Team's goal easier.

CAMPAIGNS

Everything up to this point should be enough to run a no-frills single-session game. This chapter covers suggestions for running a game that has continuity between multiple sessions.

ADVANCEMENT

One thing that helps maintain a sense of continuity is character advancement: sidegrades, upgrades, and so on. The most prominent source for advancement is Materials. This is a catch-all currency representing salvaged mechanical and biological material that can be used to manufacture goods in the Collective.

Attributes

The GM should allow players to change Attributes (swapping a 3 for a 2 or a 2 for a 1) between missions. This should be associated with a successful or attempted change in character: someone gaining Drive might be trying to be more direct, someone gaining Speed might be doing so in reaction to a time when they reacted too slowly, and someone gaining Control might be focusing on deliberate thought.

Loadout and Frame Changes

The easiest thing a GM can do to provide a sense of advancement is offer stock model Armaments and Modular Systems. Each Frame has two Armaments and two Modular Systems by default, which allows for a lot of customization even among stock models. Any replaced ones are stored in your hangar in The Collective.

Suggestions include:

- 1 Material to get a stock model Armament or Modular System.
- 5 Materials to get a stock model Frame.

Armament/System Improvement

For further advancement, one method is by using specialty Armaments and Modular Systems. These are stock models that have had tags added onto them, either randomly or intentionally.

Suggestions include:

- A pre-modified stock model given as a mission reward.
- 2 Materials to add a random tag to an Armament that it doesn't already have.
- 3 Materials to add a random tag to an Armament that's had one tag added to it already.
- 4 Materials to add a tag of your choice to an Armament.
- 5 Materials to add a random tag to a Modular System that it doesn't already have.
- 6 Materials to add a tag of your choice to an Armament that's had one tag added to it already.
- 10 Materials to add a tag of your choice to a Modular System.

Add up to two tags to an Armament and up to one tag to a Modular System. Aces can store Armaments and Modular Systems they aren't using in their hangar at The Collective. Some tables for random Armaments, Modular Systems, and Tags are listed at the end of the book.

Ace Upgrades

A more direct approach to advancement is to provide direct upgrades to every Ace.

Suggestions include:

- **Exceptional Commitment:** +1 die on rerolls
- **Exceptional Spirit:** +1 Maximum Vigor.
- **Exceptional Clarity:** +1 Maximum Tension.
- **Exceptional Preparation:** +1 Maximum Ammo
- **Exceptional Perseverance:** When rolling for drops, each Ace may choose one drop to reroll.
- **Armament Breakthrough:** +1 Armament Slot.
- **Systems Breakthrough:** +1 Modular System Slot.
- **Unbound Possibilities:** Every Frame gains a noncombat ability that works without rolling and can do more exceptional things with an Attribute roll.
- **Mark of Heroism:** You gain a customized Armament or Modular System based on a stock model. Work with the GM to make this.

It's recommended that each of these only be taken once. These work best as rewards for very important missions (especially Moonshot missions, and if used in this manner, give everyone the same reward).

CAMPAIGN PROGRESSION

The loop defined so far - Mission, Reward, Spend Materials, Repeat - will work as-is so long as your Aces stay interested. But something that can really set the stage for an interesting, dynamic campaign is a sense of forward progression. One way to track this is a series of clocks.

Clocks

A Clock is a term (borrowed shamelessly from various other games) that represents a progress bar that fills up radially and is emptied when it fills. Favor Clocks each have 4 segments, while Crisis Clocks have 2 segments. When asked to advance a clock, fill one of these segments. Once all segments on a clock are full, something happens, and afterwards each segment is restored to empty.

Favor Clocks

Each Division has a Clock representing how they feel about the Strike Team. It's filled by successfully carrying out a mission for a Division. When a Division Clock fills up, the Division head is compelled to recognize your Strike Team's service by granting a Favor.

A Favor Clock is advanced by completing missions and by generally making that Division's life easier. Upon character creation, each character advances their chosen Division's Favor Clock as well.

