

Lancer Resource Hub

A complete database of all resources helpful for running Lancer.

Shortened link for sharing: <https://bit.ly/lancer-resource-hub>

For maintainers: When adding a new entry, please provide:

- A somewhat unique name for ease of searching.
- A link to the resource or the actual file (preferring the former).
- Appropriate tags (check existing tags before creating a new one).
- The creator(s) and/or their Discord handle(s) for proper crediting, whenever possible.

Printable Lancer Character Sheet with Bonds

ClericError

Lancer Character...

SheetsToolsPlayers

Lancer NPCs - Manufacturer Equivalents

Delilah

docs.google.com/spr...Y/edit

GMsNPCsGuide

Lancer NPC Player Frame Replication Comps Sheet

Dudemaster 49

docs.google.com/doc...l/edit

GMsNPCsGuide

List of player mechs from the Lancer Core Book and how to roughly translate them to an NPC mech.

Lancer NPC Player Mech Conversion

Dodgepong

docs.google.com/spr...#gid=0

GMsNPCsGuide

Shadow of the Wolf NPC & Relationship Tracker

DasSauerkraut

npcsheet.pdf

drive.google.com/fil...haring

GMsNPCsReferenceMission Briefin

A simple name generator for making unique but still recognizably futuristic "baronic" sounding names.

Karrakin Name Generator

Starwall

perchance.org/kar...erator

TablesRandomPilotsNPCs

Solstice Rain Oshtokens

Oshlet

drive.google.com/fil...haring

TokensNPCsArtwork

A free and open source web app for the viewing the two largest unofficial maps of Lancer
<https://stargazer.vercel.app/lancer>
I've spent the last 40 days creating a web app which represents the two largest unofficial maps from

Union Space Interactive Map

CodaBool

stargazer.vercel.app/lancer

MapsCampaignSetting

Animated Pixel Art Planets

Helianthus Games

helianthus-games.itch.io/ani...lanets

ArtworkPixelSetting

Squad Kits is collection of additional optional traits, systems and weapons for the Squad NPC from *Lancer*, spread across 22 kits, each containing 3 for a total of **66 optionals**. Outflank enemies with **Cavalry**, deploy heavy field guns with **Towed Ordnance**, harass

NPC Squad Kits

Reconus

reconus.itch.io/lan...d-kits

NPCsGMsEncounters

Guest Star NPC Framework

Stormtalus

docs.google.com/doc...haring

GMsHomebrewRules

A.k.a. "C'mon Gang, We Need to Save Passacagmus!"
From the creator:
here's the pdf version, and an lcp that can be used to help players track presents if they don't have any weapon mods already. (Note: lcp may

Holiday Showdown Sitrep

AntebellumCerebellum

Holiday_Showdo...

drive.google.com/dri...9RwWq_

GMsEncountersHomebrewSitreps

Hiya, I've finally gotten around to making a google drive folder for all the stuff i've made for my Stolen Crown game. Includes some tokens for Sparri beastsies, a map of Ynn, NPC portraits, artwork, and a good number of snowy battlemaps. This will actively get added to, since I'm

Stolen Crown Fan Assets

Szkin

drive.google.com/dri...e_link

ArtworkTokensMapsGMsNPCs

Standard Operating Procedure Template

CandleMoth

docs.google.com/doc...haring

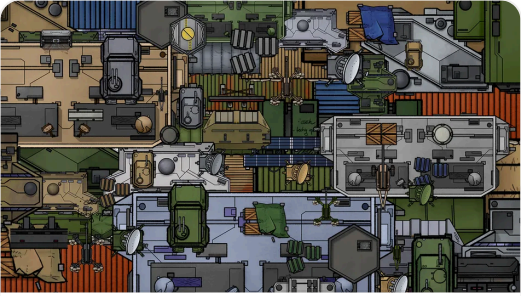
PlayersToolsTemplates

Finaljas90's Objective-Forward Sitreps

finaljas90

docs.google.com/doc...haring

SitrepsGMsHomebrew



Hex Military Camp RPG map assets

Karidyas

jonathancaridia.gumroad.com/l/m...assets

ArtworkHexMapsTokens

I made some edited token templates in GIMP to suit my needs for running games in Foundry. My main interest was legibility at small sizes so players with smaller screens have to do less zooming in and out to maintain situational awareness. I also did my best to keep the border thickness

Foundry Hex Templates

muffletup

drive.google.com/dri...e_link

VTTFoundryVTTTokensTemplates

70+ flashpoints relating to the Karrakin Trade Baronies.

KTB Flashpoints

Palligator

drive.google.com/fil...ivesdk

GMsSettingToolsCampaign

Changes to the Ultra template intended to turn it into a true "solo boss" enemy that can take on an entire team of player characters at once.

Guide to Solo Ultras

finaljas90

docs.google.com/doc...haring

GMsNPCsGuide

Lancer Build Paths

finaljas90

docs.google.com/doc...haring

PlayersMechsGuide

Marketing Blurb:

This third party tool allows you to create complex yet readable battlefields in minutes.

