

Posthuman

Striker

WE HAVE ALLOWED HUMANITY TO TRANSCEND THE FLESH AND BECOME INCARNATE WAR

VIOLENCE, AS GOD INTENDED.

-Scrawled notes, recovered from a compound belonging to the Binaric Revolution cult.

The Posthuman is a foundational violation of the Utopian Pillars- a human life, stolen of the chance to be anything other than a weapon. Commonly found in the possession of biomedical corpo-states and gene-cultists, the Posthuman is an example of the horrors the so-called “forbidden sciences” and “black tech” can create. Rivalling mechs in size and power, programmed with neurological berserker-codes, and gene-edited from the ground up to destroy, the Posthuman-class is a living weapon of mass destruction. The Union standard operation procedure for Posthuman-class enemies are to take them in alive if sapient- though with the incredible force these beings display, this is sadly difficult.

Tactics: The Posthuman is a pure striker, designed to be tanky, hard to ignore, and deadly. Its main “gimmick” is its reliance on Recharge systems and its Bloodied mechanic. When the Posthuman is ‘halfway’ through its health it automatically Recharges its abilities and becomes better at recharging. Rather than degrading, Bloodied upgrades the Posthuman when it's hurt. Handle the posthuman with care- treat it as you would a Veteran-type NPC, counting as two units for the purposes of deployment. It's deadly and threatening and will probably never stop being either of those things.

POSTHUMAN

Bioweapon, Striker

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	8	6	-	2	2	0	-2	1	4	5	10	1

Base Modules:

Inhuman Physiology

Trait

The Posthuman has 2 structure and can only be destroyed by losing all its structure. When the Posthuman is reduced to half its starting structure, it becomes BLOODIED. Most of its systems and weapons have special notes for what happens while the Posthuman is BLOODIED.

Bioweapon

Trait

The Posthuman has the BIOLOGICAL tag, it cannot be targeted by or utilize tech actions other than Lock-On.

Crushing Grasp

Main Melee

Threat 1

AP, +2/4/6 To Hit

4/6/8 Kinetic Damage

Bloodied: This weapon may now Critically Hit, dealing +1d6 Bonus Damage when it does so
This weapon cannot be destroyed by structure loss.

Adrenal Regulator

Trait

The Posthuman may Overcharge, taking 1d3 AP kinetic damage when it does so.

Bloodied: When the Posthuman becomes Bloodied it automatically recharges all systems, traits, and weapons. Additionally, while Bloodied, all Recharge rolls add 1 to their result (ie: 3 becomes 4)

Inescapable Grasp

System, Quick Action, +2/4/6

The Posthuman grapples an adjacent target. If successful it may then Slide the target into any free, adjacent space. At the start of each of the Posthuman's turns it can Slide a character it is grappling in this way again.

Bloodied: The Posthuman can deal 3/4/5 AP Kinetic damage to one character it is grappling as a protocol.

Optional Modules:

Heart-Eater

System

Full Action, Recharge 7+

Select an adjacent target, if the target is at 1/2 HP or less, they are reduced to 0 HP. This system cannot be destroyed by structure loss.

Combat Blade

Heavy Melee

Threat 2

+2/3/4 To-Hit, +1 Accuracy

7/9/12 Kinetic

Recharge 5+: Attack One, Two, or Three targets.

Anti-Cavalry Plasma Cannon

Heavy CQB

Line 5

+1 Accuracy, Recharge 6+, AP

8/8/10 Energy

Bloodied: This weapon becomes Cone 5

Cyberpsycho

Trait

The Posthuman loses the Bioweapon Trait, gains +2 Edef, 5/7/8 Heat Cap, and an additional +1+/2/+2 Armor. Additionally whenever the Posthuman enters the Danger Zone, it Recharges a system or weapon of its choice.

Killer Instinct

System

Reaction, Recharge 4+

Trigger: A character within 2 spaces of the Posthuman voluntarily moves

Bloodied: A character within the Posthuman's Sensor Range voluntarily moves

Reaction: The Posthuman Slides its movement towards the triggering character

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
24	9	6	-	4	3	0	-2	2	5	5	12	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
28	10	8	-	6	4	0	-2	2	6	5	14	1

Psychic

Controller

*There is more! There is so much more to the human spirit than what can be understood by the traditional sciences. Let me show you. Without a psionic amplifier, men may shuffle cards, flip coins, throw rocks. **With** an amplifier, and a proper power source, they can fold cars! Flip mechs! Throw buildings! The implications are staggering. And the profits cannot be understated. We have several clone-lines that are predisposed to psionic awakenings, as well as amplifier equipped hardsuits available as a package deal. The human mind is the next great leap forward in warfare. Don't be left behind.*

-*"Warmaster" Aran Tarro; recording from UIB Agent [REDACTED], supposedly in a meeting with the MSMC 426 "Brainbenders".*

SSC has, for a long time, been creating clone-lines. Essentially breeding ethnicities out of a single person. Most famous are Smith's Sons, the cybersurgeons kept by parochial traditions in the retainer of the Corpo. But there are also Shimano's Daughters- a lineage of telekinetics cultivated as an upcoming product line for the next great war. A product currently in its testing phase. The Psychic class enemy is one of Shimano's Daughters, sealed inside her mech, her scalar field attuned to the Forge of Gold, bought and sold as a weapon for her employers.