Crisis Clocks

The Collective faces risks from all fronts. Each Division has a Crisis Clock representing a major, not-yet-exploited flaw or pending crisis in that Division's purview. When a Crisis Clock fills, either the current mission or the next mission is now a Crisis Mission and all other Crisis Clocks should be reset.

A Crisis Clock is advanced by risky actions, shirking responsibilities, or failed missions.

Moonshot Clocks

Initially, The Collective needed a miracle to survive on its own. It survived through a series of breakthroughs and notable successes. Once a Moonshot Clock is filled, a Moonshot Mission is available, representing an opportunity for a major advance.

The Moonshot Clock is advanced by Divisions performing Favors, though it can be advanced explicitly as a result of a mission as well. Moonshot Clocks should be predefined by the GM but the associated mission or initiative can be vague or secret (using Operation names with one-sentence descriptions, for example).

Division Favors

Each Division is equipped to offer different kinds of aid. This can be as simple as a stack of Materials or the direct offer of items, but can also be more abstract. Every time a Division performs a Favor, they also advance the Moonshot Clock.

Aces should not be able to store more than one Favor from a Division at once.

Mission Types

There are three kinds of missions: Standard, Crisis, and Moonshot.

Standard Missions

Give the Aces a choice of one mission from each Division. For the other two missions, determine which other Strike Team is handling it instead. Before you play out the chosen mission, roll 1d6 for each mission that's been addressed by another Strike Team:

1-2: The Strike Team cannot complete the mission. Advance that Division's Crisis Clock.

3-4: The Strike Team completes the mission, but with a caveat or in a way that introduces further risk. Advance that Division's Crisis and Favor Clocks.

5-6: The Strike Team completes the mission and gives your Strike Team credit for a major detail. Advance that Division's Favor Clock.

If it's a preferred mission type for that team, roll two dice and take the higher. If it's a weakness, roll two and take the lower.

If a Crisis Clock has been filled prior to the mission being played out, the GM may choose to either upgrade the current standard mission to a Crisis Mission or make the next mission a Crisis Mission.

The GM should also give some tangible award for a Standard Mission. This can be an amount of Materials (half of whatever they earned during the course of the mission is usually appropriate) or a random Armament or Modular System with a random tag.

Crisis Missions

A Crisis Mission is either a Standard Mission where something has gone terribly wrong or a Mission where the stakes are something very important to the Collective as a whole. They should be more dangerous than standard missions.

Some suggestions for upgraded Standard Missions include:

- Add a secondary force that changes the focus of the mission
- Use a Colossus instead of/in addition to a normal enemy grouping
- Have a named enemy

Some suggestions for standalone Crisis Missions include:

- Fix something major that the Strike Team that provoked the Crisis Mission did
- Repel a direct attack on the Collective or its people
- Take on a dangerous task required to prevent something from happening

The Aftermath of a Crisis Mission should include a note as to how close a call this was, a postmortem of what went wrong, or an explanation of some important detail.

Like Standard Missions, some tangible award is a good idea. Doubling the amount of earned materials is often appropriate, or allowing the free purchase of an Armament with two chosen extra tags or a Modular System with a chosen extra tag.

In addition to anything tangible offered in return, the Aces should gain a Favor with the Division associated with the Crisis in place of advancing the Favor clock.

Moonshot Missions

Moonshot Missions are the kind of mission which, if successful, represents a major change to the established status quo. They should also be more dangerous, but should include more novel threats and unusual scenarios. The Aftermath of a Moonshot Mission should include notes regarding how this mission will change power dynamics, and what this means for the Collective (and future missions).

The conclusion of a Moonshot Mission should also include a notable reward for Aces (like an Ace Upgrade) based on the results.

MISSIONS, FAVORS, AND TABLES

SWORD MISSIONS AND FAVORS

The Sword is largely concerned with day-to-day threats and threat monitoring, especially from The Republic.