It features a plethora of sprites and assets that you can use to create your very own maps for Lancer.

📄 Interpoint Map Creation Tool

Ralf

interpoint-station.itch.io/lan...n-tool

GMSToolsRandomTilesetsMaps

Description from the author below:
<https://imgur.com/a/6Kwf6H8>

Lancer GM Screen

The four GM facing panels cover:

• Damage, death and repair

• NPCs and weapons rules

📄 Lancer GM Screen

Amechwarrior

drive.google.com/fil...haring

GMSToolsReferencePhysical

Homebrew NPC templates for special subfactcons of the Big 4 manufacturers.

📄 Big 4 Templates

Miss DataNinja

docs.google.com/doc...m458r9

NPCsGMSHomebrew

Hey hey, I've recreated all of KTB major houses banners with vectors, so if anyone needs something like that here you go:

📄 KTB Major Houses Banners

Bhen

KTb major house...

drive.google.com/fil...e/view

ArtworkSetting

There are many manufacturers of mechanized chassis in 5016U, but the Big Four stand out from the rest. While all the major manufacturers are known for high quality licenses, they each have their specialties.

An NPC may only take one

📄 Manufacturer Templates

Perijove

docs.google.com/doc...s/edit

NPCsGMSHomebrew

I made these to help me and my table keep track of the various statues and conditions as we learn the game. I had them printed on glossy cover paper that provides rigidity and resilience as they'll be handled frequently. You can put them on top of paper stand-ins or beside the units on

📄 Lancer Status Tabs for Printing

Amechwarrior

Status_Tabs.pdf

drive.google.com/fil...e_link

PhysicalTabletop

Dungeondraft Packs Library

CosmicAfro

docs.google.com/doc...haring

ArtworkDungeondraftMaps

this works, but is unfinished and probably buggy, may not get worked on further, putting it up as-is

For "mech popping out of its token aesthetic," use the following settings:

crop image off, border in front off, use an image with transparency, fiddle

📄 Lancer Hex Token Templater

Kat Stark

kastark.co.uk/too...okens/

HexTokensTemplatesTools

otherwise move.

PREPLANNING

TEMPLATE FEATURE

Instead of deploying normally, the Turret may deploy anywhere on the field, but its final position must be decided on at or before the start of combat.

ROOTED

TEMPLATE FEATURE

The Turret gains **Immunity to Immobilized, Intangible, Stunned, and Prone.**

TURRET TRAITS

📄 Turret NPC Template

AthenaBurncoat

github.com/Bur...mplate

NPCsGMSHomebrew

LCP for the Engineer's turret, configured in a way to support a weapon attack and tiered statistics.

📄 Engineer Turret LCP

Perijove

Engineer_turret_v...

NPCsLCPCOMP/CONVTT

Make sure you check out both types. The .xcf files can be manipulated and edited yourself for a really high quality token, while the Token Stamp ones are super simple to use with <https://rolladvantage.com/tokenstamp/>

📄 Hex Token Border Templates for VTT and TokenStamp

mackandsneeze

drive.google.com/dri...haring

HexTokensTemplatesVTT

This is the first version I finished making as an attempt at creating a map of Union space for the world of the Lancer RPG. There are numerous galactic maps out there on the internet, but I personally never liked the scale they employed. This scale puts the radius of the Annamite Line

📄 Galactic Map of Union

Tozapeloda77

reddit.com/r/L..._by_me

ArtworkMapsLoreSetting

on the subject of "how do i easily add a grid of squares or hexes to an image", i made <https://tombolas-battlemap-toolbox.netlify.app/> because i just wanted a way to do it as easily as possible. (i smashed the whole thing together in like 2 hours, apologies for any random bugs)

📄 Map Grid Overlay Tool

Tombola

tombolas-battlemap-toolbox.netlify.app/

MapsTools

In case it's useful for anyone else here's some isometric assets I made for Solstice Rain. There's plain backgrounds for most of the combats and then various props, mostly for combats 3, 5, and 6. I made everything pretty quick so don't expect any fancy texturing but it

📄 Solstice Rain Isometric Assets

Fraser

drive.google.com/dri...e_link

ArtworkVTTIsometric

Notably, this table relies on the kraken table sized for OneWorld and comes with the fixed version of OneWorld. You'll find the hub in the GM area. It hasn't been initialized, so you'll need to do that before using the table fully. If you're unfamiliar with OneWorld, check out this tutorial:

📄 OneWorld Lancer Table

midday

steamcommunity.com/wor...360322

Tabletop SimulatorVTTTools

Lancer Area of Effect Tokens

mackandsneeze

drive.google.com/dri...5WojLI

VTTTokensTemplates

For the past several months, I've been recording and using voice lines in my games to play on a soundboard whenever an enemy attacks with a certain weapon, uses a certain system, takes a reaction, and so on. I took a lot of inspiration from the ability quips in video games like Apex

📄 Lancer NPC Voice Lines

GM Colton

dirkmcthermot.itch.io/lan...-lines

Sound EffectsAudioNPCs

Archive of Lancer fiction created by members of Massif Press on Twitter. Compiled and maintained by Kat Stark.

