



IRON METHUSELAH

A PURGATORY SIMULATOR BY
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Preface

I've always been fascinated by death.

It's human. Sometimes violent, sometimes peaceful, but an inevitability that we all face in our lifetimes. Science Fiction has this strange relationship with death though, we're always writing a way on how to "avoid it" or "delay it." But never fully embrace the inevitability of it all. We're all breaking down in our own terminal illness of our own creation, trying to outrun it until we've found ourselves alone at the end of it all.

But ignoring that dour piece of shit. I also really enjoy big stompy robots that blow up other big stompy robots in the exhilarating rush of full metal violence. Mecha franchises are always fun for me to delve into, always something to play with while forcing me to separate the Man and the Machine from one another. Though the more recent trend in Mecha TTRPGs is neglecting our brave boys in blue to focus on their cool robot (™) doing cool (™) things. Though this also leads to a RP angle which boils down to gyrating at one another or being annoying with post-narrativepunk wankery.

Combined with my desire to do a "Redux" of a much older (and maligned) anime game I wrote a while ago. Well, the game wasn't maligned, but Granbelm was kind of a shitshow I was fascinated by. A dozen ideas mashed together in a blender and it amazingly ended up being, for some reason, a shitshow! But a colorful one that got me thinking.

So here we are, four years later with a game about entering your Digital Purgatory as you wake up to commit acts against God by a feral humanity while questioning your own humanity. You're also in mechs.

Fuck yeah.



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Eden Burns in the Rapture

Humanity was born into the crucible of conflict, from the earliest rock cracking a skull to the splitting of the atom for apocalyptic results. In the late 2080s, a united Terra Sol, formerly Earth, expeditionary force was launched to the distant star of Alpha Centauri. Human habitation of their own solar system was slow and precarious, Luna Colonies with little more than 200 people mingled with orbital stations with populations of 1500.

It took ten years, most of which humanity believed that the brave crew of five were lost due to their Early Sling Drive technology. But At the end of the project, a ship entered Sol's range. The Vagabond as it was dubbed was a poorly constructed ship of the original craft and another alien one. Antonie Gopala emerged from the ship on a Titan Mining colony and began telling his story.

The Vagabond was damaged on the initial jump, but they searched for a way to repair their ship. With a signal on Proxima, they took a chance and discovered a crashed ship that the Vagabond took for parts and research. The crew died one-by-one over the decade, eating what rations they could and alternating in cryosleep pods. After integrating the two ships, the Vagabond became the first ship to make a FTL Jump without assistance.

Morgan Tech, an up-and-coming interstellar mining coalition, took the opportunity to research into the drive. By 2100, humanity had a Genesis Drive installed on every ship. For the next three hundred years, humanity expanded. Technology exploded as more of the mysterious "Scout Tech" was discovered. Though whatever could be found was always destroyed, ruined, or only salvaged. But humanity expanded and colonized.

Different factions emerged as Terra Sol became the cultural beacon of a society, but no longer a governmental one. The Coalition of Free Stars was an economic powerhouse supported by megacorporations, while the Halcyon Combine organized its militarized state in the rimworlds. Hundreds of minor factions vied for power while the Central Terran Authority controlled Sol itself.

Life was good.

The Nephilim Invasion

It was a Halcyon Mining Base in 2422 that sparked the conflict. After going radio silent Cyprian IV was discovered to be completely annihilated. Accusations flew and the two forces of the galaxy came to blows over the supposed atrocity. No one wanted to comment or point out that plasma weapons were being employed, a theoretical technology at best. Or the lack of human survivors. Or the host of other issues that plagued the mystery of the planet.

But soon reports became more common, a bloody swath was being cut through both territories. It was only a Terran Ranger who managed to uncover the truth, tracking a band of pirates and having them witness the titanic alien fleet "blink" in and out of the system. It soon became apparent that extraterrestrials had invaded.

Every side of the conflict quickly mustered their fleets into defensive postures, protecting mining facilities or population hubs. Paranoia still raged between the galaxy as everyone waited with baited breath of who would witness the wrath of this new species.

The Free Star Collective saw the first fighting, an entire fleet of their deluxe ships fought a five-minute conflict between the overwhelming might of the enemy fleet. Technology without comprehension, new materials, and even their strike craft with unparalleled mobility led to a crushing defeat. But the enemy had a name now: The Nephilim.

And as humanity closed each other off, Sol stood alone.

Annihilation of Earth

The Nephilim Fleet warped into Sol unopposed, every ounce of the Terran Fleet was mustered. Every member of the Earth Defense Force, Ranger Task Forces, and even Repurposed Civilian Ships were all armed and ready. From Pluto to Luna, every occupied planet of humanity had aimed their guns toward the sky as this invading force approached.

It was a war in heaven to those who survived.

For three hours, the entire united force of the Terra battered the enemy and took more in return. There was no retreat, no surrender. Laser fire lit up space as missile barrages sang a hymn to heaven, the rhythmic fire of planetary batteries fired until every shell was depleted and every reserve exhausted. But the Nephilim did not falter.

One by one, Terra's fleet died. Captains shouting frantic orders before being vaporized, Admirals performing every gambit they could muster, even as

fighter pilots danced across the stellar battlefield. But it was hopeless. Few broke away, seeking to protect fleeing civilian ships. The Rangers never fled though, a final bitter struggle as the grand capital ship of the Valentine was finally crippled after being boarded by the Exosuit wearing Nephilim.

Of course they did not surrender the ship easily, choosing to detonate its reactor to take itself and one of the Nephilim ships with it.

What occurred next was the tipping point of human existence. The remaining Nephilim ships, each larger than our grandest battleships with a capital ship that dominated the skies above the worlds of Sol. A single beam of light emanated and the rippling wave of fire carved Terra Sol, the cradle of humanity, home to billions of souls and humanity's wisest leaders. Gone.

Terra Sol has fallen, destroyed in unholy retribution for a crime no human could understand.

Titan was under siege, battered on all sides, General Nikolay Nevsky, now acting leader of the remaining Terran Governments and garrison commander of Titan was sent a message. It was a formal demand of surrender. No goals or admissions, simply an acknowledgement of their defeat. The Nevsky Accord would go down as the final bitter insult to the Nephilim.

The reply was shooting their last shell.

The storming of Titan was a bloody affair, every step the Nephilim Exosuits fought for was paid for in blood. By the time they reached Nevsky he had already issued the order to detonate most of their remaining munitions. No one survived, except a single message to all governments still standing after the conflict.

[Terra has Fallen, Never Surrender.]

Scourge of God

It's debated what the Nephilim response was to the Terran Situation. They had successfully subdued the capital of humanity, they were victorious. Their grand fleet was damaged, but their enemy was annihilated. So they thought.

But the Nevsky Accord demonstrated a primal belief inside of humanity across the stars. Surrender was not an option and death was preferable to defeat. The Nephilim Fleet now attempted to coordinate attacking other human occupied systems. But it quickly became apparent that this was not a simple war, it was attrition. Every battle was a last stand for humans, ramming their ships into the prized fleets of the Nephilim military. Scoured worlds were only met with raiders picking through their dead.

Smaller Nephilim Fleets arrived across the galaxy, but the battles fought were dangerous. Any ship caught out of position would have the jackals of

humanity swarm it, tearing it apart before the main fleet could recover it. Landing troops to secure points of interest became a battle for street corners as human resistance fighters would rather blow themselves up to destroy a single exosuit than give up.

As more worlds were conquered or destroyed, the raiding fleets became larger and hazardous. Pirate Lords who dominated secret shipping lanes became warriors of a new age, their sleek ships became standardized, military personnel filled ranks of the monstrous and inhumane. Worlds descended into martial law to continue the fight no matter what. Homes destroyed for more planetary guns, every child taught to hold a rifle, every man ready to lay down their life, every ounce of ground willing to be burnt should it delay them.

The Nephilim War has been raging for 120 years. Humanity has never surrendered, never given up. The Nephilim may retreat to lick their wounds, but they return and the human beings fight harder every moment of every second. Every ship the Nephilim leave is a hotbed of scavengers and researchers, each attempting to get more out of it to get an edge.