Standard Missions

- Scout out and confirm troop movements
- Eliminate a squad from a key location
- Remove squatters on a sensor array
- Investigate a local increase in scavengers
- Attack and raid a Republic supply depot

Crisis Missions

- Support a combined assault
- Defeat an attack on a friendly settlement
- Reinforce an isolated unit
- Defend a key spot from an assault
- Assault an emplaced artillery location

Division Favors

- A classified, detailed map of a rarely-scouted area
- Intercept incoming reinforcements
- Scouting prior to a mission
- Provide a mid-mission Armament drop
- Location of a safe path through enemy territory

ARROW MISSIONS AND FAVORS

The Arrow is largely concerned with exceptionally large or dangerous threats and special operations.

Standard Missions

- Assassinate a Centurion
- Take out a key communications array
- Plant listening devices at an encampment
- Defeat a particularly nasty bandit
- Address a Claw hunting party

Crisis Missions

- Rescue a captured Strike Team
- Intercept a Consul en route
- Stop a rampaging World Serpent
- Paint a key artillery target
- Accept a challenge from an Apex

Division Favors

- An extra Ace-quality Frame on a mission
- A well-placed artillery strike
- Launch a raid to distract attention
- Provide a mid-mission Modular System drop
- Backup by another Strike Team

SHIELD MISSIONS AND FAVORS

The Shield is largely concerned with Collective security, intelligence, and counterintelligence.

Standard Missions

- Check an anomaly on the perimeter
- Root out wildlife near the Collective
- Determine the source of an info leak
- Set up a surveillance platform
- Bug a Republic listening post

Crisis Missions

- Arrest a spy
- Repel an incursion
- Confirm intel of an incoming attack
- Defend a key spot from an assault
- Assault an emplaced artillery location

Division Favors

- Easy access to a restricted Collective area
- A one-use tool to subvert a computer system
- A camera feed in a secure area
- The dossier of a priority target
- Transmission of false information through a source

MOONSHOT MISSIONS

- Steal a classified blueprint
- Broker a peace treaty with a group of Wayfarers
- Field test a long-range flight subsystem
- Secure a long-term resource
- Make first contact with a newly arrived alien race
- Hack a factory's computer to introduce a fatal flaw
- Liberate a key production facility
- Facilitate a revolt in a major city
- Capture a Claw Apex's Frame intact
- Contact a prominent group of Republic deserters

TABLES

Random Armament

Roll 2d6. Use the first die for the number in the top row and the second die for the number in the first column.

	1-2	3-4	5-6
1	Assault Rifle	Plasma Blade	Carbine
2	Electrolaser	Marksman Rifle	Kinetic Cannon
3	Gatling	Scout Rifle	Revolver Cannon
4	Gauss Cannon	Handcannon	Grenade Launcher
5	Laser Rifle	Shotgun	Rocket Launcher
6	Machinegun	Sniper Rifle	Recoilless Rifle

Random Modular System

Roll 2d6. Use the first die for the number in the top row and the second die for the number in the first column.

	1-2	3-4	5-6
1	Afterburner	Plasma Cannon	Point Defense Cannons
2	Chaingun	Pulse Laser	Concussion Grenades
3	Reactor Backdraft	Targeting Radar	Railgun
4	Entry Thrusters	Exit Thrusters	Sniper Cannon
5	Shoulder Spear	Elbow Blades	Shield Generator
6	Missile Battery	Arc Mortar	Shield Projector

Random Armament Tag

Roll 2d6. Use the first die for the number in the top row and the second die for the number in the first column.

	1-2	3-4	5-6
1	Burst	Hot	Polished
2	Charge	Impulsive	Scoped
3	Critical	Incendiary	Sighted
4	Distracting	Invigorating	Spin Up
5	Energy	Mobile	Splash
6	Focused	Piercing	Stationary

Random Modular System Tag

Roll 2d6. Use the first die for the number in the top row and the second die for the number in the first column.

