LANCER: ENHANCED COMBAT

Ralf Ziegler

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By
Ralf Ziegler

Editor
Bethan Hopkins

Layout
Ralf Ziegler

Cover Art
Tom Finnbarr Carroll

Art
Drake Environmentals: https://twitter.com/butterbudd
Weapon Diagrams: Carcosa (antiprism on Discord)
Underwater, Construction, Supreme Leader, Behemoth: Norgad
Alt Frames: Francesco Silva
Small Mechs: nailmarco

Template
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LANCER

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LANCER: ENHANCED COMBAT

ABOUT THIS SUPPLEMENT

Lancer: Enhanced Combat introduces several new features to make combat in Lancer even more interesting and exciting. The supplement defines new game terms to streamline sitrep play, remixes old sitreps and introduces fifteen new ones to diversify the way you experience Lancer combat.

Additionally, it establishes two new concepts. Bonus Objectives; optional secondary tasks that PCs can undertake during combat to make things more dynamic and Environmental Effects, bringing combats to unique locations across the galaxy, from erupting volcanoes to alien hive hatcheries.

Lancer: Enhanced Combat includes a variety of new NPCs and ideas for reserves, making it a great addition to any Lancer GM's library. Lastly, this supplement includes 4 new variant frames for players to use.

Hyper Conductive Alloy Edge

Variable Heat Exchanger

High Yield Powercell: 2h Combat Use

Fig. 1:
Type II GMS Heavy Charged Blade

NEW RELATED GAME TERMS

MISSION CRITICAL ENTITY
Mission Critical Entities (MCEs) are neither Objects nor Characters, they are their own unique entities. They do not interact with any effects that specify Objects or Characters. They are indestructible and cannot be interacted with outside of the unique special rules outlined for them. MCEs do not block Line of Sight, and Characters may freely move through them but not end their movement inside of them.

HOSTILES
Whenever a Bonus Objective, Environmental Effect or Sitrep use the term "**Hostiles**", that refers to a "hostile non-drone character".

SCORING CHARACTERS
Some Sitreps use the term "scoring characters". Those are the Characters significant enough to make a difference in the heat of mech-on-mech combat. Scoring Characters can gain Victory Points for their own side during Sitreps.

All **Hostiles** are **Scoring** characters.
All **PC Mech characters** are **Scoring** Characters.
No other Characters are **Scoring** Characters.

PAYLOADS
Payloads are Size 1 Mission Critical Entities. 1/turn when a PC performs their standard movement while adjacent to a Payload, they may place that Payload in a free and valid adjacent space at the end of that movement. They may not interrupt the movement with any other movements or actions and may not fly more than 1 space above the surface during this movement. A PC may not move a Payload if it has a Hostile Scoring character adjacent to it. This is the **ONLY** way Payloads can be moved.

ZONES
Zones are areas on the battlefield that can interact with the sitrep or the Bonus Objective. Zones extend 10 spaces upward

SECTION 1 - SITREPS

HOW TO USE SITREPS

Sitreps form an important part of Lancer combat, preventing the game from devolving into boring deathmatches. The sitreps outlined here force PCs to move around the battlefield, make tactical choices and coordinate to accomplish goals. This section includes five updated corebook sitreps, plus fifteen new sitreps providing interesting scenarios for the PCs to tackle. From ambushing an armored convoy to collecting resources from extraction points to building an easily defendable stronghold to weather the enemy onslaught, you'll find it all in these pages

Sitreps are essential elements of Lancer combat, and when linked together, they form a mission. Don't be afraid to re-flavor sitreps to better fit the narrative of your mission!

While randomly determining sitreps for a mission may not always be ideal, this section includes a table to roll for random sitreps. Pre-determining sitreps and then coming up with a story to connect them can be a potent way to create unique missions for the PCs.

Each sitrep comes with a detailed description as well as a "Complexity" rating. Complexity is a good measure for both GMs and PCs, as it denotes how easy a sitrep is to run and to play.

"Low Complexity" means that a sitrep is easy to understand and straightforward to navigate. It is very suitable for beginners of the system.

"Medium Complexity" sitreps are a bit more challenging, more involved to run and require more coordination from the PCs but are still easy to manage with a bit of Lancer experience.

"High Complexity" sitreps are specialized and challenging. New rules are added, setup is required and tactical coordination is a must to tackle them. That does not mean that they are inherently more difficult, just that they modify the game. They are challenging for newcomers to the system though with the right guidance an experienced GM could run them for newcomers.

Some sitreps require specialized NPCs to be played,.hese NPCs are described in detail in the "Sitrep Specific NPCs"section. (page 51)

SITREPS	ROLL 1D20
1	Beacon Recon
2	Behemoth Brawl
3	Breach and Clear
4	Clash of Titans
5	Control
6	Demolition
7	Escort
8	Extraction
9	Gauntlet
10	Holdout
11	Infiltration
12	King of the Hill
13	Nexus Defense
14	Search and Rescue
15	Siege
16	Signal Chase
17	Smash and Grab
18	Stockpile
19	Supply Run
20	Train Heist

A WORD ON BATTLEFIELD SIZE

Battlefield size can vary from combat to combat, and there are no hard rules on how large a battlefield should be. Common sense suggests that a battlefield should not be smaller than 20x20 and not be larger than 40x40. Size can also depend on party composition, as teams without much mobility may require smaller battlefields for sitreps such as Escort or Extraction. Don't be afraid of square maps (despite the example diagrams all being rectangular) which can shake things up a bit. In general, you can't go wrong with a battlefield that is 20 spaces high and 30-35 spaces across, especially for sitreps that are played horizontally with the PCs starting on one side and having to move across the field to accomplish their objective.

SITREP #1 - BEACON RECON - COMPLEXITY: MEDIUM

Enemy Deployment / Ingress Zone

Control Zone A

Control Zone B

Player Deployment Zone

Control Zone C

Control Zone D

"Have we got a lock on the target location yet?" Hadrian asked calmly between two deep breaths.

"That's what corporate is paying us for, Had." Estrella rolled her eyes at the older pilot. "Were you listening at all during the briefing?"

"I'm just here to shoot people." Hadrian grumbled before lighting yet another stick of incense, part of his pre-combat routine. He was meditating in front of his mech, a modified Zheng that had seen better days.
Estrella made a face and spat, familiar with the mech's lackluster e-war capabilities and sensor range. Hadrian was right, it would be on her again.

Beacon Recon requires the PCs to ping 4 beacons in control zones and then defend the zone containing the last pinged Beacon.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 6 there are more **Scoring** PCs inside the active Control Zone than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.
- **Enemy Victory:** At the end of round 6 there are equal or fewer **Scoring** PCs inside the active Control Zone than there are **Scoring** Hostiles *or* there is no active Control Zone. Hostiles with multiple Structure count as 1 character per Structure remaining.

BEACONS
Beacons are Size 1 Mission Critical Entities. Each Control Zone has a Beacon located in its center. The PCs must ping all four Beacons on the battlefield. The final Beacon turns the Control Zone it is located in into the active Control Zone.

Scoring PCs gain access to the "Ping Beacon" Quick Action.

> **Ping Beacon**
> Quick Action, 1/Round
> Target a Beacon within half your Sensor range and Line of Sight. Ping it.

ENEMY FORCES
The GM should use enemy forces of similar size to twice a normal combat encounter. Half of the enemy forces should be held in reserve as reinforcements.

DEPLOYMENT
The GM deploys the Hostiles in the Enemy Deployment Zone. PCs then deploy in the Player Deployment Zone. The terrain should favor neither side.

REINFORCEMENTS
At the end of each round, the GM should deploy 1-2 Hostiles. They arrive from their own deployment zone. The last wave of reinforcement should arrive at the end of round 4. This wave can be a little larger depending on the situation. (3 or 4 Hostiles) There should be no more reinforcements at the end of round 5.

SITREP #2 - BEHEMOTH BRAWL - COMPLEXITY: MEDIUM

Player Deployment Zone

Behemoth Zone

"Captain on Bridge!"

The ensign's whistle chimed as Captain Tolstoy entered the bridge of the mobile fortress "Sainted Iron".

"At ease." He ordered, as he connected to the command chair that was overlooking the bridge from its raised position, surveying the men and women under his command, manning the Iron's numerous consoles.

"Our orders are clear."

Tolstoy didn't need to raise his voice; he knew his crew were listening even though they were occupied with pre-launch preparations.

"We are to take Santa Triana and breach the enemy defenses, auxiliaries will follow us through and establish a beachhead. The Sainted Iron will be the hammer that will break the Marshalls' little rebellion."

"Fueling completed captain, systems nominal, reactor output nominal, weapons nominal, actuators nominal, compensators nominal, redundancies green, we are cleared for launch."

The voice of Hector, the on-board NHP chimed in as Tolstoy had finished.

"Iron Saint!"

Tolstoy shouted, transmitting his voice to all decks.

"Ferrum Sanctus!"

His crew replied as one, not just on the bridge but in the engine room and auxiliary nodes as well.
The Saint took its first thundering step just as the hangar doors had opened. Santa Triana would fall and there was nothing Marshal Zubova could do about it.

Behemoth Brawl is a sitrep in which PCs have a limited time to defeat a Behemoth, a mech of massive proportions.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 8 the Behemoth is destroyed.
- **Enemy Victory:** At the end of round 8 the Behemoth is not destroyed *or* all PC mechs have been destroyed.

DEPLOYMENT
The GM deploys the hostile Behemoth in the Enemy Behemoth Zone.
PCs then deploy in the Player Deployment Zone.
The terrain should not favor either side. The Behemoth is too large to benefit from almost all cover and will demolish all terrain it contacts.

ENEMY FORCES
The GM deploys a single **Ultra Behemoth** (page 52) with any configuration of Auxiliary Nodes.

REINFORCEMENTS
A Behemoth is designed to be a credible threat to an entire group of PCs. There are no reinforcements.

SITREP #3 - BREACH AND CLEAR - COMPLEXITY: LOW
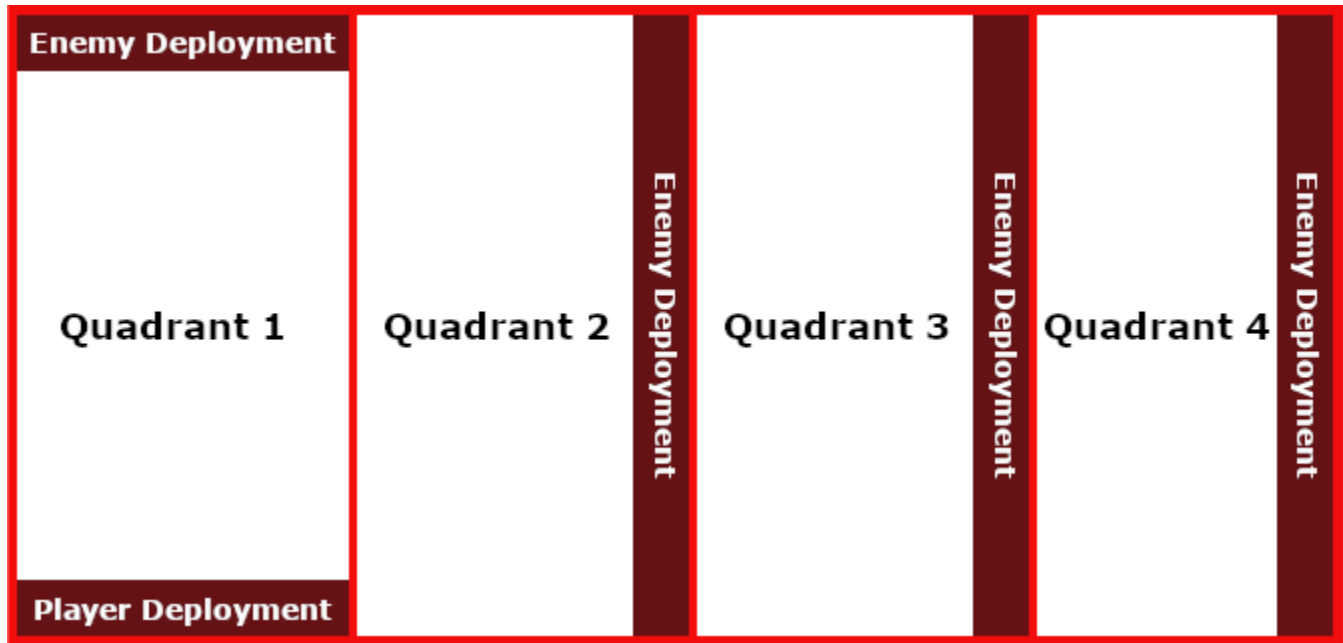
"Go, go, go!"

Breach and Clear is a simple sitrep which emulates hasty and frantic fighting past an enemy position. Players have to weigh eliminating the opposition against making a quick exit by moving past them.

VICTORY CONDITIONS

- **PC Victory:** At the end of any round there are more **Scoring** PCs inside Quadrant 4 than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.
- **Enemy Victory:** At the end of round 8 there are equal or fewer **Scoring** PCs inside Quadrant 4 than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.

QUADRANTS

The Battlefield is divided into 4 equally large quadrants. The first quadrant contains a Player Deployment Zone and an Enemy Deployment Zone. All other quadrants contain only an Enemy Deployment Zone. At the start of the scene, only quadrant 1 is revealed to the PCs. All other quadrants are hidden from the players and inaccessible to them. At the end of any round, if all PCs are at least partially occupying the previous quadrant, a new quadrant is revealed and becomes accessible. All **Hostiles** are split up and evenly divided among all quadrants.

ENEMY FORCES

The GM should use enemy forces of similar size up to twice a normal combat encounter. The enemy forces should be evenly divided into 4 parts, one assigned to each quadrant.

DEPLOYMENT

PCs start in the Player Deployment Zone. Enemies start in the Enemy Deployment Zone. Whenever a new quadrant is revealed, the enemies assigned to that quadrant are deployed in its Enemy Deployment Zone.

Terrain should heavily favor the enemy, representing that it is the PCs that are storming their fortified position.
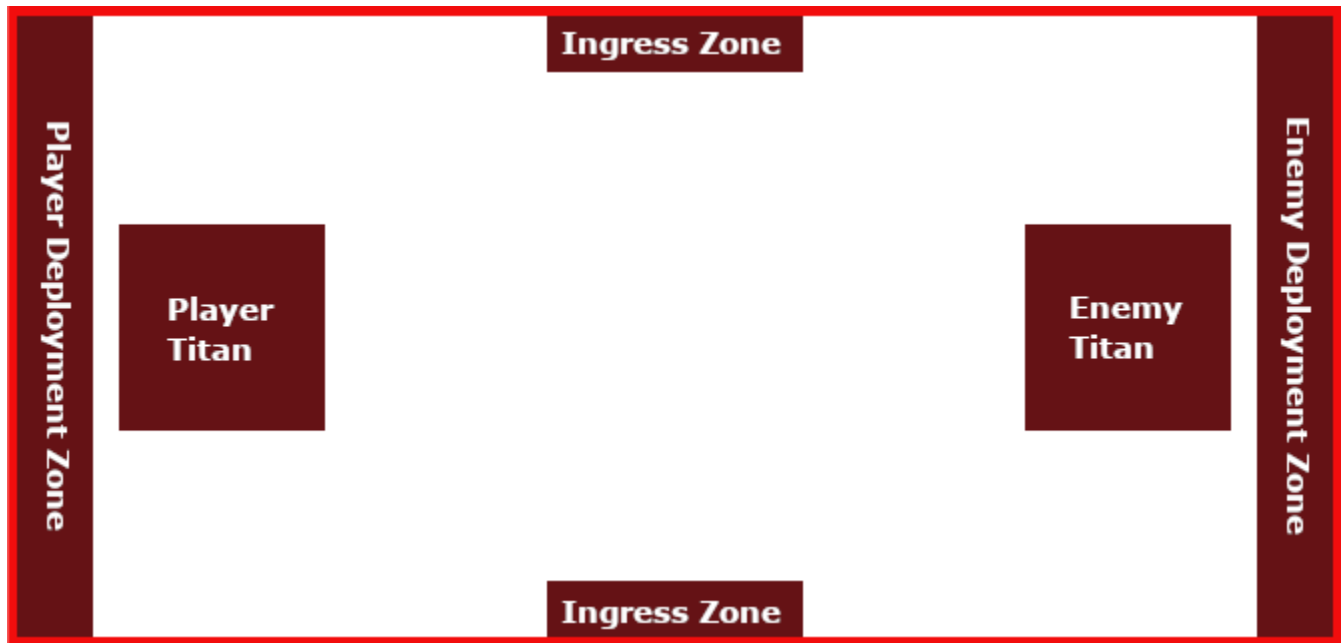
REINFORCEMENTS

This sitrep features no traditional reinforcements. Additional hostiles are deployed whenever the PCs reveal a new quadrant.

SINGULAR OBJECTIVE
Due to the fragmented nature of its battlefield, Breach and Clear is incompatible with most Bonus Objectives.

SITREP #4 - CLASH OF TITANS - COMPLEXITY: MEDIUM

"Ignore the big one, the Saint will pick that one off once we shut down their jamming signal. Their escort has priority!"

Clash of Titans requires the PCs to focus their fire intelligently to keep their own Titan alive while it is engaging the enemy Titan in an epic set-piece battle.

VICTORY CONDITIONS
- **PC Victory:** The enemy Titan is destroyed.
- **Enemy Victory:** The PCs Titan is destroyed, or the enemy Titan is still alive by the end of round 8.

DEPLOYMENT
Deploy the two Titans opposite of each other. Deploy the initial Hostiles in the Enemy Deployment Zone. The PCs then deploy in the Player Deployment Zone.

REINFORCEMENTS
At the end of each round the GM should add 1-2 NPCs. They may arrive from either Ingress Zone.

ENEMY FORCES
The GM should use enemy forces of similar size to one-and-a-half combat encounters.
Two-thirds of the forces are deployed while the last third is held in reserve.

THE TITANS
Each Titan is a Size 5 (Blast 2, Height 5) Mission Critical Entity.
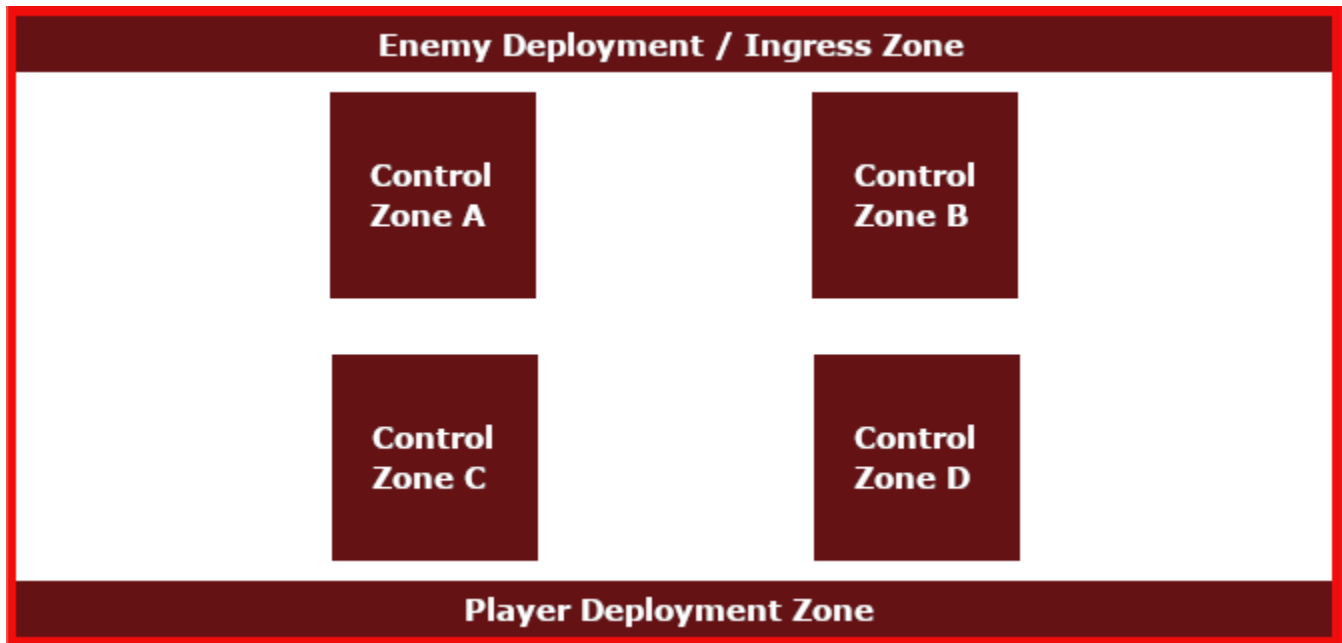
The PC's Titan has 4 Structure while the enemy Titan has 4/5/6 Structure, depending on Tier.
At the end of each round, the enemy Titan will advance 5 spaces directly towards the PC's Titan and attack it, causing it to lose 1 Structure.

Then the PC's Titan will advance 5 spaces directly towards the enemy Titan. Once locked in the center of the battlefield neither Titan will move. Characters occupying the area when a Titan ends its move are pushed out of the way. All terrain that a Titan overlaps is destroyed.

Hostiles are jamming the PC's Titan. Assign each Hostile an Attack or Defend token, the PC's are aware of which token is assigned to which Hostile.
Once destroyed, that token is assigned to the PC's Titan. The Titan may spend a Defend token to negate the loss of 1 Structure. After moving, the PC's Titan may spend a single Attack token to cause the enemy Titan to suffer 1 Structure damage.

Beginning with round 7, the PC's Titan may spend any amount of Attack tokens to deal that much Structure damage to the enemy Titan.
Titans do not roll for Structure damage and are destroyed when they reach 0 Structure.

SITREP #5 - CONTROL - COMPLEXITY: LOW

Enemy Deployment / Ingress Zone

Control Zone A

Control Zone B

Control Zone C

Control Zone D

Player Deployment Zone

"Take time to deliberate, but when the time for action comes, stop thinking and go in."

- Napoleon Bonaparte

Control is a classic sitrep in which both sides vie for possession of 4 key positions on the battlefield.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 6 the PCs have a higher Victory Point total than the enemy.
- **Enemy Victory:** At the end of round 6 the PCs have an equal or lower Victory Point total than the Enemy.

CONTROL ZONES & SCORING
The GM places 4 Control Zones evenly spread out on the battlefield.

At the end of each round, both sides (PCs and Hostiles) can score points.

If only one side has **Scoring Characters** inside a Control Zone they 'control' that Zone and score a **Victory Point**.

If **Scoring Characters** of both sides are inside a Control Zone, that zone is contested and neither side receives a **Victory Point**.

If one side Controls all 4 Control Zones, that side receives 5 **Victory Points** instead of 4.

ENEMY FORCES:
The GM should use enemy forces of similar size to a normal combat encounter. The GM may want to keep a small contingent of hostiles as additional reinforcements (about a third of the size of the initial force).
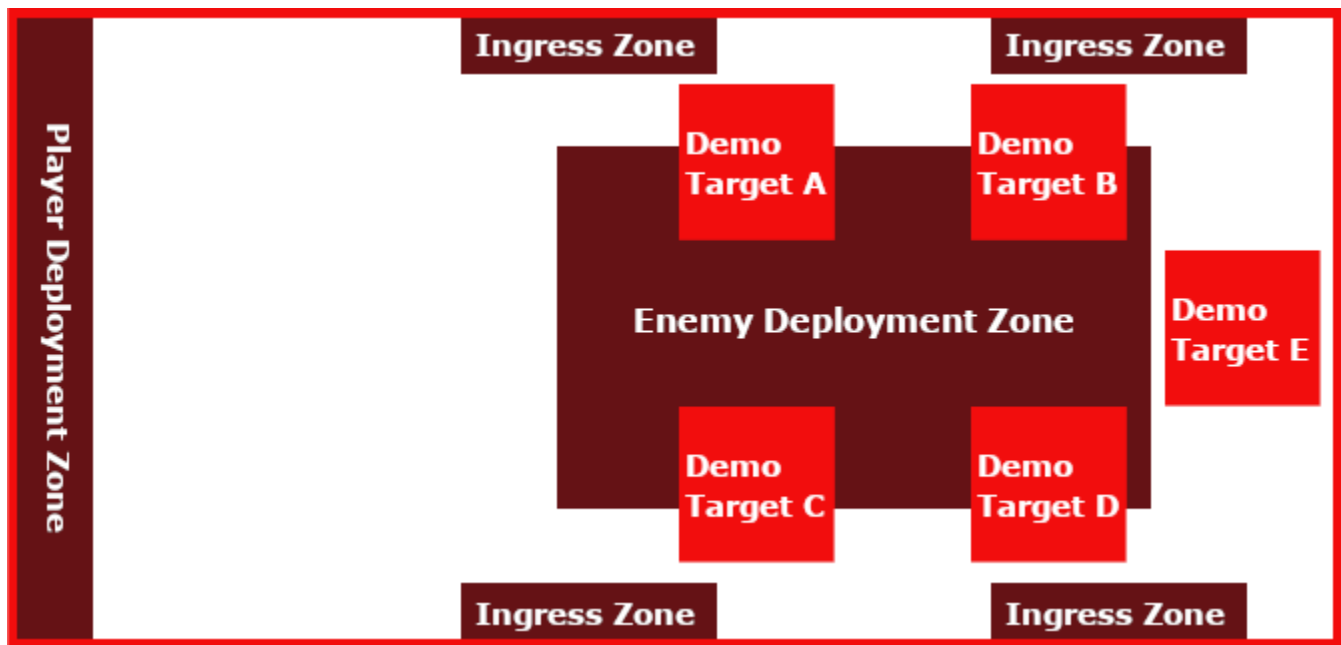
DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. Players then deploy in the Player Deployment.

The Terrain should favor neither side in particular. If you want this sitrep to represent one side attacking the other, the defending side should have a slight advantage.

REINFORCEMENTS
At the end of each round, starting with round 2 or 3 the GM may put in 1-2 NPCs. They arrive from their own deployment zone. There should be no more reinforcements at the end of round 5.

SITREP #6 - DEMOLITION - COMPLEXITY: LOW

The Baron's supplies were well protected, hidden in the dense jungles that surrounded the palace.

Echo squad had extracted the location of a nearby cache from the scout craft's memory core and intended to strike a devastating blow to the Baron's supply lines.

They would have to make it quick; their rendezvous wouldn't be waiting for them.

Demolition is a sitrep in which the PCs must annihilate enemy infrastructure to win.

VICTORY CONDITIONS
- **PC Victory:** The scene ends with a PC victory at the end of any round in which all Demolition Objectives are destroyed.
- **Enemy Victory:** At least one Demolition Target is not destroyed by the end of round 8.

DEMOLITION TARGETS
Demolition targets are unique NPCs used exclusively for this sitrep. They are described on page 51.

ENEMY FORCES:
The GM should use enemy forces similar to one and a half times that of a normal combat encounter.
Two-thirds of the forces are deployed while the last third is held in reserve.

DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone.
The 5 Size 3 Demolition Targets are spread out anywhere in the right half of the battlefield.
Terrain should favor the enemy forces somewhat, seeing that they are defending their Demolition Targets.

REINFORCEMENTS
One-third of the Enemy Forces should be held in reserve; they may enter the battlefield from one of the Ingress Zones at the end of any round.
Instead of deploying all of them in a single wave, the GM should spread them out over multiple rounds starting in rounds 2 or 3.

SITREP #7 - ESCORT - COMPLEXITY: LOW
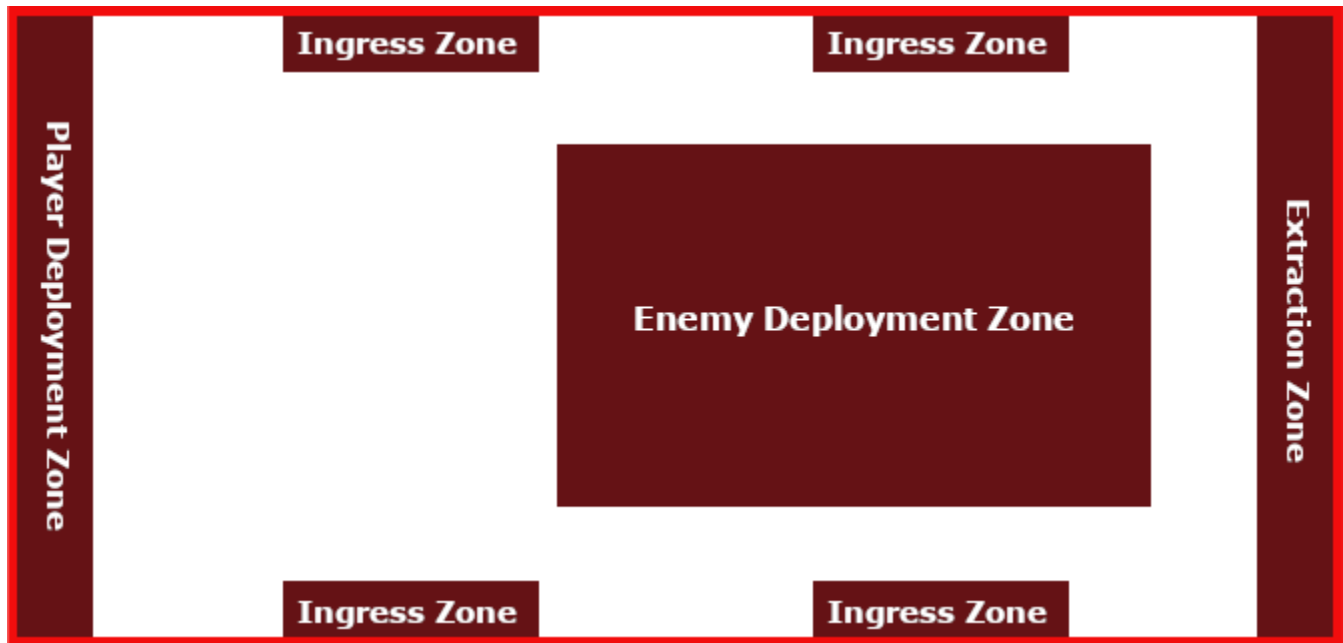
The VIPs looked like a sorry bunch, not used to the cramped confines of the APC. Mason didn't blame them, until a week ago these people had been civilians. Nurses, construction workers, administrators, teachers. Now they shared an identity. Refugees.

Mason and his team would do their best to protect these poor souls, frightened as they were. The whole world had gone to shit ever since the Daughters of Synod had declared that the apocalypse was coming. That wouldn't have been so bad if they hadn't also moved heaven and earth, literally, to ensure that their prophecy was coming true.

Mason looked at the shattered remains of the world's only moon, still sparkling in the atmosphere. Those chunks would come down soon. They had to get off-world and any Daughters that would stand in their way would get to experience the apocalypse a little sooner than they had foreseen, Mason would make sure of that.

Escort requires the PCs to move across the battlefield while moving a mission-critical **Payload** with them.

VICTORY CONDITIONS
- **PC Victory:** The scene ends with a PC victory the moment the **Payload** is placed in the extraction zone.
- **Enemy Victory:** The **Payload** is not extracted by the end of round 8.

THE PAYLOAD
The **Payload** starts in the PC's deployment zone. Once the **Payload** occupies a space inside the Extraction Zone at the other end of the battlefield, the scene immediately ends with a PC Victory.

ENEMY FORCES
The GM should use enemy forces similar to twice the size of a normal combat encounter. Half of this force should be kept in reserve as Reinforcements.

DEPLOYMENT
The GM deploys the Hostiles in the Enemy Deployment Zone. PCs then deploy in the Player Deployment Zone. The Terrain should favor neither side.

REINFORCEMENTS
At the end of each round the GM should put in 1-2 NPCs. They arrive from any of the Ingress Zones.

BATTLEFIELD SIZE
When determining the length of the battlefield for an Escort sitrep, take the speed as well as the mobility options of your players into consideration. A standard escort sitrep is around 30 to 35 spaces across.