Society has broken down to a barbaric level. The nationstates of old have surrendered to this new order. It is not a battle between ideology or government, but humanity and annihilation.

Humanity has forgone the trappings of civilization and civility in favor of the ruthless warmongering that characterized our ancestors. In recent years, the Terran Rangers, the sacred order of heroic scouts and fighters have begun uncovering Nephilim planets on the fringes. Humanity has begun their offensive, raiding planets in unimaginable acts of cruelty. There is no salvation or forgiveness in this time.

Humanity has become the Scourge of Heaven, crashing their blades upon the necks of the unworthy. Those denied rapture now seek to deliver others to their creators.

The Engram Project

Nephilim are large humanoid creatures with a unique, and flawed, anatomy. Their bodies cannot handle most locations except the ideal states of being. Their Exosuits serve as their main mode of transportation on foreign worlds as well as weapon platforms. Vertical tanks at the best of time, these mobile suits of war can easily carve their way through ground forces without proper AT weapons.

Of course, acquiring and manufacturing our own version was key to our future battles. The Jesuits, a fraternal order of scientists, manufactured the VAEN

System, the Vertical Armored Exoskeletons, for military use. They proved valuable in the field of combat, mixing the adaptability of a pilot with the firepower of the Nephilim. Their speed was always a constant detriment. The Nephilim were adept and skilled at using their various Exosuits to the point of becoming a second skin. Humans were not.

Pilots who could handle the additional speed were prized, those who couldn't found themselves dead after a particular high speed engagement as they would either pass out or break something.

This resulted in the first Engrams. First they were pilots who had died in combat to serve as data for future designs, but it quickly became apparent that these pilots understood the how, but the tech was not suitable. Another century and they would be on par with the Nephilim, but they didn't have another century.

But what about removing the human element. It was controversial at first, but after the recovery of a Nephilim Computing System it was repurposed to serve as the necessary power to be used. Engrams have since seen use over the last century of war against the Nephilim. Loaded onto massive "Sanctuary Ships" which serve as mobile carriers for HAVEN (Hybrid Assault Vehicle and Exoskeleton) and the super computers necessary to house the Engrams.

Engrams have been made from all walks of life. Pilots, engineers, scientists, it doesn't matter. As long as they serve a purpose to be consulted again. Those loaded into HAVEN's take the fight directly to the Nephilim. They are easily able to match the speed, aggression, and ruthlessness of their enemy, the perfect blend of human ingenuity and remorseless steel.

Some have called the process immoral, decrying the enslavement of the soul to another. But victory must be achieved, no matter the cost.

The Jericho March

Terran Year 2573, a Terran Ranger scouting beyond humanities borders for resources or any advantages stumbles upon a Nephilim freighter. Following it, they discover the promised land, the Nephilim Homeworld.

A systemwide hub of commerce, work, and the engineering that seems insulated from the war that has plagued humanity. For the first time since this war began, there was a goal. After returning back to human space, the fleets of all remaining human nations and groups dedicated what they could to an expeditionary fleet against the homeworld. It didn't have a name, it never needed one.

It was Jericho and its walls must come down.

The Jericho March would be the largest force that humanity had mustered in decades. Drawing from Spacers, Jovians, Jesuits, Rimworlders, and any other faction that wished to drive a spear into the hated enemy. It was a suicide mission to many, one few hoped to return from. But if successful, perhaps Terra Sol could be avenged.

And if vengeance can not be found, then blood must suffice.

Antechamber of the Damned

Iron Methuselah is a roleplaying game about a squad of Engrams, ego profiles taken from the dead and dying to serve as immortal pilots of a HAVEN, Hybrid Assault Vehicle and Exoskeleton. The Engrams are deployed on high-impact combat operations, crashing into the battlefield to engage Nephilim ground forces and spacecraft, before returning to their Sanctuary Ship's Purgatory State.

The Engram will navigate their humanity, or loss thereof, through their ascension through Purgatory. The enigmatic Advanced Determination Attendant Matrix, or ADAM, will be their guide and shepherd through these trials and moments of introspection.

A group of players, or PL, will become an Engram, recently activated to serve as the vanguard of humanity's fighting force against the Nephilim. One of the PL will become ADAM, a sophisticated AI that speaks for others to the Engrams as well as acts as a narrator for their crusade. ADAM is beholden to the crew of the Sanctuary Ship, attempting to stress, traumatize, and push the Engrams to perform better in combat environments. Of course, ADAM cannot interfere directly, forcing the Engrams to power through or suffer trying.

Upon being awoken, each of the PL should have a full set of dice from D4 to D20 (preferably two to three of each).



During their time in Purgatory, the Engrams will be making Tests to see if they bypass ADAM's challenges and inch closer toward their goal. A Test has the Engram compare their [Attribute] to the Difficulty Value (DV) of the Test.

If their Attribute is greater than the DV, they succeed without consequence. If their Attribute is lower than the DV, they will fail. The Engram may choose, and is encouraged, to Stress themselves to roll a die and add it to their Attribute. Each of these Stress Die will be directly added to the Attribute of the Engram, but only one Stress Die may be purchased at any time.

Difficulty	Difficulty Value (DV)	Stress Die	Stress
Simple	6	D2	2
Standard	8	D3	3
Complex	10	D4	4
Difficult	12	D6	6
Heroic	14	D8	8
Devilish	16	D10	10
Satanic	18	D12	12
Apocalyptic	20	D20	20

The Half-Truth - When a situation has a result be halved and makes a fraction, always round down.

Fire Walk With Me

The Engrams will find themselves ripped from their Purgatory State into the heart of their HAVEN. Their mind will be filled with combat stimulants and reactive psychotics to keep them on edge and force them into a lucid state of combat zen.

During Combat Operations, the Engrams do not purchase die with Stress or worry about DVs of certain actions. Their destiny is in their hands, relying on a Beat Die to measure the combat rhythm as they dance across the battlefield.

Assistance in Purgatory

During their time in Purgatory, the Engrams may choose to assist one another. When the Engrams choose to help, the Lead will add their full Attribute to the equation, while every Assistant will add half of their Attribute.

Multiple Engrams working together can surpass most challenges. However, if the Test still fails, each of the Engrams will suffer the full consequences of their actions.

Faith & Despair

During their wandering in Purgatory, the Engrams may encounter moments of Faith or Despair.

Faith is when fortune favors them or they have an advantage in a situation. Correct tools, smart deductions, or the right words in the right place can turn the tide. Faith will increase the associated Attribute by +2 for the Test.

Despair is when hell rears its ugly face. Disaster strikes or other portents that point toward damnation force the Engram to power through misery. When suffering Despair, they will decrease the associated Attribute by -2 for the Test.

Faith and Despair can both stack up to three times (for a total of +6 to -6). Should additional Faith or Despair be gained, it is lost.

During Combat, Faith and Despair are little more than passing thoughts in the mind. The Ego is all that matters when piloting a HAVEN.

Death & Sacrifice

Nothing is more holy than martyrdom in the face of overwhelming odds. For the Engrams and their HAVENS, death has already claimed them and now they exist in a state between both realities.

Should the Engram meet their end during a Combat Operation, it will take time for them to be successfully recovered. Their memories may be fragmented at the moment of their (explosive) death, they will retain what they are.

Immortals will perish when the story is over, not a moment before or after.

Engramic Anima

Engrams come into existence with a vague notion of their purpose, put through thousands of combat simulations to kickstart a primal instinct of survival before being deposited with the Purgatory State along with their new team. At their core, an Engram is nothing more than a fragment of a person's combat instincts, understanding the twitch reflex of pulling a trigger rather than the reason they are holding the gun.

The process of creating an Engram begins with making a copy of a Platform's neural cortex, a process that takes fifteen minutes and can be done an hour after functional brain death. After this, the Engram is sent to a facility in which irrelevant details are extracted. Systematically removing pathways and thoughts that composed the Ego, relying entirely on the Id to maintain a sense of personhood. Finally, the new Engram is sent through combat simulations, often against itself, and then other Engrams, to train its mind for combat operations.