	1-2	3-6 (if Support)	3-6 (if Offense)
1	Efficient	Encouraging	Distracting
2	Efficient	Motivating	Flashy
3	Efficient	Obfuscating	Suppressive
4	Holdout	Enveloping	Energy
5	Holdout	Protective	Piercing
6	Holdout	Projecting	Superhot

M1-SOLDIER // Sword 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.

Actuated Plating: You have +1 Armor for the rest of the round. Limited.

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

Chaingun: EITHER deal 1 Harm to four Close or Near enemies who are Close or Near to each other OR deal 2 Harm to two Close or Near enemies who are Close or Near to each other.

Pulse Laser: Deal 2 Harm to an enemy at Near or 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: 3

Speed: 2

Control: 1

Build Trait

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Tripled Feed Motors: Your Armaments have +1 Harm if they have Burst, Spin Up, or Splash and don't have Energy.

Armaments

Take an Attack action to use.

Assault Rifle: 4 dice, 3* Harm, Near, Burst

Handgun (Assault Rifle Backup): 4 dice, 1 Harm, Near, Hot

Machinegun: 4 dice, 2* Harm, Close/Near, Splash, Piercing

Shiv (Machinegun Backup): 2 dice, 4 Harm, Close

*Includes bonus from Tripled Feed Motors.

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: A few steps away at most. 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 you roll a 6.

Energy: This ignores Armor.

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.

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

Limited: You may only use this once per round.

Piercing: This ignores Shields.

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

M1-SOLDIER // Sword 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.

Actuated Plating: You have +1 Armor for the rest of the round. Support, 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:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Tripled Feed Motors: Your Armaments have +1 Harm if they have Burst, Spin Up, or Splash and don't have Energy.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

L1-RECON // Sword 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.

Chaff Launcher: You and all allies Close to you take -1 Harm from Near and Far attackers (minimum 0) until the end of the round. Limited.

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

Afterburner: Move to a Far location.

Railgun: Deal 4 Harm to an enemy at Far. Limited, Piercing.

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

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Hairpin Controls: The first time you roll a 4 in a turn, the Consequence generated can never deal Harm.

Armaments

Take an Attack action to use.

Plasma Blade: 1 die, 5 Harm, Close, Energy, Piercing, Charge

Shiv (P. Blade Backup): 2 dice, 4 Harm, Close

Scout Rifle: 3 dice, 2 Harm, Near/Far

Revolver (Scout Rifle Backup): 2 dice, 2 Harm, Far, Scoped

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

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

Energy: This ignores Armor.

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

Limited: You may only use this once per round.

Piercing: This ignores Shields.

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

L1-RECON // Sword 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.

Chaff Launcher: You and all allies Close to you take -1 Harm from Near and Far attackers (minimum 0) until the end of the round. Support, 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: _____

Build Trait

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Hairpin Controls: The first time you roll a 4 in a turn, the Consequence generated can never deal Harm.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

HI-VANGUARD // Sword 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.

Assault Barrier: You gain 3 Shields that go away at the end of the round.

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

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

Point Defense Cannons: Deal 2 Harm to every enemy at Close. Piercing.

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

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Flared Plating: Allies who are Close to you have at least 1 Armor.

Armaments

Take an Attack action to use.

Rocket Launcher: 1 die, 4 Harm, Far, Incendiary, Stationary

Revolver (R. Launcher Backup): 2 dice, 2 Harm, Far, Scoped

Recoilless Rifle: 1 die, 4 Harm, Near/Far, Scoped

Handgun (R. Rifle 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: A few steps away at most. 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.

Hot: Regain 1 Tension the 1st time/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: You may only use this once per round.

Piercing: This ignores Shields.

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

Stationary: +1 die if you haven't moved during this round.

HI-VANGUARD // Sword 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.

Assault Barrier: You gain 3 Shields that go away at the end of the round. Support.

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:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Flared Plating: Allies who are Close to you have at least 1 Armor.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

M2-ARCHER // Arrow 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.