SITREP #8 - EXTRACTION - COMPLEXITY: MEDIUM
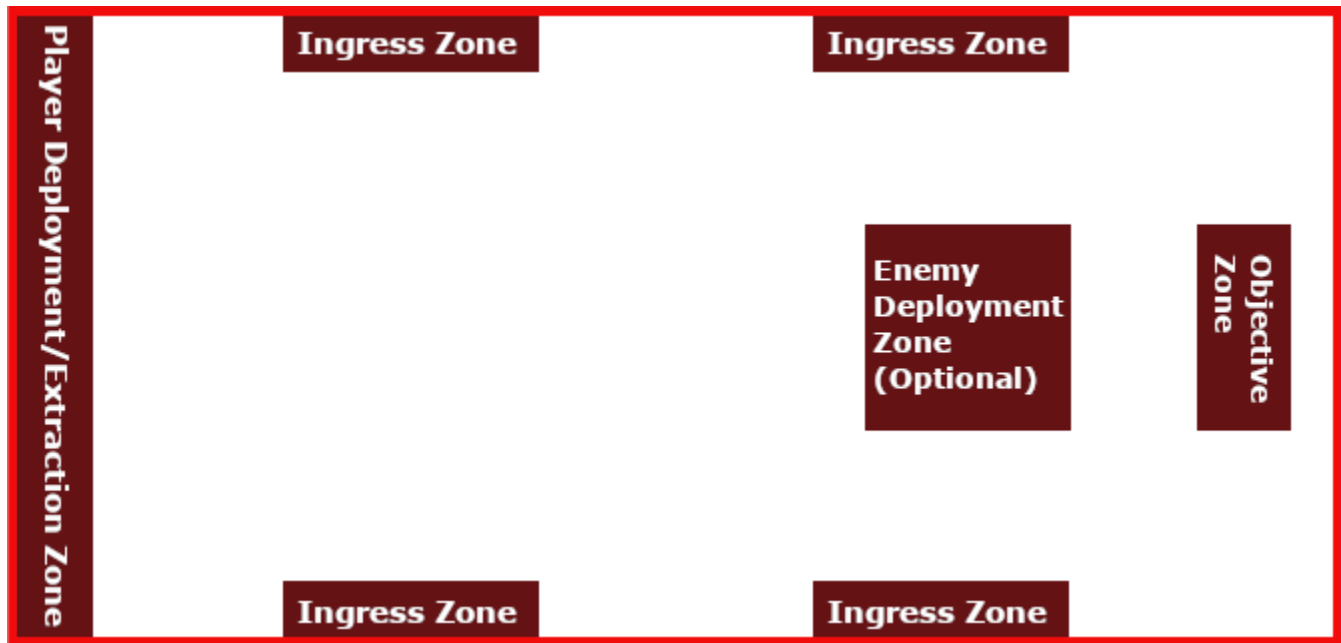
"This is a simple operation, people. We'll hit them hard and fast and won't allow them to mount a meaningful defense. Once we've entered the perimeter expect nearby hostiles to converge on our location. Take them out where necessary but keep your eye on the ball. The prototype frame has priority, extract it at all costs."

- *Captain Montgomery, Briefing #35 - Haldos Raid*

Extraction rewards fast-moving teams capable of punching their way through the opposition to extract a **Payload** safely.

VICTORY CONDITIONS
- **PC Victory:** The scene ends with a PC victory the moment the **Payload** is placed in the extraction zone.
- **Enemy Victory:** The **Payload** is not extracted before the end of round 8.

THE PAYLOAD
The **Payload** starts in the Objective Zone. Once the **Payload** occupies any space inside the Player Deployment Zone the scene immediately ends with a Player Victory.

ENEMY FORCES
The GM should use enemy forces similar to twice the size of a normal combat encounter. Half of this force should be kept in reserve as Reinforcements.

DEPLOYMENT
The GM deploys no hostile characters initially. If they wish, they may put a small number of hostiles (2-3) anywhere in the enemy deployment Zone. PCs then deploy in the Player Deployment Zone.

REINFORCEMENTS
At the end of each Round the GM should put in 1-2 NPCs. They arrive from any of the Ingress Zones. If no initial Hostiles were deployed, the first wave should be larger (consisting of about 4 hostiles).

BATTLEFIELD SIZE
When determining the length of the battlefield for an Escort sitrep, take the speed as well as the mobility options of your players into consideration. A standard escort sitrep is around 30 to 35 spaces across.

SITREP #9 - GAUNTLET - COMPLEXITY: LOW

Ingress Zone

Ingress Zone

Player Deployment Zone

Enemy Deployment/ Control Zone

Ingress Zone

Ingress Zone
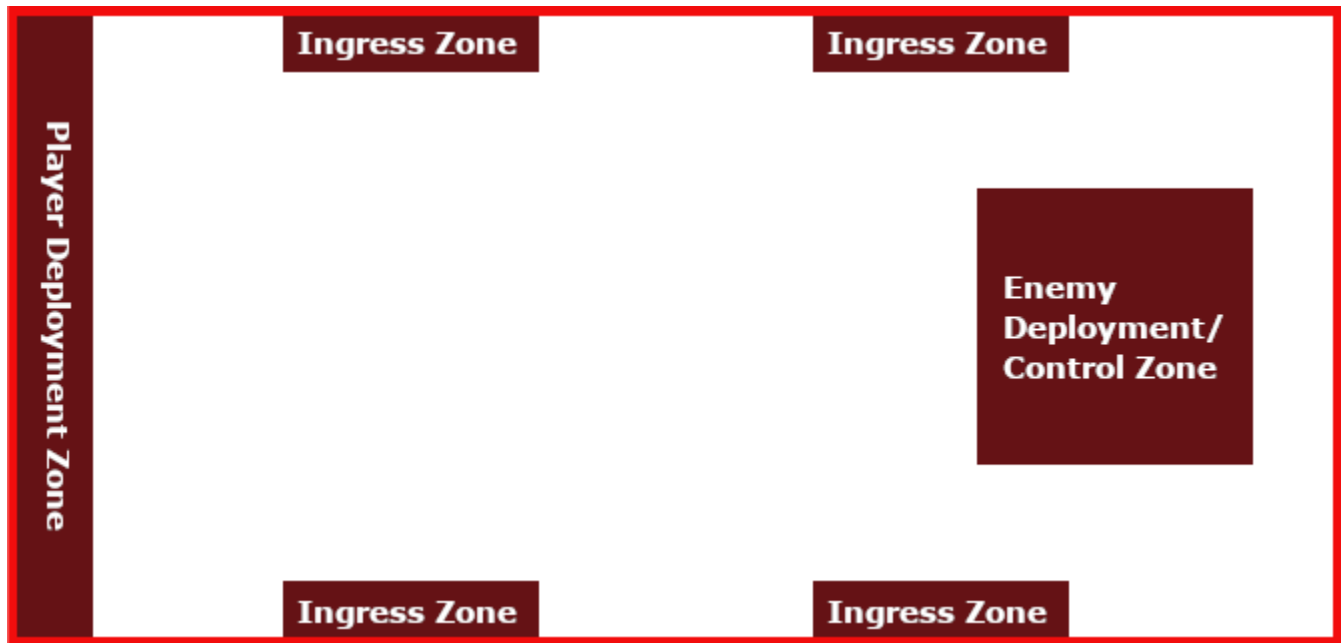
"Storm their position. Leave none alive."

> *– Koga "Thousand Thunder" Yamaguchi, Pardus Atrocity.*

Gauntlet is a straightforward sitrep in which the PCs assault and occupy an enemy position.

VICTORY CONDITIONS

- **PC Victory:** At the end of round 6 there are more **Scoring** PCs inside the Control Zone than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.
- **Enemy Victory:** At the end of round 6 there are equal or fewer **Scoring** PCs inside the Control Zone than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.

ENEMY FORCES

The GM should use enemy forces one-and-a-half times the size of a normal combat encounter. One-third is deployed initially with two-thirds being held as Reserves.

DEPLOYMENT

The GM deploys a third of the enemy forces in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone. The Terrain should favor the enemy forces, they are dug in and the players will need to storm their position.

REINFORCEMENTS

At the end of each round the GM should put in 1-3 NPCs. There should be no more reinforcements at the end of round 5.

Auxiliary Manual Trigger

Integrated Targeting Assist

High Capacity Drum Magazine: 250 Rounds
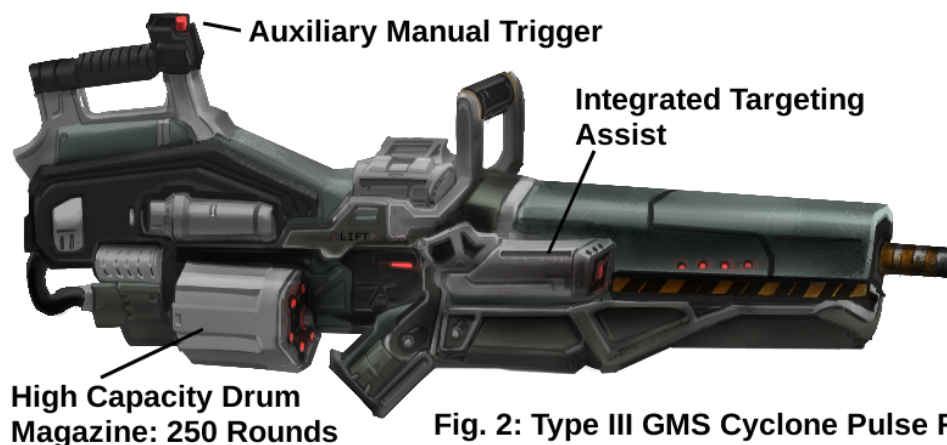
Fig. 2: Type III GMS Cyclone Pulse Rifle

SITREP #10 - HOLDOUT - COMPLEXITY: LOW

Enemy Deployment / Ingress Zone

Player Deployment / Control Zone

The generators for the shields would be the rebel's first target, as disabling them would allow them to assault the capital directly.

Multiple substations existed and each had been reinforced with the Baron's personal guard, their garishly painted mechs a stark contrast against the urban drabness of the capital's outskirts.

Their line had to hold if they wanted to retain any chance of squashing the Union-backed uprising. Though none of them had voiced these thoughts, of course. Doubt was considered treason in the Baron's forces. So they waited, sweating in the mechs that would, unbeknownst to them, become their coffins.

Holdout is a straightforward sitrep in which the PCs must defend a position from a surrounding force that assaults them.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 6 the enemy scores less than 4 Victory Points.
- **Enemy Victory:** At the end of round 6 the enemy scores 4 or more Victory Points.

VICTORY POINTS
At the end of round 6 the enemy scores 1 Victory Point for each hostile **Scoring** character at least partially inside the Control Zone. Hostile **Scoring** characters with multiple Structure score 1 Victory Point for each Structure they have remaining.

ENEMY FORCES:
The GM should use enemy forces of similar size to twice a normal combat encounter. Half of the Hostiles should be held in reserve as reinforcements.
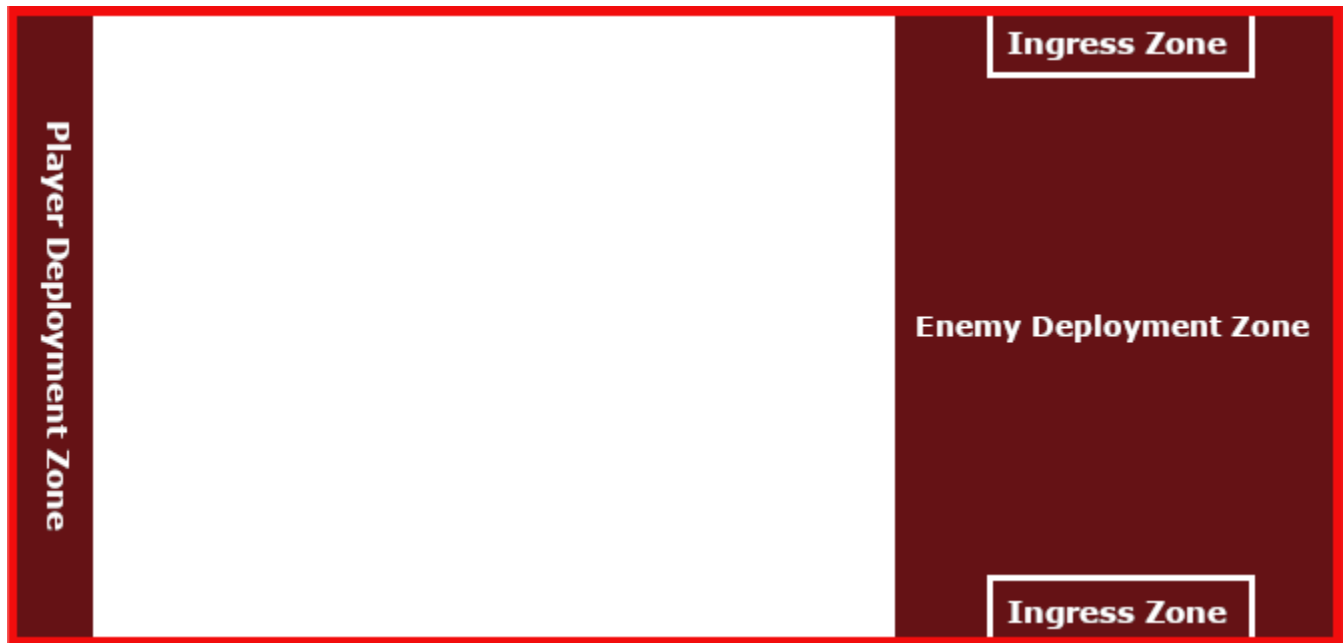
DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. PCs then deploy in the Player Deployment Zone / Control Zone. The Terrain should heavily favor the players, they are defending a fortified position which should include a lot of HardCover.

REINFORCEMENTS
At the end of each round the GM should put in 1-2 Hostiles. They arrive from their own deployment zone. The last wave of Reinforcement should arrive at the end of round 4. This wave can be a little larger depending on the situation. (3 or 4 Hostiles) There should be no more reinforcements at the end of round 5.

SITREP #11 - INFILTRATION - COMPLEXITY: HIGH

Infiltration is a complex but rewarding sitrep in which PCs must avoid being spotted while moving up the field.

VICTORY CONDITIONS

- **PC Victory:** At the end of round 6 all PCs are inside the enemy deployment Zone and the hostiles have scored fewer Victory Points than the number of PCs.
- **Enemy Victory:** At the end of round 6 hostiles have scored Victory Points equal to the number of PCs and/or not all PCs occupy the enemy deployment zone.

ENEMY FORCES

The GM should use enemy forces of similar size to a normal combat encounter. Some hostiles should be held as reinforcements.

DEPLOYMENT

Hostile characters are deployed in the Enemy Deployment Zone, comprising the whole back third of the battlefield.
Players deploy in the Player Deployment Zones.
Terrain should be balanced, not favoring either party.
Alternatively, Terrain could favor the hostiles, representing their base of operations that needs to be infiltrated.
In either case, there should be plenty of Soft and Hard Cover for the PCs to sneak around in.

REINFORCEMENTS

Any Reinforcements the GM may add enter from the enemy ingress zone.

SPOTTING INFILTRATORS

Hostile **Scoring** characters receive the following actions:

Spot Hostile
`Quick Tech, 1/Round`

This action may only be taken if this character has not yet moved this turn. This character becomes **Immobilized** until the end of its next turn. (Safely landing if they are flying.) Target a hostile **Scoring** character within Sensors and Line of Sight.
A target may not be chosen if one or more of the following conditions apply to it:

- They have not yet taken a turn during this scene.
- They benefit from cover that is sufficient for them to **Hide** in from this character's position.
- They are **Invisible** or **Hidden**.
- A Spot Hostile action is already ongoing against them.
- They have already been successfully spotted in this scene.

At the end of this character's next turn, the hostiles gain 1 **Victory Point**.

Investigate Body
`Full Action, Adjacent`

While adjacent, this character may target the wreck of an allied character destroyed by a hostile source or a PC's wreck.
At the end of this character's next turn, the hostiles gain **1 Victory Point**. This character is **Immobilized** until then. Each wreck can only successfully be investigated once.

SITREP #12 - KING OF THE HILL - COMPLEXITY: LOW

Sparks flew as both forces met at the center of the Janus Plateau. Chain axes roared, assault rifles spat deadly ammunition and coherent beams of light streaked through the air, ionizing it in its wake.

The battle was fierce as the mechanized chassis engaged in a protracted close-range skirmish. Future generations would tell stories about this fight, pivotal in the world's history, shaping its course in a few fateful minutes.

King of the Hill is an easy-to-understand sitrep where both sides clash over a tactical position in the center of the battlefield.

VICTORY CONDITIONS

- **PC Victory:** At the end of round 6 there are more **Scoring** PCs inside the Control Zone than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.
- **Enemy Victory:** At the end of round 6 there are equal or fewer **Scoring** PCs inside the Control Zone than there are **Scoring** Hostiles. Hostiles with multiple Structure count as 1 character per Structure remaining.

ENEMY FORCES

The GM should use enemy forces of similar size to a normal combat encounter. The GM may want to keep a small contingent of hostiles as additional reinforcements (about a third in size of the initial force).

DEPLOYMENT

The GM deploys the enemy forces in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone. The Terrain should favor the enemy forces as they are dug in and the players will need to storm their position.

REINFORCEMENTS

If the GM chooses to hold some Hostiles as reinforcements, they may have them enter the battlefield at the end of any round from the Enemy Deployment Zone. No reinforcements should arrive at the end of round 5.


Reinforced Tungsten Teeth

Omni-Jack Reactor Line
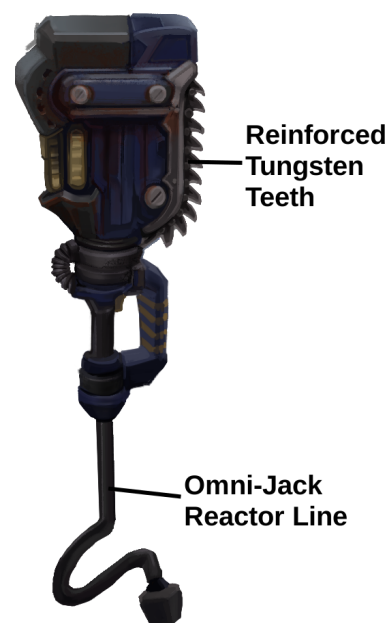
**Fig. 3:
IPS-N Chainaxe "Barracuda"**

SITREP #13 - NEXUS DEFENSE - COMPLEXITY: HIGH

They barely had time to engage the autonomous printers and get the outpost up and running. Welders sparked, generators hummed and structures extruded at a steady pace. The fort took shape as automatic turrets whirred to life. The local omni-net came online, connecting them to their tactical grid. The maps showed the enemy blips coming closer even as the liquid plastcrete hardened to form the installation's walls. They'd be ready, and not a moment too soon.

Nexus Defense has the PCs establish an outpost and then defend it from hostiles trying to raze their Nexus, a central structure of import.

VICTORY CONDITIONS
- **PC Victory:** The Nexus has not been destroyed by the end of round 6.
- **Enemy Victory:** The Nexus has been destroyed before the end of round 6.

THE NEXUS
The Nexus is a Size 4 Mission Critical Entity in the center of the PC's deployment zone. It is an Obstruction that blocks Line of Sight and can be scaled like normal terrain.

Hostile **Scoring** characters gain the following system:

Demolition Charge
`Full Action, Adjacent, Limited 1`

Expend a charge while adjacent to the enemy Nexus to damage it. Once the Nexus has been damaged **four times** it is destroyed.

While this System has Limited Charges remaining this character is unable to **Hide**.

ENEMY FORCES
The GM should use enemy forces of similar size to twice a normal combat encounter. They should keep half of them as reinforcements.

DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone.

The Terrain outside the PC's deployment zone should not favor either side. The Terrain inside the PC's deployment zone is set up by the PCs according to "Establishing an Outpost", there should be no other terrain in the PC's deployment zone.

REINFORCEMENTS
At the end of each Round the GM should put in 1-2 NPCs. There should be no more reinforcements at the end of round 5.

ESTABLISHING AN OUTPOST
Before the scene starts the PCs may spend up to 5 supplies to establish their outpost. They may spend 1 supply to place one of the following installations anywhere in their deployment zone. Installations may not be placed adjacent to the Nexus or another Installation. The PCs may only place the same installation up to its "Limit" value.

INSTALLATIONS

Walls
`Limit: 4`

Place 2 Line 3 Height 1 Walls. They may be adjacent to each other.

Coolant Vent
Limit: 2

Place a Blast 1 height 3 area of Soft Cover. Characters ending their turn inside the area clear 2 Heat.

Command Center
Limit: 1

Place a Blast 1 Height 3 obstruction. 1/Round the Command Center may cause a PC to re-roll an attack, save, or check.

Grav-Shield Generator
Limit: 2

Place a 2x2 Height 2 obstruction. It creates a Burst 2 shield. PCs in the area benefit from Soft Cover. Hostile characters treat the area as Difficult Terrain.

Fortress
Limit: 2

Place a Blast 1 Height 3 obstruction. PCs that end their turn adjacent to it receive 4 Overshield.

Sentry Turret
Limit: 2

Place a Blast 1 Height 1 obstruction. Place an indestructible GMS Turret Drone in its center. It may perform its own reaction once each round.

OPTIONAL RULE - SISTER SITREPS

Sitreps requiring the PCs to collect multiple Payloads such as "Supply Run", "Search and Rescue" or "Smash and Grab" can be played before this one. Consider giving the PCs in this sitrep 1 supply for each Payload they secured in the previous sitrep instead of 5.
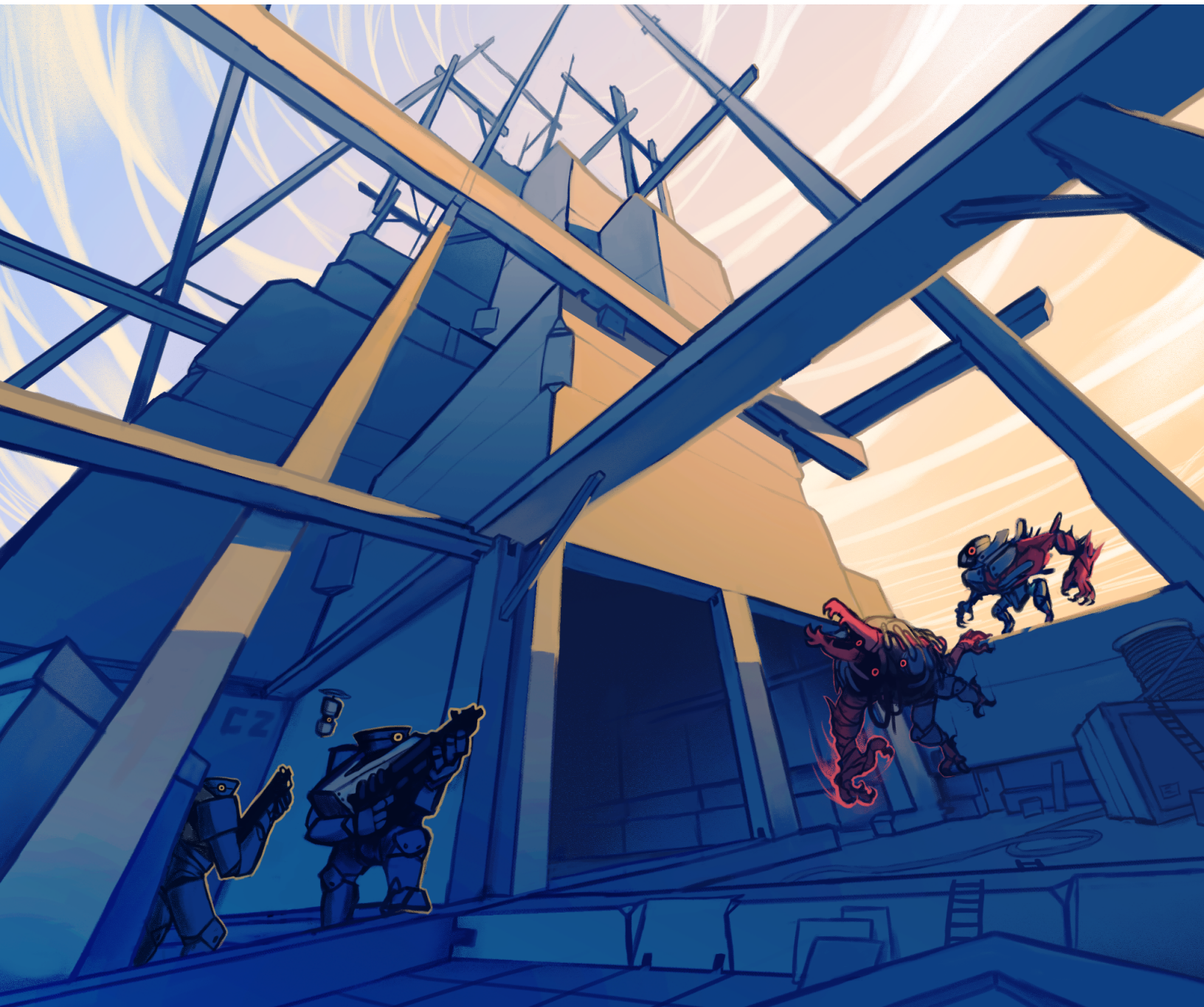
SITREP #14 - SEARCH AND RESCUE - COMPLEXITY: MEDIUM

Enemy Deployment / Ingress Zone

| Extraction Zone 1 | Objective Zone 1 | Extraction Zone 2 | Objective Zone 2 | Extraction Zone 3 | Objective Zone 3 |
| Objective Zone 4 | Extraction Zone 4 | Objective Zone 5 | Extraction Zone 5 | Objective Zone 6 | Extraction Zone 6 |

Player Deployment Zone

Their situation had become a nightmare. Rubble littered the streets and the civilians were stuck in the bomb shelters that had protected them from the onslaught of orbital bombardment. Getting their shelter-pods to their evac-zones wouldn't be easy.

Search and Rescue is a fun sitrep that can be more or less hectic depending on the randomly determined Objective and Extraction Zones. Despite that, the sitrep should always be completable and will have PCs on the edge of their seats whenever a new Payload is deployed.

VICTORY CONDITIONS
- **PC Victory:** The PCs accumulate 4 or more Victory Points by the end of round 6.
- **Enemy Victory:** The PCs have not accumulated 4 Victory Points by the end of round 6.

SEARCH AND RESCUE
The GM places 6 Objective Zones and 6 Extraction Zones on the battlefield. They should be evenly interspersed with each other. At the start of each round, the GM randomly determines an Objective and Extraction Zone. A **Payload** is placed in the center of the determined Objective Zone and the zone is removed from the battlefield. The **Payload** has to be extracted from the corresponding Extraction Zone. This Extraction Zone can no longer be randomly determined for the rest of the scene. Whenever a **Payload** is placed inside its corresponding Extraction Zone the PCs gain 1 Victory Point and the Zone and the **Payload** are removed from the battlefield.

ENEMY FORCES:
The GM should use enemy forces of similar size to a normal combat encounter. The GM may want to keep a small contingent of hostiles as additional reinforcements (about a third in size of the initial force).
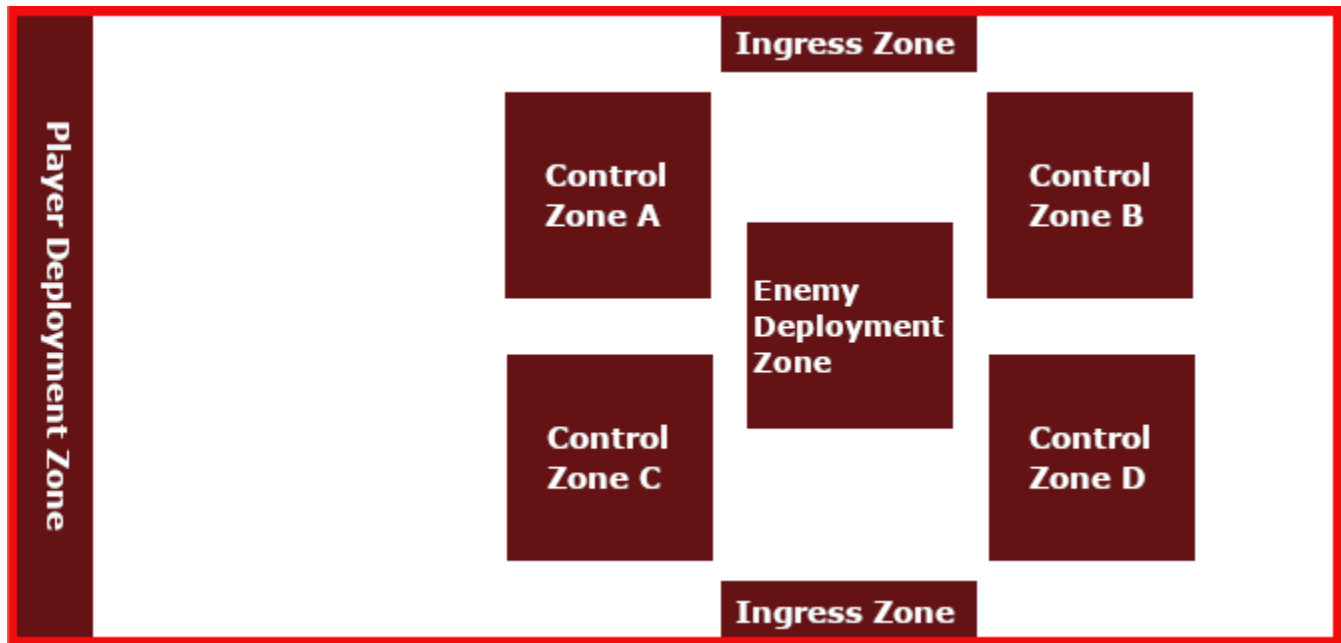
DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone.
The Terrain should favor neither side in particular. Due to the sheer amount of zones, don't be afraid to have some zones occupied by or on top of Obstructions.

REINFORCEMENTS
At the end of each round, starting with round 2 or 3 the GM may put in 1-2 NPCs. They arrive from their deployment zone. There should be no more reinforcements at the end of round 5.

SITREP #15 - SIEGE - COMPLEXITY: MEDIUM

"The compound is well defended. With access ports to the bunker complex here, here, here and here."

The map fuzzed and flickered as the captain dragged her finger through the projection.

"The Marauders have fortified their position and begun calling in reinforcements from off-world. This mission will be time-sensitive. We must get this over and done with before their dropships make planetfall."

Her stern gaze lingered on each of them, they weren't the best in the company, but they were the ones that had survived this far into the campaign. They would get this done.

"Let's show those pirates Aternian hospitality."

In **Siege,** the PCs must storm a fortified area and capture key positions to drive back the enemy.

VICTORY CONDITIONS
- **PC Victory:** The scene ends if the PCs have 3 zones under control by the end of round 6, or at the end of any round in which they control all zones.
- **Enemy Victory:** At least 2 Control Zones are still under Enemy control at the end of round 6.

CONTROL ZONES
Begin with 4 Control Zones under enemy control. PCs gain the following **Protocol**.

Capture Control Zone
Protocol
This protocol can only be used if you are at least partially occupying a Control Zone. You may not perform this action if there are more scoring hostile characters inside this Control Zone than there are scoring PC characters.
Take control of this Control Zone. Once a zone is under PC control, hostiles can't regain control of it.

ENEMY FORCES
The GM should use enemy forces similar to one and a half times that of a normal combat encounter. Two-thirds of the forces are deployed with the remaining held in reserve.

DEPLOYMENT
The GM deploys the hostiles in the Enemy Deployment Zone. PCs then deploy in the Player Deployment Zone. The hostiles should have a strong defensive advantage with a lot of **Hard Cover**. This is their stronghold, and the battlefield should be set up to represent that.

REINFORCEMENTS
One-third of the Enemy Forces should be held in reserve; they may enter the battlefield from one or both Ingress Zones at the end of any round. Instead of deploying all of them in a single wave, the GM should spread them out over multiple rounds starting on rounds 3 or 4.

SITREP #16 - SIGNAL CHASE - COMPLEXITY: MEDIUM

Enemy Deployment / Ingress Zone

Player Deployment / Control Zone

"We can't hold the satellite steady Echo-3. You'll have to move with the signal and intercept the package, Oracle out."

"We have to … what?!"

"Yeah, this one is going to be rough. Try to focus, Rookie."

Signal Chase requires the PCs to chase a moving control zone and score 4 victory points.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 6 the PCs have accumulated 4 or more Victory Points.
- **Enemy Victory:** At the end of round 6 the PCs have accumulated fewer than 4 Victory Points.

THE CONTROL ZONE
At the start of each round, including the first round, the Control Zone that PCs start in moves 3d6 spaces in a straight line in a random direction. If this would cause the zone to leave the battlefield it instead stops at the edge. The movement is then re-rolled until the Zone can complete one entire movement without leaving the battlefield.
At the end of each round, PCs score 1 Victory Point if there are more scoring PC characters than scoring hostile characters inside the Control Zone.
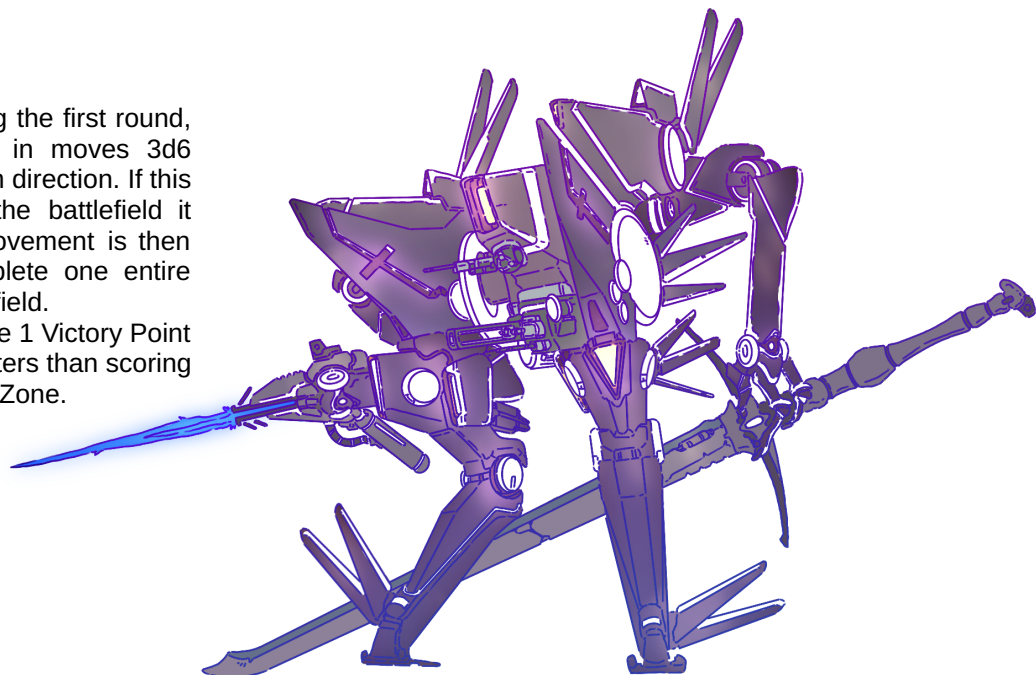
ENEMY FORCES
The GM should use enemy forces of similar size to a normal combat encounter.