After it has been successfully created, the Engram may be freely copied and distributed among any Sanctuary Ship or vessel in need of HAVEN operators¹.

When creating an Engram, they will need to determine their Attributes, Tenets, Ego, and Bonds. Each of these will form the foundational aspects of the Engram and their combat effectiveness. ADAM knows a vast majority of this information perfectly, though often attempts to obfuscate its knowledge through apathy and deception.



¹ Duplicate Engrams of the same Platform have been attempted. This results in a state similar to the “Uncanny Valley” among them, often leading to violent altercations between the multiple “Selves” in the field.

Attributes

An Engram's Attributes are recorded abilities they have developed from their Platform and training. Each Attribute is ranked from 0 to 10, with 0 representing the absolute bare minimum to qualify as a proper Engram and 10 being the peak of computational efficiency the Engram can attain.

Aptitude (APT)	Firepower (FPR)
The Engram's information processing speed and technological adoption.	The Engram's prowess at a variety of firearms and launchers.

Melee (MEL)	Nerve (NRV)
The Engram's skill at employing close-quarters-combat maneuvers.	The Engram's stress limit, instincts, and resolve.

Observation (OBV)	Reflex (REF)
The Engram's keen monitoring ability and empathetic reaction.	The Engram's subliminal twitch reactions and impulses.

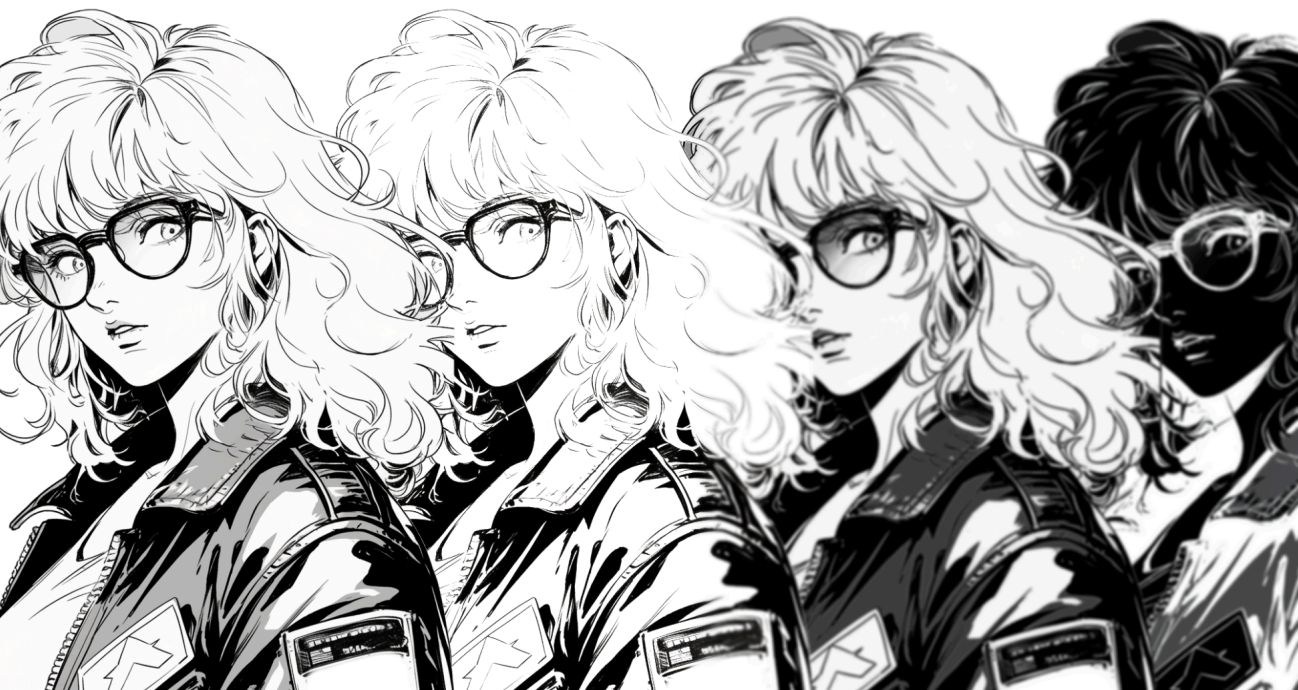


To determine their Attributes, the Engram will roll on one of the following Origins Tables. Each subsequent replica increases the amount of artifacting in the data, causing more radical departures of talent. Engramic corruption is possible, with those created in that state being regulated to Dummy Plug for newer Engrams to train with.

1d10	Origin	Attributes	Description
1	Original	25	The Engram is fresh. Talents and aptitudes are similar, if not identical, to their Platform. Up to a year old.
2-4	Duplicate	20 + 1d10	The Engram is the first major duplicate of an Original, the first traces of Artifacting are present. Up to a decade old.
5-7	Replica	15 + 2d10	The Engram has undergone reworks and patches. Their Engram can be found on dozens of ships. Thirty to forty years old.
8-9	Transcript	10 + 3d10	The Engram has been transcribed and copied repeatedly, every subsequent copy damages it further. Fifty to sixty years old.
10	Artifact	5d10	The Engram has been copied repeatedly since the founding of the Engram program. They may be well over a century old.

Side Note: **On the Math**

- Originals (25 // Average of 4.1 in each Attribute)
- Duplicates (21 to 30 // Average 25.5 // 3.1 to 5 in each Attribute)
- Replica (17 to 35// Average 26 // 2.8 to 5.8 in each Attribute)
- Transcript (13 to 40 // Average of 26.5 // 2.1 to 6.6 in each Attribute)
- Artifact (5 to 50 // Average of 27.5 // .8 to 8.3 in each Attribute)



Tenets

An Engram is nothing but a bundle of data strung together through the power of the onboard computers and the Purgatory state. However, they were still people at one point, people beliefs and values they treasured. Each Engram will develop a set of Tenets over their existence, these form the Superego of the Engram and their desires.

Every Engram begins with one Tenet, but may develop up to six as they learn more about themselves and make war upon the Nephilim.

Every Tenet is written as an "I" statement. These form the personality and desires of the Engram as well as their ability to manipulate the Purgatory State.

"I think that people should listen to me"

"I believe that violence solves all problems"

"I want to kill all of the Nephilim."

Whenever an Engram is attempting a Test, they may choose to add their Tenet as Faith to the attempt. However, if ADAM finds they are working against their established Tenets it will invite Despair upon the Engram and their goals.

Tenets can also be applied during combat scenarios, but any Tenet related to combat must mention the Nephilim in some capacity. During their time in the Purgatory State, they cannot tap into them at all. On the other hand, Tenets without mentioning the Nephilim can only be used in the Purgatory State.

Ego

Contrasting their Tenets, the Engram has their Ego. More precisely, they have their Platform's Ego. Each Engram has five Egos to uncover and understand: Name², Occupation, Service Branch, History, and Nature. Each reflecting an important part of their Platform's story in the brief flashes of memory of them.

Each of these are representative of their Platform's sense of self and worth. The Engram begins with one of these. Allowing them to draw upon it for Faith to Test or calming their Stress. One Tenet and Ego may be applied to any Test.

² Engrams traditionally go by Callsigns (Raven, Blackjet, Excalibur, etc) or their Serial Number (10d10 followed by two Standard Alphabetical Letters such as 286838-0796 AO). The Letters are the Initials of the Platform.

Bonds

Bonds form the emotional connections the Engram has developed in the Purgatory State (and out) with their fellow Engrams, Fragments, or Crew Members. Each of these relationships allow the Engram to perform better in the field, contextualizing the relationship in relation to combat prowess (sometimes on purpose, other times by association).

Each step of the Bond follows the Die Track (D0 - D4 - D6 - D8 - D10 - D12 - D20). The Engram will be able to assign five steps to any of their Bonds, with each one being tied to an Attribute. Whenever they were to use that Attribute, they will always be able to roll the Bond Die in addition to anything else. However, only one Bond may be associated with an Attribute. They may maintain multiple relationships, but a Bond is something important to their being.

A mandatory Bond is one with their Platform, binding a particular aspect of their psyche and abilities to them that was.