Tactics: A fragile but extremely potent controller, the Psychic is focused around destroying and altering the battlefield to stifle the players and create zones of control its allies can play into or around- such as its Warped Space; which creates a safe zone for itself and allies. Of important note are its optionals- Flayer Anomaly and Rend Force should be used sparingly! They're extremely potent and can change the way an encounter is engaged with easily, be careful when using them.

PSYCHIC

Mech, Controller

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
8	12	8	6	-1	-1	+3	+0	1	4	15	12	1/2

Base Modules:

TK Blast

Main Psionic Weapon

Range 10

4/6/8 Kinetic

On Attack: The Psychic may deal 10 AP damage to an adjacent piece of terrain, if it does so, this weapon becomes Blast 1

Warped Space

System

1 Heat (Self)

Quick Action

The Psychic becomes Immobilized until the start of its next turn. While Immobilized this way it generates a Burst 1 field of intense psychic power- all ranged attacks that draw line of sight into or through the affected area must roll a d6- on a 4+ the attack is deflected by a telekinetic shield, automatically missing. Grenades are also affected by this field, however they are thrown directly back at the originator if the 4+ roll is successful. The Psychic's own ranged attacks are immune to all effects of this system.

Psycho Crusher

System

Quick Action, Recharge 4+

Mark a Blast 1 within the Psychic's sensor range- all terrain within this blast takes 20 AP Kinetic Damage. The Blast becomes Dangerous Terrain (Kinetic) until the end of the Psychic's next turn. Any Drones or Depolaybles caught in this blast are thrashed by psychokinetic power- their owners may make a Systems save to avoid them being Destroyed.

Optional Modules:

Spatial Cannon

System, Optional

Quick Action

The Psychic makes a Tech Attack against a target within Sensor Range, on success the target takes 4/6/8 Kinetic, 4/6/8 Knockback, and is knocked Prone. On a Miss, the target suffers half the knockback it would normally take.

Rend Force

Full Action, Recharge 6+

A target within Sensor Range of the Psychic must roll 1d6 on the following table

1. Crushed Weapon - The Psychic destroys a weapon of its choosing equipped by the target. Weapons destroyed this way are automatically repaired by Stabilizing
2. Overwhelmed Sensors- The target cannot draw line of sight to non-adjacent squares until it takes a Quick Action to pass a Systems Save
3. Busted Gyro- The target falls prone at the end of each of its turns, until it takes a Quick Action to pass an Engineering Save
4. Broken Computer- The target cannot make Tech Actions until they take a Quick Action to pass a Systems Save
5. Leaking Coolant- Each time the target suffers Heat, they suffer an additional point of Heat, until they take a Quick Action and pass an Engineering Save
6. Shattered Casket- If the target has any AI tagged system, it immediately begins to Cascade . If the target has no AI tagged systems or Comp/Cons that cannot Cascade, it is instead Jammed until the end of its next turn.

Flayer Anomaly

Trait

The Psychic has a Burst 3 of destructive field of roiling psionic might around it at all times. When the Psychic uses Psycho Crusher, the field flares up, growing to Burst 5 until the start of the Psychic's next turn. Enemy characters entering into this area for the first time on their turn or starting their turn within it must make a Hull save or gain a Dissolution Mark. On its turn, the Psychic may use a Full Action to remove all Dissolution marks from a target within Sensor Range, inflicting an effect based on how many Dissolution Marks are removed. Dissolution Marks may only be applied 1/round.

- 1 Dissolution Mark- The target is Immobilized until the start of its next turn.
- 2 Dissolution Mark- The target is Immobilized until the start of its next turn, and takes 1d6 Damage that cannot be reduced.
- 3 Dissolution Mark- The target is Immobilized and Shredded until the start of its next turn, and takes 1d6 Damage that cannot be reduced.
- 4+ Dissolution Mark- The target is Immobilized and Shredded until the start of its next turn, and takes 1d6 Damage that cannot be reduced. Additionally the target must make a Structure Check as though they had just lost a point of structure.