Target Painter: Mark an enemy at Near or Far. They take 1 Harm, and until the end of the round, Attacks against them gain +1 die and Systems used against them have +1 Harm. Energy.

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

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

Exit Thrusters: Deal 2 Harm to an enemy Close to you, then move to a Near location.

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

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Long-Range Optics: When you have no enemies in Close or Near range, you can make Far Attacks and System uses at an even farther range (3 hexes when using a grid). Attacks have -1 die and Systems have -1 Harm when used at this extended range.

Armaments

Take an Attack action to use.

Sniper Rifle: 2 dice, 3 Harm, Far, Stationary

Revolver (Sniper Rifle Backup): 2 dice, 2 Harm, Far, Scoped

Marksman Rifle: 2 dice, 2 Harm, Near/Far, Burst, Stationary

Handgun (M. Rifle 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: A few steps away at most. 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 you roll a 6.

Energy: This ignores Armor.

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

Limited: You may only use this once per round.

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

Stationary: +1 die if you haven't moved during this round.

M2-ARCHER // Arrow 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.

Target Painter: Mark an enemy at Near or Far. They take 1 Harm, and until the end of the round, Attacks against them gain +1 die and Systems used against them have +1 Harm. Offensive, Energy.

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

Callsign: _____

Frame Details: _____

Drive:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Long-Range Optics: When you have no enemies in Close or Near range, you can make Far Attacks and System uses at an even farther range (3 hexes when using a grid). Attacks have -1 die and Systems have -1 Harm when used at this extended range.

Armaments

Take an Attack action to use.

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).

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

L2-BRAWLER // Arrow 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.

Kinetic Discharge: Deal Harm to every enemy at Close equal to range bands moved this turn. Take the same Harm - 3 afterward. Limited.

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

Entry Thrusters: Move to a Near location, then deal 2 Harm to an enemy Close to you.

Reactor Backdraft: Deal 3 Harm to an enemy at Close, +2 Harm if you're at half of your maximum Vigor or less. 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

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Kinetic Drive Motor: You can immediately move to a Near location after you take an enemy out at Close range.

Armaments

Take an Attack action to use.

Revolver Cannon: 2 dice, 4 Harm, Close, Hot, Sighted

Shiv (R. Cannon Backup): 2 dice, 4 Harm, Close

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

Handgun (Carbine 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: A few steps away at most. 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 you roll a 6.

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

Invigorating: Regain 1 Vigor the first time per round you take out an enemy.

Limited: You may only use this once per round.

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

Sighted: +1 die and +1 Harm when you have no enemies at Near or Far.

L2-BRAWLER // Arrow 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.

Kinetic Discharge: Deal Harm to every enemy at Close equal to range bands moved this turn. Take the same Harm - 3 afterward. 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:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Kinetic Drive Motor: You can immediately move to a Near location after you take an enemy out at Close range.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

H2-LANCER // Arrow 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.

Flamethrower: Deal 3 Harm to enemies at Close. Energy, Piercing, Limited

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

Arc Mortar: Mark a location at Near or Far. At the start of the next round, deal 2 Harm to every enemy Close to that location. Offensive, Piercing.

Targeting Radar: Your Attacks this turn gain +1 die. Limited.

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: 3

Speed: 2

Control: 1

Build Trait

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Parallel Processors: The first time you Attack during a round, you may make two attacks against two separate targets. Each attack must use a different Armament.

Armaments

Take an Attack action to use.

Handcannon: 4 dice, 2 Harm, Near, Hot

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

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

Shiv (Grenade Launcher Backup): 2 dice, 4 Harm, Close

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: A few steps away at most. 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.

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: You may only use this once per round.

Piercing: This ignores Shields.

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

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

H2-LANCER // Arrow 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.