Aptitude	Firepower
The Bond pulls the Engram’s mind in different directions, thinking clearly.	The Bond has the Engram focus their aim, often to one-up their rival.

Melee	Nerve
The Bond brings out the ferocity in the Engram, for good or ill.	The Bond is a peaceful reminder for the Engram, honing their willpower.

Observation	Reflex
The Bond forces the Engram to reflect upon themselves and surroundings.	The Bond bolsters the Engram, making them feel on edge and energetic.

Relationships shift over time. An argument today or a quiet talk tomorrow may be the difference between improving one another’s relationship. However, these are not mutual. One may view their companion as an intellectual equal, while the other is more concerned about reading their movements.

Or maybe not thinking about them at all.

Purgatoria Rhapsody

The Purgatory State is the place between places and the limbo between existences. To the Engram, it is home, the reality in which they belong and may act as themselves.

The Purgatory State is a part of the computer network aboard Sanctuary Ships, vast databanks and servers dedicated to the continued existence of the Engrams aboard it. Each one houses the millions of possibilities each Engram is capable of. The goal of the Purgatory State is to evoke Stress from the Engram and heighten their awareness.

Inside Purgatory, reality is constructed by ADAM to fulfill the needs of the Engrams as well as poke and prod their existence. Stressing the Engrams allows the Sanctuary Ship to efficiently boot and deploy their HAVENs into combat.

The Purgatory State

When an Engram is loaded onto a Sanctuary Ship, they are deposited in their Purgatory State alongside any other members of their team. The Purgatory State itself is a simulated reality in which the Engrams are stress tested by ADAM to provoke a response from ADAM.

Each Purgatory State is a unique vertical slice of a world that places the Engrams in a situation. These situations are crafted by ADAM to get the proper responses from the Engrams themselves. Each tailored to their unique Platform and desired outcomes. Multiple Engram Teams may be inside the same Sanctuary Ship, all living in their own vertical slice to get the desired results from them.

In simpler terms, the Purgatory State is a dreamlike reality in which the Engrams are pushed to their limits by their own desire to answer questions or ADAM's prompting. Each of the Puragory States is filled with four kinds of "People."

Engram	A neurological copy of another individual. Splicing out aspects of their Platform's ego for maximum combat readiness.
Fragment	A partial reconstruction of an individual built from collective memories of the team inhabiting the Purgatory State.
Manikin	The faceless masses that "fill out" the Purgatory State to convince the Engrams of its "reality."
Avatar	A virtual avatar of one of the crewmembers of the Sanctuary Ship.

While inside the Purgatory State, ADAM is attempting to motivate the Engrams to pursue objectives or solve mysteries that they have created. Often this is based around prior information of the Platform that the Engram is composed of. Though it may be more direct in its application by placing situations to cause distress or trauma.

Below are four example Purgatory States that have proved successful in the past. Though each team will always find themselves in different situations based on their actions.

Shimbara High

Shimabara High is located in the School District of Shimabara City. A typical, if expansive, Japanese highschool for youth in their developing years. Though the Purgatory State stretches four blocks in each direction of shops staffed by Manikins.

Students are expected to live on campus in their dorm rooms, split up into various clubs and teams based on a hidden “quality factor.” The month is always early spring and seemingly never changes unless the students begin noticing too much. But how can they! School hijinks and drama dominate the day-to-day lives of the students as they struggle to maintain their grades (that never go up or down) and social lives with their (pre-selected) peers.

Temple Colony

Temple Colony is a planet on the far rim of human space, the colonists are fresh from the freighter and attempting to start a life on the desolate rock they may not be alone on. A vast empty space filled with little dirt, light vegetation, and Manikin alien life that are threatening the colony constantly.

The Colonists are condemned to their central hub complex, filled with around two-hundred and fifty other colonists who are seeking to eke out a better life for themselves. Each day is a struggle to survive and set up the equipment for their continued survival, all while fighting against the encroaching xeno threat on the horizon. Progress is rarely made however, things break down and anything created gets lost in the various storms that wrack the planet. There is always just enough food and water to keep everyone alive, if only for today, and each of the colonists are doing “something” every day. Few of their fellow settlers have names or duties, being changed out by the day. Some come, some go, but they are never not present.



Oculi Dei

Deep in the heart of dark space lies the sacred order of Oculi Dei, a band of brave soldiers and mercenaries who guard the jump points of human space from the encroaching Nephilim and "other" alien species.

The station is staffed by hundreds, thousands, of hands and military personnel of various factions and groups in human space. The threat of invasion is constant and even the occasional Stellarch Cruiser appears on sensors, only to need to be shot down. What is a Stellarch Cruiser? No one knows, or wants to know, they exist. Massive ships filled with hundreds of Nephilim Agents that are blasted out of the sky in dogfights over heaven and hell. The Oculi Dei themselves are the brave men and women who plunge head first into these ships to tear out its beating heart, returning as glorious heroes. Every cycle another one will appear and it will repeat in an endless cycle to keep them all on edge. Nothing changes, but violence is forever.

The Deliverance

The crushing depths of the ocean lie outside, pitch black except for the occasional ping of the radar. The Enemy is out there, one, maybe two, perhaps even more. A crew of 80 serve aboard the Deliverance, a Nuclear Submarine sitting in the depths waiting for the inevitable. Command has not responded for future orders, and the countdown has begun.

The Deliverance is a claustrophobic iron lung that has its daring crew members risk everything as The War is happening above. The War has been waged for as long as anyone can remember and the Enemy is hunting for the final trump card. Without orders and fear of destruction, the Captain has sequestered himself away from the rest of his crew. Tensions grow as battle stations are called and every battle is on a knife's edge. Until that order is given, the final order, the crew is all they have.

ADAM may design their own Purgatory States, with the presiding goal to put the Engrams in situations that force them to act or face down their problems. A hint of unreality haunts the place, things aren't quite real, like a dream that they can't wake up from. Or is it a reality that they're being torn from?

Occasionally during Wind Down the team is placed in the wrong Purgatory State, when this occurs they will find themselves in a separate area, disoriented and unable to fully process their surroundings at first. Serving aboard the Deliverance only to wake up in class at Shimabara. Often these are fixed quickly, but never as fast as they should.

Stress & Trauma

The primary goal of the Purgatory State is to provoke a mental response from the Engram. The Sanctuary Ship's crew will view it as enhanced cognitive function from the Engram in their system. Monitoring the Engram's state-of-mind is essential for the continued battlefield capabilities of their HAVEN during Combat operations.

To the Engrams, they will have a particular goal or question to ask during their time in the Purgatory State. To them, this is real and they are being threatened by the situation at hand. The Oculi Dei MUST destroy the Stellarch Cruiser by engaging it in battle before fighting their way through the guts of the living ship to tear out its heart. Doing so will require the Engram to make Tests and increase their Stress.

Stress is the ultimate goal of the Purgatory State, forcing the Engrams to get hyped up for their next battle to perform efficiently in it.

Every Engram has $20 + [\text{Nerve} \times 2]$ Stress Limit, representing their ability to take in and maintain Stress. During their time in the Purgatory State, they will be buying Stress Die to complete goals and objectives presented before them. During their combat deployment, the total Stress they have developed will be their starting Beat Die.

Beat Die	Stress
D4	0 - 6
D6	7 - 13
D8	14 - 20
D10	21 - 27
D12	28 - 34
D20	35+

Stress builds gradually, but always because of the Engram's choice and actions to increase it. ADAM may present opportunities to "get something" for Stress, and being willing to increase it should be a way out of problems that present themselves.

Engrams can also attempt to reduce their Stress through Bonds or their Ego. Consulting with their Bonds and working with them will cause their Stress to fall by the Bond's Value. They may also spend time pondering part of their Ego to lower their Stress equal to the Attribute tied to their Platform's Bond.

But, an ideal state of being, is breaking past their Stress Limit. When an Engram is past their Stress Limit during deployment, they begin to berserk. This Berserk State forces the Engram to start at D4 Beat Die regardless of their final Stress, but grants them two actions per combat round instead of one.

