

# Armored Core V-In-Memorian

Fan-concept map for AC-VIb (b denoting sister title similar to Verdict day, or 4A, lets call this one Armored Core V-In-Memory" this follows our seemingly established naming convention for armored core sister/direct-sequel titles)

## Setting

- When? - About 15 years after the events of the Coral Convergence ending.
- Where? - Rubicon, other planetoids within the Rubicon system, and other planets/systems based upon story needs.
- How? - You are one of the lucky pilots to survive the coral convergence becoming integrated with your AC's memory systems<sup>L</sup> (this is an important lore distinction lets denote these from here on with a<sup>L</sup> these will be things I expect to be self evident as to why they are necessary/significant within the context of this concept map unless I otherwise clarify, and if you ask Ill clarify).
- Why? - You are one of the third pulse mercs, you have awoken with the 3rd heartbeat of coral throughout the space relatively local to rubicon. You in the process of being integrated lost most of your memories, but your personality remains in tact, what makes you YOU still exists, but the memories beyond first and second-nature actions are gone. After completing your AC familiarization process (the built-in basic AC movement tutorial) to unlock the controls, you are contacted by a mercenary company in orbit around the current planetoid Rubicon 6a "Heap"<sup>L</sup> they offer your first contract, your pay is not dying on Heap.

## Gameplay

- **Level 1\* - Management**
  - You have to manage your merc company, paying your license fee on time in order to avoid operating illegally<sup>L</sup> . Should you fail to do this galactic level government enforcement agencies will seek to stop you during missions, blockade your exit, or entry to certain planets/systems, factions will withhold certain, or possibly even all contracts to avoid evoking the same ire.
  - Missions - Missions consist of:
  - Allegiance - This is what faction it is for, or is it an independent op? Faction ops will often be for corporations, large-scale political activists, and galactic governmental agencies. Independent will often make less money for the same type of job, often working for either yourself, or local level authorities these make significantly less money, but can have better salvage rewards, and or leads on better jobs.
  - Factions in my mind consist of:

- PCA, and whatever government they're a part of.
- Ballem - Defeated by Arquebus, they stand at the brink of collapse under the weight of their financial losses in Rubicon. While still operational, they are almost only a secondary merc force.
- Arquebus - Now in an open war with the PCA, and RFL, and having their command structure gutted by The Raven<sup>L</sup>. They are barely holding together trying to evacuate as many assets as possible prior to local collapse utilizing mercs to substitute their own forces. The coral convergence pulses has severely complicated things.
- RaD - With Carla gone, RaD fractures into a loose conglomerate of dozer factions, more than it already was. The Coral convergence has caused the in-fighting to only get worse through fragmented memories.
- RLF - One of the few factions to adapt to the coral convergence well, employing some of the best ACs operating in the galaxy, and easily within the system, the problem is they lack the firepower, or numbers to properly seize control of the planet.
- Various Mercs - With the opening of the buried city becoming known across the galaxy, There are countless merc companies looking to find the next amazing piece of RRI tech.
- Indipents - Various smaller, sometimes strictly singular base factions.
- Scavvs, and Pirates - Various bands of Scavvs, and Pirates who are simply out here for personal gain no matter the cost.
- Your Merc Company - Raising your reputation within your own faction via successful operations, treating your pilots right, company investment, and paying your dues, will increase company loyalty, allowing you to maintain pilots in dire financial situations, gain the benefits of allied faction good will, and allow you to order your pilots to take on more difficult contracts for less loyalty cost.
- Objectives - What are we doing? Destroying specific critical infrastructure? Defending an important construct? Defending a convoy? Stealing critical info? Hot dropping a warzone as back up? Maybe we are boarding a ship in space to commandeer it for the contractor. the list goes on.
- Contested Status - Contested missions are missions in which you are actively invading another player's mission with an objective opposite to theirs. High Density status missions are missions in which it is possible to be invaded. Uncontested are missions with no multiplayer. Players will receive massive bonuses for playing High-Density, and Contested status missions, with further bonuses for defeating other players in the form of salvage of the opposing players AC, and some rare unique salvage drops for direct PvP reward only.
- Direct PvP is a distinction due to a mechanic that will be discussed later.
- AC management - AC need:
  - Pilots(P) - Pilots, of various skill levels can be hired for an initial cost, and then adding to your monthly fee, should you fail to pay it they will leave based on their level of loyalty, further pilots with high enough loyalty can eventually be hired on a

permanent basis. Should a piloted AC take damage in combat, or worse be destroyed, the pilot can be injured, or in the event of a failed ejection from a doomed AC, die. Pilots can also come in the form of Ravens<sup>L</sup>.