DEPLOYMENT
The GM deploys the Hostiles in the Enemy Deployment Zone. PCs then deploy in the Control Zone. The Terrain should favor neither side.

REINFORCEMENTS
Any reinforcements the GM may add enter from the Enemy Deployment Zone. Reinforcements are added **BEFORE** the Control Zone moves.

SITREP #17 - SMASH AND GRAB - COMPLEXITY: MEDIUM

"The enemy is using an unknown prototype fuel cell that gives them extended operational time and an edge over our forces. The commander wants you to retrieve some prototypes for analysis, this is a seek-and-destroy assignment. Any questions?"

> - *Briefing #294 Marik Offensive*

Smash and Grab requires PCs to destroy hostiles and collect valuable parts that they drop in a central position.

VICTORY CONDITIONS

- **PC Victory:** At the end of round 6 there are as many or more **Payloads** inside the Extraction Zone as PCs participating in the scene.
- **Enemy Victory:** At the end of round 6 there are fewer **Payloads** inside the Extraction Zone as PCs participating in the scene.

PAYLOADS

Whenever a hostile scoring character is destroyed, the PC that performed the kill may place a **Payload** in a free adjacent space to the destroyed character, representing intel or other supplies.

ENEMY FORCES

The GM should use enemy forces similar to one and a half times that of a normal combat encounter. Two-thirds of the forces are deployed with the remaining held in reserve. The GM should be careful not to deploy too many melee NPCs as that may make the Sitrep too easy.
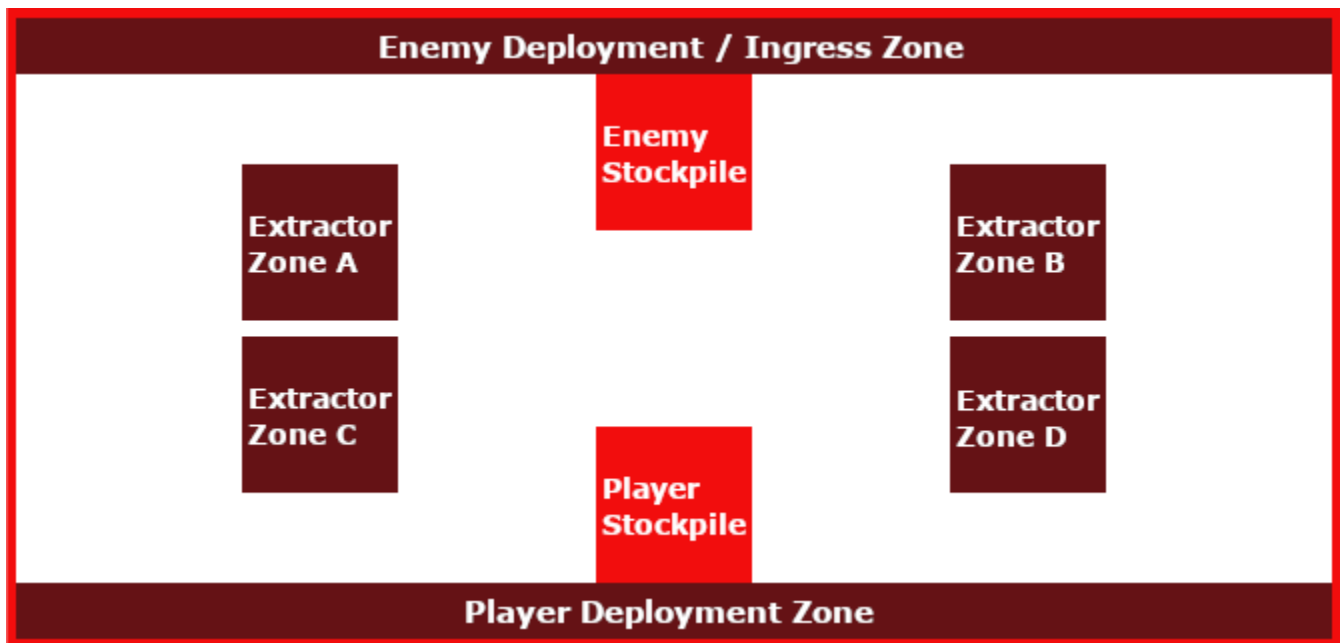
DEPLOYMENT

The GM deploys the hostile characters in the Enemy Deployment Zone. Players then deploy in the Player Deployment Zone. The Terrain should favor neither side.

REINFORCEMENTS

At the end of each round the GM should put in 1-2 NPCs. They arrive from their own deployment zone.

SITREP #18 - STOCKPILE - COMPLEXITY: HIGH

"Get those cells loaded damn it! If we don't speed up Barbarossa's charging cycle, we'll be beaten to the punch!"

Wolfcaller glanced across the battlefield, frowning. It looked like their opposition had the same idea as they swarmed the city looking for power cells. This would be a close one and they might not make it home this time.

Stockpile is a hectic sitrep in which both sides scramble to secure **Payloads** and feed them into their own Stockpile, attempting to intercept each other while doing so.

VICTORY CONDITIONS
- **PC Victory:** The PC's Stockpile has equal or more than the number of **Payloads** loaded than the enemy Stockpile by the end of round 6.
- **Enemy Victory:** The PC's Stockpile has fewer **Payloads** loaded than the enemy Stockpile by the end of round 6.

STOCKPILE & SUPPLIES
Place 4 Blast 1 Extractor Zones on the Battlefield. At the start of each round roll 1d4 and place a **Payload** in the center of the corresponding Extractor Zone. If a zone already has a **Payload** inside of it, re-roll. If all zones have **Payloads** inside of them no new **Payload** is placed.

Payloads in this sitrep may also be moved by hostile **Scoring** characters (in the same manner as PCs and with the same restrictions). At the end of each round, **Scoring** characters adjacent to their own Stockpile automatically load all **Payloads** adjacent to themselves into their Stockpile, as long as there are no hostile characters adjacent to the **Payload**. This removes the **Payload** from the battlefield.

ENEMY FORCES
The GM should use enemy forces of similar size to a normal combat encounter.
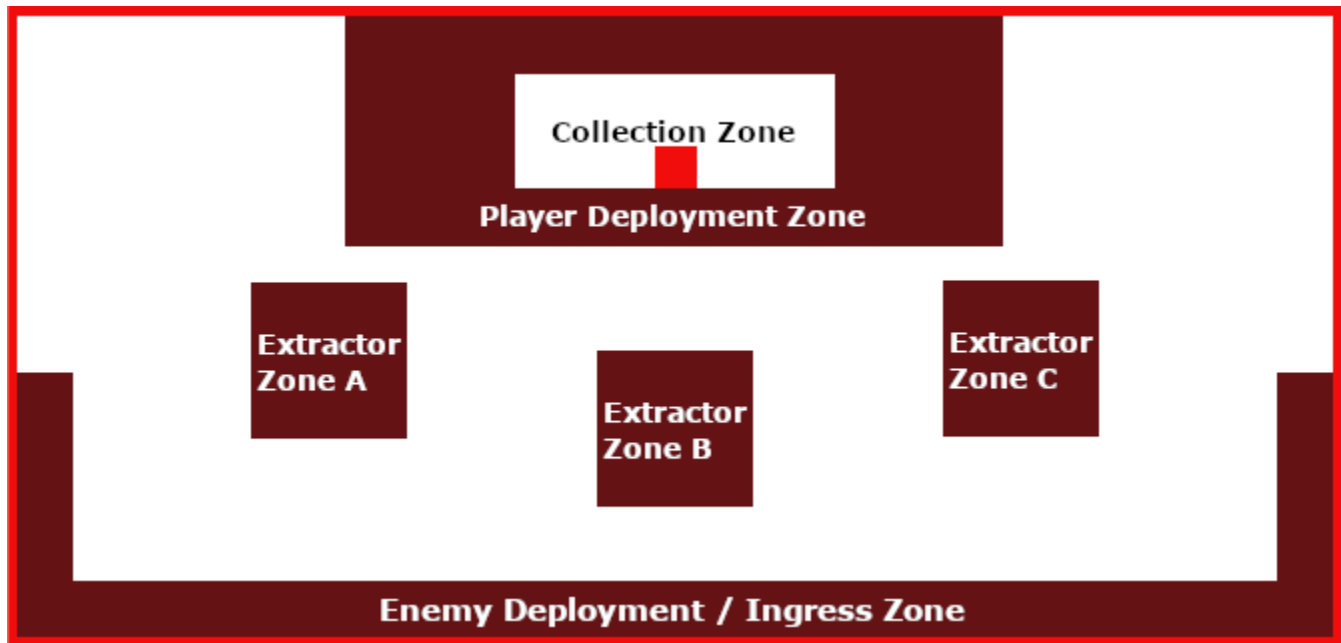
DEPLOYMENT
Place a single Size 3 Stockpile in each, the PC and Enemy Deployment Zone. It is a Mission Critical Entity. Stockpiles can be shield-generators that need to be powered up, field cannons in need of ammunition, trucks needing to be fueled up or any number of things. Hostile characters are deployed in the Enemy Deployment Zone. Players deploy in the Player Deployment Zones. Terrain should be balanced, not favoring either side.

REINFORCEMENTS
Any Reinforcements added by the GM enter from the Enemy Deployment Zone.

SITREP #19 - SUPPLY RUN - COMPLEXITY: HIGH

The Extractors were happily rumbling away, each mining cycle unearthing, smelting and packaging the excavated ore into usable raw materials.

The subterranean activity had however attracted unwanted attention. Mole Toads did not take kindly to this kind of disturbance and their indignant croaking could already be heard from the far end of the canyon.

Morrison and his men remained mounted up, ready for another long shift under this world's scorching binary suns.

Supply Run challenges PCs, who must coordinate between creating **Payloads**, carrying them to the collection zone and fending off assailants, all at the same time.

VICTORY CONDITIONS
- **PC Victory:** At the end of round 6 there are an equal number or more **Payloads** inside the Collection Zone as PCs participating in the scene.
- **Enemy Victory:** At the end of round 6 there are fewer **Payloads** inside the Collection Zone as PCs participating in the scene.

SUPPLY EXTRACTION
Place 3 Blast 1 Extractor Zones on the battlefield.
Place a Control Node in the center of the Collection Zone, it is a Size 1 Mission Critical Entity.
Characters adjacent to the Control Node may perform the following Quick Action:

> **Extract Supplies**
> `Quick Action, Adjacent`
> You may only perform this action while adjacent to the Control Node. Choose an Extractor Zone that contains no **Payload**. Place a **Payload** in the center of the Extractor Zone or as close as possible.

ENEMY FORCES
The GM should use enemy forces of similar size to a normal combat encounter. They may prepare a small wave of Reinforcements that arrive late in the game.

DEPLOYMENT
The GM deploys the hostile characters in the Enemy Deployment Zone. PCs then deploy in the Player Deployment Zone. The Center of the PC's deployment Zone contains the Collection Zone.
The Terrain should not favor either side, the Extractor Zones should be in no-man's land. If the GM wishes the PC's Deployment Zone may represent an outpost or base and be a bit fortified to the PC's benefit.

REINFORCEMENTS
If the GM decides to prepare a small contingent of reinforcements they will appear late to the fight, round 3 or 4.

SITREP #20 - TRAIN HEIST - COMPLEXITY: MEDIUM

The convoy was bound for central Drunya and was making its way across the countryside at a break-neck speed. Its mechanized escort was struggling to keep up, repeatedly having to redline their reactors to keep pace in the rough terrain of the badlands.

The ambush had been carefully crafted, automated turrets, concealed behind rock formations. The supplies the convoy carried would never arrive in New Genova, Marcus and his team would make sure of that. The city would starve.

Train Heist represents the PCs ambushing an armored and armed transport carrying something of value.

VICTORY CONDITIONS

- **PC Victory:** The Train is destroyed and at the end of round 6 there are more **Scoring PC** characters adjacent to its Wreck than **Scoring hostile** characters. Hostiles with multiple Structure count as 1 **Scoring** character per Structure remaining.
- **Enemy Victory:** The Train leaves the battlefield via the extraction zone at the end of round 6.

THE TRAIN

The Train is a unique NPC described on page 55.
The Train is unable to move on its own and its end of round movement counts as Involuntary - this movement cannot be stopped for any reason. The Train will obliterate all obstacles in its path to complete its movement. The Train can **NEVER** leave the tracks and its movement cannot be interrupted or stopped by **ANY** means.

ENEMY FORCES

The GM should use enemy forces of similar size to a normal combat encounter. The enemy forces contain a Train which is a unique NPC described on page 55.

DEPLOYMENT

The Train deploys on one side of the battlefield. At the end of each round, it moves in a straight line to its next stop. It should move a number of spaces so that it leaves the battlefield at the end of round 6.
Hostiles are deployed in the Enemy Deployment Zones and should be equally divided between both.
PCs deploy in the Player Deployment Zones. They may split up or deploy in the same zone as they see fit.
Terrain should be balanced, representing any stretch of the convoy's route. Alternatively, it could benefit the ambushing players.

REINFORCEMENTS

Any reinforcements the GM may add enter either from the Enemy Deployment Zone or deploy adjacent to the Train.

SECTION 2 - BONUS OBJECTIVES

WHAT ARE BONUS OBJECTIVES?

Bonus Objectives represent additional tasks that a group of PCs can undertake during a combat encounter. These additional objectives are optional and are applied in addition to a Sitrep. If the PCs successfully complete a Bonus Objective, they should receive a reward. If they fail, they should not face any repercussions, emphasizing that the completion of Bonus Objectives is optional.
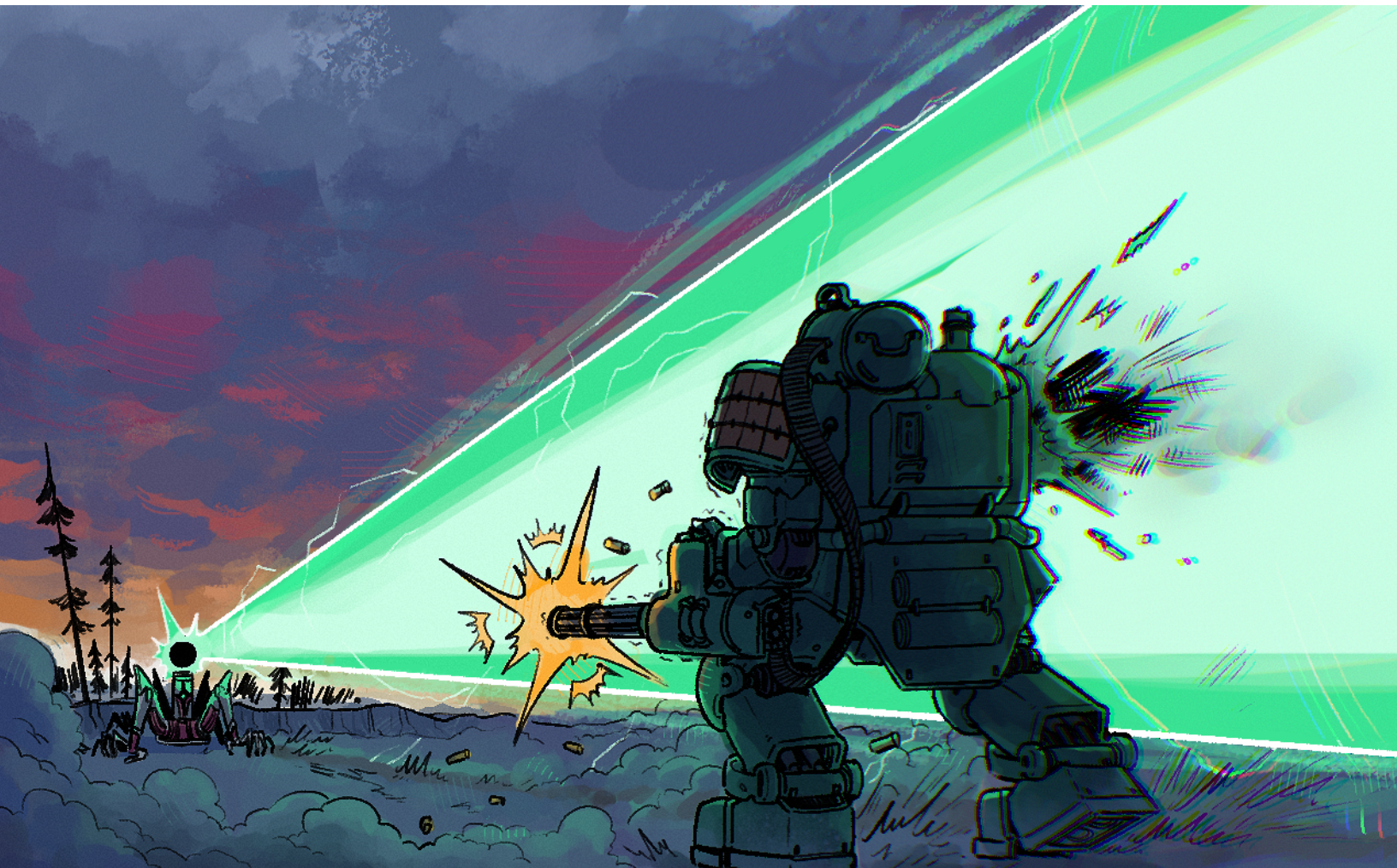
GMs may pick thematic Bonus Objectives or randomly determine one. Not every scene should have Bonus Objectives applied but they can make combat more interesting.

This chapter contains a list of 20 Bonus Objectives that you can integrate into your Lancer games. Besides the rules necessary to run them, each has a small section on how to best integrate them narratively, which rewards they could give and what challenges they provide for PCs The best way to integrate Bonus Objectives into your game is to include one per two-three combat scenes that you have prepared for a mission. This gives PCs a fun diversion without overwhelming them with additional objectives.

BONUS OBJECTIVES	ROLL 1D20
1	Scout Craft
2	Ready for Pickup
3	Terminals
4	Power Surge
5	Down to the Wire
6	Extraction Beacon
7	Faint Trace
8	Running Mech
9	Contract Killer
10	Quadrants
11	Scrambling Beacons
12	Tireless Bombardment
13	Graviton Engine
14	Tip of the Spear
15	Thermal Scan
16	Thrill of the Kill
17	Trailblazers
18	Stand Defiant
19	Detour
20	Decapitation Move

BONUS OBJECTIVE #1 - SCOUT CRAFT

The Scout Craft Objective can represent a surprise reconnaissance flight that aims to collect information on PCs movements and actions. It rewards PCs that are able to get past Hidden and Invisibility; be that via a high Systems stat, area of effect attacks or other means. While melee-oriented PCs may not be able to interact much with this Objective, it gives the ranged elements of the group time to shine. Consider keeping this Bonus Objective secret until the Scout Craft appears on the battlefield to really surprise the PCs.

Destroying the Scout Craft could grant several benefits for the PCs. Perhaps they can retrieve the craft's memory core, gaining information on the enemy's movements in the area. Alternatively, destroying the craft could make the enemies more susceptible to an ambush in the upcoming encounters, be they narrative or combat. As with all Bonus Objectives, you should try to avoid attaching a penalty to not shooting down the Scout Craft, as doing so could turn the Objective from a fun optional endeavor into a hectic chore for the players.

OBJECTIVE RULES

A **Scout Craft NPC** (page 56) arrives and begins to scan the battlefield. At the end of round 2, it appears from the center of a battlefield edge chosen by the GM. At the end of each round, including the round it appeared, it moves towards the opposite table edge on the most direct route possible. It moves a number of spaces equal to the amount it needs to reach the opposite edge at the end of round 4. Whenever the Scout Craft completes a movement, it automatically **Hides**.

OBJECTIVE SUCCESS

The scout craft is destroyed before it escapes.

OBJECTIVE FAILURE

The scout craft reaches the opposite table edge at the end of round 4 and escapes.

Echo squad was undertaking a covert demolition mission behind enemy lines with the express objective of taking out the Baron's printing facilities and creating a diversion for the main force, allowing it to strike at the heart of the enemies' encampment.

While their approach had not been noticed by the outpost's watch towers a chance encounter with a remote-controlled scout drone would end up jeopardizing Echo squad's mission, sending the operatives into a hasty scramble to eliminate the craft before it could relay important positional data to the Baron.

BONUS OBJECTIVE #2 - READY FOR PICKUP

Ready for Pickup is a straightforward Bonus Objective which involves moving Payloads to their designated extraction zones. To make the objective more interesting and challenging consider placing the Extraction Zones closer to the PCs deployment zone than the Payloads, requiring the PCs to backtrack to extract them.

Rewards for completing this objective can be very straightforward as well. Perhaps the Payloads contain additional gear or other resources for the PCs to collect for themselves or whoever tasked them with retrieving them.

OBJECTIVE RULES

The GM places Blast 1 Extraction Zones equal to half the number of PCs on the Battlefield. Place a **Payload** 8 spaces away from each zone's center. Once a **Payload** enters the Extraction Zone it is safely extracted, and the Extraction Zone disappears.

OBJECTIVE SUCCESS

All **Payloads** are safely extracted before the end of round 6.

OBJECTIVE FAILURE

One or more **Payloads** are not extracted by the end of round 6.

Evacuating the medical supplies was a difficult task considering the state of New Lorenza, with high velocity shells flying everywhere and the dull thud of explosions providing a constant reminder of just how hot this conflict had become.

While Raul's squad was nominally tasked with holding the fortified position, he would be damned if he wasn't extracting the medical supplies that had been left behind when the civilians had fled the city.

His Saladin's shield sprayed sparks as he deflected yet another shell aimed at him and his prize, things would get a lot worse before they got better, both for Raul's squad and New Lorenza.

BONUS OBJECTIVE #3 - TERMINALS

Terminals reward PCs with high mobility and mechs with the Manipulator system. Straightforward in nature, activating the terminals shouldn't be too hard but will make the PCs juggle their limited action pool between attacking the enemy and completing this objective. Consider placing terminals in inconvenient spots to make things more challenging for the PCs, i.e. out in the open to deny anyone who activates a terminal cover or on top of large structures, requiring climbing or flying to reach them.

OBJECTIVE RULES

The GM places terminals equal to the number of players anywhere on the battlefield, at least 6 spaces away from each other and at least 10 spaces away from the PCs deployment zone. Terminals are size 1/2 Mission Critical Entities. Unless there is a hostile character adjacent to a terminal they can be activated as a Quick Action while adjacent. Mechs with the Manipulator system may activate a Terminal as a Free Action. Each Character may only activate 1 Terminal per round.

OBJECTIVE SUCCESS

All terminals are activated by the end of round 6.

OBJECTIVE FAILURE

One or more terminals are not activated by the end of round 6.

The vault itself was well protected and, disconnected from the local Omninet, unhackable. Loraine Deacon and her "Maulers" were determined to not leave its contents behind. The Luxor Museum was renowned for its prized artifacts and presented a prime target for the mercenaries. All the Maulers had to do was to get past the meter-thick titanium bulkhead.

While the museum was in no position to defend itself against a coordinated attack by mechanized chassis the vault's door nevertheless had to be accessed via the security terminals located on the premises.

BONUS OBJECTIVE #4 - POWER SURGE

Power Surge encourages PCs to Overcharge, so this Bonus objective becomes more risky the later in a mission it is placed, as PCs are likely to have overcharged several times by that point. Narratively, the objective could represent machinery that the PCs must activate by diverting some of their mech's power into them. Or maybe they are thermal detectors that can pick up on power spikes occurring in the vicinity. Having something "activate" that will help the PCs in future endeavors can be a good way to include this Bonus Objective in games.

OBJECTIVE RULES

The GM places a number of Blast 1 Zones equal to the number of players *plus one* anywhere on the battlefield. Each zone must be at least 8 spaces away from all other zones. The zones are power conduits that are activated whenever a PC performs an **Overcharge** while occupying the zone.

OBJECTIVE SUCCESS

All power conduits are activated by the end of round 6.

OBJECTIVE FAILURE

One or more power conduits are not activated by the end of round 6.

"Get in, kickstart the generators, get rid of the opposition, get out. No heroics this time."

- General Manson, Briefing 254-8

**Static Conductor Valves**

Focussing Array
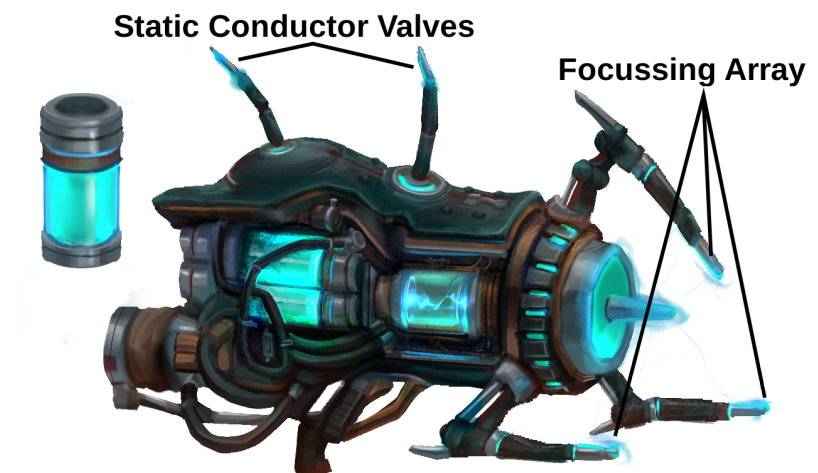
Fig. 4: Manticore-PG associated "Arc-Projector"

BONUS OBJECTIVE #5 - DOWN TO THE WIRE

Down to the wire is a very evocative Bonus Objective. Narratively, there can be a myriad of reasons for the PCs having to defuse a bomb while also concentrating on their main Objective. Perhaps terrorists or ruthless military elements are involved? The exploding bomb deals a good amount of damage, so PCs that fail to defuse the bomb should not stick around for too long. Should the bomb go off, the PCs may be able to use it to their advantage by forcing hostiles into the blast zone.

When it comes to rewards for defusing the bomb, perhaps the PCs are saving supplies that were about to be blown up or maybe they are saving the lives of VIPs that will help them going forward in their campaign?

OBJECTIVE RULES

The GM places a bomb anywhere exactly 14 spaces away from the Player deployment zone. The bomb is a Size 1 Mission Critical Entity.

A character adjacent to the bomb may spend a Quick Action to attempt to defuse it. They then roll 1d6.

First defusal attempt: Bomb is defused on a result of 6 or higher.

Second defusal attempt: Bomb is defused on a result of 5 or higher.

Third defusal attempt: Bomb is automatically defused.

Only 1 defusal attempt can be made each round, regardless of which character attempts it.. At the end of round 4, the bomb explodes in a Burst 3 explosion dealing 3d6 Explosive damage and automatically destroying all terrain in the area.

OBJECTIVE SUCCESS
The bomb is safely defused.

OBJECTIVE FAILURE
The bomb exploded.

Delta Four: "Command, the device has three wires, I repeat, THREE wires."

> *Loyalist Command: "Affirmative Delta Four, cut the one leading to the deuterium core."*

Delta Four: "Command, the device has two cores, set in tandem, what do I do?"

> *Loyalist Command: "…you pray, Elaine."*

- Recorded communication in the aftermath of the Delarosa incident.

BONUS OBJECTIVE #6 - EXTRACTION BEACON

Extraction Beacon puts a strong emphasis on teamwork and coordination. The PC designated to carry the beacon will have very serious penalties attached to them while they are carrying it. The carrier will have to weigh covering the distance to the Objectives against their ability to participate in the combat. Other PCs can help the carrier out by using abilities that force involuntary movement.

Potential rewards for completing the objective are wide-ranging. Perhaps the PCs are extracting military equipment or valuable goods for their clients.

OBJECTIVE RULES

The GM places a **Payload** in the enemy Deployment Zone. One of the PCs starts the combat with an Extraction Beacon, PCs may choose which of them carries the Beacon. While carrying the Extraction Beacon they are **Slowed** and may only perform a single **Quick Action** and not **Overcharge**.

As a **Protocol** the PC that carries the Extraction Beacon may place it in a **Free Adjacent** space.

It is a size 1 Mission Critical Entity. Whenever the **Payload** is placed adjacent to the Beacon it is safely extracted. It and the Beacon are removed from the battlefield.

OBJECTIVE SUCCESS
The **Payload** is safely extracted before the end of round 6.

OBJECTIVE FAILURE
The **Payload** is not extracted by the end of round 6.

The client had paid them to smash through the enemy lines, but he had also promised them extra for the recovery of a certain container full of… "something".

At first, Aaron Dawson had wondered what was so important that their client would alter their mission parameters and send them after it. After seeing his Everest weighed down by the large extraction drone the client had provided Aaron had stopped wondering about that. Instead, he was now wondering how he would make it through the day in one piece.

BONUS OBJECTIVE #7 - FAINT TRACE

Faint Trace is an ideal way to allow your PCs to gather some additional resources. Perhaps they are fighting in a spaceport with multiple cargo containers they can open? Maybe they are boarding a ship that is carrying something valuable? Your imagination is the limit here.

The Bonus Objective itself is straightforward, the PCs will have to maneuver across the battlefield and use their bare hands or sensors to find the correct container that holds their prize. If you like, you could even fill every container with something that the PCs can use, perhaps lesser versions of what they are looking for.

OBJECTIVE RULES
The GM places a number of containers anywhere on the battlefield equal to the number of PCs plus two. Place them at least 5 spaces away from another container and at least 10 spaces away from the player deployment zone. Containers are size 1 Mission Critical Entities.
Secretly note down which container holds what the PCs are looking for. While adjacent to a container a PC may take a Quick Action to open it. The container either contains what they are looking for or is empty. Players may Scan containers, revealing whether the container is holding what they are looking for or not.

OBJECTIVE SUCCESS
The PCs open the container that holds what they are looking for before the end of round 6.

OBJECTIVE FAILURE
The PCs do not open the correct container before the end of round 6.

The carrier had been shot down over the southern desert. Now it was their job to sift through the wreckage. Needle in a haystack was easy enough. The real problem was, they weren't the only ones looking.

BONUS OBJECTIVE #8 - RUNNING MECH

Running mech is a Bonus Objective that lets one of the PCs shine and feel special. It rewards the PC with the most mobility in its build. The designated runner should be protected by their team, and they should cover them while they undertake their journey through all the waypoints.

Narratively, the PCs could be attempting to smuggle something past enemy lines, they could be engaged in a deadly race or time trial for a gladiatorial bout. Maybe the runner is equipped with additional scanning equipment and must collect readings of designated areas on the battlefield.

OBJECTIVE RULES
The GM places 4 Blast 1 zones labeled 1-4 on the battlefield, they are waypoints.

Waypoint 1 must be placed exactly 6 spaces away from the player deployment zone.

Waypoint 2 must be placed exactly 6 spaces away from waypoint 1.

Waypoint 3 must be placed exactly 6 spaces away from waypoint 2.

Waypoint 4 must be placed exactly 6 spaces away from waypoint 3.

The PCs designate one player as the "runner". If the runner ends their turn occupying a waypoint, it is cleared. The runner must do this in order i.e., they must clear waypoint 1 before waypoint 2.

OBJECTIVE SUCCESS
The runner has cleared all waypoints by the end of round 6.

OBJECTIVE FAILURE
The runner has not cleared all waypoints by the end of round 6.

Smuggling is a dangerous job in the sublevels of the Helena Spires, yet daring mech pilots are willing to give it their all to transport their less-than-legal packages from one gang to the other. Always seeking to evade high-spire law enforcement patrols, these daredevils rely on speed and mobility to accomplish their tasks. Combined with their intimate knowledge of the spire this has led to high-octane chases where any wrong step could be the last one.

BONUS OBJECTIVE #9 - CONTRACT KILLER

One of the PCs is being hunted by an incredibly skilled mech-killer. Perhaps they have made the wrong enemies, perhaps the opposition is just stepping up their game with outside help. This Bonus Objective can be tackled in many ways, the PCs can overwhelm and destroy the contract killer, or the target can do its best to run and hide until the end of round 3 at which point the killer will escape the scene. Alternatively, the target could "fall on the sword" and quickly take the structure damage to get the contract killer off the board.

Succeeding in this Bonus Objective could give the PCs intel on their enemies, thanks to information gained from the killer's mech. Perhaps they could acquire some exotic gear should they manage to destroy this dangerous adversary. Maybe the killer adheres to a chivalrous code and will support the PCs in an upcoming encounter should their quarry survive their initial engagement.

OBJECTIVE RULES

The hostile force contains a **Contract Killer NPC** (page 57), who should replace one of the other NPCs. They have been hired to hunt down one of the players, randomly chosen after deployment but before the first round.

While the contract killer is on the battlefield their target is **Immune** to all damage, heat and effects from hostile characters that aren't the contract killer.

The hunt ends at the end of round 3, when the contract killer is destroyed or when their target loses a structure.

Whenever the hunt ends the contract killer is removed from the battlefield, they escape back into the shadows.