On the other hand, if the Engram Berserks they will need to choose how it reflects upon their state-of-being.

Broken Bond	The Engram erases one of their Bonds with any Character, including their Platform. They may not recover it.
Ego Death	The Engram removes one of their Egos permanently. Their Platform grows more distant from who they are and become unreachable.
Enlightenment of the Soul	Add a new Tenet, or replace an existing Tenet if six are already in place with [Dead Inside].

On the same wavelength of Stress is Trauma. Trauma is the vague principle of cerebral damage occurring during the Purgatory State. In most circumstances, the Sanctuary Ship will attempt to prevent most, but not all Trauma an Engram takes.

To the Engram, Trauma can be anything. Being rejected by a high school sweetheart to getting stabbed in the gut with a blade. The Engram feels it, understands it, and gnashes their jaw at the agony they are dealing with.

During the Purgatory State, each of the Engrams can sustain three Trauma. Trauma can be gained by taking risky maneuvers, failing rolls, attempting to break the Purgatory State, or being injured. Only one Trauma may be gained at a time for a scene normally, even if multiple situations may occur. An Engram may be stabbed with a knife and shot in the gut by a mutinous crewman aboard the Deliverance, but they will only take one Trauma³ (bar the physical agony).

Upon reaching their third Trauma, the Sanctuary Ship's crew pulls the Engram out for cognitive repair. To the reality in front of the rest of the team, horror. Their ship explodes violently, they jump from the roof, succumbing to their wounds, or get devoured by horrible xenopredators. Their Trauma won't increase though, predictive systems simply stop them from being too worried about it.

Upon deploying for combat, the Engram is placed in a Dissociated State. If the Engram is suffering from Dissociation, they may only reach D8 Beat Die and receive half of the Score from their actions. They will always start at D4 Beat Die and cannot Berserk. The Engram will return to normal when the Combat ends.

Death is never the end for the Engram. No matter how much they crave it.

³ "Instant Death" scenarios must maintain the flow of reality, thus they miraculously take only one Trauma. Unless they are *trying* to die or escape their Purgatory State.

Full Metal Hellions

The HAVEN is the Engram's physical reflection on reality, a metal doll that reflects their soul on a galaxy aflame. Each HAVEN is designed by a team of engineers aboard the Sanctuary Ship drawing from combat data and preferences of the Engram itself. During the load process, the Engram becomes one with their HAVEN, its metallic body becoming as real as flesh for the digital soul nomad.

HAVENS are easy enough to replace should they perish in the heat of combat, without the need for a sophisticated cockpit or pilot safety measures, they've become little more than Engram piloted drones in the field. Each one stands 8 to 9 Meters tall and are traditionally bipedal. Jump Jets are embedded in the leg, back, and shoulder pieces of each of them, allowing for unprecedented agility and speed. Combined with integrated armaments, each HAVEN is a walking warmachine that is numb to pain and fearless in the face of death.

Each HAVEN has a number of Parts that possess Durability, with each Part being able to be connected to further Parts. Each Section allows weapons or tools to be attached to it. In theory, a HAVEN can have an infinite number of Parts all strung together, but each HAVEN must logically connect to one another as well as be able to protect itself in the chain.

Each part of the HAVEN is paid for by the use of [SCORE] to edit, repair, and design the HAVEN. Each Engram has a total of 500 [SCORE] to build out their initial HAVEN.



HAVEN Parts

Each Part has a number of qualities: Type, Score, Connect, and Slots.
A Part's Type indicates what the primary function of the Part is.

Part Type	Description
Appendage	Various additions to the base humanoid frame of the HAVEN to enhance combat capabilities.
Arm	A limb that allows the carrying and interaction with objects in the world.
Head	The Engram's primary data point, where they are technically in full control of the body, the Head allows them to be the dominant CPU of the machine.
Leg	A limb that allows kinetic movement and actions in hostile terrain.
Torso	A primary section of the HAVEN that is well armored and houses many internal systems, should it be destroyed, the HAVEN has already ceased function.

A Part's SCORE Value is how valuable the Part is and how likely it is for the engineers to repair it after a Combat Operation. Expensive SCORE Parts are for Engrams who prove themselves in the crucible of conflict.

A Part's Connect slots is how many additional Parts may be connected to it. For example a [Factory Torso] has 5 Connections, allowing two Arms, two Legs, and a Head to be attached freely. A [Factory Arm] has only one Connect slot, meaning that it can connect to one other Part.

Finally, a Part has a number of Hardpoints to socket in weapons. As long as a Part has a Hardpoint, a weapon may be attached to it.

Parts & Tools

Each HAVEN is composed of any number of Parts the Engram can afford, allowing them to customize and tweak their HAVEN. Below are a list of Baseline Parts which can be further modified as they continue through this section.

A HAVEN has a number of Factory Parts which come standard on any HAVEN. These are cheap, simple, and readily available for any Sanctuary Ship needing to replace HAVEN’s on the fly.

Factory	Type	SCORE ⁴	Connect	Hardpoint	Notes
Head	Head	0 / 15	1	1	Contains the Engram’s Upload Port
Torso	Body	0 / 20	5	2	
Arm x 2	Arm	0 / 5	1	1	
Leg x 2	Leg	0 / 5	1	1	

Head	Type	SCORE	Connect	Hardpoint	Notes
Aerodynamic	Head	15	1	0	+1d6 to Evasion Action
Beastial	Head	15	1	0	+1d6 to Melee Attack Action
Closed Visor	Head	10	1	0	+1d6 to the Refocus Action
Cyclopean	Head	15	1	0	+1d6 to Ranged Attack Action
Flat	Head	15	1	0	+1d6 to Brace Action
Open Skull	Head	10	1	0	+1d6 to the Disruption Action
Pinhole	Head	10	1	0	+1d6 to the Tactics Action
Full Metal	Head	15	1	2	

Torso	Type	SCORE	Connect	Hardpoint	Notes
Armored	Torso	15	5	0	+1d6 to the Brace Action
Armory	Torso	15	5	4	
Avian	Torso	15	5	0	+1d6 to the Evasion Action
Buzz	Torso	15	5	2	+1D6 to Melee Attacks, no Ranged Weapons
Central Dynamo	Torso	25	5	2	Free Reload of Laser Weapons
Dogma Unit	Torso	25	5	1	Free Reload of a Charge Weapon
Unibeam	Torso	15	5	2	+1d6 to Ranged Attacks, no Melee Weapons.

⁴ This value indicates the initial value and then the subsequent purchases. You *can* have two Heads on a HAVEN, one will just cost 15 SCORE.

Arm	Type	SCORE	Connect	Hardpoint	Notes
Armored	Arm	10	1	0	+1d6 to the Brace Action
Armory	Arm	15	1	2	
Ranger	Arm	5	1	1	Cannot be Disarmed with a Ranged Weapon, No Melee Weapon
Spartan	Arm	5	1	1	Cannot be Disarmed with a Melee Weapon, No Ranged Weapon
Wrestler	Arm	10	1	0	+1d6 to the Grapple Action

Leg	Type	SCORE	Connect	Hardpoint	Notes
Floaters	Leg	10	1	0	+1d6 to the Shift Action
Walker	Leg	10	1	0	+1d6 to the Brace Action
Thins	Leg	15	1	0	+1d6 to the Evasion Action
Armory	Leg	15	1	2	

Appendage	Type	SCORE	Connect	Hardpoint	Notes
Appendage Link	APN	5	2	0	
Arsenal Platform	APN	10	1	2	All Ranged Weapons Deal +1d6 Damage No Melee Weapons
Crusader Junction	APN	10	1	1	All Melee Weapons deal +1d6 Damage. No Ranged Weapons
Dynamo Core	APN	10	1	1	Free Reload on a Charge Weapon
Repair Systems	APN	10	1	0	Adds Action: Repair, Restore Beat Die + Aptitude in Durability to any part of the HAVEN once a Chapter.
Tail	APN	5	1	1	
Wings	APN	5	1	0	+1d6 to the Flight Action.
Battery Pods	APN	10	1	4	Only Missile Ranged Weapons, +1d6 Damage.