- Injury - Injuries range from minor, to major, to mortal. Should a pilot receive a minor. All injuries will have an IRL timer based upon status level. These are randomly decided at the end of the mission, based on the damage taken, and pilot skill level. Allowing pilots to recover without redeployment will increase loyalty.
  - Minor - The pilot will be less combat effective in this injury status, and complain about pain, or distractions in combat. This largely appears in the form of reduced accuracy, less evasiveness, taking breaks in combat, etc.
    - Legs - Distracted less evasiveness.
    - Arms - Pain reduced accuracy
    - Chest - Compounding factor, further injury is more likely
    - Head
      - Eye - Lack of depth perception, can't judge distance, often fires from outside effective range.
      - TBI - Concussion takes breaks from combat.
    - Blood loss - Compounding factor, and can reopen in combat leading to further injury, or shock.
  - Major - The pilot cannot recover from this status without rest, this will severely impact their combat effectiveness, and potentially lead to death.
    - Legs - Minor effects + chance to MIA (effectively die) with successful ejection.
    - Arms - Minor effects + higher chance to fail ejections.
    - Chest - Minor effects + difficulty breathing can cause the pilot to pass out, leading to the AC (assuming it has no UAC module) to stop all movement. This can lead to other minor injuries.
    - Head
      - Eye - Permanent Minor effects.
      - TBI - Minor effects + Can lead to mental fog (Pilot stops attacking enemies), forgetfulness (pilot attempts to leave combat), nausea (cannot make multiple evasive maneuvers in succession), aggressiveness (turns on allies, and change targets erratically), ringing ears (cannot adhere commands). There is a chance for TBI effects to become permanent with multiple TBIs
    - Blood loss - Minor Effects + fatigue (performs fewer combat actions), likely to die if wound reopens upon taking damage.

- Mortal - The pilot cannot be deployed, and will be more likely to receive an injury until fully recovered. Allowing an injured pilot to receive a Mortal injury, will cause a massive loyalty penalty.
  - Ravens<sup>(R)</sup> - Ravens are pilots who have been integrated into an AC via the coral pulses started, and caused with the coral convergence. They no longer have true physical form, rather being energy in the coral network. Due to this their 'injuries' are much easier to recover from, and less likely. The only injury they can receive is Fragmentation, to varying degrees. Ravens are unable to eject from an AC, and will receive at least Major fragmentation from destruction. They have a higher skill cap than regular pilots, and appear as UACs to opposing units (assuming they don't have coral detecting sensor suites.)
    - Fragmentation
      - Minor - AC performs fewer combat actions, changes targets erratically, occasionally fails to adhere commands.
      - Major - Minor effects at higher severity + Raven at risk of losing their personality, and memory (this can cause them to gain, lose, or change traits temporarily, this can also reduce their level permanently (until leveled))
      - Mortal - Major effects at higher severity, and permanent trait changes.
      - Recovery, fragmentation recovery is different in that it is not a physical wound, rest will not fix this, instead the player will need to pay for recovery from fragmentation, a hefty cost to hopefully recreate, or substitute memories, and unique cognitive functions for your Raven.
  - Traits/Talents/Skills/Proficiency
    - Traits - Traits are the immutable difficult to alter quirks of a pilot, or raven. These can vary from being particularly good within a certain weight limit, to being having random attempts at melee strikes. These can be both modifiers to skills, bonus talents, or specializations, they can equally be a harm to these things as well. Every pilot can develop 3, and ravens can develop 5.
    - Talents - Talents are unique abilities of pilots, and ravens. Maybe they are capable of doing special maneuvers that are better in melee combat, or they are particularly good with railguns at close range, any number of things, however these cannot directly effect skills, and are applied after skills.
    - Skills - The base competency of a pilot, or raven with ACs, pilots will specialize further into sub-skills upon reaching max competency. Every section has 20 point maximums for skills, followed by 80, across the sub-skills within; This creates a 300 point spread, the pilots/ravens gain 3 pts per level, and assign them automatically based on what they use in combat the round they level up, the level cap is 100. Pilots, and ravens come in multiple level starts unknown random level under 80, novice lvl

0-15, adept lvl 25-35, hardened lvl 50-55, and elite lvl 65-75, for each level of proficiency they reach past novice they will gain a trait.

- Defense - Increases the effectiveness of defensive armaments
  - Impact absorption - The ability to move the AC to absorb damage better, reducing damage to internal systems, especially useful against kinetic, and explosive weapons, reduces injury chance from kinetic, and explosive damage.
  - Deflective posturing - The to move the AC to deflect fire off the armor of the AC, reduces the damage of precision, and energy weapons.
  - Oversaturation capacitance<sup>R</sup> - The capability of a Raven to take in coral, plasma, and EM damage in place of the AC's systems safely, reduces the damage of coral, plasma, and EM based weapons. This skill increases the likelihood of fragmentation from coral attacks, but decreases it from plasma, and EM attacks.
- Offense - Increases the effectiveness of offensive armaments
  - Melee - The ability to use the AC to perform cqc combat effectively, this skill increases resistance to, boost range, and damage of melee attacks. Does not apply during posture break.
  - Marksmanship - Increases the ability to hit targets at range accurately, reducing damage fall off, increasing effective range, target tracking speed/lead adjustment,
  - Control - The ability to utilize AC arms in order to manage recoil, and stay on target during, and regain target acquisition from recoil.
- Systems - Increases the effectiveness of internal systems.
  - Load optimization - The ability to balance the load of an AC via careful movement, and posturing, this allows unbalanced ACs to maintain maneuverability, and for weight changes to have minimal, or beneficial effects on AC movement.
  - Awareness - The ability to pay attention to an AC's sensor readings during combat, allowing for heightened situational awareness, and better reading of the sensors.
  - Regulation - The ability to use the AC's various regulatory systems to decrease cooldown times of weapons, increase maximum capacity of energy based armaments and shielding, maintain stable burn for assault boost, and most importantly the energy efficiency of internal systems.
  - Coalescence<sup>R</sup> - coalescence measures a Ravens level of integration to the AC they inhabit. it completely replaces the other 3 options, however it cannot gain benefits as high