OBJECTIVE SUCCESS

The contract killer is destroyed, or the killer's target has not lost a Structure by the end of round 3.

OBJECTIVE FAILURE

The contract killer's target has lost a Structure before the end of round 3.

"Why are you after me? How did you find me?"

"Because someone paid me to. And I'm the best at what I do."

- Laura "Turnip" McKellen to Marcus "Bloodhound" Marakov

BONUS OBJECTIVE #10 - QUADRANTS

The Quadrants Objective is designed to keep the PCs on their toes as they have to keep mobile and flexible if they wish to complete the Objective. PCs are merely required to end one of their turns inside the correct zone, which means that the opposition will have less opportunity to stop the PCs.

Depending on the sitrep played, this Bonus Objective can be quite difficult to accomplish, so make sure PCs know that there is no shame in abandoning a Bonus Objective if circumstances make it too difficult.

Narratively, the Objectives could represent a sudden shift in the tide of battle. Perhaps command has called in and requires the PCs to regroup? Perhaps a dropship has landed in one of the quadrants and the PCs need to get to it?

OBJECTIVE RULES

The GM evenly divides the battlefield into 4 quadrants. Place a Blast 3 Zone centered in each quadrant. randomly determine a zone at the start of round 3.

OBJECTIVE SUCCESS
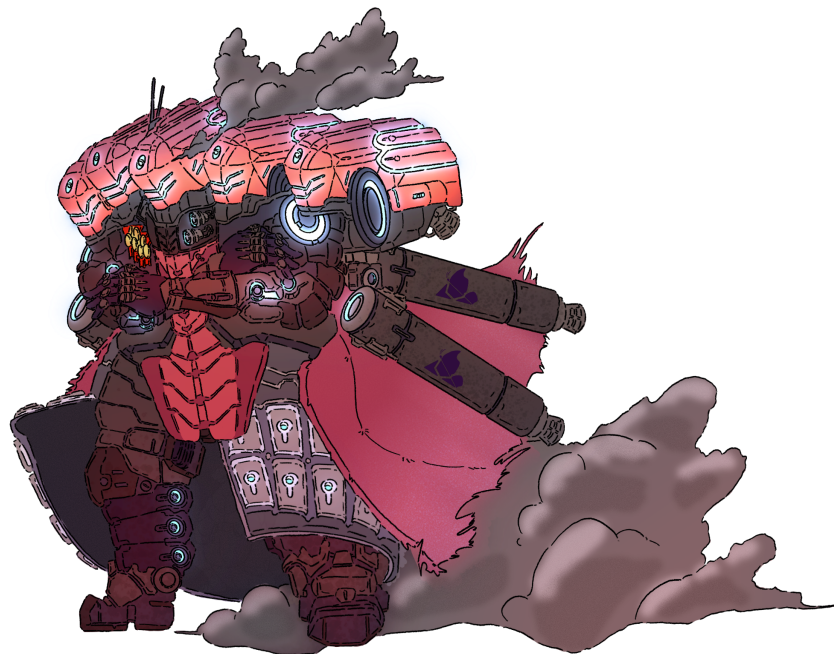
At the end of round 4 all PCs have ended at least one of their turns inside the determined zone.

OBJECTIVE FAILURE

At the end of round 4 one or more PCs have not ended one of their turns inside the determined zone.

"Command should make up its damn mind."

– Theodore "River King" Palmer

BONUS OBJECTIVE #11 - SCRAMBLING BEACONS

Scrambling Beacons is a Bonus Objective which restricts the PCs ability to operate. PCs will have to decide whether they want to divide their attention between the hostiles and the beacons or whether they wish to outmaneuver them. PCs specialized in melee combat may have more difficulties with the beacons and this could promote a greater degree of teamwork as ranged elements take out beacons so that melee elements can do their job.

Narratively, it could be that the enemy is bringing out these beacons to disrupt communications in the area. Should the PCs succeed in completing this Objective they could clear these communication jams out, granting them intel-based benefits for upcoming scenes.

OBJECTIVE RULES

The GM places a number of Scrambling Beacons equal to the number of PCs +2 anywhere on the map, at least 5 spaces away from another beacon.

Beacons are **Size 1 Objects** with **Evasion** and **E-Defense 5** and **10 HP**.

Beacons project a **Burst 2** aura of static. PCs in the area gain **+1 Difficulty** on attacks, saves, and checks. Hostile characters are not affected.

OBJECTIVE SUCCESS

All beacons are destroyed by the end of round 6.

OBJECTIVE FAILURE

At least 1 beacon remains intact by the end of round 6.

"…approaching!" *BZZT* "Repeat, we're being…" *CHHHHHHH* "… come in we're in need of …" *BRRRRRRRRRRRrrrrrrrrrr* "… no no no nO NO!" *ZZzzzzzzzzzTTTTTT*

BONUS OBJECTIVE #12 - TIRELESS BOMBARDMENT

Warfare is dangerous, bullets fly at high speeds, the clash of swords and, of course, the rumbling blasts of artillery impact all around. Tireless Bombardment puts the PCs directly into that situation with a high-caliber artillery piece shelling them relentlessly on the approach. The artillery emplacement is an evocative set piece that the PCs can rally around demolishing in creative ways.

Destroying the artillery emplacement could make things easier for the PCs allies in the region who now no longer have to fear being bombarded. Perhaps the PCs can repair the emplacement and receive artillery support in one of their upcoming combats.

OBJECTIVE RULES

Place an Artillery Emplacement (page 60) in the Hostile deployment zone.

OBJECTIVE SUCCESS

The Artillery Emplacement is destroyed by the end of round 6.

OBJECTIVE FAILURE

The Artillery Emplacement is not destroyed by the end of round 6.

"We could see the thing from a mile away, spewing smoke and hatred in our direction. We had started calling it "Thor" a week ago, when we were first deployed in the theater.

Employing an evasive pattern epsilon, we approached Thor with afterburners engaged, evading the heated plasma explosions that it sent our way. We were 1 click away when Thor got Charlie, he disappeared in a flash, no chance to eject.

We paid Thor back for Charlie approximately 10 minutes later, and didn't give the bastards that crewed it a chance to eject either."

> *- Agatha "Tomahawk" Brown, from her memoirs "A Merc's Life for Me".*

BONUS OBJECTIVE #13 - GRAVITON ENGINE

The enemy is deploying a graviton engine, an advanced device of immense power used to deny a large area from any assailants. The graviton engine slows advancing PCs to a crawl, making it harder for them to move up the field. Deactivating the engine, which only affects the PCs and their allies, can be a difficult task that will force the PCs to become creative. Involuntary Movement, Ignoring Difficult Terrain, high base Speed or even Flight can all be used to get to the engine in time.

Shutting off the device could have wide-ranging implications for the surrounding area, making movements easier and perhaps allowing incoming supplies to be moved faster.

OBJECTIVE RULES

The GM deploys a **Size 3** Mission Critical Entity, the graviton engine, at least 10 Spaces away from the PC's deployment zone.

While within range 5 of the Graviton Engine, PCs and their allies:

- Have the **Slowed** condition.
- Treat all spaces as **Difficult Terrain**.
- Are pushed 2 spaces directly away from the graviton engine at the end of their turn, ignoring **Difficult Terrain**.

The graviton engine can be shut down as a **Full Action** while adjacent, immediately ending the above effects.

OBJECTIVE SUCCESS

The graviton engine is shut down by the end of round 6.

OBJECTIVE FAILURE

The graviton engine is not shut down by the end of round 6.

Jack sipped from his can of beer as he leaned back against the leg of his mech, glancing at the crate being loaded onto the APC's flatbed.

> *"I have no idea who supplied the thing, boss just wants us to deploy it in the canyon and defend it, it's 'sposed to keep the enemy out. Things a GRAVITON ENGINE or some such, increases local g times a hundred, 's selective, so we shouldn't be affected. Those Alterian dogs however…"*

Jack showed a dirty smile as he crushed the beer can slowly with his fist, before letting it fall to the ground of the hangar bay.

BONUS OBJECTIVE #14 - TIP OF THE SPEAR

Tip of the Spear requires the PCs to stick close together and advance as one cohesive unit, evoking a sense of a close-knit military squad on the prowl. PCs will have to adjust their speed to their slowest member or otherwise help them out with additional movement. This Bonus Objective leaves the PCs especially vulnerable to area of effect attacks, so if you want to make it harder on them consider adding something like a Bombard to keep the PCs sweating.

Narratively it is not hard to imagine the PCs being required to advance as a cohesive unit through hostile territory, smashing through the opposition and creating an opening for other forces to follow. Rewards could range from access to abilities that emphasize teamwork to support from units that follow in the PC's wake.

OBJECTIVE RULES

At the start of each round the PCs collectively place a **Blast 3** waypoint anywhere on the battlefield. It may not overlap with the previous waypoint. The previous waypoint then disappears. If any PC does not end their turn at least partially occupying the waypoint no further waypoints are placed for the rest of the scene.

OBJECTIVE SUCCESS

There is a waypoint at the end of round 6. Remove it, no further waypoints are placed.

OBJECTIVE FAILURE

There is no waypoint at the end of round 6.

The Baron's Personal Guard is drawn from the best of the realm's pilots, and they are rightfully respected and feared amongst the lord's subjects. Advancing as one in their fierce red livery, they smash through any opposition like a cannon through a wet paper bag.

Acting as one, the Guard has left countless adversaries in their wake, ensuring the continued stability of the Baron's holdings despite those who would oppose him.

Section 2 - Bonus Objectives

BONUS OBJECTIVE #15 - THERMAL SCAN

Thermal Scan restricts when PCs can and cannot Overcharge. They must, at times, weigh the optimal play against completing the Bonus Objective. Staying stealthy can be important at many points during a mission and doing so could have several benefits. The PCs could sneak past the enemy in the next combat or gain a different bonus because they remained undetected on the approach.

OBJECTIVE RULES
At the start of each round the GM rolls 1d6.
1-3 The battlefield is under surveillance by a powerful thermo-optic satellite or similar device.
4-6 The coast is clear.
The PCs are aware of this.

OBJECTIVE SUCCESS
At the end of round 6 the PCs never performed an **Overcharge** while under surveillance.

OBJECTIVE FAILURE
At the end of round 6 one or more PCs **Overcharged** during a round in which they were under surveillance.

While Echo squad had managed to dispose of the scout craft that had nearly spoiled their assignment, they had not yet made it past all of the Baron's surveillance devices.

The Baleful Eye, the Baron's supreme intelligence satellite, had become aware of the unaccounted-for scout and was now pointing its heat-sensitive scanner arrays at Echo squad's location.

With a semi-regular imaging refresh rate of 15 seconds the operatives could only exert their mechs sporadically, lest the Baleful Eye relay their position to the Baron's forces.

BONUS OBJECTIVE #16 - THRILL OF THE KILL

Thrill of the Kill tests PCs ability to focus fire and to formulate a coherent battleplan when engaging the enemy. To make things easier on them, the designated NPC becomes unable to run away from the fight, though they may still take the Hide action. If you wish to increase the difficulty of this Objective, consider including multiple multi-Structure NPCs in the opfor, making it more likely for one of these sturdier NPCs to be chosen as the next target. Successfully carrying out this Objective means that the PCs have managed to take down quite a few priority targets. This could mean that the enemy in the area will be weakened because some of their key elements have been destroyed.

OBJECTIVE RULES
At the start of round 1, randomly determine a hostile non-Grunt NPC. If the designated NPC is destroyed, a new NPC is randomly designated at the start of the next round. This repeats until 4 NPCs have been designated. Designated NPCs are unable to move away from the PC closest to them but may still move towards them.

OBJECTIVE SUCCESS
At the end of round 6 all 4 designated NPCs have been destroyed.

OBJECTIVE FAILURE
At the end of round 6 less than 4 designated NPCs have been destroyed.

"Command suspects that the following targets are in your operational theater. We will mark them on your mech's HUD should they show up. Terminating these key elements is designated objective BETA, don't go out of your way to pursue them, objective ALPHA has priority. Despite that, each confirmed kill on targets here will save us a headache later. Do your best."

– Briefing 248-K-Pine Haven Insurgency

BONUS OBJECTIVE #17 - TRAILBLAZERS

Trailblazers is an objective that requires the PCs to mind their positioning as they advance up the field. The objective allows for the team to split up and tackle the sitrep as they see fit, giving them freedom and flexibility while still putting serious restrictions on the team's movements. Like the objective "Tip of the Spear", Trailblazers will cause the PCs to advance in an orderly and coordinated fashion. The PCs may wish to stick to pre-arranged teams when tackling the objective. As a reward for completing the objective, the PCs could receive reserves that emphasize teamwork.

OBJECTIVE RULES

Each round, the first half of the PCs that take their turn in the round automatically become trailblazers. The other half of the PCs must attempt to end their turn in range 2 of any trailblazer. PCs are in formation at the end of a round if all non-trailblazers have ended their turn within range 2 of any trailblazer.

OBJECTIVE SUCCESS

At the end of round 6 the PCs have kept Formation during each round.

OBJECTIVE FAILURE

At the end of round 6 the PCs have not kept formation each round.

Gold-8: "Gold-9, falling in on your position. In 3…2…1… CLEAR! Go, go, go!"

> *Gold-9: "Gold-8, I got your back, CLEAR! Six o'clock, CLEAR! Hostiles located on therm-scan. Sublevel C, deploy charges in 600, MARK."*

Gold-8: "Punching through. BRACE! Detonating!" – Static – "Cover me, deploying RPG."

> *Gold-9: "Roger, deploying enclave, gathering targeting data, gathering, gathering, FIRE! RPG GO!"*

- Members of Union-Gold during the coordinated attack on Irving's Mire.

BONUS OBJECTIVE #18 - STAND DEFIANT

Stand Defiant puts the spotlight on a single PC in the group. This Objective rewards PCs that have sturdy and tanky builds. The objective can also be used to force the attention of all hostiles away from allies. Teams with a lot of control options will have an easier time completing this objective as shutting down the hostiles will make it easier on the PC that is standing defiant. Narratively, Stand Defiant can be a potent distraction maneuver that focuses the enemy's attention on a single entity. Successfully completing the Objectives could give the PCs an edge by having the enemy distracted in future encounters. Alternatively, the enemy's morale could be seriously affected after attempting, and failing, to bring down a single hostile mech.

OBJECTIVE RULES

The GM places a **Blast 1** zone in the center of the battlefield. Whenever the PC going first in a round at least partially occupies this area, they may activate it as a **Free Action** at the end of their turn to stand defiant. A PC may only stand defiant on rounds 2 and 3.

While standing defiant the character loses and can't benefit from **Hidden**, **Invisible**, and **Intangible**. While standing defiant they can't move or be moved for any reason.

Standing defiant ends when the PC takes Structure damage or at the end of the current round.

OBJECTIVE SUCCESS

A PC stood defiant and did not lose any structure.

OBJECTIVE FAILURE

No PC stood defiant, or a PC stood defiant and lost structure.

The Barbarossa dragged itself into position, right in front of the encampment. Its Apocalypse Rail was damaged beyond repair, and this was the best use for the mech now. It stood tall, arms outstretched as if to invite them to take their best shot, blaring a horn to ensure that it had everyone's undivided attention.

The shells came soon after, sparking harmlessly off the mech's armored plating. They were still shooting when the saboteurs blew the encampment's main reactor, having made use of the distraction. The Barbarossa still stood, bathed in the orange light of the fires, arms outstretched as if to mock them.

BONUS OBJECTIVE #19 - DETOUR

Detour represents a mini-Escort sitrep integrated into a different sitrep and gives the PCs something to rally around while they advance up the field. If combined with a regular Escort or Extraction sitrep the Bonus Objective acts as "checkpoints" to pass the Payload through. Narratively these could be zones the Payload needs to interact with, perhaps areas to scan.

Potential rewards for completing this objective could have to do with gathered data or the cargo PCs are transporting could be useful to them down the line.

OBJECTIVE RULES

The GM places a **Payload** in the player deployment zone and places 2 **Blast 1** checkpoints on the battlefield, one exactly 15 spaces from the player's deployment zone, the other exactly 15 spaces away from the first checkpoint.

Whenever the **Payload** is placed inside a checkpoint by the PCs, the checkpoint is cleared and disappears. The GM may decide that the checkpoints must be cleared in a specific order.

If the current Sitrep is Escort or Extraction, the GM may choose to have that sitrep's **Payload** clear waypoints. In that case, no additional **Payload** is placed.

OBJECTIVE SUCCESS

At the end of round 6 both checkpoints have been cleared.

OBJECTIVE FAILURE

At the end of round 6 at least one checkpoint has not been cleared.

They had been lugging around the scanning equipment for three days now. This was going to be their last stop. The swamps were calm, a mild breeze shaking the reeds.

Murdock didn't mind an easy job for a change, taking readings from gaseous anomalies. The eggheads he was hired to protect were still nervous about the "Crokodon" a ferocious aquatic predator native to these swamps. So far Murdock hadn't spotted any and even if one should show up, his trusty Decksweeper shotgun would take care of it…

BONUS OBJECTIVE #20 - DECAPITATION MOVE

Decapitation Move is incredibly straightforward and represents the PCs going after the enemy's leadership. This commander prefers to lead from the back and isn't much of a fighter, choosing to direct forces from a safe distance. While the Commander is unable to take the hide action, nothing is stopping it from keeping its distance, forcing the PCs to hunt it down. If you want to make it harder on the PCs you could consider giving the commander a bodyguard of sorts. Bastions are ideal for this.

Completing this Bonus Objective could seriously harm the enemy's morale or send their command structure into disarray, making them more susceptible to attacks in the future.

OBJECTIVE RULES

The Enemy force contains a single Supreme Leader NPC. See (page 58)

OBJECTIVE SUCCESS

The supreme leader has been destroyed by the end of round 6.

OBJECTIVE FAILURE

The supreme leader has not been destroyed by the end of round 6.

This was their chance to win this war. The Baron's right-hand man, General Tanzito had been seen on the southern front amongst the Baron's Own, directing the defense of the outer palace. Echo squad was ready to turn the tide of this battle in one swift decapitating strike.

HOW TO UTILIZE ENVIRONMENTAL EFFECTS

The universe is a vast and diverse place. Mech combat in Lancer could take place anywhere, and compiled here is a list of environmental effects that you may apply to your missions to represent interesting planets and biomes. From vast deserts that clog up a mech's servos to harshly irradiated wastelands, these effects are a prime opportunity to add flavor and mechanical depth to your combat encounters.

When applying an environmental effect, inform the PCs beforehand so they can adequately equip themselves for the environment - as some could be quite difficult to deal with depending on a PC's build. Additionally, it usually makes sense for PCs to know where they are going to be engaging in mech combat.

A GM does not have to reveal a mission's environmental effect if your PCs will enjoy the surprise and challenge!

ENVIRONMENTAL EFFECTS	ROLL 1D20
1	Pitch Black
2	Eruption
3	Strong Winds
4	Irradiated Ash
5	Heroic Adversaries
6	Crumbling Environment
7	Choking Miasma
8	It Lurks Below
9	Hatchery
10	Power Stations
11	Surprise Attack
12	Sand Trap
13	Steam Vents
14	Sub Zero
15	Sinkholes
16	Apocalyptic Tempest
17	Deep Sea
18	Acidic Rain
19	War in Orbit
20	Metavault

ENVIRONMENTAL EFFECT #1 - PITCH BLACK

While darkness isn't much of a hindrance in mech combat thanks to infra-red and thermal sensors, circumstances may impair or outright disable these measures, making it necessary for combatants to rely on more primitive measures to spot the opposition. Electromagnetic storms on a night-world, anomalous radiation in a cave system or active jamming aboard a defunct space station could all be great scenarios to implement this environmental effect.

The effect forces PCs to work together in creating line of sight by supporting each other with their flood lights. While arcing and seeking weaponry can penetrate the darkness on account of not needing line of sight, other long-range builds may need the assistance of their allies to be fully effective.

SPECIAL RULES

The Battlefield is swathed in pitch darkness - perhaps it is night, perhaps vision is obscured by other means - so all characters suffer from the **Darkness** condition which can never be cleared:

> ### DARKNESS
> This character may only draw Line of Sight to spaces within Range 5.

Mech characters gain the **"Floodlight" Free Action**.

> ### Floodlight
> Free Action, Cone 5
> At the end of your turn you may place a **Cone 5** area of Light. It lasts until the start of your next turn and moves when you move, not changing orientation. While it is active all characters ignore their **Darkness** condition when drawing Line of Sight to you as well as to all spaces inside the Cone.

Turmoil-1: "I don't know about this Louis, I can't see anything down here…"

> *Turmoil-2: "It's why they're hiding down here, the ferrus-veins down here mess with the equipment."*

*Turmoil-1: "Doesn't mean I like command sending is down here unsup--- *CHHHHHHH*"*

> *Turmoil-2: "Turmoil-1, come in. McKenzie, do you copy? McKenzie?"*

ENVIRONMENTAL EFFECT #2 - ERUPTION

Pools of liquid bubble and boil all over the battlefield, they could be lava, acid, mud or a plethora of other liquids making movement difficult and, at times, hazardous. Depending on their contents Characters will have to evaluate the risk of moving close to such a pool as it could randomly expand to engulf them at a moment's notice.

The Eruption environmental effect doesn't have to be naturally occurring, perhaps the PCs have entered some kind of industrial facility with vats of liquid that are boiling over in some kind of chemical reaction.

SPECIAL RULES

The GM places a number of **Blast 1** pools of a **Liquid** (page 50) of their choice anywhere on the battlefield.

At the end of each round the GM rolls a 1d6 for each pool. Depending on their size one of the following effects is applied:

Blast 1 Pool:
 1-3: Nothing Happens
 4-6: The Pool expands to Blast 2

Blast 2 Pool:
 1-3: The Pool shrinks to Blast 1
 4-6: The Pool expands to Blast 3

Blast 3 Pool:
 1-3: The Pool shrinks to Blast 2
 4-6: Nothing happens.

The fighting was most fierce at the foot of Mt. Seller. Both sides had to tread carefully, lest their machines would be engulfed in the boiling lava pools. Mechs that were critically damaged and lost their footing would be lost as the pools began to erupt.

The environment claimed as many lives that day as the fighting did.

ENVIRONMENTAL EFFECT #3 - STRONG WINDS

Winds of great magnitude are commonplace on many worlds in the galaxy, with velocities high enough to pick up even a mechanized chassis and throw it around like a ragdoll.

Strong winds reward clever positioning to get the most out of the free repositioning at the end of each round, utilizing terrain to stop movement to gain positional advantages or to mitigate the damage the push could do to positioning.

Strong winds are a very basic environmental effect that is simple to use and provides a flavorful environment.
If "wind" isn't a fitting flavor, consider perhaps a strong magnetic field.

SPECIAL RULES
At the start of the scene the GM chooses or randomly determines a battlefield edge. At the end of each round, after scoring potential victory points, all characters are pushed 3 spaces towards that edge.

"Keep your footing down there. If you need to brace against terrain or structure, do so. I'm not losing one of you to the winds."

– Commander Eisner, the Arkos conflict, Briefing 259

ENVIRONMENTAL EFFECT #4 - IRRADIATED ASH

This environment is hostile to all life. Perhaps a great nuclear calamity transformed this area, or perhaps it was always this irradiated. Whatever the cause, anything that touches the irradiated ash that comprises most of this world's surface will decay and perish at an alarming rate. Islands of relative safety dot the landscape, perhaps man-made, perhaps naturally occurring. Mechs must carefully navigate around these areas if they wish to make it out intact.

SPECIAL RULES
The GM places a number of **Blast 1-3** templates (or otherwise designated areas) spread out on the battlefield; their combined size should be roughly equal to one-third to half the battlefield.

These areas represent areas of safety. Made from concrete, raised rock or purified soil. All other spaces on the battlefield are irradiated ash.

Characters that end their turn at least partially occupying irradiated ash take **2 Heat**.

The survivors of the crash stumbled from what was left of the frigate. They had been lucky to crash on this world. The world itself had not been blessed by their sudden arrival, the ship had carved the dense jungle apart, leaving burning soil and radiation in its wake.

They had to move fast before the breached reactor would lead to bigger problems, each step through the newly created wasteland boiling the paint from their mechs.

Submunition Auxiliary Ammo Hopper

Ultra-Tension Recoil Compensator

High Yield Explosive Shell
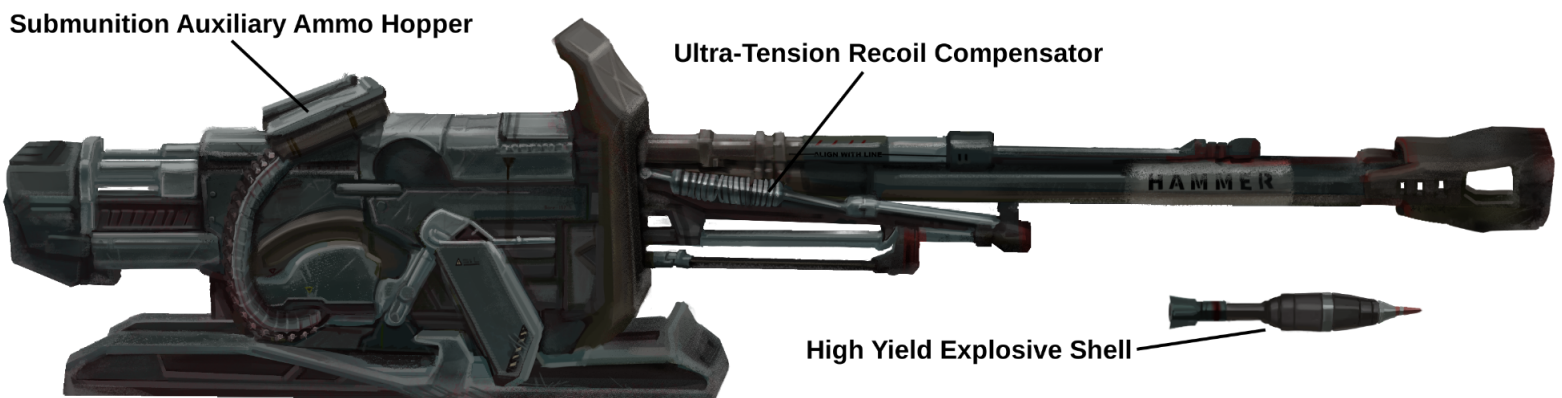
Fig. 5: Harrison Armory Siege Cannon Variant "God Hammer"

ENVIRONMENTAL EFFECT #5 - HEROIC ADVERSARIES

Zealots, fanatics, true believers, those fighting for a righteous cause, copious amounts of combat stims… There are many reasons an adversary may go above and beyond to oppose PCs. With any NPC becoming capable of doubling their output, target priority becomes very important. The GM meanwhile must carefully consider which NPC to "promote" to create the most interesting situation. Don't be afraid to upgrade an NPC for narrative reasons, perhaps they performed well so far during the combat, perhaps they failed spectacularly and deserve the upgrade to try again?

Heroic adversaries are a fun way to make the NPCs opposing the PCs more flavorful and to add another mechanical layer to them.

SPECIAL RULES

1/Scene at the start of any round, the GM may apply the **Elite Template** to any non-Grunt NPC that started the scene with no more than 1 Structure. The chosen NPC immediately gains +1 Structure and Stress, and will start taking 2 turns instead of 1 starting this round. The NPC keeps their current HP and Heat.

Enzo's mech was damaged. 'Lancers', they had called themselves. He spat blood. His friends and comrades were dead, mercilessly slaughtered by these mercenaries from off-world.

What made a Lancer so special anyway?

"Lancer scum." He snarled the words.
Enzo didn't care anymore as he redlined his own machine, even if he were to survive this battle, the ruptured reactor's radiation would claim him now. But not fast enough. Not before he'd get back at them.
He struck the first one to the ground as it rounded the corner.

What made them so special anyway?

His thermal lance screamed as it drilled a coherent beam of light right through the Everest's cockpit.

He felt like everything was moving in slow motion as he reeled around to punch the second one.
His frame's fist was caught easily by the Blackbeard that was facing him now. Tears of frustration ran down Enzo's face before a hammer blow flattened his cockpit, ending him in an instant.

What made them so damn special anyway!?!

ENVIRONMENTAL EFFECT #6 - CRUMBLING ENVIRONMENT

Warfare, especially at mech scale, leaves behind ruins. These dangerously unstable structures could collapse at any moment, burying unfortunate bystanders beneath tons of rubble. Perhaps instead of ruins, combat is taking place on a planet with dangerously unstable rock formations, porous from centuries of erosion.

Crumbling Environment rewards characters for performing creative maneuvers that involve involuntary movement. Get ready to see mechs being smashed into terrain repeatedly, even leveling the battlefield entirely throughout a combat.

SPECIAL RULES

Rock formations and Buildings in this area are crumbling or in bad disrepair, any impact could topple them.

Whenever a character's involuntary movement moves them into a space with an Obstruction, that Obstruction is destroyed. If an Obstruction is the same size or larger than the character, it stops the involuntary movement. If a character's involuntary movement is stopped this way, they take **3 Armor-Piercing Kinetic** damage.

The city had seen better days, another monument to the Baron's cruelty. Echo squad carefully stalked the abandoned alleyways and blown-out buildings, always careful not to disturb anything.

The wrong move could collapse the destabilized infrastructure, burying their mechs and ending their reconnaissance mission early.

ENVIRONMENTAL EFFECT #7 - CHOKING MIASMA

Clouds of dense smog, caustic spores, or banks of electro-static smog, choking miasma is clouding the battlefield. While the miasma is so thick that it provides superior cover for those who venture inside it, it also clouds a mech's sensors completely, leaving pilots blind while they occupy the area.

Characters will have to weigh the benefit of receiving **Hard Cover** against the limitation of being unable to see outside the miasma. Miasma will give melee combatants great opportunities on the approach as they hop from cloud to cloud to engage the enemy.

Choking Miasma will severely change up the approach to any combat it is included in.
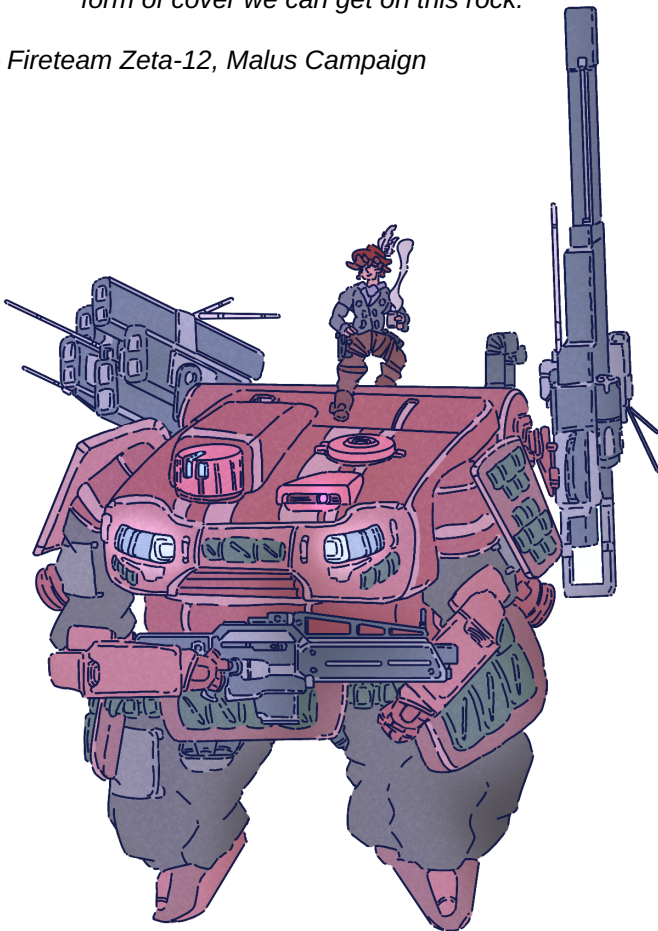
SPECIAL RULES

The GM places a number of **Blast 1** and **Blast 2** areas on the battlefield. Characters at least partially occupying these areas gain **Hard Cover** but are unable to draw **Line of Sight** outside the area.

"I don't trust these mushrooms, are you sure they are safe?"

> *"I wouldn't go outside and breathe their spores but as it stands, they are the best form of cover we can get on this rock."*

– Fireteam Zeta-12, Malus Campaign

ENVIRONMENTAL EFFECT #8 - IT LURKS BELOW

A great and terrible being lurks underground, perhaps multiple critters that free themselves from underground to grasp their prey. Perhaps it is an artificial security system that grasps intruders with mechanical tentacles?

It Lurks Below can be chaotic and violent as characters on both sides are grasped by flailing appendages.

This is a potent centerpiece environmental effect that is guaranteed to make for memorable combat.

For It Lurks Below to work with the enemy, you may choose to have it only go after the PCs, not forcing its check on the enemy.

SPECIAL RULES

The GM places a number of **Blast 1** areas anywhere on the battlefield, they are openings from which it grasps with its appendages.

At the end of each round, the closest character within **Range 5** of an opening must perform an Agility Check. If two characters are the same distance away the GM chooses the target.

On a success, they evade the thing that lurks below.

On a failure, they are grasped by a flailing appendage. They are removed from the battlefield and immediately placed in the center of the opening, or as close as possible, where they are **Immobilized**. The opening is then removed.

The GM places an appendage next to them.

Appendages are S**ize 1 Objects** with **8 Evasion** and **E-Defense** and **5 HP**.