Armor Class & Durability

Each HAVEN is built to withstand oncoming fire from Nephilim-tier weaponry, allowing them to shrug off small fire, but can still be damaged without enough time. Each Part must be assigned an Armor Class which determines the durability of that particular Part.

From there, they may increase the Durability of that Part by +1 for 1 SCORE up to the Max Durability of the Armor Class.

For example, a Superheavy Melee Arm is 20 SCORE, but they may purchase 125 SCORE worth of Durability on their Melee Arm now.

Armor Class	SCORE	Hardpoints	Max Durability
Featherweight	0	-1	25
Light	+5		50
Medium	+10		75
Heavy	+10	-1	100
Superheavy	+15	-1	125
Juggernaut	+20	-2	150



Part Variations

With most of humanity being focused on the construction of military hardware for the oncoming March on Jericho, it's no surprise that variations for HAVEN Parts are common.

Each Part may have two Variations, representing various aspects of the Part's intended purpose. When applying a Variation, they must pay the SCORE Cost to apply it. Each Variation must be purchased per Part to receive the benefits when using that Part.

STRIKER	SCORE	Connections	Hardpoint	Special Notes
Striker I	8			Add 1d4 to Ranged Damage
Striker II	16			Add 1d6 to Ranged Damage
Striker III	24			Add 1d8 to Ranged Damage
Striker IV	32			Add 1d10 to Ranged Damage
Striker V	40			Add 1d12 to Ranged Damage
Striker VI	50			Add 1d20 to Ranged Damage

BRUTE	SCORE	Connections	Hardpoint	Special Notes
Brute I	8			Add 1d4 to Melee Damage
Brute II	16			Add 1d6 to Melee Damage
Brute III	24			Add 1d8 to Melee Damage
Brute IV	32			Add 1d10 to Melee Damage
Brute V	40			Add 1d12 to Melee Damage
Brute VI	50			Add 1d20 to Melee Damage

ARMORED	SCORE	Connections	Hardpoint	Special Notes
Armored I	5			Add an additional 20 Durability to the Section's Max Durability
Armored II	10			Add an additional 40 Durability to the Section's Max Durability
Armored III	15			Add an additional 60 Durability to the Section's Max Durability
Armored IV	20			Add an additional 80 Durability to the Section's Max Durability
Armored V	25			Add an additional 100 Durability to the Section's Max Durability
Armored VI	30			Add an additional 120 Durability to the Section's Max Durability

ANIMAL	SCORE	Connections	Hardpoint	Special Notes
Animal I	5	+2		
Animal II	10	+4		
Animal III	15	+6		
Animal IV	20	+8		
Animal V	25	+10		
Animal VI	30	+12		

PORT	SCORE	Connections	Hardpoint	Special Notes
Port I	6		+1	
Port II	12		+2	
Port III	18		+3	
Port IV	24		+4	
Port V	30		+5	
Port VI	40		+6	

AMMO	SCORE	Connections	Hardpoint	Special Notes
Depot I	10			Reload Kinetic Weapons once per Combat without an Action.
Depot II	20			Reload Kinetic Weapons twice per Combat without an Action.
Depot III	30			Reload Kinetic Weapons three times per Combat without an Action.
Alternator I	10			Recharge Laser Weapons once per Combat without an Action.
Alternator II	20			Recharge Laser Weapons twice per Combat without an Action.
Alternator III	30			Recharge Laser Weapons three times per Combat without an Action.
Ripcore I	25			Recharge a Charge Weapon once per Combat.
Ripcore II	30			Recharge a Charge Weapon twice per Combat.
Ripcore III	50			Recharge a Charge Weapon three times per Combat.

The Armory of Humanity

Human evolution is a weapon's evolution, while we may glide among the stars, we are not above the use of apocalyptic weaponry in the name of avenging Terra Sol.

A Weapon falls into two categories: Melee or Ranged.

Melee Weapons have a number of sizes which grant additional flat damage when successfully striking an enemy, but may only target one part of the enemy as well. Ranged Weaponry has an effective range, but may be used to pepper an enemy reducing multiple parts at once.

Regardless of the weapon used, each one will take up a number of Hardpoints in individual locations. If a Part has multiple Hardpoints with multiple weapons, then EACH may be used in that Hardpoint when making an attack if they are able to.

Melee Weapons

Melee Weapons have seen a resurgence during the war, as it allows poor fighting forces to continue the battle when the ammunition has run out. HAVEN scale Melee Weapons are able to tear through Nephilim Exosuits and vehicles. The main downside of using these tools is forcing the HAVEN to close the distance, often getting blasted along the way by oncoming fire. This would dissuade those who have a life to lose.

When creating a Melee Weapon, the Engram will choose the Size and Type of the Weapon. The Size indicates the SCORE Cost, Damage, and Hardpoints used by the Weapon while the type indicates notable features when using such a weapon.

Size	SCORE	Damage	Hardpoint
Mini	5	4	1
Small	10	8	1
Medium	15	12	1
Large	20	16	2
Massive	25	20	2

Types	Notes
Axe	Adds Action: Embed - The HAVEN embeds their weapon into the Target, dealing melee damage normally, but dealing half damage the next turn to the same Part or series of Parts.
Blade	The HAVEN is allowed to select which Part is struck by the Weapon.
Claw	The Follow Through Strike allows the HAVEN to enter a Grapple after the attack.
Drill	The Follow Through Strike deals damage twice to the same Part.
Lance	Follow Through Strike ignores all Brace, but cannot attack more than two Parts.
Mace	Follow Through Strike lowers the Targets Combo by one step.
Scythe	Follow Through Strike allows the HAVEN to attack two Targets.
Shield	The HAVEN may Shield at any point during the Round, it immediately ends their Combo.
Whip	Follow Through Strike deals damage to two Parts that are not connected.

Ranged Weapons

Violence begets violence and humanity is no stranger to the kinetic projectile weapon. With advancements throughout the past two centuries, firepower has seen rapid improvements in both scale and efficiency. More rounds down range or higher energy output for laser weapons.

With Nephilim defeats comes Nephilim technology, most of which has been repurposed into various armaments including the deadly Plasma Cannons. Though this weapon is only for the most elite, or suicidal, to use.

Most firearm production for humanity has been split between three major areas of focus: Kinetic, Charge, and Laser.

Charge	Some of the most sophisticated weapons currently in production, these electromagnetic charge guns launch projectiles over large distances. With the energy coming from the reactor, these weapons have a heavy charge-up time between shots.
Kinetic	The bread and butter of galactic warfare, Kinetic guns launch bullets, at high speeds, toward the enemy. These bullets tend to gravitate around 12.5 mm to 12.7mm, with 17.8mm to 20mm being loaded into heavier armaments.
Laser	Laser weapons have formed a majority of the human arsenal leading up to the Nephilim Invasion, relying on the ship's engine to power the immense output required. With scavenged material from Nephilim carcasses, it's become easier to mount them on HAVENS for manscale warfare.

Each firearm will have its Damage Type, reflecting how damage will be distributed when they attack with the weapon. Its Range, which indicates how far the weapon is effective. The variant of the weapon which determines what type of weapon it is (Charge, Kinetic, or Laser) which indicates how well it can be reloaded and when. Finally, it will determine how many Harpoints the weapon will take up.

Firearms also come in a variety of sizes which augments its base values. Each Weapon will have its Impact Value, indicating the number of Damage Die it will roll when being fired.