Flamethrower: Deal 3 Harm to enemies at Close. Offensive, Energy, Piercing, 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:

(Add to Vigor)

Speed:

(Add to Tension)

Control:

(Add to Ammo)

Build Trait

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Parallel Processors: The first time you Attack during a round, you may make two attacks against two separate targets. Each attack must use a different Armament.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

M3-SENTINEL // Shield 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.

EMP Blaster: Deal 1 Harm to two enemies at Near. Until next round, their Armor and Shields count as 0. If they're Standard enemies, they can't be activated during the GM turn. Energy, Piercing.

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

Plasma Cannon: Deal 3 Harm to an enemy at Near. Energy.

Shield Projector: A Close ally gains 2 Shields.

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: 2

Control: 3

Build Trait

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Support Drones: At the end of your turn, you and all Close allies restore 1 Vigor.

Armaments

Take an Attack action to use.

Gauss Cannon: 3 dice, 2 Harm, Far, Piercing

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

Laser Rifle: 3 dice, 2 Harm, Near, Energy, Polished, Spin Up

Handgun (Laser Rifle 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: A few steps away at most. 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.

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

Limited: You may only use this once per round.

Piercing: This ignores Shields.

Polished: +1 Harm if at full Vigor.

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

Spin Up: +1 Harm if your last Attack action was with this weapon.

M3-SENTINEL // Shield 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.

EMP Blaster: Deal 1 Harm to two enemies at Near. Until next round, their Armor and Shields count as 0. If they're Standard enemies, they can't be activated during the GM turn. Offensive, Energy, Piercing.

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

Callsign: _____

Frame Details: _____

Drive:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Medium Build: Before rolling Drops, regain 1 Vigor and Tension.

Integral Trait

Support Drones: At the end of your turn, you and all Close allies restore 1 Vigor.

Armaments

Take an Attack action to use.

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).

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

L3-GLADIATOR // Shield 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.

Repulsor Shield: Move Close to an enemy at Close or Near. They take 2 Harm and you may move them to a Near location. Suppressive.

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

Concussion Grenade: Deal 1 Harm to every enemy Close to a Near location. Suppressive.

Elbow Spikes: Deal 3 Harm to an enemy at Close. Efficient, Holdout.

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: 3

Speed: 1

Control: 2

Build Trait

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Riot Shield: An enormous metal shield provides cover from attacks at range. You have +1 Armor against enemies at Near and Far range.

Armaments

Take an Attack action to use.

Kinetic Cannon: 2 dice, 4 Harm, Close, Charge, Impulsive

Shiv (Kinetic Cannon Backup): 2 dice, 4 Harm, Close

Gatling: 2 dice, 3 Harm, Near, Spin Up, Focused, Invigorating

Handgun (Gatling 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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

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

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

Focused: +1 Harm at when used at greater than half Tension.

Holdout: If you have 0 Ammo, you may use this System by spending 1 Tension. It can only be used once per turn when used in this way.

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

Invigorating: Regain 1 Vigor 1st time/round you take out an enemy.

Impulsive: +1 Harm at 0-1 Tension.

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

Spin Up: +1 Harm if your last Attack action was with this weapon.

Suppressive: All Standard enemies Harmed by this System can't move (including movement from Approach/Retreat tags) for the rest of the round.

L3-GLADIATOR // Shield 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.

Repulsor Shield: Move Close to an enemy at Close or Near. They take 2 Harm and you may move them to a Near location. Offensive, Suppressive.

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:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Light Build: Before rolling Drops, regain 2 Tension.

Integral Trait

Riot Shield: An enormous metal shield provides cover from attacks at range. You have +1 Armor against enemies at Near and Far range.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

H3-ANGLER // Shield 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.

Net Launcher: Pick one Near location and deal 1 Harm to every target Close to that Location. If their Vigor is reduced by at least 1, they move Close to you afterwards.

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

Shoulder Spear: Deal 5 Harm to an enemy at Close.

Shield Generator: You gain 2 Shields.

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: 3

Speed: 1

Control: 2

Build Trait

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Suppression Targeting: Enemies you deal at least 1 Harm to can't move for the rest of the round.