Brainrot

Quick Tech, Recharge 5+

A character in the Psychic's sensor range must make a Pilot Skill Check or have their mind overwhelmed by a psychic barrage. On failure, the pilot and mech become Jammed until the pilot spends a full action to clear their head. Triggers may apply to the Skill Check as applicable

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	14	8	8	-1	0	+4	0	1	4	15	14	1/2

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	16	8	10	-1	+1	+6	+0	1	4	15	16	1/2

Security

Striker/Controller

Fluff

Tactics: Tactics

SECURITY

Mech, Striker, Controller

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	8	8	8	+2	-1	+0	+1	2	4	5	11	1

Base Modules:

Riot Gun

Heavy CQB

+1/2/3 To-Hit

Loading, Knockback 3

Range 3, Threat 3

6/8/8 Kinetic Damage

Riot Shield

Main Melee

+1/2/3 To-Hit

Knockback 2

Threat 1

3/4/6 Kinetic Damage

Shield Swipe

Trait

Whenever the Security hits with its **Riot Shield** it may forgo inflicting Knockback to instead knock the target **Prone**

Lock and Advance

System, Protocol, 2 Heat (Self)

The Security locks it's shield into defensive position and advances steadily. Until the start of its next turn, it is Slowed and has +2 Armor (to a maximum of 6).

Optional Modules:

Cuff

System, Quick Tech

A character within Sensors makes an Agility Save. On a failed save, mark a space your target currently occupies. They may not voluntarily move more than 3 spaces away from the marked space, and if they are involuntarily moved farther away they move 3 and fall Prone. They may repeat the save as a Quick Action, clearing the marked space and this effect on a success

Flash Coating

System, Reaction, Recharge 6+

Trigger: The Security is hit by an attack

Reaction: The Security ignites the flash coating on his Riot Shield creating a Cone 3 of blinding light- all characters in the Cone must make a Systems Save or be Jammed until the end of their next turn. On a successful save, targets are Impaired for the same duration.

Shock Plating

System, Reaction

Trigger: The Security is Rammed, Grappled, or suffers Knockback from a melee attack

Reaction: The triggering character takes 2/3/4 Heat

Rapid Pacification Drivers

Trait

Characters standing up from Prone count as starting a movement for the purposes of the Security's Reactions

Suppression Tactics

Trait

When the Security pushes a target into an object or another character with its knockback, they must make an Agility save or be knocked prone and Immobilized until the end of their next turn

Sarge

System, Protocol

This optional module may only be taken if the Security also has the Elite, Veteran, Commander, or Ultra template.

At the start of its turn, the Sarge may pick to give an Order.

With Me!- Until the start of the Sarge's next turn, when the Sarge makes a voluntary move, all Security and Grunts in its Sensor Range may also Move their Speed. This movement must obey Engagement and triggers reactions.

Hold!- Until the start of the Sarge's next turn, if a Security within Sensor Range would be destroyed, the triggering Security instead remains in play, with 1 HP, and cannot be destroyed until the start of its next turn- at which point it collapses and is destroyed. It may still make Reactions in this state.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	8	8	8	+4	-1	+0	+2	2	4	5	13	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
22	8	8	10	+6	-1	+0	+2	3	4	5	16	1

Desperado

Artillery/Striker

The Desperado-class frame describes any number of smaller production runs from minor corpos in the Auric Range such as the Orion Arms HOLLIDAY or the MechWorks Unlimited EARP- the consistent factors in these designs is the demand for mid-range weapon platforms that can survive the rugged conditions of Furthest West with little to no support. In this role, the Desperado class has shined, being utilized by militias and guerillas in need of direct kinetic fire support with the versatility to adapt to the ever shifting loyalties and battle lines of warfare between the colonies and independent towns.

Tactics: The Desperado is a mech designed to play the mid-range, striking at the flanks of the players while they're busy handling an objective or fighting a more obvious target- in this position it can use its base systems to spread lock-on as a support option for its allies; or simply lock-on to all targets it wishes to fire upon with its Galleria. Its optional systems give it more *options* as to how to control the players, rather than just through damage or lock-ons: it can throw out burning grenades, load status-inflicting bullets, or even interrupt an attack with a challenge to a duel at high noon.

DESPERADO

Mech, Artillery, Striker

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
12	8	8	8	+0	+2	+1	+1	2	4	10	10	1

Base systems:

Galleria 1486

Main Rifle

Range 10, Threat 1

+0/+1/+2 To-Hit, +1 Accuracy

5/6/8 Kinetic

Recharge 5+: The Desperado may fire this weapon as a Barrage action. When it does so it may attack One, Two, or Three targets with this weapon

Rifle Butt

Main Melee

Threat 1

+1/2/3 To-Hit

2/3/4 Kinetic Damage
Knockback 3

Call Out

Quick Action, Recharge 4+

The Desperado inflicts Lock-On to One, Two, or Three targets in Sensor Range.

Optional systems:

Bullet With Your Name On It

Quick Action, Limited (3), 2 Heat (Self)

The Desperado loads a special round from the following list into its Galleria 1486, gaining the listed effect until the start of its next turn.

Polonium Tipped: On Hit, the target must make an Engineering save or suffer 3/4/5 Burn, taking 1/2/3 Burn on a successful save

Neutronium Barbs: On Hit, the target must make a Hull save or become Immobilized until the end of their next turn, becoming Slowed for the same duration on a successful save.