as standard pilots, granted this is still better than most adept pilots. It also has a unique additional 40 points to be earned in this section for 100% effectiveness of the skill, these 40 points are lost upon being assigned to a new AC, or when the head of an AC they are assigned is changed. per every 20 (1 per level) additional points, ravens will gain an additional trait. This also has a unique bonus to self repair, and UAC master systems at 120 points into Coalescence. This being the ability to control 1 additional UAC slave unit, and additional effectiveness of the repair of self repair devices.

- UACs - Unmanned Armored Cores UACs are a new development, needing a UAC slave unit to pilot an AC, and a local UAC Master unit equipped manned AC. UACs have no trait points, and perform at roughly the same skill level as an adept pilot. They have a chance to be destroyed with the destruction of there AC. The commands that can be given to them are very simple: Follow me, Stay there (strict), attack my current target (strict), hold fire (strict), open fire (defensive), open fire (free).
- Loadout - Use the same system as AC VI, but preferably add more for the sake of more variety. Hopefully we see the addition of arm replacing weapons, shoulder aux options, and ultimate weapons.
  - A new option for UAC suite FCS should be added.

## ● Level 2 - Contract Offer, Negotiation, and Assignment

- Offer
  - A somewhat vague, brief synopsis of what the contract mission entails, this includes:
    - Expected resistance - How strong is the opposing NPC force.
    - Environmental danger level - How present, and strong are the effects of the local weather, and terrestrial hazards. Actual details of what they are should be left to be inferred.
    - Area of Operation contested status - High Density, Contested, Uncontested.
    - Objective type - This does not include specific targets, but rather descriptions of what action is being taken against the TBD target (Raid, Defend, Transport, etc).
    - Accepting an offer begins negotiation, there is no downside to turning down an offer, prior to negotiation.
- Negotiation
  - You will receive negotiation points based on your level, and reputation with the factions, with negative reputation causing you to lose your level-based negotiation points.
  - These negotiation points are used to secure salvage rights after the battle is over, additional support from the employer (infantry, MTs, HMTs, and so on), or straight up additional hazard pay.

- Should negotiation points not be spent, they will be turned into reputation with the contract holding faction.
    - A more detailed version of the brief is available here, based upon what information the client is willing to share, based upon the players reputation with them.
    - After a player accepts the negotiated contract, they will enter the assignment phase. Declining a mission after accepting an offer, the player will receive a reputation reduction with that faction, but gain a small amount with the opposing faction.
  - Assignment
    - The player will assign up to 6 ACs, UACs, or a combination of the 2 to the contracted mission. However at least 1 AC must be assigned.
    - Should a player be opting to not assign themselves to a mission, the mission will also display a timer based upon selected pilot skill levels, and quality of ACs being deployed, along with a mission success likelihood.
    - The player may take the time to read the contract brief further, but not change the negotiated terms. Backing out of a negotiated contract will cause more a severe reputation hit, and no reputation gain with the opposing faction. From the assignment phase the player may launch the mission, entering level 3 of gameplay.
- Level 3 in mission, and mission management.
  - In mission
    - Campaign - a preferably hand crafted campaign with occasional stall missions into the random gen of the game. In my mind, the game would tell a story of what makes people human, exploring the consequences of these artificial bodies, and testing the definition of human, moral, constants, and variables. When do you stop being YOU, when does the ship of Theseus become a new ship?
    - Career - The post game of the campaign, and optionally the thing that people side track into instead of the campaign, where there are random generation missions, pvp, arena modes, invasions, and extraction modes to gain new parts.
      - Invasions - Player versus player encounters in which 2 players, with 2 opposing contracts compete for mission success. should either accomplish their objective or defeat the opposing team of ACs they will win the encounter, with the ladder not necessarily completing the mission losing their contract rewards.
      - Extraction mode - a 45 minute timer mode in which 9 players go head to head trying to extract as many components as possible to aid future missions, this would be a large scale map, with movement debuffs for picking up parts prior to delivery to an exfil.
  - Mission Management
    - Assigned missions will occasionally communicate calling for aid, or abortion of the mission, the player can do these things via allocating

funds, and allowing the abortion, reducing pilot/raven risks, at the associated costs.

- Assigned missions will be completed on a timer automatically, giving occasional fluff status reports.
  - Invasions are still possible in this, in which a timer will be put on halt for the non playing player, and instant mission complete/failure occurring after.