The character remains **Immobilized** and unable to move for any reason until the appendage is destroyed, which is the only way to clear the **Immobilized**.

While **Immobilized** by an appendage the character takes **5 Kinetic damage** at the start of their turn.

"You don't understand, it was there. It looked at me as it took my mech, it stared directly at me, as if, as if, it understood. It was toying with me, its great tentacles writhing, great teeth in the shadows.

My Comp/Con took over and cut us free, it's the only reason why I made it out. But. this maw in the darkness. I can still see it when I close my eyes, yawning, hungry, it's… it's after me."

– Maxwell "Burgundy" Jones – Debriefing, Sokolov's Reach incident.

ENVIRONMENTAL EFFECT #9
HATCHERY

Raiding the hive of an alien life form is a classic trope in science fiction. Hatchery is an ideal way to represent that in Lancer combat. The PCs could explore tight corridors looking to destroy eggs before they can hatch into aggressive alien life forms.

If the biological angle isn't for you, consider replacing "Eggs" with inert-appearing subalterns or mechs which could go haywire from the slightest disturbance and go after the players.

If you want the enemy to be on the same side as the hatching monstrosities, you can always consider having them only go after the PCs. In that case, only the PCs presence would cause an egg to hatch.

SPECIAL RULES

The GM places a number of Eggs on the Battlefield.

They are **Size 1 Objects** and have **5 Evasion** and **E-Defense** and **10 HP.**

At the end of each round if there is one or more characters within **Range 5** of an egg the GM rolls 1d6.

On a 5+ the egg hatches and is replaced by a **Monstrosity Grunt NPC**. The Grunt immediately takes its turn and must move as close as possible and attack the closest visible non-monstrosity character. From then on forward they take their turn after all other characters have activated and must repeat this behavior.

They never count towards any Objectives and are ignored to determine which side is going first in a round.

At the end of round 5, all unhatched eggs automatically hatch.

"Careful now, I'm detecting heat signatures from these eggs. I don't want any more of these things crawling over us."

– Dillan "Hawk" Hawking, Tartarus Company

ENVIRONMENTAL EFFECT #10
POWER STATIONS

Interacting with infrastructure on the battlefield can be a good way to make combat memorable. Power Stations allows characters to hook into the power supply of the region to empower their systems and weapons. When including this environmental effect, you should include a few NPCs that deal energy damage such as Scourers or Operators.

If infrastructure isn't what you are looking for in your combat, you could re-flavor Power Conduits as destroyed mechs which still have some reactor juice left.

Destroying conduits before the enemy has a chance to hook in is equally interesting for both sides, alternatively waiting for an enemy to be hooked in and then blowing the conduit for damage is also a valid strategy.

SPECIAL RULES

Place a number of Power Stations on the battlefield.

Power Stations are **Size 2 Objects** with **5 Evasion** and **E-Defense** and **10 HP**. Whenever a Power Station is destroyed it violently explodes, dealing **2d6 Armor-Piercing Explosive** damage in a **Burst 2** area or half as much on a successful **Agility Check**.

Mech Characters gain the following **Quick Action**:

> ### Jack Into Powergrid
> `Quick Action`
>
> You may only perform this action while adjacent to a **Power Station** in order to hook into it.
>
> While hooked in your weapon attacks that deal **Energy** damage deal **+3 bonus damage**.
>
> When **Overcharging** you gain **Resistance** to **Heat** caused by the **Overcharge**.
>
> You cease to be hooked into the power grid whenever they lose adjacency to the **Power Station**.

"Many power stations that are still intact utilize omni-jacks, allowing our mechs to easily supplement their own reactor output with an external source. Use them while they're still intact but don't linger too long, people. These things are volatile, and you don't want to be hooked in when one of those stations blows."

– General Myers – briefing, Delarosa incident

ENVIRONMENTAL EFFECT #11
SURPRISE ATTACK

Sometimes enemies sneak up on the PCs, Opportunities for this scenario occurring are virtually limitless; subterranean assault, blinkspace incursion, atmospheric entry … enemies could suddenly arrive from anywhere. The Surprise Attack environmental effect represents this, allowing the GM to dump NPCs anywhere on the battlefield. The PCs will be aware of where they come from one round in advance, letting them plan around the incoming reinforcements while still scrambling for good positioning.

Keep in mind that once the Blast 2 ingress zone is placed any reinforcements **must** come from there that round.

SPECIAL RULES

1/Scene, at the start of any round, the GM may place a **Blast 2 Ingress Zone** anywhere on the battlefield.

It could be a tunnel entrance, a teleportation field, an airdrop zone, or any other means of entering the battlefield.

Reinforcements that arrive at the end of this round must arrive from this special Ingress Zone; the zone is then removed.

The rebels had been working for weeks on their tunnel system, utilizing the tools once handed to them by their oppressors for mining purposes. They were ready, having undermined important military bases, centers of commerce and culture. Tonight, it would all come tumbling down.

ENVIRONMENTAL EFFECT #12
SUB ZERO

Sub Zero lets PCs show off their mech-building prowess as it is an environmental effect that can be entirely negated by equipping the right gear. Systems like the Type-3 Projected shield or long-range weapons with a small heat cost will keep the PCs warmed up and moving unhindered.

NPCs meanwhile will have to pay a heat tax each turn if they wish to move quickly, allowing for the PCs to overheat them more readily.

SPECIAL RULES

Characters suffer the **Slowed** condition at the start of their turn.

This lasts until they take any **Heat**. NPCs may take **2 Heat** as a **Protocol**

"Hank, I'm cold."

– Rufus Albarn, Strikov Campaign

ENVIRONMENTAL EFFECT #13
SAND TRAP

Alien worlds with fine desert sands could be potentially fatal for a mech's delicate servos, grinding them to shreds if overexerted. Perhaps the sand is magnetic and actively attracted to a frame? Whatever the explanation, moving too fast is dangerous on this world and characters must evaluate if getting into an optimal position is worth taking the 4 AP damage.

When putting together NPCs for this effect, be mindful of including fast NPCs as they may be uniquely hindered by this environment.

SPECIAL RULES

Mech characters that move more than 5 spaces during a turn take **4 Armor-Piercing Kinetic** damage at the end of the turn as sand clogs up and damages their servos.

They had tried to cover their mech's joints with tarps to prevent the worst of it but it was a useless effort. Warning lights flashed in each of their cockpits with each step, their frame's legs sinking into the impossibly fine desert sand. They would need to re-print their mech's limbs after this one, no way around it. Moving at top speed was out of the question, it would shred their internals entirely and leave them stranded in the harsh sun.

ENVIRONMENTAL EFFECT #14
ACIDIC RAIN

Acidic Rain can be a devastating environmental effect for heavily-armored characters as the caustic liquid could negate their heavy armor plating at any moment. PCs will be rewarded by running frames that have no inherent armor value, such as the Everest. Informing them about this effect beforehand so they can switch frames before the mission can be a good idea.

When putting together the opfor you should include armored NPCs, as this will make the PCs look forward to the occasional showers of acid rain, instead of dreading them because they are the only ones that brought armor.

SPECIAL RULES

At the start of each round roll 1d6. On a 6 all weapons and damaging effects become **Armor-Piercing** until the end of the round.

"I shouldn't have bothered repainting this thing…"

- *Ira "War Bunny" Zenya – Pacification of Tropin-4*

ENVIRONMENTAL EFFECT #15
STEAM VENTS

Steam Vents provide dynamic zones of cover as well as a mild hazard for both PCs and NPCs, making an interesting twist in combat. Steam Vents could be naturally occurring or industrial in nature.
Steam Vents will make characters evaluate where they wish to move and if the potential of having Soft Cover is worth taking 2 Heat.

SPECIAL RULES

The GM places a number of Steam Vents on the battlefield, perhaps they are geysers or mechanical vents for some great machinery.
Steam Vents occupy a single space, it remains a **Free Space**.
At the start of each round, the GM rolls 1d6 for each vent, on a 4+ the Vent produces a Burst 3 steam explosion.
Characters caught in the area when it erupts take **2 Heat**.
The steam cloud remains in play until the end of the round and provides **Soft Cover** to characters at least partially occupying it.

"Careful people, these exhaust ports blow off superheated steam. Blue team bungled the recon, so we don't have the intel on timings. Stay sharp, steer clear of the vents and if you need to get close to one use the steam for cover. Let's do better than blue team out there."

– Ignaz "Thor" Lawrence – Sansa Incident

ENVIRONMENTAL EFFECT #16
SINKHOLES

Sinkholes represent areas on the battlefield that, sometimes, could collapse, causing anyone in the vicinity problems. The chance of a sinkhole triggering is rather small so perhaps taking the risk is worth it to get into an advantageous position.

SPECIAL RULES

The GM places a number of **Blast 2** and **Blast 1** sinkholes on the battlefield, they are areas of ground that could collapse at any moment.
Whenever a character enters an area for the first time in a round, they must roll 1d6.
On a 6 the ground collapses violently. All characters in the area are knocked **Prone**.

"Careful where you step, the last flash flood seriously compromised the ground's integrity. Don't trust your eyes, trust your sensors."

– Tau Leader – The Ornville Massacre

ENVIRONMENTAL EFFECT #17
DEEP SEA

Deep Sea provides an environmental condition to simulate combat on the bottom of an ocean without granting every character involved the ability to fly, which can quickly become chaotic on the tabletop. This version of underwater combat is more akin to a slow "moonwalk" where mechs still sink to the ground but behave much more weightlessly, able to jump higher in the environment. EVA systems are still a requirement in this environment to ensure freedom of movement, but Difficult Terrain can be circumvented by other means, too such as Bulwark Mods or Kai Bioplating, granting more options to make a mech underwater capable.

SPECIAL RULES

These rules replace the usual rules for Zero-G combat when underwater.

Characters without EVA or similar propulsion systems move as if in **Difficult Terrain**.

Characters that jump horizontally may also move upwards up to half their speed.

All characters are **Immune** to fall damage.

Whenever a character is reduced below half their maximum HP they must succeed on a **Hull Check** or become **Impaired** until the end of their next turn, due to explosive decompression.

"I'm telling you, I hate underwater ops, worse than open space if you ask me."

– Gordon "Scholar" Meyers

ENVIRONMENTAL EFFECT #18 APOCALYPTIC TEMPEST

Apocalyptic Tempest is a harrowing environmental effect for anyone relying on ranged attacks, making melee combatants shine. As opposed to the Darkness environmental effect there are no ways around it. This effect should be used extremely sparingly for that reason.

SPECIAL RULES

A terrible storm is raging on the battlefield, vastly decreasing the efficacy of ranged weapons. Visibility is poor, beams are distorted, and trajectories are severely thrown off, making ranged combat a nightmare.

All ranged weapons have their **Range** and **Threat** reduced by half.

Line weapons have their Line reduced by half.

Cone weapons are reduced by 1 increment. Cone 7 becomes Cone 5 and Cone 5 becomes Cone 3. Cone 3 is unaffected.

Burst weapons have their Burst reduced by 1 to a minimum of 1.

It was as if the planet itself had turned against them, lightning struck the base repeatedly and the winds were strong enough to topple their supply trucks.

The Thurians couldn't have picked a better time to attack, the outpost's guns would be useless in this weather. By the looks of it the Thurians had outfitted their mechs entirely with close combat armaments. They had counted on the storm to come and had prepared for it.

Outpost "Beta 25-G" was lost before the Thurians had fired their first shot.

ENVIRONMENTAL EFFECT #19 WAR IN ORBIT

Conflict that requires the intervention of Lancers can be large-scale with orbital fleet engagements warring for void supremacy. Both sides will have the chance to call in orbital strikes on enemy positions, devastating the landscape in the process. Tied up in a fierce space battle, it'll be difficult to accurately direct these strikes while also engaging the enemy.

War in Orbit is a great environmental effect to depict a larger battle that encompasses more than just the theater the PCs operate in, giving a real sense of scale as lance strikes obliterate the environment around them.

SPECIAL RULES

At the start of each round, the PCs collectively and the GM perform a roll-off using a d6. Whoever rolled higher gets to deploy an orbital Lance Strike, on a tie no Lance Strike is deployed.

DEPLOY LANCE STRIKE

Place a **Blast 2** targeting beam anywhere on the battlefield, everyone is aware of its position. At the end of the round a Lance Strike will devastate the area.

Terrain in the area is automatically destroyed.

Characters in the area must make an **Agility check** or take **8/10/12 Energy damage** or half as much on a success.
The area becomes a burning crater for the rest of the scene.
Characters that enter the area for the first time in a round or start their turn inside of it take **2 Burn**.

If the winner of the roll-off rolled a 6, the Lance Strike hits immediately after putting down the targeting beam instead of at the end of the round.

"Negative Echo squad, we have our hands full with the Baron's battlegroup, coordinates received, we'll take the shot when we can… no promises. Sorry. Over."

– Carrier Command to Echo team, Polarian Insurgency

ENVIRONMENTAL EFFECT #20 META VAULT

The Meta Vault is an extremely rare and dangerous environment. Constantly shifting, it will throw GMs and PCs for a loop as the very fabric of reality bends and shifts uncontrollably. This environmental effect is a great addition for sitreps just before an Eidolon fight (Wallflower page 198). You could even add this environment to the Eidolon fight itself, making the fight even more challenging and unpredictable.

SPECIAL RULES

At the start of each round roll 1d6. On a 5+ you then roll 1d20 and apply the corresponding effect to all characters on the battlefield. Effects last until the end of the round.

EFFECT	ROLL 1D20
1	I've Been Here Before
2	Temporal Eb
3	Temporal Surge
4	Vertigo
5	Chosen One
6	Infinite Corridors
7	Shattered Images
8	Otherworldly Momentum
9	Decay
10	Mayhem
11	A Better Future
12	Order
13	Phase Shift
14	Fraying Causality
15	Unnatural Confinement
16	Delayed Demise
17	Crawling Chaos
18	Mesmerized
19	Inverted Vaultscape
20	Power Coalescing

Result 1 - I've Been Here Before
At the start of each character's turn mark down their current position. At the end of their turn they are **Teleported** back to that position (or as close as possible).

Result 2 - Temporal Eb
All characters become **Slowed** until the end of the round.

Result 3 - Temporal Surge
All characters may, 1/round, **Boost** as a **Free Action**.

Result 4 - Vertigo
All characters permanently float exactly 10 spaces above the ground during this round. Their altitude can't change. At the end of the round they harmlessly land.

Result 5 - Chosen One
Randomly determine 1 Scoring character on the battlefield. They take an additional turn this round.

Result 6 - Infinite Corridors
The GM places 3 **Size 1** portals anywhere on the battlefield. Then the PCs collectively place 3 **Size 1** portals. 1/round, a character entering the space of a portal may immediately **Teleport** adjacent to any other portal on the battlefield. All portals are removed at the end of the round.

Result 7 - Shattered Images
Replace each scoring character with an imperfect facsimile. Imperfect facsimiles are scoring characters identical to the character they are replacing except they have 1 HP and 20 Evasion. Whenever an imperfect facsimile is destroyed they are removed from the battlefield. Mark down the position at which they were destroyed. At the end of the round, after any potential sitrep scoring, all imperfect facsimiles are replaced with their corresponding character or return to the position where their facsimile was destroyed. Characters that have not yet taken a turn this round then each take a turn, before the round ends in the usual turn order.

Result 8 - Otherworldly Momentum
PCs collectively and GM alternate choosing a **Scoring** character on the battlefield until all characters have been chosen. Chosen characters are immediately pushed 5 spaces in a straight line. If that causes them to collide with another character or piece of terrain they take **4/6/8 Kinetic** damage and are knocked **Prone**.

Result 9 - Decay
All characters become Shredded until the end of the round.

Result 10 - Mayhem
Until the end of the round, characters can not be reduced below 1 HP. All damage is doubled this round.

Result 11 - A Better Future
Until the end of the round, characters are unable to perform attacks.

Result 12 - Order
D20s are not rolled this round. All instances of a d20 are instead substituted with a result of 10.

Result 13 - Phase Shift
The GM chooses half the scoring PC characters. The PCs then choose half of the scoring hostile characters. All other characters become Intangible until the end of the round.

Result 14 - Fraying Causality
Until the end of the round, whenever a character takes damage they roll 1d6. On a 6 they do not take the damage and regain an equal amount of HP instead.

Result 15 - Unnatural Confinement
All characters expel a **Burst 4** bubble of reality; this area does not move with them. Any spaces outside these areas are treated as indestructible infinitely high Obstructions, blocking Line of Sight, abilities and effects.

Result 16 - Delayed Demise
Characters at 0 HP are not destroyed until the end of this round. Characters postpone rolling Structure and Stress checks until the end of this round.

Result 17 - The Sleeper Stirs
All characters are Knocked **Prone** and take **4 AP Kinetic** damage.

Result 18 - Mesmerized
Place a **Size 1** mesmerizing vortex in the center of the battlefield; it lasts until the end of the round. Characters may not voluntarily move away from the vortex.

Result 19 - Inverted Vaultscape
Until the end of the round all terrain on the battlefield is replaced with holes that are a number of spaces deep equal to the height of the replaced terrain. Characters standing on top of the terrain when it is inverted take the appropriate amount of fall damage. At the end of the round characters inside a hole are placed in the appropriate space occupying the terrain.

Result 20 - Power Coalescing
Place a **Size 3** nova in the center of the battlefield. Record the value of all self-inflicted **Heat** generated this round. At the end of the round the nova detonates in a **Burst** the size equal to the accumulated **Heat**. Characters inside the area must make an **Engineering check**. On a failure, they take damage equal to the accumulated **Heat** or half as much on a successful check.

"RETREAT!" Arlow screamed into the squad line as the fractal forms moved away from his position, each step in the opposite direction bringing them, impossibly, closer towards him. Their bladed arms, mathematically perfect, poised to strike.

Now Arlow was a boy on the lap of his father.

Now Arlow experienced his first kiss.

Now Arlow was graduating from the academy.

Now Arlow is inside the Metavault, torn apart by the very geometry surrounding him.

Now Arlow will die.

Now Arlow had been married.

Now Arlow will have retired.

Now Arlow's children will have been burying him.

Now… no. No, hold on, wait. That was then. This, THIS is now.

Now Arlow's boosters kick into overdrive. Now Arlow's charged blade slices through crystalline formulae trying to end him. Now Arlow is sprinting up the non-euclidean walls, evading blasts of searing energy.

Each second he fights returns the future to him, each movement delaying the inevitable. Now Arlow sees. Now Arlow understands. Now Arlow perceives the web of causality. This has happened before. Many times.

Now Arlow takes the "head" off of one of them. Now Arlow smashes through their ranks, his Everest straining to make it to the exit, the bright crack in the vast wall looming ahead.

Now Arlow stands in front of the hole in reality. His Everest an overgrown and silent gravemarker. A rotting skeleton inside the cockpit, clutching the controls.

SECTION 4 - LIQUIDS

Liquids on the battlefield can create areas which have different effects on those who step in them.
Some liquids have special rules pertaining to characters entering them for the first time in a round or starting their turn in them. Characters can only be affected by a liquid's special effects 1/round. Liquids can be used to supplement regular terrain on the battlefield. Lava, for example, is a great way to make a mission in a volcanic area come alive.

WATER
Water is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped. It has no further special rules.

LAVA
Lava is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped.
1/round, characters that start their turn in lava or enter it for the first time in a round take **4 Burn** and **2 Heat**.

ACID
Acid is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped.
1/round, characters that start their turn in acid or enter it for the first time in a round take **2 Burn** and become **Shredded** until the end of their next turn.

ICY WATER
Icy Water is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped.
1/round, characters that start their turn in ice water or enter it for the first time in a round clear **2 Heat** and become **Slowed** until the end of their next turn.

ICE
Ice is **Difficult Terrain**.
Characters that begin any non-teleport involuntary movement (knockback, push, pull, etc.) on ice extend that **involuntary movement** by 2 spaces in the same direction.
At the end of any such movement, they must perform an Agility check or be knocked **Prone**.

ELECTRIFIED LIQUID
Electrified Liquid is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped.
1/round characters that start their turn in Electrified Liquid or enter it for the first time in a round take **3 Energy damage** and become **Impaired** until the end of their next turn.

MUD
Characters that start their turn in mud gain the **Slowed** condition until the end of their next turn. If they are already **Slowed** by this effect they instead become **Immobilized** until the end of the current turn.

INDUSTRIAL SLUDGE
Industrial Sludge is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped. Whenever a character occupying a space of Industrial Sludge takes damage from any source besides Industrial Sludge, they also take **1 Armor-Piercing Energy** damage as the sludge seeps into their mech's damaged areas.

FUEL
Fuel is **Difficult Terrain** unless a character has an EVA module, Jump Jets, Flight Pack or similar propulsion system equipped.
The first time in a round a character occupying a space of fuel takes any amount of **Burn,** the entire area of fuel is ignited. This also occurs if a space of fuel is affected by an attack or ability that causes **Burn**.
The fuel is immediately set ablaze and all characters in the area take **4 Burn**.
Characters that enter the area for the first time this round take **4 Burn**.
At the end of the current round the area of fuel is removed, consumed in the blaze

This section contains the rules for NPCs that are used for specific Sitreps outlined in the chapter "Sitreps" (page 5). These NPCs should not be used outside of the specific sitreps, as they would serve little purpose due to their restrictive and highly specialized nature.

DEMOLITION TARGET

SIZE 3

Sitrep Specific Defender
The Demolition Target is part of the Demolition Sitrep described on page 11.

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +0   **Systems:** +0
Agility: +0   **Engineering:** +0

CORE STATS

HP: 15   **Armor:** 0
Evasion: 5   **E-Defense:** 5
Speed: 0   **Size:** 3
Heat Cap: - **Save Target:** 0
Sensors: 0

MECH SKILLS

Hull: +0   **Systems:** +0
Agility: +0   **Engineering:** +0

CORE STATS

HP: 20   **Armor:** 0
Evasion: 5   **E-Defense:** 5
Speed: 0   **Size:** 3
Heat Cap: - **Save Target:** 0
Sensors: 0

MECH SKILLS

Hull: +0   **Systems:** +0
Agility: +0   **Engineering:** +0

CORE STATS

HP: 25   **Armor:** 0
Evasion: 5   **E-Defense:** 5
Speed: 0   **Size:** 3
Heat Cap: - **Save Target:** 0
Sensors: 0

BASE SYSTEMS

INERT	Trait

Demolition Targets are characters but don't take turns and don't cause **Engagement**.
They are **Immune** to all movement, conditions and statuses except for **Lock On**.
The Demolition Target is not a **Scoring** character.

INFLAMMABLE	Trait

The Demolition Target clears all **Burn** immediately after the initial damage has been dealt.

OPTIONAL SYSTEMS

FORTIFIED	Trait

The Demolition Target receives **+1 Armor**.

IMPENETRABLE	Trait

You may only choose this Optional if the Demolition Target has the Fortified Trait.
The Demolition Target receives a further **+1 Armor**.

SIEGE ARMOR	Trait

The Demolition Target has **Resistance** to all damage from attacks that originate beyond range 3.

WATCHPOST	Trait

At the start of each round the Demolition Target applies **Lock On** to the closest hostile character.

COMMAND CENTER	Trait

Allied characters in range 3 of this Demolition Target may re-roll **Saves** and **Checks**.

BEHEMOTH

Sitrep Specific Artillery

Lumbering mountains of interlocking titanium plates shaking the earth with each thunderous step and spewing fire and death in every direction. The Behemoth is one of the largest self-propelled land units one can encounter on a battlefield, and the rarest, for the construction costs of such a frame are tremendous. These mechs, cyclopean and monolithic, are usually crewed by multiple personnel, a necessity to keep its various upscaled systems monitored. Behemoths are well armed, usually equipped with hull mounted Auxiliary Nodes that enhance the effectiveness of the Behemoth exponentially, covering its blindspots with overlapping fields of fire or providing valuable support systems. While it is true that oversized mechs can come in various shapes and forms, only the largest deserve the title "Behemoth".

TIER 1	TIER 2	TIER 3

MECH SKILLS (TIER 1)
Hull: +4   Systems: +1
Agility: -3   Engineering: +5

CORE STATS (TIER 1)
HP: 25(+5)   Armor: 1
Evasion: 6   E-Defense: 10
Speed: 3   Size: 5
Heat Cap: 10   Save Target: 11
Sensors: 15

MECH SKILLS (TIER 2)
Hull: +5   Systems: +2
Agility: -3   Engineering: +5

CORE STATS (TIER 2)
HP: 30(+5)   Armor: 1
Evasion: 6   E-Defense: 12
Speed: 5   Size: 5
Heat Cap: 10   Save Target: 13
Sensors: 15

MECH SKILLS (TIER 3)
Hull: +6   Systems: +3
Agility: -3   Engineering: +5

CORE STATS (TIER 3)
HP: 35(+5)   Armor: 1
Evasion: 6   E-Defense: 14
Speed: 5   Size: 5
Heat Cap: 10   Save Target: 15
Sensors: 15

TACTICS

Behemoths are designed to be threatening single NPCs that an entire scene is built around. Behemoths provide a powerful "boss" enemy that can present a challenging encounter for a whole group of Lancers. The Behemoth should only be used in the "Behemoth Brawl" Sitrep. (page 7)

BASE SYSTEMS

Integrated Launch Tubes
Superheavy Launcher, Arcing, Knockback 1
+2/+4/+6, [Range 15][4/6/8 Explosive]
This weapon attacks every hostile character within Range.

Titanic Stomping
Superheavy Melee, +2/+4/+6, +1 Difficulty
[Burst 1][8/10/12 Explosive]
This weapon only affects hostile characters. Hit or miss, all hostile characters are pushed out of this attack's Burst, even through Hardpoint spaces, after the attack is resolved.

ULTRA — Trait
The Behemoth must be equipped with the Ultra Template (stat changes are already included in the above profile) but may not take any Ultra optionals.

BEHEMOTH — Trait
The following rules apply to the Behemoth:
- It is **Size 5**, it occupies the space of a Blast 2 template and has a height of 5 spaces.
- It is unable to **Boost**.
- It has **Immunity** to **Prone**, **Intangible** and all involuntary movement.
- It ignores **Difficult Terrain** and automatically destroys all terrain it moves over or into.
- It can never **Hide** or be **Invisible**.
- It does not cause or suffer from **Engagement**.
- Characters may occupy the same space as the Behemoth.
- It must take 1 Behemoth optional per Tier.

HARDPOINTS — Trait
The Behemoth possesses Hardpoints equal to the number of PCs. Hardpoints are fixed single space points on the Behemoth. They cover the entire height of the Behemoth vertically.
Characters may not occupy the spaces of a Hardpoint.
If the Behemoth moves and a character occupies the space of a Hardpoint that character is pushed out of the way until they no longer occupy a Hardpoint.

AUXILIARY NODES   Trait

Each Hardpoint on the Behemoth comes with an Auxiliary Node which permanently occupies it. Auxiliary Nodes are chosen from the Auxiliary Nodes section

Auxiliary Nodes:
● Are independent characters and take a single turn each round independent of the Behemoth.
● Share the Behemoth's stats except they have **15/18/21 HP** and no **Heat Cap**.
● Attacks and effects that affect more than a single target deal half damage to Auxiliary Nodes.
● Move with the Behemoth when it moves and have **Immunity** to all other forms of movement, Prone.
● Do not cause or suffer from **Engagement**.
● Do not benefit from any NPC templates applied to the Behemoth.
● Have a single Structure and no Stress.
● Can Overwatch with **Superheavy** weapons.
● Are destroyed when the Behemoth is.
● Automatically clear **Intangible** at the end of their turns.

Each Auxiliary Node comes equipped with a single Auxiliary Node Trait determining its type.

Integrated Auto Repair
System, Limited 1

When the Behemoth **Stabilizes** it may spend any number of charges to return that many destroyed Auxiliary Nodes with full HP.
If a previously destroyed Auxiliary Node hasn't taken a turn this round, it may take its turn as normal. Each destroyed Auxiliary Node may only be returned once per scene.
Whenever the Behemoth takes Structure or Stress damage this system gains 1 charge.

REDUNDANT SYSTEMS   Trait

The Behemoth starts each scene with **Overshield** equal to the number of Auxiliary Nodes it possesses. At the start of each of its turns, it gains **Overshield** equal to the number of intact Auxiliary Nodes it possesses. The Behemoth's Structure or Stress can never be reduced below the amount of intact Auxiliary Nodes it possesses. If it would take damage or **Heat** that would bring its Structure or Stress below the amount of its intact Nodes, it instead remains at **1 HP** or maximum **Heat**. If the Behemoth regains any Auxiliary Nodes it does not regain Structure or Stress but is unable to lose any more until the appropriate amount of Nodes are destroyed.

AUXILIARY NODE TRAITS

Gun Emplacement
Superheavy Rifle, Reliable 3/4/5,
+1/+2/+3, [Range 10][5/7/9 Kinetic]
This node comes equipped with a machine gun.

Point Defense
Superheavy CQB, +2/+4/+6,
[Range 5] [Threat 3] [6/8/10 Kinetic]
This node comes equipped with a point defense weapon. This node can **Overwatch** unlimited times per round.

Hunter Killer Missile Launcher
Superheavy Launcher, Smart, Seeking,
+0/+0/+0, [Range 15] [8/10/12 Energy]
This node comes equipped with a Hunter Killer Missile Launcher. This Weapon's damage can't be reduced in any way – by Armor, Resistance, or otherwise.

Artillery Emplacement
Superheavy Cannon, Arcing, Inaccurate,
+2/+4/+6, [Range 20] [Blast 2]
[6/8/10 Explosive]
This node comes equipped with an artillery emplacement

Hacking Node
Auxiliary Node
This node comes equipped with a hacking module. This node makes Tech Attacks at **+1 Accuracy**. When it uses the **Full Tech** action it may **Invade** twice.

Flight Deck
Auxiliary Node
As a **Full Action** this node must create an **Ace NPC** with the **Grunt** template in a free adjacent space. It may not take any other actions. It may only have a single Grunt in play. The Grunt immediately takes its turn and proceeds to take its following turns during this node's turn. If this Node is destroyed, the Grunt begins taking independent turns (starting in the next round if the Grunt already activated this round).

Shield Generator
Auxiliary Node
This node comes equipped with a shield generator. While this node is intact the Behemoth and all non-Shield Generator nodes have **Resistance** to all damage. As a **Full Action,** this node may clear all **Burn** from the Behemoth and all nodes, including itself.

OPTIONAL SYSTEMS

Doomsday Missile
System, Full Action, Limited 1

Spend a charge to target a **Blast 3** area in **Range 20**. Characters in the area take **Explosive** damage equal to **2/3/4** times the amount of rounds the Behemoth has participated in the scene. They take half damage on a successful **Agility** save. Terrain in the area is automatically destroyed.

Tractor Shredder
System, Full Action

Target a character in Line of Sight, further than 7 spaces away. They become **Immobilized**.
At the end of the Behemoth's turns, the character is pulled 3 spaces towards the Behemoth. If they contact terrain, that terrain is destroyed. If they contact a character, that character is pushed out of the way on the most direct route possible. When they become adjacent to the Behemoth, they suffer 1 Structure damage and this effect ends.
This effect also ends if the target or the Behemoth moves, including involuntary movement, except for movement caused by this system. This system can only affect one character at a time. Affected characters may perform a **Hull save** as a **Full Action** to end this effect. The **Immobilized** condition can only be cleared via the ways outlined in this system.

Ship Class Projected Shield
System, Full Action

Place two **Line 4** shields anywhere completely within **range 3**. They are 6 spaces high. The shields destroy all terrain they intersect but may not overlap characters.
The Behemoth has **Resistance** to damage from non-arcing or seeking attacks passing through a shield. Characters may freely pass through the shield but take **4/6/8 Burn** when they enter or start their turn inside the shield for the first time in a round.
The shields last until the Behemoth moves or takes this action again.
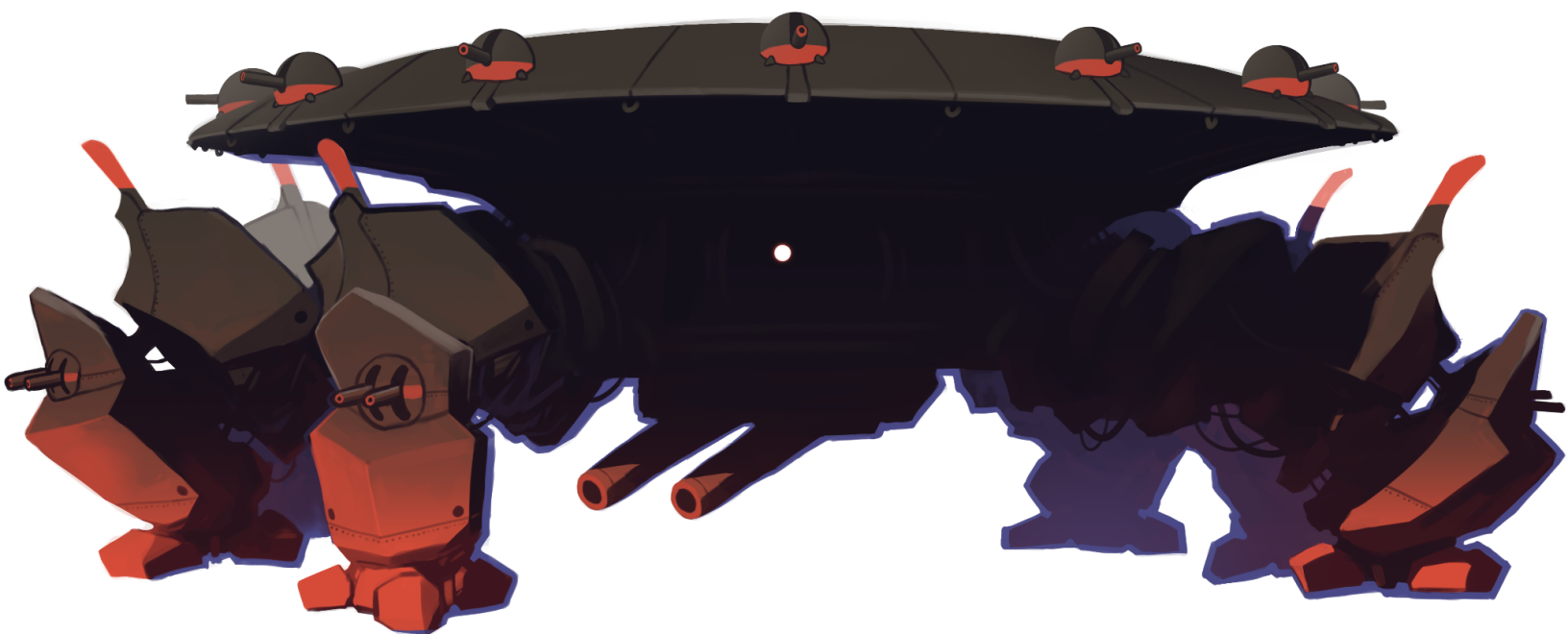
Multi Scanner
System, Full Action

Apply **Lock On** to all hostile characters, even if they are **Hidden**. While they have **Lock On**, they lose **Invisible** and **Hidden** and can't gain either effect.