Thermite Core: On Hit the target must make a Systems save or become Jammed until the end of their next turn, becoming Impaired for the same duration on a successful save

Lone Gunman

Trait

The Desperado gains +1 Accuracy on all attacks, checks, and saves while there are no allied mechs within 5 Spaces of it.

Gun Down

Reaction, 1/Scene

This option may not be taken by Grunts.

Trigger: A Ranged attack is declared against the Desperado within 10 Spaces.

Effect: The Desperado begins a gun duel with the target. Both roll a contested AGILITY or SYSTEMS check (each participant picking which to roll). The loser loses a point of structure.

The loser may immediately take 2 Heat (Self) to force the contest to be rerolled. If the result is a tie, the contest immediately ends and both participants are Stunned. Otherwise the contest continues until one character loses without forcing a re-roll, would become Exposed, or would Overheat, in which case they immediately lose.

Firewater Launcher

System, Grenade, Quick Action, Limited 3

The Desperado may expend a charge from this system to place a Blast 1 within 5 spaces of it; until the end of the Desperado's next turn, any character entering into or starting their turn within the Blast must make an Engineering save or take 3/4/5 Burn

More Than Enough for All of Ya

Trait

The Galleria 1486 gains the following ability

On Crit: Immediately roll to recharge this weapon.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	10	9	8	+1	+3	+2	+2	2	4	10	12	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
21	12	10	8	+2	+4	+3	+3	2	4	10	14	1

Combat Idol

Defender

Fluff

Tactics: Tactics

COMBAT IDOL

Mech, Defender, Template

Base systems:

Armored Finery

Trait

The Combat Idol gains +5 HP and +1 Hull/tier. The Combat Idol may not have the Grunt template.

Center Stage

Trait

Attacks that target friendly characters within 5 of the Combat Idol but do not target it gain +2 Difficulty. The effects of Center Stage from multiple Idols do not stack. Center Stage does not function if the Idol is Hidden.

Sponsorship

Trait

At creation, the Combat Idol picks one of the following traits

IPS-Northstar/Infantry Idol: The Combat Idol and Adjacent Allies are immune to Shredded

Smith-Shimano Corpo/Combat Biker: Allies starting their turn adjacent to the Combat Idol or moving there for the first time on their turn can immediately Slide 3.

Harrison Armory/Command Idol: The Combat Idol and Adjacent allies may Overcharge, always costing 1d6 Heat.

Baronic Houses/Show Duelist: The Combat Idol and Adjacent Allies are immune to damage and effects from missed attacks.

HORUS/Underground Idol: The Combat Idol and Adjacent Allies are treated as Invisible by Tech Attacks. This effect does not stack with Invisibility.

Aunic/Missionary: At the start of the Combat Idol's turn, all adjacent allies gain 3/4/5 Overshield

Optional systems:

Bullet Halberd

Main Melee/CQB

Range 5, Threat 3

3/6/9 Kinetic

When the Combat Idol **Overwatches**, it may take 2 Heat (self) and attack **twice** with this weapon.

Sellout

Trait

The Combat Idol picks an additional sponsorship at character generation.

Wedding Band

System, Recharge 5+

Quick Action

An enemy within 3 spaces becomes captured by an energized chain, linking their mech to the Combat Idol. While entangled, the target is Slowed and if they end their turn more than 3 spaces away from the Combat Idol, they suffer 3/4/5 Burn. They stop being entangled when they end their turn more than 6 spaces away from the Combat Idol (Suffering 3/4/5 Burn when they do so), or pass an Engineering save as a Quick Action. The Combat Idol may only sustain one such chain at a time, and cannot use this ability again until the chain has broken.

Support of the Demes

System, Limited (1)

Quick Action

Until the end of the Combat Idol's next turn, she and all adjacent allies may roll twice when they recharge and keep the result of their choice.

Top of the Card

System, Limited (1)

Quick Action

Until the end of the Combat Idol's next turn, Center Stage affects all characters within 10 spaces of the Combat Idol.

Roughneck

Striker

The Roughneck-class describes a large swathe of mechs- usually constructed by partisans who lack access to military grade hardware, making up for their lack of hardware with overarmoring and raw aggression. Most commonly seen as the foot soldiers of a space pirate attack, Roughnecks are deployed en-mass and allowed to simply trundle towards their objective soaking fire. The other elements of the pirate sortie then flank the opponents while they pour fire uselessly into the massed Roughnecks, or simply stand behind their heavy troops and lob fire onto the enemy with little thought of return fire. The Roughneck itself utilizes a variety of Mechanized Hardsuit tools that have been up-jumped into military gear: A large manipulator-fist that can double as a bludgeon equipped with either a pile-bunker or combat saw, the much feared "nailcannon" derived from satellite repair tools, and the Anti-Debris Field that greatly contributes to its toughness. With the AD-Field running directly through the mech's coldcore, it has the power to annihilate incoming missile attacks instead of just meteorites- but opens the entire mech up to catastrophic failures should the Roughneck find its reactor under any undue stress

Tactics: Terminator Armor Is Really Neat

ROUGHNECK

Mech, Striker, Defender

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
12	6	6	8	+2	-2	+0	+1	3	3	5	10	1

Base systems:

“Can Opener” Pilebunker

Superheavy Melee

Threat 1

AP

+1/2/3 To Hit

8/10/12 Kinetic Damage

On Hit: Target is Impaired until the end of their next turn.