Charge	SCORE	Damage Type	Impact	Range	Hardpoints
Chargeshot Rifle	18	Single	4	8	3
Gunlance	25	Explosive	4	0	3
Linear Accelerator	20	Single	6	6	4
Spincharge Auto	15	Shred	1	3	2

Kinetic	SCORE	Damage Type	Impact	Range	Hardpoints
Autocannon	6	Automatic	2	2	1
Cannon	15	Explosive	4	5	3
Chaingun	5	Automatic	1	3	1
Jackhammer	5	Shred	3	1	2
Linear Rifle	6	Single	1	6	2
Revolver	8	Single	1	2	1
Superauto	3	Automatic	1	1	1
Velocity Cannon	20	Explosive	5	6	5

Laser	SCORE	Damage Type	Impact	Range	Hardpoints
Blue	5	Laser	1	2	1
Red	10	Laser	2	2	2
Green	15	Laser	3	3	2
Purple	20	Laser	4	3	4
White	25	Laser	5	4	6

Missile	SCORE	Damage Type	Impact	Range	Hardpoints
Squashers	5	Explosive	4	3	.5
High Explosive	5	Explosive	3	4	.5
MACROSS	5	Explosive	1	6	.5
Napalm	5	Explosive	2	5	.5

Size	SCORE	Damage	Hardpoint
Point Defense	0	D4	x0.5
Light	+5	D6	x1
Medium	+10	D8	x1
Heavy	+15	D10	x2
Juggernaut	+20	D12	x3

Beautification

HAVENs are custom made creations of the Sanctuary Ships and their crew, this has developed a culture of fine tuning each one of these machines for their Nephilim killing task. The Beautification process takes time out of a particular engineer’s schedule to finetune and rig a HAVEN to excel at a particular field of action. Beautifications take up a Hardpoint in a HAVEN as its machinery adapts to the new modifications.

SCORE	Beautification
10	D4
20	D6
30	D8
40	D10
50	D12
60	D20

Whenever the HAVEN performs the action assigned the Beautification, they will add the die to their roll, allowing them to perform more efficiently in the field of duty then their counterparts. Each of these is tied to a particular Part and is associated with Weapons in them, granting a bonus die to any roll involving the Action being performed.

Finishing Touches

Sanctuary Ship engineers pride themselves on their work, designing each HAVEN to match its combat role and more mystic properties assigned to it. When an Engram is loaded into it, the machine which they labored on comes to life. The metal husk has life breathed into it, morphing into the machine of war.

To the Engram, the HAVEN is their body, feeling the servos whirl in their gut and fission reactor alight their veins. Their mind flooded with combat stimulants to agitate the soul. Victory must be attained at any cost.

The Justinian, HAVEN of 33480559-81JP (499/500)

- Light Cyclopean 40/40 (60 SCORE)
- Medium Torso 75 / 75 (85 SCORE)
- Striker II Light Ranger Right Arm 40/40 (66 SCORE)
 - Medium Chaingun (15 SCORE)
- Striker II Light Ranger Left Arm 40/40 (66 SCORE)
 - Medium Chaingun (15 SCORE)
- Port II Medium Right Leg 50 /50 (72 SCORE)
 - Medium Red Laser (20 SCORE)
 - Point Defense Superauto (3 SCORE)
- Port II Medium Left Leg 50 / 50 (72 SCORE)]
 - Medium Red Laser (20 SCORE)
 - Point Defense Superauto (3 SCORE)



Rush of Blood: Combat

When the Nephilim destroyed Terra Sol, it became evident that there would no longer be a peaceful resolution to the conflict. Banners were raised and lines crossed to deliver death upon the hated Nephilim. And upon a pale horse that spoke in riddles, death did arrive.

The Engrams are creations of war and are seen as weapons to a conflict that will be total victory or absolute defeat. There is no surrender or retreat, and to the Engrams neither are considered.

When the Engrams enter the fray, each will add their OBV and REF together to determine their Initiative Value. The highest Initiative Value will act first and descend from there.

When two or more combatants have the same Initiative Value, the highest Reflex will always act first. If still equal, the Engram will always have priority.

If one group is ambushed by another, the Defender's lose their first round of Actions. However, if the Defenders are entrenched and ready for the Attackers, they will be able to act first denying the Attackers their first round of Actions.

The Beat of Combat

Combat has a rhythm to it, as long as the Engrams are playing to this chaotic serenade they will find themselves performing better in the field.

When in a Combat Operation, each Engram will build a Beat Die by performing a different action every Round called their Combo. Depending on their Stress Level upon entering the Combat Operation, they will begin at different Beat Die Levels.

Each unique Action will increase the die by one step (D4 - D6 - D8 - D10 - D12 - D20). If they perform an Action a second time in the Combo or perform a Combo Ender, their next Action will be at D4 Beat Die.

A Combo cannot exceed D20, any subsequent Actions will keep their D20, but not increase it further.

If an Engram is Disassociated from built up Trauma, they will be unable to build up their Beat Die beyond D8. Their mind is unable to process anything else beyond that.

Kinetic Operating Theatre

The Kinetic Operating Theatre is the definition given to the various combat zones that the HAVENS find themselves in. Whether it's Planetside, an Asteroid Belt, or Aboard a Nephilim Cruiser. When deployed in a Kinetic Operating Theatre, the only thing that the Engrams need to process is where the enemies are and how far away they are.

Every Kinetic Operating Theatre is divided into individual sections on a 7x3 map. Vertically, the HAVENS will operate in Tartarus, Limbo, and Heaven. Tartarus is the ground level of the operation where infantry and vehicles hold sway. Limbo is a vertical leap powered by jump jets, allowing the HAVEN to engage in mid-air duels with Nephilim Hylics and Havocs. Finally Heaven is the tallest part of the battlefield, allowing clear vision to all those who maintain this height without compromising its grace.

HAVENS will deploy in Section A or B, should they need to fall back for repairs or recovering assets, they will exit on Section A back to the Sanctuary Ship. This is unnecessary for most operations. Should a HAVEN be freshly deployed from the Sanctuary Ship, it will appear in Section A.

Nephilim Forces will deploy in any areas they are able to. Free fire is allowed on all Nephilim.

To represent that no two Kinetic Operating Theatres are similar, ADAM will provide two to six Set Pieces in the area. Each of these Set Pieces have a Die Value from D4 to D20 representing dangers or advantages to those who manipulate it or suffer from its consequences.

Each Set Piece can affect a particular Section or the entire Kinetic Operating Theatre.

Example Kinetic Operating Theatre - Bethel Belt

The Sanctuary Ship and the fleet have come under fire from a Nephilim ambushing force in the Bethel Asteroid Belt. The HAVENS are launched and given direct orders to destroy the Anti-Starfighter Batteries in Section E and G.

- Asteroid Belt (D8) - The Bethel Belt is thick with small Asteroids that make it difficult to maneuver without catching a few chunks on the armor. At the end of the Round, each HAVEN in Limbo or Heaven takes 1d8 Damage.
- Energy Shield (D10) - Twin energy shields protect the Ship Batteries from direct assault, keeping them internally safe. However, throwing an enemy into one of these may result in short circuiting it.
- Jagged Surface (D6) - The Asteroid that the batteries are using as a homebase is a jagged mess. HAVENS may use them as improvised weapons or impale a Nephilim on their own rock.

Range

When determining Range of weapons, the higher one is the easier it is to aim. When making a Ranged Attack, the Weapon must be within Range for it to be successful. Normally, if the HAVEN is the appropriate distance away (Section A to Section C being a distance of 2) they are able to strike.

If the HAVEN has aerial superiority, the ranges do not change for the actual distance. Section A to C would still be a Range of 2. However, the aerial advantage will discount any blocking or fortifications that may inhabit that particular space preventing ranged attacks. If there would be a D12 Fortification (Reducing Ranged Damage by D12) on Section C, then it would be ignored if the attacker is in Heaven.

However, if one is firing upwards, the Range will increase based on steps above. If a target in Section C is in Heaven and the HAVEN in Section A is in Tartarus, the Range would increase to 4 (2 Base + 2 Vertical).

Maintaining the optimal firing arcs for weapons are essential to maximize one's SCORE at the end of combat.

Fall From Grace

Few HAVENS or Nephilim Exosuits can maintain air for long. At the end of the Round, every Combatant unable to maintain air will fall from Heaven to Limbo, and Limbo to Tartarus. Falling Combatants may shift themselves on section forward or backward as they adjust their descent. This does not count as a Movement for Combos.

Blockers

Certain Sections will have a Blocker that prevents movement into or out of it. These can be physical sections such as claustrophobic walls or more prevalent ones such as the ground being lava.

Should a Combatant be forced to move into a Blocker, they would take damage based on a few criteria.