SUPREME LORD OF WAR	Trait

The first time it would be destroyed the Behemoth is instead set to 1 Structure and Stress, regains all HP, and clears all Heat.

TRAIN

Sitrep Specific Defender
The Train is the central part of the Trainheist Sitrep described on page 26.

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +4   **Systems:** +1
Agility: -2   **Engineering:** +0

MECH SKILLS

Hull: +5   **Systems:** +1
Agility: -2   **Engineering:** +1

MECH SKILLS

Hull: +6   **Systems:** +1
Agility: -2   **Engineering:** +2

CORE STATS

HP: 25   **Armor:** 0
Evasion: 6   **E-Defense:** 6
Speed: X   **Size:** 3
Heat Cap: 10   **Save Target:** 10
Sensors: 15

CORE STATS

HP: 30   **Armor:** 0
Evasion: 6   **E-Defense:** 6
Speed: X   **Size:** 3
Heat Cap: 10   **Save Target:** 12
Sensors: 15

CORE STATS

HP: 35   **Armor:** 0
Evasion: 6   **E-Defense:** 6
Speed: X   **Size:** 3
Heat Cap: 10   **Save Target:** 14
Sensors: 15

BASE SYSTEMS

Slinger Cannon
Main Cannon, Arcing, Reliable 3/4/5,
+1/+2/+3, [Range 10][5/7/10 Kinetic]

Emergency Shield Generator
System, Quick Action, Recharge 6+
This system remains active until the start of the Train's next turn. While active, the Train has **Resistance** to all damage.

ENGINE OF DEATH   Trait
The Train takes two separate turns each round. It has **+3 Structure** and **Stress**. The Train rolls twice on Structure Damage and Overheating checks and chooses either result. The Train cannot be further modified with templates.
At the start of the Train's turn, it clears one condition. At the end of its turn, it repairs one destroyed weapon or system.
Spaces adjacent to the Train count as an **Ingress Zone** for NPCs as long as the Train is not destroyed.

ON RAILS   Trait
The Train is unable to move except via the Crushing Speed trait.
The Train is **Immune** to Involuntary Movement caused by other characters. It can never be forced to leave its route.
Whenever the Train moves it is **Immune** to **Engagement** and **Reactions**. Its movement cannot be stopped by **ANY** means.

CRUSHING SPEED   Trait
At the end of the round, the Train moves a number of spaces along its predetermined route so that it leaves the battlefield at the end of round 6.
The Train will run over characters and objects in its path during its end of round movement.
Objects are automatically destroyed while characters (hostile and allied) must make an **Agility save** or take **10/15/20 Armor-Piercing Kinetic** damage and be pushed out of the way and knocked **Prone**.
On a successful save, they take half damage and remain standing but are still pushed out of the way.

This section contains the rules for NPCs that are used for specific Bonus Objectives outlined in the chapter "Bonus Objectives" (page 27). These specific NPCs should not be used outside of their outlined Bonus Objectives due to their restrictive and highly specialized nature.

SCOUT CRAFT

SIZE 1/2

Objective Specific Support
The Scout Craft is part of the "Scout Craft" Bonus Objective described on page 28

TIER 1	TIER 2	TIER 3

MECH SKILLS (TIER 1)

Hull: -2   Systems: +3
Agility: +3   Engineering: +0

CORE STATS (TIER 1)

HP: 8   Armor: 0
Evasion: 12   E-Defense: 12
Speed: X   Size: 1/2
Heat Cap: 6   Save Target: 10
Sensors: 20

MECH SKILLS (TIER 2)

Hull: -2   Systems: +3
Agility: +3   Engineering: +0

CORE STATS (TIER 2)

HP: 8   Armor: 0
Evasion: 15   E-Defense: 15
Speed: X   Size: 1/2
Heat Cap: 6   Save Target: 12
Sensors: 20

MECH SKILLS (TIER 3)

Hull: -2   Systems: +3
Agility: +3   Engineering: +0

CORE STATS (TIER 3)

HP: 8   Armor: 0
Evasion: 18   E-Defense: 18
Speed: X   Size: 1/2
Heat Cap: 6   Save Target: 14
Sensors: 20

BASE SYSTEMS

SCOUT CRAFT	Trait

The Scout Craft can only be included for the "Scout Craft" Bonus Objective. It takes no turns and must follow the special rules outlined by the Bonus Objective.

AIRBORNE	Trait

The Scout Craft can fly. It is immune to involuntary movement and Immobilized. The Scout Craft permanently hovers 6 spaces above any surface.

STEALTHY	Trait

The Scout Craft is permanently **Invisible**. After it completes a movement, it becomes HIdden.

CONTRACT KILLER

SIZE 1

Objective Specific Striker
The Contract Killer is part of the "Contract Killer" Bonus Objective described on page 32.

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**

TIER 1

MECH SKILLS
Hull: +1   Systems: +1
Agility: +1   Engineering: +1

CORE STATS
HP: 15   Armor: 1
Evasion: 8   E-Defense: 8
Speed: 5   Size: 1
Heat Cap: 8   Save Target: 11
Sensors: 10

TIER 2

MECH SKILLS
Hull: +2   Systems: +2
Agility: +2   Engineering: +2

CORE STATS
HP: 18   Armor: 1
Evasion: 10   E-Defense: 10
Speed: 5   Size: 1
Heat Cap: 8   Save Target: 13
Sensors: 10

TIER 3

MECH SKILLS
Hull: +3   Systems: +3
Agility: +3   Engineering: +3

CORE STATS
HP: 21   Armor: 1
Evasion: 12   E-Defense: 12
Speed: 5   Size: 1
Heat Cap: 8   Save Target: 15
Sensors: 10

BASE SYSTEMS

"Mauler" Carbine
Heavy Rifle, Reliable 2/3/4, +1/+2/+3
[Range 10][6/8/10 Kinetic]
This Weapon's damage can't be reduced in any way - by Armor, Resistance, or otherwise.

Hunting Knife
Auxiliary Melee, Thrown 5, +2/+4/+6,
[Threat 1][5/6/7 Kinetic]
This Weapon's damage can't be reduced in any way - by Armor, Resistance, or otherwise.

COME TO COLLECT   Trait
The Contract Killer can only be included via the "Contract Killer" Bonus Objective. The Objective randomly determines a PC as the killer's target. The Contract Killer has +1 Accuracy on all attacks against their target as well as Accuracy on all saves and checks forced by that target.
The Contract Killer ignores the **Invisible** and **Hidden** conditions on their target.

APEX PREDATOR   Trait
The Contract Killer takes two separate turns each round. It has +2 Structure and Stress. The Contract Killer cannot be further modified with templates.

Shrug It Off
Reaction, 1/round
Trigger: The Contract Killer takes damage from any source.
Effect: The Contract Killer gains **Resistance** to the damage.

Devana Class NHP
System, AI, Limited 1
The Contract Killer may spend a charge **at any time** to activate this system and gain **one** of the following effects:
● Before making an attack it may declare that the attack automatically hits.
● Before making a **Save** or **Check** it may declare that it automatically succeeds.
● It may immediately clear a **Status** or **Condition** affecting it.

Specter Charges
System, Quick Action, Limited 1
The Contract Killer throws a Specter Charge to a space within **Range 5** where it creates a **Blast 1** area of concealing smoke; it lasts until the end of the Contract Killer's next turn. If the Contract Killer ends its turn inside the smoke, it immediately becomes **Invisible** and **Hidden** until it makes an attack or leaves the area.

Disruptor Grenade
System, Quick Action, Limited 1
The Contract Killer throws a Disruptor Grenade to a space within **Range 5** where it explodes in a **Blast 2** area of static. Characters in the area become **Slowed** and must perform a **System Save** or become **Jammed**. Both **conditions** last until the end of the character's next turn.

Mutilator Missiles
System, Quick Action, Limited 1
The Contract Killer launches a **Line 8** volley of Mutilator Missiles. All affected characters must succeed an **Agility** save or take **6/8/10 Burn**. On a successful save, they take half **Burn**.

SUPREME LEADER

Objective Specific Support

The Supreme Leader is part of the "Decapitation Move" Bonus Objective described on page 37.

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +1	**Systems:** +1	**Hull:** +2	**Systems:** +2	**Hull:** +3	**Systems:** +3
Agility: +1	**Engineering:** +1	**Agility:** +2	**Engineering:** +2	**Agility:** +3	**Engineering:** +3

CORE STATS

TIER 1
- **HP:** 50 **Armor:** 1
- **Evasion:** 8 **E-Defense:** 8
- **Speed:** 4 **Size:** 1
- **Heat Cap:** 8 **Save Target:** 10
- **Sensors:** 10

TIER 2
- **HP:** 55 **Armor:** 1
- **Evasion:** 10 **E-Defense:** 10
- **Speed:** 4 **Size:** 1
- **Heat Cap:** 8 **Save Target:** 12
- **Sensors:** 10

TIER 3
- **HP:** 60 **Armor:** 1
- **Evasion:** 12 **E-Defense:** 12
- **Speed:** 4 **Size:** 1
- **Heat Cap:** 8 **Save Target:** 14
- **Sensors:** 10

BASE SYSTEMS

SUPREME LEADER	Trait

The Supreme Leader can only be included via the "Decapitation Move" Bonus Objective. The Supreme Leader is not a Scoring Character.

Shrug It Off
Reaction, 1/round

Trigger: The Supreme Leader takes damage from any source.

Effect: The Supreme Leader gains **Resistance** to the damage.

ABOVE SUCH TRIVIAL MATTERS	Trait
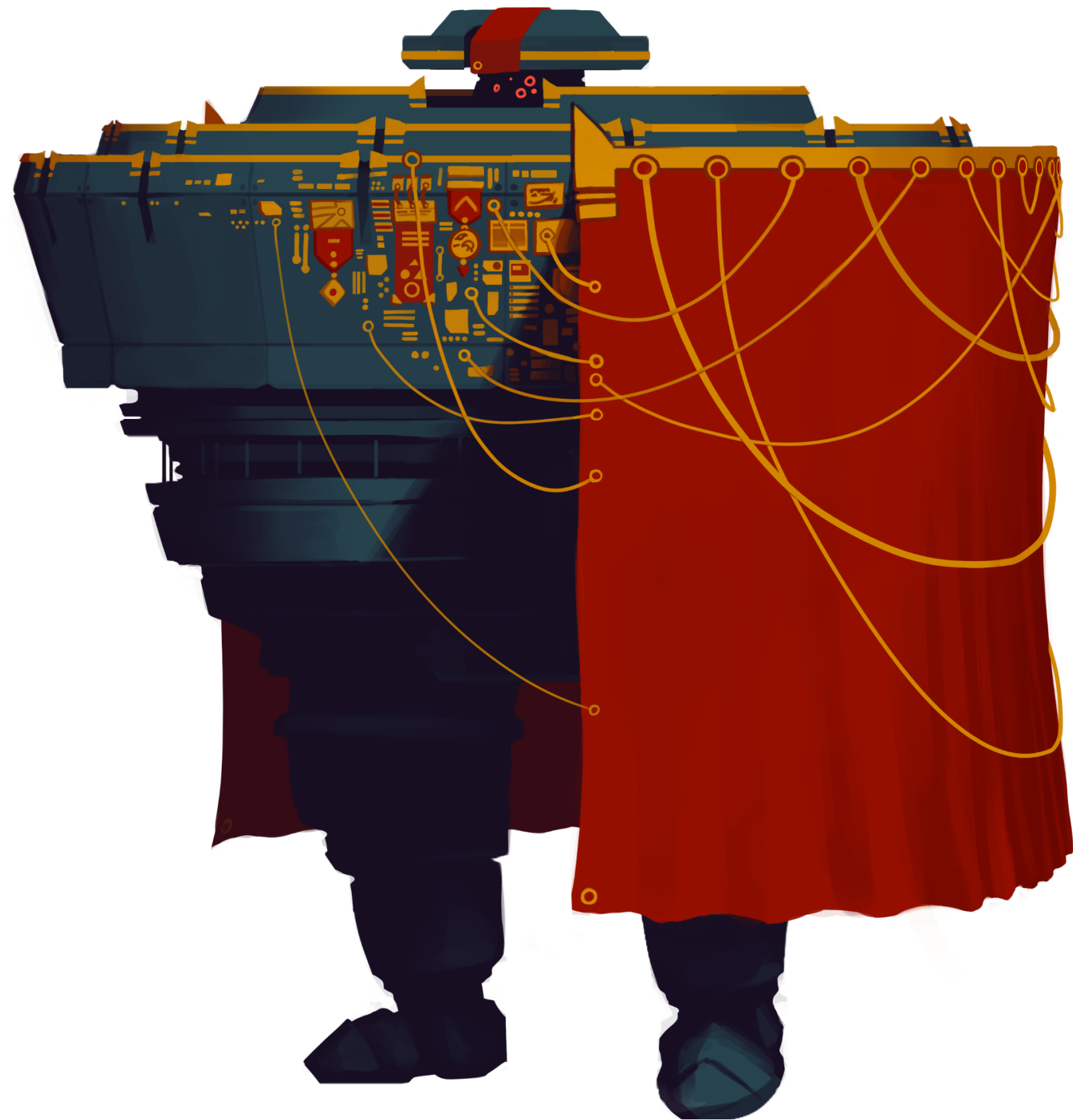
The only attack the Supreme Leader can perform is **Ram**. The Supreme Leader cannot take the **Hide** action.

ONWARDS!	Trait, Quick Action

Choose an allied character in sensors and Line of Sight, they may immediately Boost.

TO VICTORY!	Trait, Quick Action

Choose an allied character in Sensors and Line of Sight. They gain +1 Accuracy on all attacks until the end of their next turn.

ARTILLERY EMPLACEMENT

Objective Specific Artillery

The Artillery Emplacement is part of the "Tireless Bombardment" Bonus Objective described on page 33.

TIER 1	TIER 2	TIER 3

MECH SKILLS (TIER 1)
Hull: +0   Systems: +0
Agility: +0   Engineering: +0

CORE STATS (TIER 1)
HP: 40   Armor: 0
Evasion: 5   E-Defense: 5
Speed: 0   Size: 3
Heat Cap: -   Save Target: 0
Sensors: 0

MECH SKILLS (TIER 2)
Hull: +0   Systems: +0
Agility: +0   Engineering: +0

CORE STATS (TIER 2)
HP: 50   Armor: 0
Evasion: 5   E-Defense: 5
Speed: 0   Size: 3
Heat Cap: 0   Save Target: 0
Sensors: 0

MECH SKILLS (TIER 3)
Hull: +0   Systems: +0
Agility: +0   Engineering: +0

CORE STATS (TIER 3)
HP: 60   Armor: 0
Evasion: 5   E-Defense: 5
Speed: 0   Size: 3
Heat Cap: 0   Save Target: 0
Sensors: 0

VASE SYSTEMS

INERT	Trait

Artillery Emplacements are characters but don't take turns and don't cause **Engagement**. They are **Immune** to all movement, conditions and statuses except for **Lock On**. The Artillery Emplacement is not considered a **Scoring** character.

FLAME RETARDANT	Trait

The Artillery Emplacement clears all **Burn** immediately after the initial damage has been dealt.

FIRE!	Trait

At the end of each round the Artillery Emplacement shoots at a randomly determined PC character on the battlefield. It does not require Line of Sight and has infinite range.

Place a **Blast 2** explosion on the target. The Blast then deviates and moves 1d6 spaces in a randomly determined direction, determining its final position. Characters in the area suffer **6/8/10 Explosive** damage.

All terrain in the area is automatically destroyed, if the blast would hit the Artillery Emplacement it does not fire.

AMPLIFIER

SIZE 1/2

Support

The miniscule Amplifier flits across the battlefield at breakneck speeds. Equipped with a specialized energy siphon, its task is clear: gather energy from the enemy to dispense to its allies, increasing their power. Once soaked in stolen power the Amplifier becomes most dangerous, capable of disintegrating its motive appendages and permanently combining with an ally, granting them even greater power as well as its signature energy siphon ability.

TIER 1	TIER 2	TIER 3
MECH SKILLS Hull: -3 Systems: +2 Agility: +3 Engineering: +1	**MECH SKILLS** Hull: -3 Systems: +3 Agility: +4 Engineering: +1	**MECH SKILLS** Hull: -3 Systems: +4 Agility: +5 Engineering: +1
CORE STATS HP: 8 Armor: 0 Evasion: 14 E-Defense: 10 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 10 Sensors: 5	**CORE STATS** HP: 8 Armor: 0 Evasion: 16 E-Defense: 12 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 12 Sensors: 5	**CORE STATS** HP: 8 Armor: 0 Evasion: 18 E-Defense: 14 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 14 Sensors: 5

TACTICS

The Amplifier operates in one of two modes. If it has no **Overshield** it must venture into the fray and collect some using its close-range Drain Beam. Once it has gathered **Overshield** it becomes a prime target for the players, attempting to remove the Overshield before it can pass it on.

BASE SYSTEMS

Drain Beam
Main CQB, +2/+4/+6, +1 Accuracy
[Range 5] [1/2/3 Energy]
After successfully attacking a hostile character this character gains **4/5/6 Overshield**.

Amplify
System, Full Action
The Amplifier may only take this action if it currently has **Overshield**. Target an allied character in Sensors. The Amplifier is removed from the battlefield, permanently combining with the target for the rest of the scene. The target receives **Overshield** equal to the **Overshield** on the Amplifier and gains **+1 Accuracy** on all Attacks, Saves and Checks while it has any **Overshield**. Additionally, it gains the "Drain Beam" Weapon. A character may only be amplified 1/scene.

SSC Half-Suite
System
The Amplifier may **Hover,** but never more than 3 spaces above any surface.

Enhance
System, Quick Action
An allied character within Sensors gains **Overshield** in the same amount as the current **Overshield** of the Amplifier. The Amplifier loses all **Overshield**.

OPTIONAL SYSTEMS

IMPROVED ENHANCE — Trait
The Amplifier may target two allies with Enhance instead of one.

INVIGORATING AMPLIFICATION — Trait
When the Amplifier uses Amplify, the targeted character may **immediately** take an additional turn in that round.

CQB EXPERT — Trait
The Drain Beam becomes **Threat 3**.

Increase Output
System, Quick Action, Recharge 5+
The Amplifier doubles its current **Overshield**. It may not exceed **8/10/12 Overshield**.

Evasive Action
Reaction, 1/round
Trigger: The Amplifier loses all **Overshield.**
Effect: The Amplifier may immediately move up to its speed, ignoring **Engagement** and **Reactions**.

BRUTE

Biological

Brutes are hulking biological weapons, often created from modified megafauna, but sometimes even human subjects. Bloated to staggering proportions by growth stims and steroids, these slave beasts are often seen in arena fights where their aggression is put on display for the benefit of the masses. The Brute's shriveled mind is kept in check by an inhibitor chip implanted in its cerebellum, effectively turning it into an obedient flesh construct.

SIZE 2

TIER 1		TIER 2		TIER 3	

MECH SKILLS

Hull: +4	Systems: -2	Hull: +5	Systems: -1	Hull: +6	Systems: +0
Agility: -1	Engineering: +0	Agility: -1	Engineering: +0	Agility: -1	Engineering: +0

CORE STATS

HP: 25	Armor: 0	HP: 30	Armor: 0	HP: 35	Armor: 0
Evasion: 6	E-Defense: 8	Evasion: 8	E-Defense: 8	Evasion: 8	E-Defense: 8
Speed: 3	Size: 2	Speed: 3	Size: 2	Speed: 3	Size: 2
Heat Cap: -	Save Target: 11	Heat Cap: -	Save Target: 13	Heat Cap: -	Save Target: 15
Sensors: 5		Sensors: 5		Sensors: 5	

TACTICS

Thanks to its hurl ability the Brute can easily be used to throw any plan into complete disarray and do a healthy amount of damage while doing so. While Brutes have a large amount of HP, they have no armor and are vulnerable to focus fire. Should a Brute expire, the players get to take it over and send it against the enemy, giving them a taste of their own medicine.

BASE SYSTEMS

Meaty Fist
Heavy Melee, +1/+2/+3, [Threat 1]
[6/8/10 Kinetic]
On Hit: Target becomes Grappled.

HURL   Trait, Quick Action
The Brute may only take this action if it is Grappling a character its own size or smaller. The character is pushed 5 spaces away from the Brute. If it collides with another character or piece of terrain it is knocked **Prone**.

PAIN RESPONSE   Trait
The first time each round the Brute takes damage insufficient to destroy it, it may immediately perform any **Quick Action**, even if it is not its turn and ignoring the restriction against taking duplicate actions.

INHIBITOR CHIP   Trait
The Brute is not immune to **Tech Actions** and **Attacks** despite being **Biological**. When the Brute is destroyed it first moves up to 5 spaces and performs a single attack using its Meaty Fist. It is Immune to damage during this time and all grapples affecting it end. The direction and target are chosen by the closest player character.

OPTIONAL SYSTEMS

Overhead Smash
System, Full Action, Recharge 5+
Adjacent Character must perform a **Hull save** or take **10/14/18 Kinetic** damage and be knocked **Prone**. On a success ,they take half damage and remain standing.

Grafted Weapon
Heavy CQB, +1/+2/+3, [Range 8] [Threat 3]
[4/6/8 Kinetic]
When it is not the Brute's turn, this weapon gains **+1 Accuracy**.

Stim Pump
System, Protocol, Recharge 4+
As a Protocol, the Brute may choose one of the following bonuses, they last until the start of its next turn.
AGGRON: The Brute may Barrage using its Meaty Fists, making two attacks instead of one.
TANKIN: Whenever the Brute is hit by an attack, roll a d6. On a 5+ the Brute gains Resistance to all resulting damage.
FERALAN: The Brute's Speed is doubled.

RETRIBUTION   Trait
Whenever the Brute takes damage, their next attack deals **+2/3/4 bonus damage**. This bonus stacks up to +8. Bonuses are lost when the Brute attacks, or at the end of their next turn.

SAVAGE   Trait
When the Brute is destroyed it may perform a **System Check**. On a success, the Brute moves and chooses targets as per "Inhibitor Chip" instead of the closest player character.

Section 7 - Additional Regular NPCs

CRUSADER

Support

Crusader Mechs are often focal points of head-on assaults, marching at the forefront of a spear-tip and keeping the morale of their allies high. Often those piloting crusaders are charismatic leaders, local heroes and well-loved individuals. Their mere presence can inspire those around them to fight past the physical limitations of their machines. This effect is often supplemented by a surge of released network-scrubbers that purge and reset allied systems, letting them operate at peak capacity even in the deepest heat of battle.

SIZE 2

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +2	**Systems:** -2	**Hull:** +3	**Systems:** -2	**Hull:** +4	**Systems:** -2
Agility: +0	**Engineering:** +0	**Agility:** +0	**Engineering:** +0	**Agility:** +9	**Engineering:** +0

CORE STATS

TIER 1		TIER 2		TIER 3	
HP: 20	**Armor:** 2	**HP:** 22	**Armor:** 2	**HP:** 24	**Armor:** 2
Evasion: 8	**E-Defense:** 8	**Evasion:** 10	**E-Defense:** 10	**Evasion:** 12	**E-Defense:** 12
Speed: 4	**Size:** 2	**Speed:** 4	**Size:** 2	**Speed:** 4	**Size:** 2
Heat Cap: 5	**Save Target:** 11	**Heat Cap:** 6	**Save Target:** 13	**Heat Cap:** 7	**Save Target:** 15
Sensors: 3		**Sensors:** 3		**Sensors:** 3	

TACTICS

Crusader Mechs are capable support mechs that help to keep other mechs operating at 100%. Where other Support class mechs are unable to actively contribute to a fight, the Crusader's Longsword should not be underestimated, especially by grouped hostiles. Crusaders can make a potent centerpiece for a small force, shutting down a plethora of dirty tricks that their enemies may throw at them.

BASE SYSTEMS

Longsword
Heavy Melee, +2/+4/+6, [Threat 3]
[5/6/7 Kinetic]

Whenever this weapon is used to attack it may make a secondary attack against a different character within Threat.

Inspiring Aura
System, Quick Action

The Crusader may activate Inspiring Aura as a **Quick Action**. While within the Crusader's Sensor Range, allied characters become **Immune** to **Prone**, **Slowed**, **Immobilized**, **Impaired**, **Jammed** and **Stunned** and immediately clear these effects so long as they aren't self-inflicted. Inspiring Aura lasts until the end of the Crusaders next turn.

RALLYING CRY   Trait, Recharge 6+, Quick Action

This Quick Action can only be used while Inspiring Aura is active, allied characters also gain **Resistance** to all damage while affected by Inspiring Aura.

OPTIONAL SYSTEMS

HEROIC CHARGE   Trait, Recharge 6+
When the Crusader activates Inspiring Aura it and affected allied characters may immediately **Boost** towards the enemy character closest to them.

SHAKING BELLOW   Trait, Recharge 6+
When the Crusader uses Inspiring Aura hostile characters in the Crusader's Sensor Range must perform a **Hull save** or be knocked **Prone**.

ENTRENCHED   Trait
The Crusader has **Immunity** to **involuntary movement** forced by hostile characters.

Deathcounter
System, Shield

The first time the Crusader is successfully hit by a ranged or melee attack each round, all damage is reduced to 0.

Tower Shield
Heavy Melee, +1/+2/+3, [Threat 1]
[3/4/5 Kinetic]

While this weapon is not destroyed the Crusader gains **+1 Armor** and adjacent allied characters may use the Crusader for Hardcover.

EXECUTIONER

Controller

The Executioner archetype often comes into play when grand statements need to be made. Archaic and imposing in their design, these dreadful mechs inexorably advance towards their target. Once a victim is grasped in the Executioner's sharpened talons it begins to bring its oversized blade to bear, carving into them like a roasted avian. Brutal and gruesome in everything it does, an executioner-style mech is a psychological weapon more than a physical one, inspiring terror in anyone who witnesses its horrific displays.

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +4 **Systems:** -2
Agility: +0 **Engineering:** +1

CORE STATS

HP: 15 **Armor:** 2
Evasion: 8 **E-Defense:** 8
Speed: 4 **Size:** 2
Heat Cap: 8 **Save Target:** 10
Sensors: 5

MECH SKILLS

Hull: +5 **Systems:** -2
Agility: +0 **Engineering:** +2

CORE STATS

HP: 18 **Armor:** 2
Evasion: 10 **E-Defense:** 8
Speed: 4 **Size:** 2
Heat Cap: 8 **Save Target:** 12
Sensors: 5

MECH SKILLS

Hull: +6 **Systems:** -2
Agility: +0 **Engineering:** +3

CORE STATS

HP: 21 **Armor:** 2
Evasion: 12 **E-Defense:** 8
Speed: 4 **Size:** 2
Heat Cap: 8 **Save Target:** 14
Sensors: 5

TACTICS

Executioners excel at isolating a single target and finishing off damaged enemies. Their aura of dread means that hostiles have a hard time coming to grappled allies' aid while the Executioner's imposing Trait makes it exceedingly difficult to escape their grasp. Picking Executioners off at Range after they have grappled someone is paramount, lest they execute them on their next turn.

BASE SYSTEMS

Executioner's Blade
Superheavy Melee, AP, +2/+4/+6,
[Threat 1] [X Kinetic]
This weapon can only attack characters grappled by the Executioner and only if the Executioner is in control of the grapple. It deals damage equal to half the target's maximum HP.

MECH CATCHER   Trait
The Executioner gains **+1 Accuracy** to Grapple and **+1 Accuracy** when attacking targets Grappled by it. It counts as **Size 3** while Grappling.

ONTO THE SCAFFOLD   Trait
While the Executioner is in control of a Grapple:
● It gains **Hard Cover**.
● While within the Executioner's sensors, hostile characters are **Slowed**.
● The grappled character becomes **Immune** to all **involuntary movemen**t not caused by the Executioner.

OPTIONAL SYSTEMS

Meathook
Main Cannon, +1/+2/+3,
[Range 5] [3/4/5 Kinetic]
On Hit: Target must perform a contested **Hull check**. If the Executioner wins, they are pulled adjacent to the Executioner (or as close as possible). If they are pulled adjacent to the Executioner they become grappled.

Gutpunch
Main Melee, +0, [Threat 1] [-]
This weapon can only be used against characters the Executioner is grappling.
On Hit: Target becomes **Jammed** until the end of their next turn.

FROZEN IN FEAR   Trait
Whenever the Executioner causes a hostile character to receive Structure damage all hostile characters in Line of Sight must perform a **Systems save**. On a failure, they become **Immobilized** until the end of their next turn.

Execution At All Costs
System, Shield
While grappling, the Executioner gains **Resistance** to all damage.

Cast In The Name Of God
System
The Executioner's Blade deals damage equal to the target's maximum HP instead.

FORTRESS

Defender

SIZE 3

Fortresses are a relatively recent development in mechanized warfare, siege operations and perimeter fortification. Colossal chassis outfitted with hardened armor plating, these mechs drag themselves into position on vestigial legs before ramming massive pneumatic spikes into the ground. Once immovably secured, a fortress will project advanced military-grade hard-light cover, transforming its surroundings into an easy-to-defend position.

TIER 1	TIER 2	TIER 3

MECH SKILLS

Hull: +4 **Systems:** +1
Agility: -3 **Engineering:** +1

CORE STATS

HP: 20 **Armor:** 0
Evasion: 6 **E-Defense:** 6
Speed: 2 **Size:** 3
Heat Cap: 10 **Save Target:** 10
Sensors: 20

MECH SKILLS

Hull: +5 **Systems:** +2
Agility: -3 **Engineering:** +2

CORE STATS

HP: 25 **Armor:** 0
Evasion: 6 **E-Defense:** 6
Speed: 2 **Size:** 3
Heat Cap: 10 **Save Target:** 12
Sensors: 20

MECH SKILLS

Hull: +6 **Systems:** +3
Agility: -3 **Engineering:** +3

CORE STATS

HP: 30 **Armor:** 0
Evasion: 6 **E-Defense:** 6
Speed: 2 **Size:** 3
Heat Cap: 10 **Save Target:** 14
Sensors: 20

TACTICS

A Fortress can be the centerpiece of a defensive effort, creating **Hard Cove**r for its allies as well as giving artillery mechs a convenient vantage point.

BASE SYSTEMS

Mortar Array
Main Cannon, Arcing, Loading,
Knockback 2, +1/+2/+3,
[Range 20] [Blast 2] [3/5/7 Explosive]
Allied adjacent characters may use a **Quick Action** to Reload this weapon.

DEPLOYMENT   Trait, Quick Actiont
The Fortress gains **+2/3/4 Armor**. It becomes **Immobilized** for the rest of the scene and immune to **Prone** and **involuntary movement**. Deploy 2 indestructible **Line 3** sections of **Size 1 Hard Cover** anywhere in free and valid spaces completely in **range 3**. They persist until the Fortress is destroyed. Once deployed the Fortress remains deployed for the rest of the scene and it cannot take this action again.

RAMPARTS   Trait
The Fortress is able to contain a single allied character of smaller size. An adjacent allied character may spend a **Quick Action** to enter the Fortress. Once inside they share the Fortress' spaces and benefit from **Hard Cover**, gain **Resistance** to all damage and become **Immune** to all **Involuntary Movement**.
They may leave the Fortress as a **Protocol**, placing themselves in a free adjacent space. If the fortress is destroyed they are placed adjacent to the wreck. An allied character may begin combat inside the fortress.

SIEGE ARMOR   Trait
The Fortress has **Resistance** to all damage from attacks that originate beyond **range 3**.