Nailcannon

Heavy CQB

Range 5, Threat 3

+2/4/5 To-Hit

4/5/6 Kinetic Damage

On Attack: The Roughneck Slides 1 before or after the attack.

Anti-Debris Field

Trait, System

As long as the Roughneck is not Shredded or Exposed, whenever it is hit by a ranged attack, roll 1d6- on a 4+ the attack automatically misses. This does not stack with Invisible and the Roughneck may never be invisible.

Spaceborn

Trait

The Roughneck moves normally in 0-G environments.

Optional systems:

Chainfist

Heavy Melee

Threat 3

+1/2/3 To Hit

4/5/6 Kinetic Damage

On Attack: The Roughneck Slides into adjacency with its target- if it cannot, then this attack automatically fails. If the Roughneck is already adjacent with its target, it may slide into any other open adjacent space instead.

This weapon **REPLACES** the "Can Opener"

Hyperpenetrator

System, Recharge 5+

The Roughneck attacks with its Nailcannon in a Line 5. This attack gains AP, but deals half damage.

Relentless

Reaction, 1/Round

Trigger: The Roughneck would suffer Knockback

Reaction: The Roughneck is not Knocked Back, it instead Slides the same distance in a direction of its choice.

Extend AD Field

Quick Action, Recharge 6+

All allies adjacent to the Roughneck also benefit from the Anti-Debris Field until the start of the Roughneck's next turn.

Unstoppable

Trait

The Roughneck is immune to the Slowed and Immobilized conditions as long as it is not Shredded or Exposed.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
15	6	6	10	+3	-2	-1	+2	3	3	5	10	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	8	8	10	+4	-2	-1	+3	4	4	5	10	1

Warlock

Artillery/Controller

Warlock-class frames are noted by their mounting of what is called a "Black-tech Broadcast"; a black-box harvested from one of the deep-space pirate satellites and run through a high-power communications laser. The laser itself can do minor damage to soft and armored targets, but serves as merely a medium for the much-feared "Nightmare Code". Well known in the peoples of Ladon's Corpse, Nightmare Code is a colloquial term for the viral broadcasts used by space pirates to cripple slow-burn ships- making them easy pickings for desperate or lazy crews. The code itself is of mysterious origins, some claim it was developed by the pirates themselves, others say it was given to them by HORUS partisans seeking to spread chaos, others say that the code has a stranger origin- that the satellites broadcasting it simply started one day. And they never stopped, growing ever more complex and ever more deadly. It is as if the lines of code, paralytic and monstrosly inventive, simply invented themselves and have been undergoing evolution- as any living thing does.

One, five, eight, ten, fourteen, celestial noise, six, nine, twenty-two, hungry ships, four, seven, one, eight, new light, thirty-three, eighty

Tactics: Tactics

WARLOCK

Mech, Controller, Artillery

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	8	10	6	-2	+0	+2	+0	0	3	5	12	1

Base systems:

Black Tech Incantation

Heavy Rifle

Range 15

+1/2/3 To-Hit

AP, Ordnance

3/4/5 Energy Damage

On Hit: The Warlock may immediately spend a Quick Action to use a **Nightmare** tagged system to the target, which can't be used again until recharged.

Black Tech: Betrayal

Full Tech, Nightmare, Recharge 5+

The target takes 2 Heat and must make a Systems Save, on a failed save, they must select one

option from the following:

- Target immediately suffers **4/5/6** Burn
- All characters allied to the target in a Burst 2 of the target suffer **3/4/5** Burn.

Black Tech: Terror

Full Tech, Nightmare, Recharge 4+

The target takes 2 Heat and must make a Systems Save, on a failed save, they must select one option from the following:

- Target becomes **Shredded** until the end of their next turn.
- Target suffers an additional **3/4/5** Heat.

Curse Circuit: A Fallow Grave

Trait

When the Warlock is destroyed, its wreck emanates nightmare code- the last panicked screams of its pilot and a nonsense cycle of numbers, repeated forever. All characters in Burst 1 of the wreck take +1 Difficulty on all checks and saves, and suffer +1 Heat whenever they would gain Heat. This effect ends if the wreck is destroyed.