Armaments

Take an Attack action to use.

Shotgun: 3 dice, 2 Harm, Close/Near, Splash, Piercing

Shiv (Shotgun Backup): 2 dice, 4 Harm, Close

Electrolaser: 3 dice, 2 Harm, Far, Energy

Revolver (Electrolaser Backup): 2 dice, 2 Harm, Far, Scoped

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: A few steps away at most. 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.

Piercing: This ignores Shields.

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

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

H3-ANGLER // Shield 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.

Net Launcher: Pick one Near location and deal 1 Harm to every target Close to that Location. If their Vigor is reduced by at least 1, they move Close to you afterwards. Offensive.

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:
(Add to Vigor)

Speed:
(Add to Tension)

Control:
(Add to Ammo)

Build Trait

Heavy Build: Before rolling Drops, regain 2 Vigor.

Integral Trait

Suppression Targeting: Enemies you deal at least 1 Harm to can't move for the rest of the round.

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: A few steps away at most. In the same hex.

Near: A short distance away. One hex away.

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

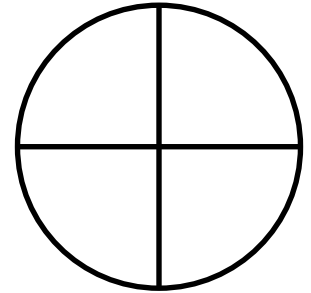
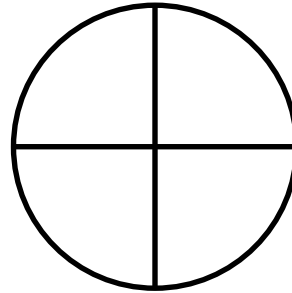
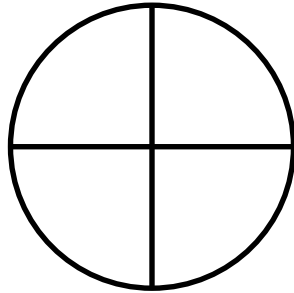
Clocks

The Sword

The Arrow

The Shield

Favor Clocks



Favor Available

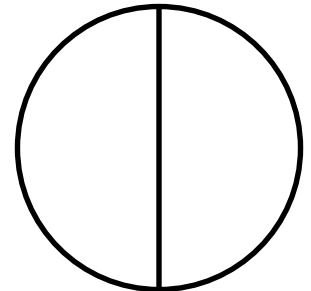
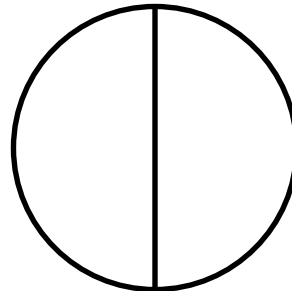
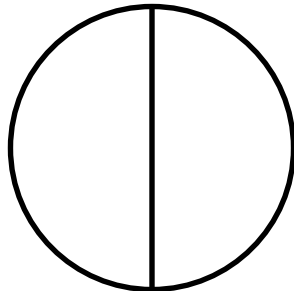


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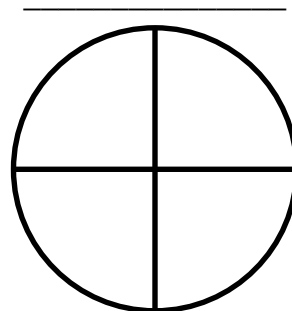
The Arrow

The Shield

Crisis Clocks



Moonshot Clock



CLEAN GETTAR FUTURE

In a ruined and terraformed world where most of humanity is under the yoke of a brutal regime, the former workers of a once-remote factory - now known as The Collective - have risen up to create a future of freedom from oppression. You are an Ace - a highly skilled pilot referred from a Division in The Collective and assigned a humanoid combat vehicle known as a Frame. You and your Strike Team of fellow Aces must take on The Collective's greatest threats, ensure its survival, and carve a path for its continued success.