OPTIONAL SYSTEMS

Launch Deck
System, Protocol
When a character leaves the Fortress as a **Protoco**l they may **Fly** 6 spaces. They must end this movement on a solid surface or begin falling.

MAGNA FORTIFICATIONS   Trait
Deployment creates 4 sections of **Hard Cover** instead of 2.

Targeting Array
System
Characters occupying the Ramparts gain **+1 Accuracy** on attacks.

Integrated Auto Loaders
System, Quick Action
An adjacent allied character may reload all their weapons.

ORBITAL DROP   Trait
The Fortress (and any characters inside it) is not deployed on the battlefield. Instead, mark a **Blast 3** zone anywhere on the battlefield and assign it a number. All characters are aware of this zone and number. At the end of the round corresponding to the number, all terrain in the zone is destroyed, and all characters are pushed out of the zone, even if they would be Immune to involuntary movement Characters must take a **Hull save** or take **5/8/11 Explosive** damage or half as much on a successful save. The Fortress is then placed in the center of the zone.

LEGIONNAIRES

SIZE 1

Striker

Legionnaire classification mechs are the cheapest combat frames available to commanders. Equipped with the most basic gear, the pilots operating these machines quickly learn to rely on each other rather than their sub-par kit. Operating in tightly-knit units, Legionnaires have been known to occasionally punch above their weight class, bringing down frames that are better equipped and much more expensive. Despite these rare feats of coordinated teamwork, a commander fielding Legionnaires does so for the obvious reasons, boots on the ground and bolstered ranks.

TIER 1	TIER 2	TIER 3
MECH SKILLS	**MECH SKILLS**	**MECH SKILLS**
Hull: +0 **Systems:** +0	**Hull:** +1 **Systems:** +1	**Hull:** +2 **Systems:** +2
Agility: +0 **Engineering:** +0	**Agility:** +1 **Engineering:** +1	**Agility:** +2 **Engineering:** +2
CORE STATS	**CORE STATS**	**CORE STATS**
HP: 4 **Armor:** 0	**HP:** 5 **Armor:** 0	**HP:** 6 **Armor:** 0
Evasion: 7 **E-Defense:** 7	**Evasion:** 9 **E-Defense:** 9	**Evasion:** 11 **E-Defense:** 11
Speed: 4 **Size:** 1	**Speed:** 4 **Size:** 1	**Speed:** 4 **Size:** 1
Heat Cap: 2 **Save Target:** 10	**Heat Cap:** 2 **Save Target:** 10	**Heat Cap:** 2 **Save Target:** 10
Sensors: 5	**Sensors:** 5	**Sensors:** 5

TACTICS

Legionnaires provide an alternative to Grunts, giving a more coherent feel for "fodder" mechs without overwhelming the players in damage, heat or activations. A single Unit of Legionnaires provides the average damage of a single Striker NPC while covering a larger area of the battlefield.

BASE SYSTEMS

Carbine With Bayonet
Main Rifle, +1/+2/+3,
[Range 10] [Threat 1] [2/3/4 Kinetic]

This weapon can be used either as a Ranged or Melee weapon. If used as a Melee weapon it gains Armor-Piercing.

LEGION   Trait
Legionnaires always deploy in groups of 4, called Units. All characters in a Unit take their turn at the same time, starting and ending a turn simultaneously. Each Character in the Unit has to completely resolve all its own actions before another Legionnaire. Each Legionnaire may only perform a single **Quick Action** and only perform **Boost**, **Skirmish**, and **Overwatch**. Legionnaires may never be Grunts, Elites, Commanders, Veterans or Ultras.

COHESION   Trait
At the start of the Unit's turn, any Legionnaires that are not within the Sensor Range of at least one other Legionnaire of the same Unit become **Jammed** until the end of their turn. This does not apply if the Unit only contains one Legionnaire.

OPTIONAL SYSTEMS

RANKING OFFICER   Trait
While within the Sensor Range of an NPC with the Commander Template, all Legionnaires in this Unit gain **+1 Accuracy** on attacks, checks and saves.

LINE FORMATION   Trait
While adjacent to a character of the same Unit, this character has **Resistance** to damage and its ranged attacks ignore Cover.

BAYONET CHARGE   Trait
1/Scene you may declare at the start of the Unit's turn that it is performing a Bayonet Charge. All characters in the Unit may only **Boost** this turn. After they complete a **Boost** they may make a melee attack against an adjacent character using their Carbine with Bayonet.

SUPPORT WEAPON   Trait
A single character in the Unit carries a support weapon.

Support Weapon
Heavy Launcher, AP, Ordnance,
Reliable 2/3/4, +1/+2/+3,
[Range 15] [4/5/6 Explosive]

COMMANDOS   Trait
Legionnaires may perform the **Lock On Quick Tech Action**. 1/Scene at the start of the Unit's turn, all characters in the Unit may become Invisible until the start of the Unit's next turn.

MORNINGSTAR

Controller

The Morningstar is less a manufactured frame and more of a gambit screaming with desperation. Primarily utilized by insurrectionist groups and controlled remotely, mechs of the Morningstar configuration are often just weaponized reactors on legs. Once maneuvered into position, they will begin venting the heat at their core indiscriminately into the landscape. Tackling a Morningstar is dangerous, requiring a remote shutdown of its reactor, lest excessive damage to its frame leads to a nuclear chain reaction that obliterates anything in a considerable radius.

TIER 1	TIER 2	TIER 3

MECH SKILLS

TIER 1
Hull: +1   Systems: +0
Agility: -2   Engineering: +2

TIER 2
Hull: +2   Systems: +0
Agility: -1   Engineering: +2

TIER 3
Hull: +3   Systems: +0
Agility: +0   Engineering: +2

CORE STATS

TIER 1
HP: 10   Armor: 3
Evasion: 7   E-Defense: 8
Speed: 3   Size: 2
Heat Cap: 6   Save Target: 12
Sensors: 10

TIER 2
HP: 15   Armor: 3
Evasion: 7   E-Defense: 10
Speed: 3   Size: 2
Heat Cap: 6   Save Target: 15
Sensors: 10

TIER 3
HP: 20   Armor: 3
Evasion: 7   E-Defense: 12
Speed: 3   Size: 2
Heat Cap: 6   Save Target: 18
Sensors: 10

TACTICS

Morningstars are bulky mechs that excel at demanding attention, denying areas, and storming fortified positions. Their extreme sturdiness and the threat of high damage upon death require coordinated hacking to shut down their explosion, or very high-damage ranged attacks to bring it down. Once among a group of enemies, the Morningstar can usually vent **Heat** and **Burn** onto multiple hostiles. Be careful about positioning its allies around it, since the Morningstar can be as dangerous to them as it is to enemies.

BASE SYSTEMS

SIEGE ARMOR   Trait
The Morningstar has **Resistance** to all damage from attacks that originate beyond range 3.

LAST JUDGMENT   Trait
Whenever the Morningstar is destroyed, if it was not **Exposed** or wasn't destroyed by a **Tech Action**, it explodes in a **Burst 3** nuclear fireball. Characters in the area receive **15/20/25 Armor-Piercing Explosive** damage or half as much on a successful **Engineering** save. The Morningstar does not leave behind a wreck if Last Judgment triggers.

FAULTY VENTS   Trait
The Morningstar can never clear **Exposed**.

ENTRENCHED   Trait
The Morningstar has Immunity to involuntary movement forced by hostile characters.

Expose Core
System, Full Action
The Morningstar opens the blast plating to its reactor. Characters in a **Burst 3** take **4/6/8 Burn** and **2/4/6 Heat** or half as much on a successful **Engineering** save.

OPTIONAL SYSTEMS

The Button
System, Protocol
If it is not **Exposed,** the Morningstar automatically detonates at the end of the next round as per Last Judgment.

INSULATED   Trait
The Morningstar has **Immunity** to **Burn**.

UNSHIELDED REACTOR   Trait
Characters that start their turn adjacent to the Morningstar or become adjacent to the Morningstar for the first time on their turn take **2/3/4 Heat**.

Glimpse the Reactor
System, Quick Action, Recharge 6+
As a **Quick Action**, unleash a **Cone 7** reactor flare. Hostile characters must make a **Systems** save. On a failure affected characters only have Line of Sight to adjacent spaces until the end of their next turn.

DIRTY BOMB   Trait
After Last Judgment triggers, the Burst remains in play for the rest of the scene. Characters in the area gain **Soft Cover**. Characters starting in or entering the zone for the first time in a round take **3 Burn**.

NECROMANCER

Striker

The Necromancer pattern group (PG) is a relatively rare PG that sports the cutting edge of nanite technology. In the field, these specialized nanites surround the Necromancer like a choking miasma. Dubbed "Lazarus Swarms" their prime directive is to convert mechs that have fallen in battle into simple-minded yet effective attack drones. The Necromancer is terrible to behold as it violently twists and wrenches the metal and internals of fallen allies into new shapes so they may better serve it in battle.

TIER 1	TIER 2	TIER 3

MECH SKILLS
Hull: -1	Systems: +2
Agility: +1	Engineering: +1

CORE STATS
HP: 12	Armor: 0
Evasion: 8	E-Defense: 10
Speed: 4	Size: 1
Heat Cap: 5	Save Target: 10
Sensors: 10	

MECH SKILLS
Hull: -1	Systems: +3
Agility: +2	Engineering: +1

CORE STATS
HP: 14	Armor: 0
Evasion: 10	E-Defense: 13
Speed: 4	Size: 1
Heat Cap: 5	Save Target: 12
Sensors: 10	

MECH SKILLS
Hull: -1	Systems: +4
Agility: +3	Engineering: +1

CORE STATS
HP: 16	Armor: 0
Evasion: 12	E-Defense: 16
Speed: 4	Size: 1
Heat Cap: 5	Save Target: 14
Sensors: 10	

TACTICS

Necromancers excel at stalking the mid-field, where they are relatively safe thanks to their abilities. Once fighting has started and wrecks created, the Necromancer can shift to a more active role.

BASE SYSTEMS

Lazarus Nexus
Main Nexus, Smart, Seeking, +1/+2/+3, [Range 10] [3/5/7 Energy]

When this attack hits an allied character that is below half their maximum HP they lose 1 Structure. Whenever this attack destroys a character that would leave a wreck, they instead leave behind a number of Thrall Drones equal to their size.

Create Thralls
System, Quick Action

Target a wreck within Sensors. Place a number of Thrall Drones (**Size 1/2** - **4/5/6 HP 6/8/10 Evasion/E-Defense** - **3 Speed**) equal to the size of the wreck adjacent to it, then remove the wreck. (minimum of 1 Thrall) A Necromancer can never create more than 3 Thralls per round, regardless of which of its abilities it used to create them.
At the end of the Necromancer's turn, Thralls it created take their turn one by one. Unless adjacent to one, Thralls must always move their full speed towards the closest hostile character. Each Thrall has a single **Quick Action** which it must use to either **Boost** or Melee Attack. (**Threat 1**, To Hit: **+1/2/3** - Damage: **4/5/6 Kinetic**) In addition, Thralls may **Overwatch** but can take no other actions and don't leave wrecks. Whenever the Necromancer is destroyed, so are all Thralls it created.

AURA OF DECAY   Trait
While within range 2 of the Necromancer, hostile characters are **Shredded**.

Serve.
Reaction, 1/round

Trigger: The Necromancer is hit by a ranged or melee attack while within range 3 of an allied character (including Thrall Drones).
Effect: The allied character is hit instead, suffering all damage and effects.

OPTIONAL SYSTEMS

ARMORED THRALLS   Trait
Thralls created by this Necromancer have **1 Armor**.

DEATH'S GRASP   Trait
Whenever a Thrall hits an attack it also automatically Grapples the target.

ETERNAL SERVANT   Trait
Whenever a character is destroyed due to "Serve." they do not leave a wreck but instead a number of Thralls equal to their size. Characters that don't leave a wreck don't create Thralls.

Command the Horde
System, Quick Action

Any Thralls in the Necromancer's sensor range immediately **Boost**.

Mass Resurrection
System, Full Action

The Necromancer may use "Create Thralls" as a **Full Action**, targeting up to three wrecks (instead of one).

NOSFERATU

Striker

Nosferatu classification frames are extremely specialized mechs, so much so that a mere 3 manufacturers produce them. Equipped with advanced Void-Core Reactors, a Nosferatu's energy signature is extremely hard to pick up, making them ideal for covert missions and infiltration assignments.

TIER 1	TIER 2	TIER 3

MECH SKILLS

TIER 1
Hull: -2   Systems: -1
Agility: +2   Engineering: +4

TIER 2
Hull: -2   Systems: -1
Agility: +3   Engineering: +5

TIER 3
Hull: -2   Systems: -1
Agility: +4   Engineering: +6

CORE STATS

TIER 1
HP: 10   Armor: 0
Evasion: 10   E-Defense: 8
Speed: 6   Size: 1
Heat Cap: 10   Save Target: 10
Sensors: 5

TIER 2
HP: 10   Armor: 0
Evasion: 13   E-Defense: 8
Speed: 6   Size: 1
Heat Cap: 10   Save Target: 12
Sensors: 5

TIER 3
HP: 10   Armor: 0
Evasion: 16   E-Defense: 8
Speed: 6   Size: 1
Heat Cap: 10   Save Target: 14
Sensors: 5

TACTICS

Nosferatu are swift and dangerous Strikers which excel at hunting down enemies that rely on massive heat build-up. Their innate Invisibility and Twitch Movement traits allow them to close distances relatively safely. Once exposed, the Nosferatu becomes even more dangerous offensively while losing much of its defensive potential.

BASE SYSTEMS

The Bite
Main Melee, AP, +1/+2/+3, +1 Accuracy
[Threat 1] [2/3/4 Kinetic]
On Hit: Hostile character clears all **Heat**, this attack deals bonus damage equal to the **Heat** cleared. The Nosferatu gains **Overshield** and **Heat** in the same amount.

Superheated Talons
Main Melee, AP, +2/+4/+6,
[Threat 1] [10/12/14 Energy]
This weapon can only be used if the Nosferatu is **Exposed**.

FEEDING FRENZY   Trait
Whenever the Nosferatu becomes **Impaired** as a result of losing Stress, it may choose to become **Exposed** instead.
While **Exposed**:
● The Nosferatu gains **+1 Accuracy** on all attacks, saves and checks.
● While it has **Overshield** it has **Resistance** to all damage.
● It ignores **Engagement** and **Reactions** whenever it moves.

PATIENT PREDATOR   Trait
While not **Exposed** the Nosferatu is **Invisible**.

TWITCH MOVEMENT   Trait
Whenever the Nosferatu is missed by an attack it may immediately move 2 spaces. It ignores **Engagement** and **Reactions** as part of this movement.

OPTIONAL SYSTEMS

UNSHIELDED REACTOR   Trait
Characters that start their turn adjacent to the Nosferatu or become adjacent to the Nosferatu for the first time on their turn take **2/3/4 Heat**.

STEAM JETS   Trait
The Nosferatu can **Hover** while **Exposed**.

The Curse
System, Limited 1
Spend a charge after hitting a hostile character with The Bite. Until the end of the scene, the character is **Jammed** while not in the **Danger Zone**. They may clear this effect by performing an **Engineering check** as a **Full Action**.

Screech
System, Full Action, Recharge 6+
The Nosferatu may let loose a horrible screech in a **Cone 5** area. Characters in the area must make a **System save** or become **Jammed** until the end of their next turn. On a success they are **Impaired** instead.

Heat Seeking
Reaction, 1/round
Trigger: A hostile character enters the **Danger Zone**.
Effect: The Nosferatu may immediately **Boost** towards them.

PHANTASM

SIZE 1

Artillery

Phantasm classification mechs utilize schools of powerful nano reflex swarms to generate holographic decoys, saturating a designated area with real-time rendered softlight decoys. Opponents of the Phantasm, unable to adequately resolve their targeting solutions unless their sensors are backed by tremendous processing power, often find themselves outnumbered at least five to one, struggling to adequately address the amount of targets their systems register. All the while the Phantasm slips in and out from between its decoys, utilizing its powerful Prism Rifle to strike from amongst legions of itself. Repositioning and relocating after each shot, the Phantasm's name is well-earned.

TIER 1

MECH SKILLS
```
Hull: -2      Systems: +3
Agility: +3   Engineering: -1
```

CORE STATS
```
HP: 10         Armor: 0
Evasion: 8     E-Defense: 10
Speed: 4       Size: 1
Heat Cap: 6    Save Target: 12
Sensors: 15
```

TIER 2

MECH SKILLS
```
Hull: -1      Systems: +4
Agility: +4   Engineering: +0
```

CORE STATS
```
HP: 12         Armor: 0
Evasion: 10    E-Defense: 13
Speed: 4       Size: 1
Heat Cap: 6    Save Target: 14
Sensors: 15
```

TIER 3

MECH SKILLS
```
Hull: 0       Systems: +5
Agility: +5   Engineering: +1
```

CORE STATS
```
HP: 14         Armor: 0
Evasion: 12    E-Defense: 16
Speed: 4       Size: 1
Heat Cap: 6    Save Target: 16
Sensors: 15
```

TACTICS

Despite their average defensive stats, Phantasms are hard to take out thanks to their Holo Decoy ability. Their Prism Rifle, a powerful Line weapon, coupled with their ability to extend their Prism Rifle via their Holograms means that they should always be on the lookout to maximize the number of targets. Phantasms are a near-constant threat that will keep their enemies on their toes.

BASE SYSTEMS

Prism Rifle
```
Main Rifle, +2/+4/+6, +1 Accuracy,
[Line 10], [5/7/9 Energy]
```

Generate Decoys
System, Full Action

The Phantasm creates 4 **Size 1** Holograms anywhere within Sensors and Line of Sight in free and valid spaces. Holograms are objects with **1 HP** and the same **Evasion** and **E-Defense** as the Phantasm that created them. Holograms can be destroyed by attacking or **Scanning** them. Holograms grant **Soft Cover**. Characters may occupy the same space as holograms. All its Holograms are destroyed if the Phantasm is destroyed. While the Phantasm has any Holograms on the battlefield it cannot take this action again.

REPLENISH NUMBERS   Trait, Quick Action
The Phantasm creates a Hologram within Sensors and Line of Sight.

HOLO DECOYS   Trait
Before making an attack against the Phantasm, characters must first make a **Systems** save. If successful the attack occurs as normal. On a failure the Phantasm takes the place of one of its Holograms within its Sensors, if able, **Teleporting**. This counts as **involuntary movement**. If it does, the Hologram is destroyed, the attack misses and the Phantasm gains **Immunity** to all damage and effects of the attack.

Refract Beam
System

Whenever the Prism Rifle reaches a Hologram, the Line stops there. You may then draw a new **Line 10** from the Hologram's position in any direction, continuing the attack. Cover is determined from that spot. The new Line can reach other Holograms and extend itself that way. Characters cannot be hit by the attack more than once. No Hologram may be used to extend the attack more than once.

OPTIONAL SYSTEMS

HOLO LEGION   Trait
Generate Decoys creates 6 Holograms instead of 4.

SEARING BEAM   Trait
The Prism Rifle deals **Burn** instead of **Energy** damage.

DISTORTION FIELDS   Trait
Hostile characters that enter the Space of a Hologram destroy it. The character must then perform a **Systems save** or become **Jammed** until the end of their next turn.

Falsify Target
`Reaction, 1/round, Recharge 6+`
Trigger: A character, allied or hostile, within range 5 of a Hologram is targeted by an attack or action.
Effect: Destroy the Hologram, the character gains **Immunity** to all damage and effects of the attack or action.

Reposition
`System, Protocol`
The Phantasm swaps places with a Hologram, teleporting. The Hologram takes the Phantasm's place and the Phantasm takes the Hologram's place or is placed as close as possible. This counts as involuntary movement.
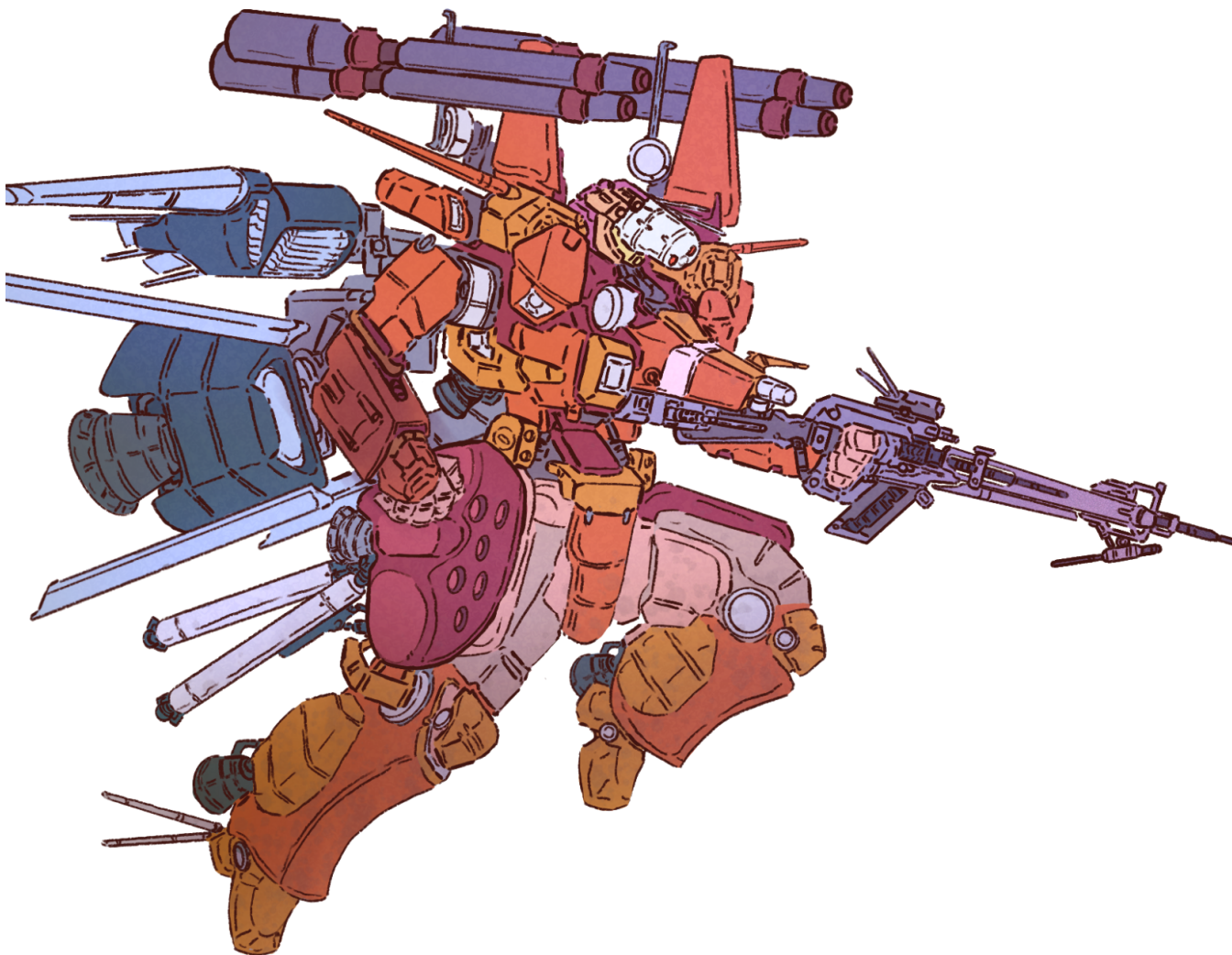
SECTION 8 - RESERVES

The reserves listed here are one-time-use equipment, abilities and effects that GMs may give their players as the result of downtime actions or as a reward for completing bonus objectives. Effects listed here are varied and not all will make sense for all PC builds, so rolling from them may not be ideal. Treat this list as a library from which to pull interesting effects.

All Reserves may only be utilized **1/mission** and are lost after the mission has ended. PCs should not be able to "hoard" reserves.

KINETIC BOMBARDMENT   RESERVE #1
Declare a piece of terrain anywhere on the battlefield at the start of any round - it is destroyed by precision bombardment.

CAUSTIC AMMUNITION   RESERVE #2
Declare after rolling for damage on an attack. Half the attack's damage is applied as **Burn** instead of its regular damage type.

COPERNICUS SCOUT DRONE   RESERVE #3
`Protocol`
Apply the **Lock On** condition to all hostile characters on the battlefield.

FINISHING MOVE   RESERVE #4
After hitting with an Improvised attack you may declare that you use a finishing move instead of applying damage. If the target is at or below half HP they are reduced to 0 HP.

TAG TEAM   RESERVE #5
Declare after finishing your turn. Instead of a hostile character, an allied character that has not yet taken their turn this round takes their turn.

FORCE CAGE   RESERVE #6
FREE ACTION
Place a Blast 3 force field on the battlefield so that it completely overlaps yourself and a hostile character. All other characters are pushed out of the area on the most direct route possible. The Force Cage is impenetrable; no character or effect can cross its boundary. The force field lasts until either you or your target are destroyed.

"LAST CHANCE" SHIELDING   RESERVE #7
`Reaction`
As a **Reaction** to taking damage or failing a check or save, you may reduce the damage to 0 or treat the check or save as a success instead.

PREPARED TRAPS   RESERVE #8
`Quick Action`
As a Quick Action you may place a Blast 2 trap anywhere within Sensors. The area becomes Difficult Terrain until the end of the scene. Hostile characters in the area must perform an Agility save or become Immobilized until the end of their next turn.

REACTOR CAPACITY UPGRADE   RESERVE #9
Declare before rolling Heat for **Overcharge**. The heat resulting from the **Overcharge** is treated as 0.

ADVANCED ALLOY LASSO   RESERVE #10
`Quick Action`
Choose a character in Range 5. They are pushed directly towards you, as close as possible.

QUICK DRAW   RESERVE #11
`Full Action`
Choose a character in Range 5 that has an intact Ranged Weapon. Both you and the character choose one of your Ranged Weapons and attack each other with it, even if they would normally be out of range. The attacks deal no damage or effects, instead, whichever character rolled the higher attack roll inflicts 1 Structure damage on the other character.

MYSTERY GRENADE   RESERVE #12
`Quick Action`
As a **Quick Action** you may conjure up a random Grenade from published Lancer content. You may then immediately throw it as per its outlined rules. If you do not it is lost.

FERAL FORM   RESERVE #13
`Protocol`
Until the end of this turn:
- You may, 1/turn, **Boost** as a **Free Action**.
- You may not perform Ranged or Tech Attacks.
- Your **Improvised Attacks** become **Quick Actions** and always critically hit.

SUPERCHARGED LEG SERVOS   RESERVE #14
`Quick Action`
As a Quick Action you may leap up to 6 spaces, counting as flying. You must end this movement on solid ground or begin falling. You are **Immune** to **Reactions** and **Engagement** during this movement.

SILENCERS   RESERVE #15
Declare before making an attack while you are **Hidden**. The attack does not cause you to lose **Hidden**.

THERMAL OPTICS — RESERVE #16
Protocol
Your attacks ignore **Invisible** until the end of the turn.

UNSANCTIONED REACTOR — RESERVE #17
You may **Overcharge** a second time in a single turn.

OVERBEARING PRESENCE — RESERVE #18
Use after forcing a character to perform a save but before any dice are rolled. The character automatically fails the save.

SUPERIOR LEADERSHIP — RESERVE #19
Before an allied character in Line of SIght rolls 1d20, you may substitute that roll for a natural 20.

WITH ME! — RESERVE #20
Reaction
Trigger: An allied character in range 5 takes damage from an attack.
Effect: Push the character directly towards you until they are adjacent. If they become adjacent they gain **Resistance** to the damage from the attack.

STANCE OF STONE — RESERVE #21
Protocol
You become **Immobilized** until the start of your next turn. Gain **Resistance** to all damage and become Immune to involuntary movement for the same duration.

RELIABLE MACHINE — RESERVE #22
You may choose to use this reserve before you roll Structure damage. Roll the Structure damage check twice and pick either result.

IN THE ZONE — RESERVE #23
Until the end of the turn, all your Melee attacks automatically hit but can't critically hit.

HEAD TAKER — RESERVE #24
After hitting with a melee attack you may cause the target to become Shredded until the end of their next turn.

CYBERMANCER MODULE — RESERVE #25
After hitting with an Invade you may apply a second Invade effect to your target. It must be different from the first.

SHRAPNEL ROUNDS — RESERVE #26
Your next non-cone, non-line ranged attack becomes Blast 1. If it is already Blast or Burst, increase its Blast or Burst by 1.

RADAR DISH ARRAY — RESERVE #27
Protocol
Increase your Sensors by 5 until the end of the turn.

SNIFFER MODULE — RESERVE #28
After hitting an Invade you may cause the Invade to deal +3 **Heat**.

COVERT INFILTRATION — RESERVE #29
Full Action
You may **Teleport** up to 20 spaces. Create a **Burst 1** area of **Soft Cover** that lasts until the end of your next turn. Become **Hidden**. Your turn Immediately ends.

DISRUPTOR BEAM — RESERVE #30
After **Locking On** to a hostile character you may force them to perform a system save. On a failure, they become **Jammed** until the end of their next turn. On a success they become **Impaired** for the same duration.

FEEDBACK LOOP — RESERVE #31
After hitting with an attack you may take any amount of damage that can't be reduced so long as it doesn't structure you. Your attack deals that much bonus damage.

"LOCK PICK" - PATTERN NUKE — RESERVE #32
Full Action
The "Lock Pick" Pattern Nuke flies 10 spaces before impacting in a **Blast 3** radius. Characters inside the Blast must make an engineering save.
On a failure they take **8 Burn** and become **Exposed** until the end of their next turn.
On a success they take **4 Burn** and are not **Exposed**. All Terrain in the area is destroyed.

EXCESSIVE POWERFEED — RESERVE #33
After hitting an attack that deals any amount of **Energy** damage you may double the resulting damage. If you do, you lose **1 Stress** after the attack is resolved.

CRUSH PUNCH — RESERVE #34
After ramming a character you may deal **6 Kinetic** damage to them and force them to explode in a Burst 2 area. Characters other than you in the area are knocked **Prone**.

ADVANCED POSITION — RESERVE #35
Use this reserve at the start of a scene. You may begin the scene up to 5 spaces outside your deployment zone.

REACTOR KILLER VIRUS — RESERVE #36
Instead of choosing an Invade option you may choose for your target to take **Heat** equal to their Heat Cap +1.

QUANTUM DESTABILIZER — RESERVE #37
Protocol
Until the end of your next turn you may Teleport 3 spaces whenever you take damage.

GRAVITON THRUST — RESERVE #38
Before making a Melee attack, you may pull the target 3 spaces towards you.

OVERLOAD — RESERVE #39
Protocol
Until the end of the turn, all **Heat** you inflict with **Tech Attacks** also deals that much **Energy** damage.

SMART SCOPE — RESERVE #40
Use this reserve when performing a ranged attack against a target beyond **range 12**. The attack gains **+1 Accuracy**.

VACUUM BOMB — RESERVE #41
Quick Action, Grenade
Throw a Vacuum Bomb to a space within **range 5** where it explodes in a **Blast 2** vortex. Characters in the area are pushed towards the center (or as close as possible) and then knocked **Prone**.

DREAD REPUTATION — RESERVE #42
Use this reserve when you destroy a hostile character. Hostile characters within range 5 of you become **Impaired** until the end of their next turn.

BEAST TAMER — RESERVE #43
Use this reserve at the start of a round. Place an allied Monstrosity NPC within your sensors and adjacent to a piece of terrain. It takes its turn in the usual turn order this round.

CORE SURGE BOOSTER — RESERVE #44
When you use your Core Power you may also perform any **Quick Action** as a **Free Action**.

ABLATIVE APPENDAGE — RESERVE #45
Use when you suffer Structure damage to ignore the result of the Structure damage. You become **Slowed** for the rest of the scene.

TOTAL SMART SUITE — RESERVE #46
Quick Action
Perform the **Bolster**, **Invade** and **Lock On Tech Actions**. The Invade must choose the Fragment SIgnal option.

ENHANCED AMMUNITION — RESERVE #47
Use this reserve before making a weapon attack. The attack deals +1d6 bonus damage but the weapon is unloaded as if it had the Loading tag.

SUICIDE DRONES — RESERVE #48
Quick Action
Target up to three characters in your sensors. They and characters adjacent to them take **4 Explosive** damage.

AUXILIARY FLIGHT PACK — RESERVE #49
Protocol
Until the end of your next turn you can **Fly** and **Hover**.

BURST FLASH — RESERVE #50
Quick Action
Create a Burst 3 flash of light. Hostile characters in the area become Impaired and may only draw Line of Sight to adjacent spaces. These effects last until the end of their next turn.

PILOTING MASTERCLASS — RESERVE #51
Protocol
Until the end of this turn:
- Your first melee attack critically hits if it hits.
- Your first ranged attack ignores cover.
- Your first Invade automatically hits.

CRYO BEAM — RESERVE #52
Quick Action
Target a character in range 5. The target becomes **Immobilized** until the end of their next turn.

CHAINSAW ATTACHMENT — RESERVE #53
Quick Action
Target an adjacent character. They become **Shredded** until the end of their next turn and take **1d6 Kinetic** damage.

MALWARE RETOUR — RESERVE #54
As a **Reaction** to being missed by a **Tech Attack** you may inflict all attack effects on the attacker instead.

SCRAP CONVERTER — RESERVE #55
Quick Action
Target an adjacent wreck and destroy it. You gain 2 repair cap.