Optional systems:

Black Tech: Sorrow

Full Tech, Nightmare, Recharge 6+

The target takes 2 Heat and must make a Systems Save, on a failed save, they must select one option from the following:

- Target may only make **one** Quick Action on their next turn.
- Target's Speed is reduced to 2 and they suffer +2 Difficulty on all Agility Checks and Saves until the end of their next turn.

Black Tech: Revulsion

Full Tech, Nightmare, Recharge 5+

The target takes 2 Heat and must make a Systems Save, on a failed save, they must select one option from the following:

- Target cannot willingly move within 5 Spaces of an ally until the end of their next turn.
- Target cannot target allies with systems, traits, talents, or weapons until the end of their next turn.

Black Tech: Heresy

Full Tech, Nightmare, Recharge 4+

The target takes 2 Heat and must make a Systems Save, on a failed save, they must select one option from the following:

- Until the end of their next turn, the target must **reroll all Accuracy** and accept the **lower** results.
- Until the end of their next turn, the target must **reroll all Difficulty** and accept the **higher** results.

Curse Circuit: A Journey For Two

Trait

If the Warlock is destroyed by a character, that character suffers **2** Heat and must pass a **Systems** save or suffer the effects of one of the **Nightmare** tagged systems the Warlock possessed in life.

Curse Circuit: A Thousand Dooms

Protocol, Recharge 4+

Until the end of the Warlock's turn, **Black Tech Incantation** range becomes **Range 15, Blast 1**, but it can only be fired as a **Barrage**. No other weapons can be fired as part of this Barrage. All characters hit automatically suffer the effects from any one **Nightmare** tagged system, which can't be used again until recharged.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
12	10	13	8	-2	+0	+3	+1	0	3	5	15	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	12	16	8	-2	+0	+6	+2	0	3	5	18	1

Ringmaster

Controller/Defender

The famed "Circus Maximus Mechanized" line of SSC-Lachesis is synonymous with the highest ranks of the Combat Charts and champions of mechanized gladiatorial combat. Everyone who knows Combat Idols knows the line, either because their favorite is in one, or because their favorite refuses to use one. Such are the rifts in the demes- but everyone who has seen one of the famed "Ringmaster" frames at work in the arenas can agree on one thing. SSC makes a damn fine mech. Ringmasters are designed to lead the pack, demand attention, and force confrontations where the enemy may simply wish to disengage. It is perfect for the kind of high-intensity, short duration battles that arena combat encourages by design. This is not to say that the Ringmaster is purely a civilian-grade mech, meant for show- SSC has put the work in, and many a successful "Circus Jock" has transitioned from Idol-hood to lucrative mercenary careers with their Ringmasters.

Tactics: The Ringmaster is a living distraction. An annoying, short range blaster with enough bulk to lead the charge- Ringmaster excels at disruption of the player's front or back line. Use **Ludi Circenses** to set up **Pollice Verso**- using the **MRM-20** and the Lock-On Quick tech when Circenses isn't recharged to keep the pressure up on players, always threatening another **Pollice Verso**. Use the Ringmaster's optionals to make it even more obnoxious, giving it an extra weapon it can fire willy-nilly at close range, a massive reposition, an AoE that'll eat player's actions up, or finally, a dueling module to force an unfortunate player into the Ringmaster's deadly dance. How do you stop it? Overheat and Expose, Slow and Blind it, hammer it when it's locked down with tech and its fancy engines are half-slag.

RINGMASTER

Mech, Controller, Defender

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	10	6	8	-1	+2	+1	+0	2	6	5	11	1

Base systems:

"Armatura" MRM-20

Heavy Launcher

Range 5

+1/2/3

5/7/9 Explosive Damage

On Crit: The target must make a Hull save or be knocked Prone

This weapon has +1 Accuracy against targets with Lock-On

Ludi Circenses

Quick Action, Recharge 5+

Mark a Blast 2 that has at least one space adjacent to the Ringmaster, all enemies within the Blast must make an Agility save or suffer Lock On

Pollice Verso

Full Action, Recharge 4+

All enemy characters suffering from Lock-On within sensor range lose Lock-On and suffer 3/5/7 AP Explosive Damage. Characters adjacent to the Ringmaster must make a Hull save or be knocked prone.

“Circus Maximus” Booster Array

The Ringmaster may Hover whenever it moves or boosts. Additionally, whenever the Ringmaster makes voluntary movement, it is Invisible.

Optional systems:

“Bustuarii” SRM-12

Aux Launcher

Range 3, Blast 2

3/4/5 Explosive Damage

The Ringmaster is immune to damage from this weapon.

Linea Alba

Quick Action, Recharge 6+,

The Ringmaster activates its overboosters, disappearing into the sky. It is removed from the battlefield until the start of its next turn- when it may, as a protocol, arrive from on high in any free space on the map.