📄 Lancer Twitter Fics

Massif PressKat Stark

docs.google.com/doc...haring

Lore

I've made a thing before for NPCs, like a basic behaviour cheatsheet that isnt optimal but should help NPCs feel different from each other while also being faster

📄 Lancer NPC Behaviour Cheatsheet

ecyanic

docs.google.com/spr...428167

GMSNPCsReference

Lancer Cover Guide

Perijove

docs.google.com/doc...wc68I5

GuideRulesCombat

Hey guys. I made a thing for all you GMs out there. FILLABLE pdf double-sided 5x7 info cards for NPCs!

Fillable NPC Cards

mike2270

drive.google.com/fil...e_link

NPCs

Tools

GMs

Sheets

Eye of RA Logo

rishenko

Icons

Artwork

Community compendium of assets useful for map creation

Lancer Map Assets

NHP SHAKA

docs.google.com/spr...haring

Artwork

Maps

Tilesets

Tokens

Form-fillable PDF of the Lancer Character Sheet available for free on itch.io

Fillable Lancer Character Sheet

Beev

Lancer_-_Charac...

Players

Tools

Physical

You can now create and edit custom timelines in your browser. You can also download them, share them with friends or party members, and upload them to the site to view or edit later.

Timeline containing major events from official Lancer canon, Massif Press drafts,

Lancer Campaign Timeline

rishenko

rishenko.github.io/rea...eline/

Lore

Tools

GMs

Setting

Reference

Direct link to the mech PNG folder for an old version of CompCon, before the images were compressed for performance.

CompCon Lancer Mech Art

Massif Press

Beeftime

github.com/mas...g/mech

Mechs

Artwork

NOTE: Link removed until the art resources are properly sourced.

My Concept Art Collection Community Resource is fully updated.

Its sorted to my whims, make of that what you will. I will remove posts at

Sci-Fi Concept Art Collection

Hex Cultist

Artwork

Pilots

Mechs

Players

GMs

GM Guide to Running Faster

Stormtalus

docs.google.com/doc...haring

GMs

Guide

I wrote a guide discussing how I did isometric mapping in Foundry.

This is meant to be an example, and an introduction for people who are interested but don't know what's involved. Feedback welcome!

Isometric Lancer on Foundry

Eranziel

docs.google.com/doc...M/edit

FoundryVTT

Isometric

VTT

Maps

Cards

Use the .exe or Roll20 .pck file from the latest release.

Lancer NPC to Roll20 program

APillarOfSalt

github.com/APi...leases

Roll20

GMs

NPCs

Tools

This FREE, system-neutral tool for sci-fi TTRPGs creates endless worlds to explore.

- Gaseous and terrestrial planets!
- Rings, moons and satellites!
- Weird points of interest!
- Retro vector graphics!

Rinspace Planet Generator

Anodyne Printware

anodyneprintware.com/planets/

Artwork

Maps

Tools

Random

Planets

I finally made a working document on this! I would appreciate any feedback on this, but especially about the task list. I probably missed a bunch of them, and I'm not super happy with how it's organized at the moment

Delegate Tasks in a Tabletop RPG

Suji

docs.google.com/doc...haring

GMs

Guide

Reference

Players

I timed myself, and it took about 30 min to get to the Build Robot portion. After character creation for 2 players, and finishing the powerpoint, we reached the 2 hour mark (total time including powerpoint) exactly.

Solstice Rain Session 0 Powerpoint

hplikeline

cdn.discordapp.com/att...al.zip

GMs

Guide

Tutorial

Google Slides GMS Theme

Heliotrope

docs.google.com/pre...haring

Tools

Templates

I've compiled my own NPC tokens made from kitbashed *Into The Breach* sprites, inspired by Sinneresque's set. Compared to theirs, it's not a complete set, but I hope someone finds a use for it regardless.

Into the Breach NPC Tokens

IntrusivePenDesperateSword

drive.google.com/dri...00XvAH

NPCs

Tokens

Artwork

Hex

Vivivizion's Lancer Art Edits

vivivizion

drive.google.com/dri...e_link

Artwork

Mechs

Planet Generator spreadsheet

This last utility is based on one I made for a different game. The elements here are themselves taken from Stars Without Number from an authorized generator online - take the results as you will.

Planet Generator Spreadsheet

Jachra

Lancer: Faction Generator spreadsheet

This spreadsheet will automatically generate a faction according to the rules in *Karrakin Trade Baronies*. Some special tables ensure no doubles are rolled in Descriptors, Desires, or Fears.

Lancer: Faction Generator Spreadsheet

Lancer: Map Forge spreadsheet

I created a spreadsheet that automatically creates maps for Lancer using the Map Forge rules in *Lancer: Field Guide - Karrakin Trade Baronies* with Method 2, which is really the only one I could use for this

Lancer: Map Forge Spreadsheet

Solstice Rain Blank Maps

Magnus