ONE LAST RIDE — RESERVE #56
You may activate this reserve when your mech is destroyed. Until the end of your next turn you become Immune to all damage and effects, at which point your mech is destroyed.

SWITCHAROO BLINK DEVICE — RESERVE #57
Quick Action
Target an allied character in sensors. Switch places with them.

LANCE STRIKE — RESERVE #58
Full Action
Target a Blast 2 area anywhere within sensors. Characters in the area must perform an Agility save or take 2d6 Energy damage. Destroying all terrain in the area. The area remains in play for the rest of the scene as Soft Cover.

REPULSOR FIELD — RESERVE #59
Free Action
Push all adjacent characters 3 spaces away from yourself.

AUTOMATED REPAIR DRONES — RESERVE #60
You regain 1 Structure damage at no cost during a rest.

CONTRABAND AMMUNITION — RESERVE #61
Use this reserve before making an attack with a ranged weapon. The weapon gains **Accurate**, **Armor-Piercing**, **Overkill** and **Knockback 2**.

HYPER-SPEED JETS — RESERVE #62
You may use this reserve after moving 6 spaces in a straight line. Move another 8 spaces in the same direction, ignoring Engagement and Reactions. Characters you pass through during this movement are knocked **Prone**. Terrain you contact takes **30 AP Explosive** damage.

PRISON BUBBLE — RESERVE #63
Quick Action
Target a character in sensors and place a **Burst 1** prison field on them. The field lasts until the end of their next turn. They may not leave the field for any reason.

MODULAR OUTPOST — RESERVE #64
Full Action
You may place 3 of the following in free and valid spaces anywhere in your sensors.
- 3x Size 1 pieces of **Hard Cover**.
- 2x Size 2 pieces of **Hard Cover**.
- 1x Size 3 piece of **Hard Cover**.
They have 5 Evasion and HP equal to 10 times their size.

I MUST GO ALL OUT — RESERVE #65
Protocol
After your current turn, immediately take an additional turn. Your mech suffers a reactor meltdown at the end of that turn.

AGGRESSIVE MULTI-LOCK — RESERVE #66
Use this reserve when you Invade a hostile character. Instead of applying a normal Invade option, they receive **Lock On**. You may then repeat the Invade using this Invade option against a different target in sensors. Each character may only be targeted by this Invade option once.

MILITIA SUPPORT — RESERVE #67
Use this reserve at the start of a round. Place an allied Squad NPC anywhere on the battlefield adjacent to a piece of terrain. It takes its turn in the usual turn order this round.

BLINK SHIFTER — RESERVE #68
Quick Action
Target a character in sensors. They must perform an **agility save** or be removed from the battlefield until the end of their next turn at which point they return to their previous position (or as close as possible).

WHITE-NOISE SCRAMBLER — RESERVE #69
Full Action
All hostile characters on the Battlefield become Impaired until the end of their next turn.

GIVE ME THAT FOR A SECOND — RESERVE #70
Use this reserve when Skirmishing or Barraging while adjacent to an allied character. You may attack with one of their weapons instead of your own. The chosen weapon is treated as if it is a part of your mech.

FIGHTER SUPPORT — RESERVE #71
Quick Action
Draw a Line 10 anywhere on the battlefield. Fighter jets will fly in and strafe that area. Characters in the area must succeed an **agility save** or take **2d6 Energy** damage or half as much on a successful save. Characters may choose to drop **Prone** before making the save to avoid all resulting damage.

OATHKEEPER — RESERVE #72
Protocol
Swear an oath to slay the target character in line of sight. You gain **+1 Accuracy** on attacks against them. If your target did not suffer structure damage by the end of the turn you become **Jammed** until the end of your next turn (also you are shamed.)

DUELING SOFTWARE — RESERVE #73
Choose one as a **Reaction**:
- After being hit by a melee attack, declare that the attack was a miss.
- Before making a melee attack, declare that the attack is an automatic hit.

SUPERIOR BRACE — RESERVE #74
Use this reserve when you Brace. You gain Resistance to all damage or **Heat** until the end of your next turn.

BARRIER FIELD COILS — RESERVE #75
Protocol
Gain **Overshield** equal to the amount of HP you are missing. It lasts until the start of your next turn.

SHIELDING CHARGE — RESERVE #76
Quick Action, Grenade
Throw this grenade to a space within range 5 where it explodes in a Blast 2 forcefield. Characters in the area receive **4+Grit Overshield**.

TELESCOPIC ARMS — RESERVE #77
Protocol
Your melee weapons gain **+3 Threat** until the end of the turn.

PRESSURE WAVE — RESERVE #78
Quick Action
You create a Cone 5 shockwave. Characters in the area are knocked back 2 spaces and must perform a **Hull save** or be knocked Prone.

THE HIGHEST BIDDER   RESERVE #79
Quick Action

Target a hostile character in sensors. They must immediately **Skirmish** with a weapon of your choice targeting a character of your choice.

BROADSIDE   RESERVE #80

Use this reserve when you **Barrage**. Choose up to two adjacent allied characters. They may immediately **Skirmish** as a **Reaction**.

REACTIVE SCRAMBLER   RESERVE #81

Use this reserve when a hostile character arrives on the battlefield as part of reinforcements. They become **Jammed** until the end of their next turn.

LASER GUIDANCE   RESERVE #82

Use this reserve after consuming **Lock On** with an attack. The attack is considered a critical hit, if it hits, and its damage can't be reduced in any way.

Y5K   RESERVE #83
Full Action

Target a hostile character in sensors. They become **Slowed**, **Impaired**, **Shredded**, **Immobilized**, **Stunned** and **Jammed**. All conditions last until the end of their next turn.

10000 PUNCHES   RESERVE #84

Use this reserve before performing an **Improvised Attack**. If the attack hits you may perform an additional Improvised attack. This continues until you either miss or your target loses Structure.

FULL RANGE CONCEALMENT   RESERVE #85
Protocol

Until the start of your next turn you and allied characters benefit from **Hard Cover**.

SUPREME PAINTJOB   RESERVE #86

Use this reserve when you would suffer Structure damage. You do not suffer Structure damage and instead remain at **1 HP**.

SNIPER SUPPORT   RESERVE #87
Quick Action

Target a character in your sensors that has the **Lock On** condition. A sniper takes a shot at the designated target dealing **3d6 Kinetic** damage. This action consumes the target's **Lock On**.

TALENTED   RESERVE #88

Use this reserve to immediately perform a Quick Action granted to you by one of your Talents.

SMARTCORE INTEGRATION   RESERVE #89
Protocol

All of your weapons gain **Seeking** until the end of the turn.

ASSAULT EJECTION   RESERVE #90

Use this reserve when you eject from your mech. Target a mech character in range 6 and fire yourself at them. You automatically begin jockeying.

AUXILIARY FAILSAVES   RESERVE #91

Use this reserve after you suffer Structure or Stress damage. Your result is treated as 1 category higher. I.e. a System Trauma would be treated as a Glancing Blow. Has no effect if you rolled the highest category.

CORPSE EXPLOSION   RESERVE #92

Use this reserve when you destroy an enemy character. They explode in a Burst 2 storm of shrapnel. Characters caught in the area (other than you) take 2d6 Kinetic damage.

HOSTAGE SHIELD   RESERVE #93

Use this reserve when you are hit by a Ranged Attack while grappling a character. The character you are grappling is hit instead, suffering all damage and effects.

ADDITIONAL REACTOR CORE   RESERVE #94

Use this reserve during a rest. Your **Overcharge** counter resets to 0.

SUBSTITUTED CORE   RESERVE #95

Before the mission begins you may replace your mech's Core Power with the Core Power of a different mech. (Randomly determine / your choice of a mech you could print, at GM's discretion.)

UNDERSLUNG FLAMER   RESERVE #96
Quick Action

Expel a **Cone 5** jet of napalm. Characters in the area take **4 Burn**.

OVERCLOCKED SYSTEMS   RESERVE #97

Your mech gains +3 SP for the duration of the mission.

SUPERIOR STABILIZE   RESERVE #98

Use this reserve when you Stabilize. You may apply all available Stabilize options instead of choosing.

NANO REPAIR CLOUD   RESERVE #99
Quick Action

Expel a **Burst 3** cloud of repair nanites. All allied characters in the area clear all conditions that were not self-inflicted and regain **8 HP**.

FASTBALL   RESERVE #100
Quick Action

Target an adjacent allied character your size or smaller. They may immediately **Fly** 8 spaces ignoring **Reactions** and **Engagement**.

SECTION 9 - VARIANT FRAMES

This section of the book includes player-facing content, specifically 4 variant frames (one for each Manufacturer).

ACQUIRING VARIANT FRAMES

If players want their characters to acquire these variant FRAMES, they can be taken as alternatives to the original FRAMES when a pilot reaches rank II in the license for that mech. They function as usual but with slightly different traits and CORE SYSTEMS. When a character reaches rank II in the relevant license, they can choose to retain the standard FRAME or swap to the variant version. The two are mutually exclusive - if you take the HA Habsburg cannot use the standard Saladin. Only the Frame changes, all other gear for the license remains the same, including the gear for rank II. Whenever a character increases their LL, they can swap out one variant Frame for the base version, or vice versa. They can do this multiple times for the same license if their LL keeps increasing.

New Variant Frames:
- **IPS-N Bligh (IPS-N Kidd)**
- **SSC Oleander (SSC Death's Head)**
- **HA Habsburg (HA Saladin)**
- **HORUS Salamander (HORUS Kobold)**

TAG: EFFICIENT

Efficient: At the end of any scene in which this system is used, you regain 1 CP.

BLIGH
(KIDD VARIANT)

The Kidd can be found in the supplement **"No Room For A Wallflower (Part 1)"**.

The Bligh is a sturdy IPS-N drone controller deploying its armed SWABBER Drones at a steady pace. These drones can be used to swarm and overwhelm the enemy while the Bligh hangs back and supports its drones or allies. Support talents such as Spotter, Drone Commander and Field Analysis go very well with the Bligh as it can use these abilities on its drones and allied mechs alike. The Kidd and Hydra license meanwhile sport a plethora of systems that make the Bligh shine. Omnibus plates can be used to increase the Blast of Cannon Swabbers, while the Blackspot Targeting Laser is a great addition to set targets up for your drones to tear into.

OLEANDER
(DEATH'S HEAD VARIANT)

The Death's Head can be found in the **"Lancer Core Rulebook"**.

The Oleander is a high-tech sniper mech that specializes in high accuracy and outfitting its heavy and superheavy weapons with unique properties. The draw of the Oleander is the amount of interesting weapon interactions it brings to the table. It could, for example, create a Railgun without Ordnance or Heat cost, making the weapon very appealing to use. Such combinations make the Oleander a very unique weapons platform.

HABSBURG
(SALADIN VARIANT)

The Saladin can be found in the **"Lancer Core Rulebook"**.

The Habsburg is the Saladin's predecessor, an obsolete and deprecated model that yet sees some battlefield use. The Habsburg can passively reduce damage to allies that stick close to it. The mech also sports specialized deployable E-R-Pylons, which allow the frame to deploy shields from anywhere on the battlefield, not just its own position. The Habsburg excels in a defensive support role and can be a great asset for any team.

SALAMANDER
(KOBOLD VARIANT)

The Kobold can be found in the supplement **"Long Rim"**.

The Salamander excels at crowd control, generating areas of threat and applying **Burn** over a wide area. While not great at single target removal, it shines when covering large areas in explosives and making the enemy think twice about where and how they position. Its core power is uniquely powerful and synergizes well with its various abilities while also providing a good source of on-demand damage.

IPS-N
BLIGH

Support / Striker

Kidd variant - can be taken at rank II of the Kidd license instead of the base Frame.

The Bligh didn't originally start its life as a mechanized chassis but as an autonomous drone control and print platform installed on ships to control the swarms of SWABBER Drones working the decks. It is only in recent times, with the advent of the Kidd that these independent support systems were married on a mobile frame to give them mobility and be deployed in the field.

CORE STATS

Size: 2
Armor: 1
HULL
 HP: 8
 Repair Cap: 6
AGILITY
 Evasion: 8
 Speed: 4

Save Target: 10
Sensors: 8
SYSTEMS
 E-Defense: 8
 Tech Attack: +0
 SP: 8
ENGINEERING
 Heat Cap: 6

TRAITS

SHEPHERD FIELD

Drones, Deployables and Objects adjacent to the Bligh have Resistance to all damage.

NO QUARTER

During its turn, when the Bligh performs a **Tech Action** that targets an allied character or deploys a non-Drone **Deployable** it may choose up to two Swabber Drones in sensors. They immediately attack with one of their equipped weapons.
The Drones count as the attacker for all intents and purposes but add your Grit to the attack roll. Each Swabber Drone may only attack 1/round.

SWABBER WEAPONS

(The Bligh may not use these weapons)

Swabber Sword
Drone Melee Weapon, AP
Threat 1, 3 Energy

Swabber Rifle
Drone Ranged Weapon, Reliable 1
Range 8, 3 Kinetic

Swabber Cannon
Drone Ranged Weapon, Arcing, Knockback 1
Range 8, Blast 1, 2 Explosive

MOUNTS

MAIN MOUNT

CORE SYSTEM
SCHEDULE-3 C.R.E.W. PRINTER

The MT-34 SWABBER Drone is utilized aboard many IPS-N merchantmen. Able to carry out simple manual labor tasks reliably, the bipedal SWABBER shines when connected to a central command nexus and provided with dedicated combat smartware. Equipped with omni-jack grade-2 manipulators the SWABBER can carry a variety of dedicated weapons and is best used as a quick to deploy and efficient anti-boarding response measure. Cheap to produce and versatile to boot the SWABBER is the subaltern of choice for any captain worth their salt.

SWABBER Drones
System, Drone

Your mech comes with an integrated printer capable of deploying Swabber Drones. At the end of your turn, as a **Free Action**, you may deploy one Swabber Drone in a free adjacent space. You may have up to 4 Swabber drones at a time. You may recall any Swabber drone in sensors as a **Quick Action**, removing it from the battlefied.

Swabber Drones come equipped with all three Swabber Weapons.
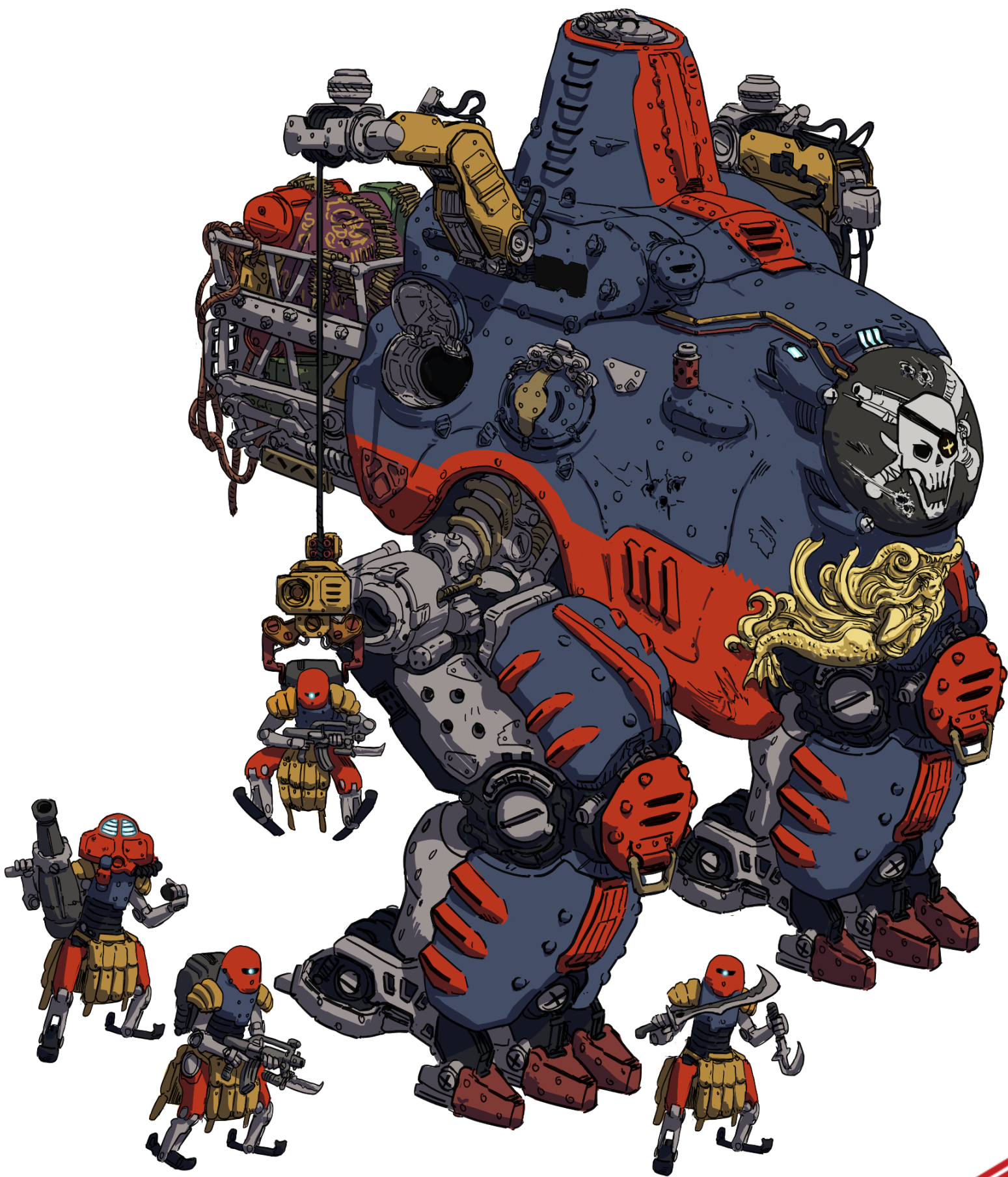
Swabber Drones are **Size 1/2** and have **5 HP**, **1 Armor** and integrated **EVA Modules**. They share your **Speed**, **Evasion** and **E-Defense.** Swabber Drones are capable of independently moving up to their speed during your turn.

Swabber Drones may not perform **Reactions**. Swabber Drones disintegrate at the end of each combat.

All Hands on Deck!
Active (1CP), Protocol, Efficient

You may immediately deploy up to two Swabber Drones.

SSC
OLEANDER

Artillery
Death's Head variant - can be taken at rank II of the Death's Head license instead of the base Frame.

The Oleander is not readily available for open licensing. It is an active-field test prototype frame / hybridized chassis, halfway between the Lux Iconic and Bella Ciao line. Cutting edge and difficult to control, the Oleander is meant to become SSC's next-generation product. Lancers in the position to pilot these advanced frames are few and far between, hand-chosen by SSC administrators. While initial experience reports are promising, much work is yet to be done before the *Noctis-Plus* line will bear fruit for the company.

CORE STATS

Size: 1
Armor: 0
HULL
   HP: 8
   Repair Cap: 2
AGILITY
   Evasion: 10
   Speed: 5

Save Target: 10
Sensors: 15
SYSTEMS
   E-Defense: 8
   Tech Attack: +1
   SP: 6
ENGINEERING
   Heat Cap: 6

TRAITS

KILLSHOT
1/round as a **Quick Action** the Oleander may gain +5 on its next ranged attack roll before the end of the turn.

CHASSIS INTEGRATION
The Oleander ignores the **Ordnance** tag.

PRECISION INSTRUMENT
The Oleander's **Heavy** ranged weapon can't be fired more than 1/turn.

MOUNTS

MAIN MOUNT

HEAVY MOUNT

CORE SYSTEM
MODULAR ARMAMENT ASSEMBLY

The M.A.A is SSC's latest foray into advanced theoretical weapons manufacturing and design. Much like the Oleander it is installed in, it is an active-field test system that is currently too power-hungry to be deployed perpetually by the chassis housing it. Licensed pilots are encouraged to experiment and cycle through the provided configurations to provide diverse in-the-field data compilations to the SSC proprietors.

PERFECTED ASSEMBLY
Your **Heavy** ranged weapon gains one of the following effects. You may choose a different effect when you Rest:

Auxiliary-Rails
Knockback 2 and "On Crit: Target is knocked Prone."

Clairvoyant-Targeting
Seeking.

Absolute-0-Module
After the attack is resolved you clear 2 **Heat**.

Recoil-Stabilizers
Critical Hits apply on attack rolls of 18 or higher instead of 20.
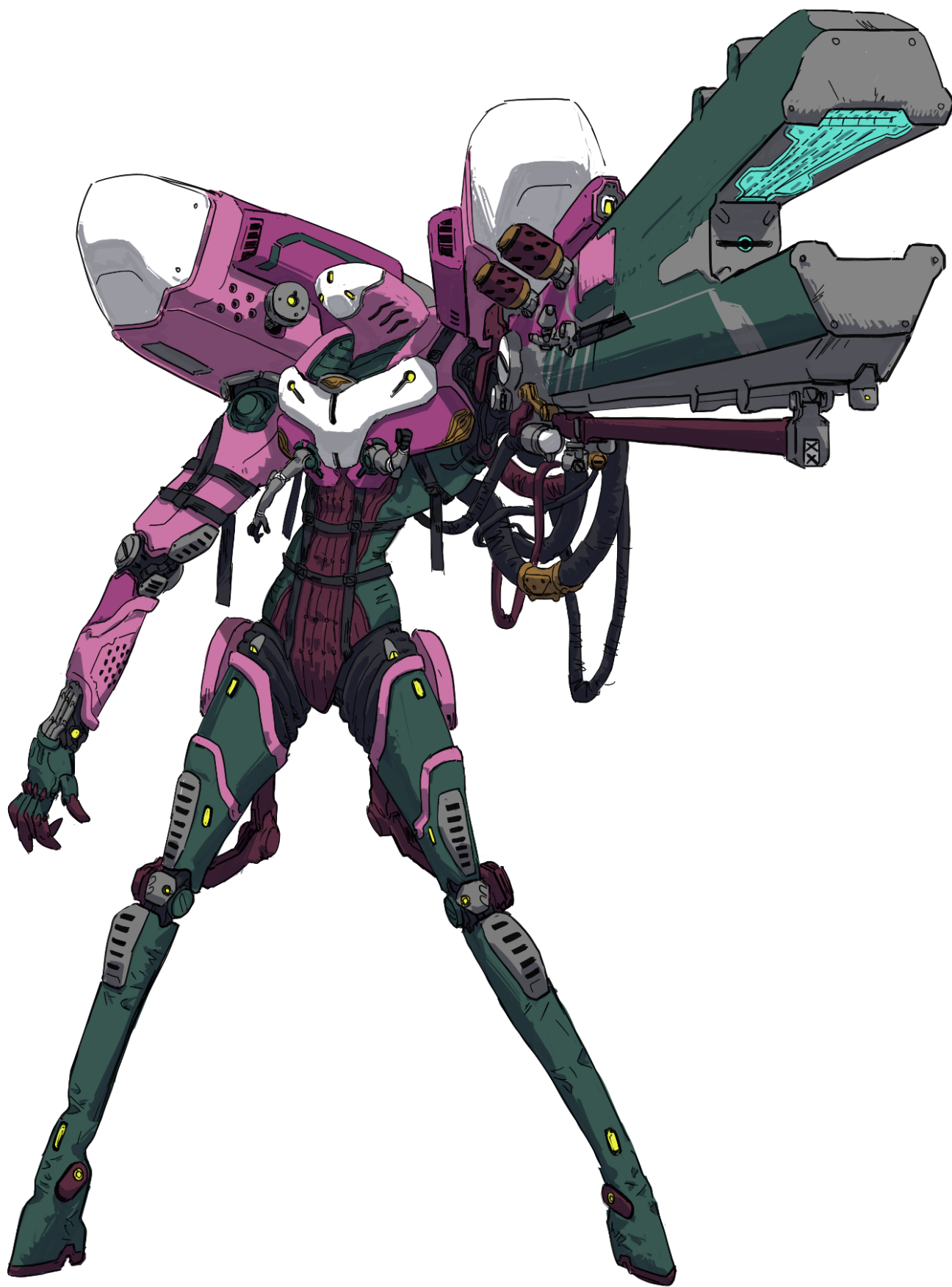
Penetrator-Subroutines
"On Crit: This attack's damage can't be reduced in any way."

ALL SYSTEMS GO! FIRE!
Active (1CP), Protocol, Efficient
Until the end of the turn your **Heavy** ranged weapon has all effects of Perfected Assembly applied to it.

HA
HABSBURG

Defender

Saladin variant - can be taken at rank II of the Saladin license instead of the base Frame.

The Habsburg is a somewhat obscure Harrison Armory frame, often forgotten by most Lancers. An older frame, only slightly younger than the Mk1 "Worldkiller", the Habsburg was the line of mechanized chassis that eventually developed into the famous "Saladin". Though it sports many similar defensive systems to the Saladin, the technology utilized in the Habsburg is much more crude and unrefined than one would expect from a contemporary Harrison Armory frame.

CORE STATS

Size: 2

Armor: 2

HULL
  HP: 8
  Repair Cap: 4

AGILITY
  Evasion: 6
  Speed: 3

Save Target: 10

Sensors: 8

SYSTEMS
  E-Defense: 8
  Tech Attack: -2
  SP: 7

ENGINEERING
  Heat Cap: 8

TRAITS

EISEN SHIELD
The Habsburg reduces all damage from hostile sources by 1. Allied characters adjacent to either it or its E-R-Pylons also benefit from this effect.

HEAVY FRAME
The Habsburg can't be pushed, pulled, knocked **Prone**, or knocked back by smaller characters.

GUARDIAN
Adjacent allied characters can use this mech as **Hard Cover.**

MOUNTS

MAIN MOUNT

CORE SYSTEM
EISEN-RELAY-EMITTERS

The Eisen Shield represents a semi-abandoned dead end in the application of localized forcefield technology, deemed too power-hungry and too short-ranged. The introduction of the proprietary HA-Relay Emitters has since given the deprecated Eisen Shield a new lease on life. Sturdy emitter-pylons directly launched from the chassis solve the limited coverage problem of the original Eisen Shield, while integrated solidcore batteries satisfy energy demands more than adequately.

E-R-Pylons
System, Deployable, Limited 3

Pylon **(Size 1, 10 HP, Armor 2, Evasion 5, Tags: Deployable)**

As a **Quick Action** you may expend a charge to deploy an E-R-Pylon to any free and valid space within sensors. The pylon anchors to the ground and becomes unable to be moved by any means.
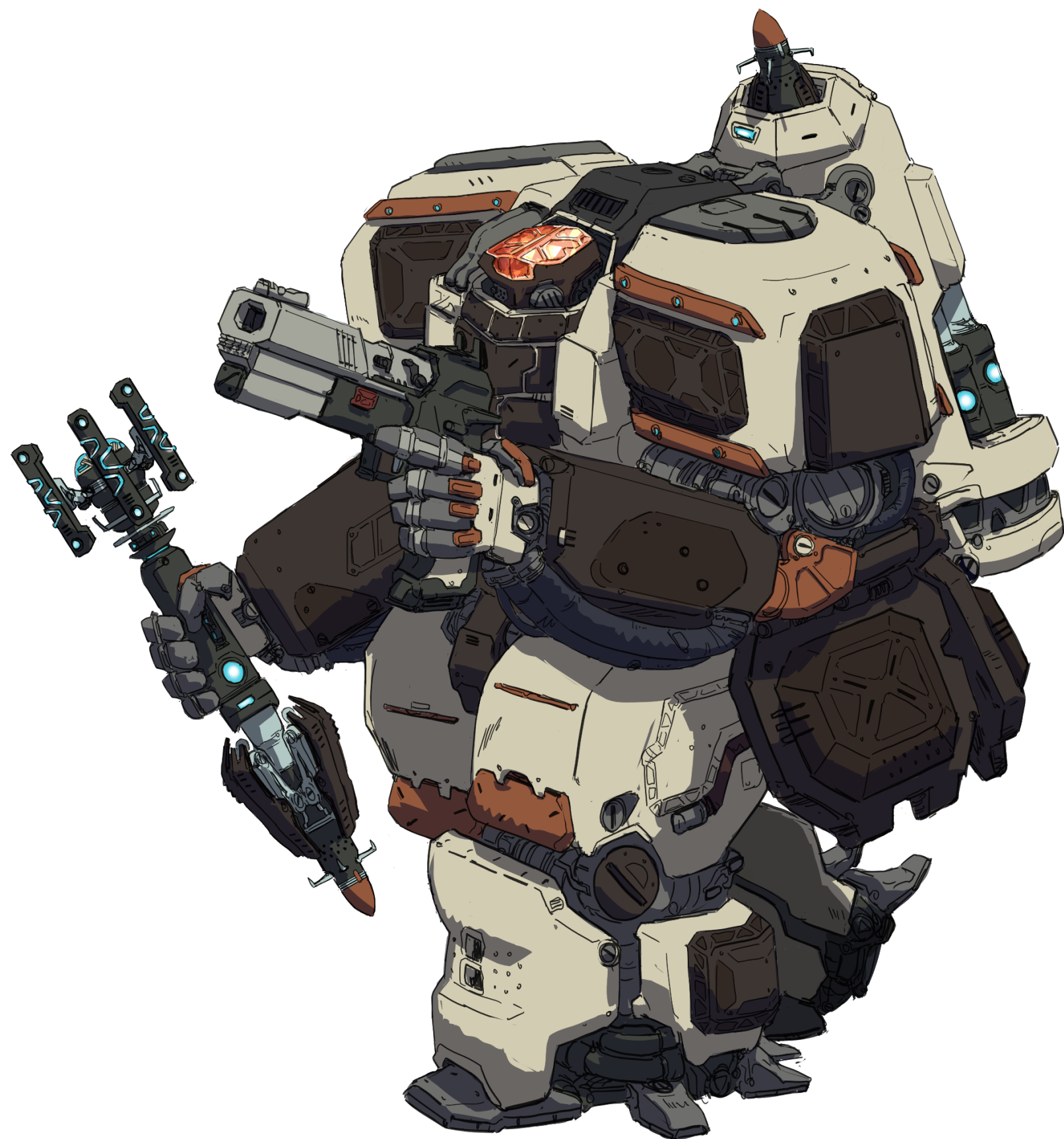
Whenever you activate a system with the **Shield** tag, that does not cause you to become **Slowed**, you may measure its range from any pylon within sensors instead.

If a shield deployed via the pylon would cause you to become **Immobilized** you do not become **Immobilized**. Shields with a duration (such as until the end of next turn or until deactivated) deployed via a pylon immediately deactivate when the pylon is destroyed.

The Situation is Catastrophic but not Serious
Active (1CP), Protocol, Efficient

Until the end of your next turn Eisen Shield reduces all damage from hostile sources by 2 instead.

HORUS
SALAMANDER

Controller
Kobold variant - can be taken at rank II of the Kobold license instead of the base Frame.

A close relative and mutation of the K-PG, the S-PG was born in the same environment that birthed the Kobold. Considerably larger than its cousin, this guerilla specialist excels in creating I.E.D.s from nearly any fissile materials commonly found in the mines, forges and printers, even capable of re-constituting a mech's reactor waste material into powerful explosive charges. Easily hidden, these "Slag Bombs", as Karrakin security forces were soon to call them, are capable of incinerating their close surroundings in an instant. When properly supported by a group of K-PG frames the Salamander becomes a terrifying force multiplier as it sets up Slag Bombs that are easily detonated by the smaller mechs. While the exact mechanisms behind the mutation of a K-PG into a S-PG are unknown, experts in the field of Pattern Group research suggest that the Salamander represents an evolved, mature form that all K-PGs reach given time. While verification of this theory remains outstanding, it may have staggering implications regarding the underlying nature of the liturgicode responsible for the K-PG.

CORE STATS

Size: 1
Armor: 1
HULL
    HP: 8
    Repair Cap: 3
AGILITY
    Evasion: 7
    Speed: 4

Save Target: 11
Sensors: 8
SYSTEMS
    E-Defense: 10
    Tech Attack: +1
    SP: 6
ENGINEERING
    Heat Cap: 5

TRAITS

REACTOR WASTE EXTRACTION
1/round when the Salamander successfully hits a hostile character with a **Tech Attack** it may place a Slag Bomb in a free and valid space within range 3 of the target.

EMERGENCY SLAG EJECTION
Whenever the Salamander loses Structure or Stress, it may place a Slag Bomb in a free and valid space within range 3.

INSULATED
The Salamander has **Immunity** to **Burn**.

MOUNTS

FLEX MOUNT

MAIN MOUNT

CORE SYSTEM
VOLATILE POLYMERS

By aerosolizing potent accelerants and dispersing them in close-range vicinity, the Salamander unleashes an all-consuming firestorm that eats through flesh and steel alike.

SLAG BOMBS
Slag Bombs are **Size 1** Terrain Objects with **Evasion 5** and **10 HP**. Slag Bombs arm at the end of the turn in which they are created. When an armed Slag Bomb is destroyed, it detonates in a **Burst 2** explosion dealing **4 Burn** to characters caught in the area or half as much on a successful **Engineering** save.

Slag Breath
Active (1CP), Full Action, Efficient
You expel a large amount of volatile slag causing a **Blast 2** explosion within range 8. Characters in the area take **6 Burn** or half as much on a successful **Engineering** save. Objects and Terrain in the area automatically take **10 AP Energy** damage.
After this action has been resolved you may place 3 Slag Bombs in free and valid spaces in the affected area.

HAPPY LANCING!