Parmularii Burst

Quick Action, Recharge 5+

All enemy characters in the Ringmaster’s Sensor Range gain a Danger Mark. Marked characters remove the mark by taking the Boost action. At the end of a marked character’s next turn the Danger Mark is consumed and the marked character suffers 5/7/9 AP Explosive Damage and suffers Lock-On.

Primus Palus

Protocol, Recharge 6+

The Ringmaster and a target within Line of Sight gain a Dogfighter Mark. The Ringmaster may only give another mark when the marked character is destroyed. Characters with Dogfighter Marks gain +2 Difficulty on all attacks that do not target another character with a Dogfighter Mark, and 1/round may Boost directly towards another marked character as a free action.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	12	6	8	-1	+2	+2	+1	1	6	5	13	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	14	8	10	-2	+4	+2	+1	2	6	5	15	1

Headliner

Artillery/Controller

The Headliners of Clotho differ from the more proletarian gladiators and corpro-backed combat idols of Atropos and Lachesis- for the people of Clotho prize a certain elegance in their combat sports. Tactics and correct action are praised, where instinct and improvisation are disfavored by the established talking heads and sportskonzerns. Thus the Operetta system, and at the top of the Operetta system are the Headliners- Brilliant mechanized tacticians in a style of mechanized chassis developed to outplay the opponent, to shame them for their lack of ability, and to destroy them in the leisurely pace preferred by high-class arena goers. Even after "graduation" from the Operetta system, many former Headliners have moved easily into mercenary work with their fragile frames- and what beautiful war they wreak with unwavering wit.

Tactics: The Headliner is an "elite" unit, without using the Elite template (though it very much benefits from such attention)- there can only be one of them in any given encounter. This is for a very good reason- the kind of Control effects the Headliner can dish out are just MEAN compared to its compatriots, even meaner when combined with things like Bombards and Snipers. Its one weakness is its fragility- the Headliner **must** be deployed with a Defender or Support (preferably both) to not get nuked off the face of the map once your players understand how it works. If you feel like spicing up the Headliner, just make it an Elite, give it one turn at the top of the round to set up its mechanics, then at the end of the round, "cash out" on all the players who failed to properly respond.

Always be conscious of timing when using the Headliner- you should ideally activate it somewhere in the middle of the combat round as its first activation (or only activation); this gives the players time to *respond* to the Headliner's control effects. Don't be discouraged if the players "solve" the Headliner's systems- this is a good thing! The Headliner's systems are meant to disrupt player movements and coordination by forcing them to act in certain ways- use the Headliner to force the players to stop playing Objectives in their Sitrep and respond to its mechanics and you'll have the players sweating.

HEADLINER

Mech, Artillery, Controller

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	8	12	6	-2	+0	+2	+0	0	4	15	12	1

Base systems:

Stack

Full Tech, Recharge 5+

Effect: A target within Sensor Range and Line of Sight gains a Stack Marker. At the start of the

Headliner's next turn, the target takes Xd6 Explosive damage, where X is the number of PCs in the combat. Allies adjacent to the target may choose to reduce this damage in increments of 1d6 to a minimum of 1d6; they take any damage they reduce instead.

Spread

Full Tech, Recharge 4+

Effect: Mark a Blast 1 entirely within the Headliner's Sensor Range- all enemy characters within the blast gain a Spread Marker. At the start of the Headliner's next turn, Marked Characters must make a Systems save or suffer 2/3/4 Heat, suffering an additional 3 Heat for every other marked Character within 3 spaces of them.

Diva

Trait

There may only be 1 Headliner in any given enemy composition.

Dramatic Flourish

Reaction

Trigger: The Headliner starts its turn with no systems charged and no systems recharge.

Reaction: One system of the Headliner's choice recharges.

Optional systems:

Death Ray

Quick Action, Recharge 4+

Place three Line 10 AoEs beginning adjacent to the Headliner. All characters are aware of these lines. At the start of the Headliner's next turn, all characters in the Lines must make an Agility save or suffer 10/10/12 AP energy damage- suffering half as much on a successful save.

Overlapping lines only force a single save.

Tank Buster

Quick Tech, Recharge 6+

Choose a target within 5 spaces and Line of Sight, they must either immediately Brace or make an Engineering save- on a failed save they are Stunned.

Pyretic

Protocol, Limited 1

All characters (including the Headliner and its Allies) in Range 50 gain a Pyro token. At the start of the Headliner's next turn, all characters with a Pyro token suffer 6 Burn. To remove a Pyro Token, a character must move at least 4 spaces away from their starting position on their turn.

Divine Chain

Quick Tech, Recharge 5+

Two players within 4 spaces of each other and within Sensors become tethered by an energy chain. At the start of the Headliner's turns, the headliner deals 4 Burn to each tethered character, regardless of how many characters are tethered. A tether is broken, ending this effect

on the affected characters, if a character ends their turn further than Range 6 from the character they are tethered to. All tethers are also broken if the Headliner is destroyed, loses structure, or becomes Jammed or Exposed.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
12	8	14	6	-2	+0	+3	+0	0	4	18	14	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	10	16	8	-3	+0	+4	+1	0	4	20	16	1

New Sitreps

RAID

A Raid mission pits the players in a race to collect objectives before an opposing force does- the structure of the mission is meant to represent a kind of mechanized combat sport, but can be easily edited to other uses

Objectives: There are multiple kinds of objectives in a Raid mission.

7-9 Size 1/2 Objectives called Treasures- placed semi-randomly throughout the map (as a suggestion, place them close to the center of the map, with one or two out of the way to encourage flanking). Characters can pick up an adjacent Treasure as a Quick Action, where it occupies their space. Alternatively, 1/round a character can force an adjacent character carrying a Treasure to make a contested check- the character defending chooses which Mech Skill to defend with and the winner secures the Treasure. A character can only carry one Treasure at a time and cannot be Hidden while carrying it; and may drop the Treasure as a Free Action on their turn.

2 Size 1 Objectives at the center of each Deployment Zone, called a Tower.

Enemy Forces: The GM has a normal amount of enemy forces and should deploy them at the start of the scene

Deployment: Roll off (1d6) between players and enemy forces; the Loser deploys first in their appropriate zone.

Reserves: When an Enemy is destroyed, place it into Reserves. At the start of each round, roll a d6, on a 3+ result, redeploy the enemy into their deployment zone.

Objective Scoring: The goal of the sitrep is to return to your Tower and place the Treasure within it as a Quick Action, scoring the Treasure and removing it from the battlefield. As a Quick Action, while adjacent to an enemy tower, you may steal a Treasure from it, removing a point from the team.

Victory Conditions:

- 1) The team with the most Treasures in their Tower at the end of 8 Rounds wins.
- 2) If the teams are tied on points, add any Treasures characters were holding at the end of the scene as points.

BOUNTY HUNTER

A Bounty Hunter mission represents an old Aatropian style of combat sport known as "Rabbit", updated to mechanized scale.

Objectives: There are no on-field objectives or control zones in a Bounty Hunter Mission, there is however, a Bounty. The GM selects one Character to gain a Bounty Marker during deployment. While a character is the Bounty, they are immune to Intangible and Hidden when it is not their turn.

Enemy Forces: The GM has a normal amount of enemy forces and should deploy them at the start of the scene

Deployment: The GM picks a Bounty, who is placed in the center of the map. Roll off (1d6) between players and enemy forces; the Loser deploys first in their appropriate zone.

Reserves: When an Enemy is destroyed, place it into Reserves. At the start of each round, roll a d6, on a 3+ result, redeploy the enemy into their deployment zone.

Objective Scoring: When the character with the Bounty Marker suffers structure damage, marks reactor stress, or is destroyed, the Bounty Marker transfers to the responsible character- they become the Bounty. If a character is responsible for their own damage, but is not destroyed, they remain the Bounty. If the Bounty is responsible for their own destruction, the GM picks a new Bounty at random.

Victory Conditions: The team who possesses the Bounty at the end of 6 Rounds is the winner.

MASTERPIECE

A Masterpiece mission represents the hottest style of arena combat from Clotho, in which participants are meant to beautifully control a battlefield. What if i made u play splash zones. Do u wanna play splash zones. Does anyone here play splatoon.

Objectives: There are two objectives

GM Notes: Mechanized Combat Sports

Both Raid and Bounty Hunt use a unique kind of Reserves, meant to represent the pit-crew of a team quickly flash-printing and repairing a wrecked mech so that it can get back into the fight ASAP, the d6 roll representing the skill and technology of said teams giving a fairly good chance to redploy their crashed team member. If you want to play with the fiction of this a little bit, adjusting the value of the d6 can represent a more or less skilled pit crew on the opponent's side. Player mechs, as well as any NPC with a structure score, is more rarely going to visit the pit crew- this is a perfectly acceptable outcome in the mind of this author (Lancers are, after all, the best of the best). However, some GMs may want to fulfill the fantasy and fiction of sport racing/combat a little more fully, in which case, why not talk with your players about applying the alternative rules below

Alt Rules: Combat Repairs

In this set of alt rules, we assume a stricter sort of mechanized combat, with print-weight limits and pit-crews working tirelessly to return life to wrecked hulks of steel and silica.

Deployment and Pit Zones: The GM adds 2-4 Size 3 'Pit Zones' to the map, representing sections of the arena where spare components are stockpiled - in lieu of being carried around by the mechs themselves - and pit crews are stationed to facilitate the repairs. Players can only spend Repairs as part of a Stabilize action while within a Pit Zone or in their Deployment zone and when any character Stabilizes within a Pit Zone, they may remove themselves from the map until the start of their next turn, reappearing in any other Pit Zone once they start their turn.

A character in a Pit Zone drops any objectives they were carrying and does not count for the purpose of scoring.