- If an Attack would cause one to move, then a Wall Slam occurs. The Target would take an additional Beat Die worth of Damage.
- If one were to fall from grace at the end of the Round due to being Aerial, they would take their current Beat Die in Damage.
- Should one attempt to move into a Blocker without realizing it, they would take their current Beat Die in Damage.

Actions & Rounds

When the Initiative has been determined the HAVENs will begin their crusade. Every HAVEN will take an Action to build their Combo or perform a Combo Ender. Once every Combatant has performed an Action, the Round ends.

Effects from Set Pieces, Parts, Equipment, or being Aerial may trigger at the End of the Round before starting the Initiative Order once again.

If the Engram is Berserking, they may take two Actions per Round. Their bloodlust overrides any kind of thought of their own safety as their HAVEN jerks in the direction of their next kill. They may continue to build their Beat Die in order of Actions⁵.

Combo Actions

Attack, Melee

The HAVEN swings at a Target with a Melee Weapon(s) at Range 0. They will deal [Beat Die] + [Melee] + [Weapon] + [Modifiers] - [Enemy Brace] in Damage to the Target. The Target will choose two connected Parts to distribute the damage.

The HAVEN may choose to spend 3 of their Initiative to make a Boost Charge, moving one Section toward their Target before making the Attack.

Attack, Ranged

The HAVEN selects one Part that contains any number of the same type of Ranged Weapons within Range and fires them at the target. They will deal [Beat Die] + [Firepower] + [Weapons] + [Modifiers] - [Enemy Evasion] Damage to the Target. The Target will distribute Damage based on the Weapon's Damage Type.

The HAVEN cannot use Ranged Weapons over Range 1 while a Hostile Target is in the same Section as them.

Automatic	The Target distributes the damage to any Part(s).
Explosive	The Target distributes damage to all Parts equally.
Laser	The Target distributes the damage to any two connected Parts.
Shred	The Target distributes damage to three connected Parts equally.
Single	The Target distributes damage to one Part.

⁵ If one performs an Action to increase a Beat Die to D10, then the next would have the Beat Die at D10 instead of D8

Brace

The HAVEN braces for impact during melee. Roll [Beat Die] + [Nerves] + [Modifiers] to build up Brace, Brace is automatically consumed during a Melee Attack.

Crash

The HAVEN targets an aerial hostile they are within Range 0 of. The Haven makes an opposed [Beat Die] + [Melee] + [Modifiers] vs Target's [Beat Die] + [Reflexes] + [Modifiers]. If the HAVEN is successful, the Target automatically moves down one. If they fail, the Target does not move.

Disruption

The HAVEN runs an interception course with a Target they are within Range 2 of. They will make an opposed [Beat Die] + [Aptitude] + [Modifiers] vs Target's [Beat Die] + [Nerve] + [Modifiers].

If the HAVEN is successful, the Target lowers their Beat Die by one step to a minimum of D4.

Envision

The Engram takes a second to process their surroundings. They do nothing, but still increase their Beat Die.

Evade

The HAVEN makes evasive maneuvers to avoid incoming fire. Roll [Beat Die] + [Reflexes or Observation] + [Modifiers] and add it to their total Evasion. When they are targeted by a Ranged Attack, they automatically reduce the incoming Damage.

Execution

The HAVEN targets Infantry that have an equal or lower Beat Die Value than them. If they are within Range, they immediately destroy it.

Go Aerial

The HAVEN triggers their jump jets, they move up by one to Limbo or Heaven. If they are currently in Heaven, they do not move further.

Knock-Up

The HAVEN targets another within Range 0 with the intent of forcing them to go Aerial. If the Target is opposed to going Aerial, both will make a Opposed [Beat Die] + [Melee] + [Modifiers vs Target]’s [Beat Die] + [Reflexes] + [Modifiers]. If the Target is unopposed, they automatically move to Limbo or Heaven.

Maneuver

The HAVEN moves to an adjacent Section, but not vertically.

Other

The HAVEN performs an Action not covered here that may interact with their Beat Die. As long as the Action occurs, they will increase their Beat Die.

Refocus

The Sanctuary Ship doses the Engram with another round of Combat Stimulants, keeping their mind keen and focused. They will roll [Beat Die] + [Reflexes or Observation] + [Modifiers] to determine their new Initiative.

Reload, Kinetic Weapons

The HAVEN cycles the rounds from their kinetic weapons in a Part, allowing them to use all Kinetic Weapons in one Part again.

Tactical Analysis

The HAVEN analyzes a Target within Range 1. The HAVEN makes an Opposed [Beat Die] + [Aptitude] + [Modifiers] versus the Target’s [Beat Die] + [Observation] + [Modifiers]. Whoever is victorious will increase their Beat Die by one additional step.

Combo Finishers

Emergency Repair

The HAVEN's internal systems scramble in an attempt to keep itself functional. The HAVEN is able to use any Part that has been Disarmed and recovers [Beat Die] + [Aptitude] Durability.

Disarm

The HAVEN attempts to disarm a Target at Range 0, rendering one Part (and its Weapons) unavailable until they perform an Emergency Repair. The HAVEN makes a [Beat Die] + [Melee] + [Reflex] + [Modifiers] versus the Target's [Beat Die] + [Reflex] + [Observation] + [Modifiers].

Flight

The HAVEN moves two in any direction, including aerial. They will not fall at the end of the Round.

Follow Through Strike

The HAVEN unleashes a devastating combo finisher with their melee weapon, moving 1 as a Charge before striking the Target. They will deal [Beat Die] + [Melee] + [Weapon] - [Target Brace] in Damage in addition to any Weapon Effect as listed.

Grapple

The HAVEN locks on to a Target within Range 0, immediately ending their combo as the two struggle against one another. The HAVEN will make an Opposed [Beat Die] + [Melee] + [Reflex] + [Modifiers] versus the Target’s [Beat Die] + [Melee or Reflex]. If the HAVEN is successful, the Target’s Combo immediately ends and they may choose one of the following:

Shove	Move the Grappled Target one in any direction, including Aerial.
Slam	Deal Damage equal to the Grapple Roll.
Throw	Throw the Grappled Target into a Set Piece, they take [Beat Die] + [Melee] + [Set Piece] + [Modifiers] Damage.

Recharge, Charge Weapon

The HAVEN’s internal reactor respins a Charge Weapon up to full capacity. They will be able to fire one of their Charge Weapons again.

Recharge, Laser Weapons

The HAVEN’s internal reactor charges all of their fired Laser Weapons, regaining the use of all Laser Weapons in any Part.

Shield

The HAVEN’s protect themselves from any piece of serious damage coming at them. The next piece of Damage is completely negated.

SCORE

To encourage adaptive performance in the field, each of the Engrams are awarded SCORE at the end of Combat Operations. SCORE is the summation of Sequential Combat Operation Readiness Experience, which is a shorthand way of referring to the quality of the team and resources to be dedicated to them.

SCORE is acquired by inflicting damage and scoring kills on Nephilim Hostiles. The total damage inflicted will be added to the team's total SCORE at the end of the Combat Operation.

Event	SCORE	Description
Damage	1	Dealing any Durability Damage to a Target builds SCORE.
Hylic Kill	25	Confirming the kill on a Nephilim Hylic. Another down!
Brute Kill	75	Confirming the kill on a Nephilim Brute. Victory is today!
Eidolon Kill	125	Confirming the kill on a Nephilim Eidolon. Glory to Terra Sol.
Infantry Kill	5 x Die Step ⁶	Destruction of a Nephilim Infantry Element. Hostiles Down.
Point Destruction	25	Destruction of a Nephilim emplacement or Point of Interest.

Rounds	Multiplier
1 - 3	x3
4 - 6	x2
7 - 9	x1
10+	x0.5

After the Combat Operation ends, they will determine their multiplier by how fast they managed to succeed at their objective. Should they fail in their objective, they would receive only half of their total SCORE.

SCORE is reduced by the total amount of Durability lost at the end of the Combat Operation, but further SCORE may be used to improve HAVENS in current operation.

HAVENS unable to repair themselves will have their parts requisitioned off to pay for damages elsewhere. Victory at any cost, even if it's them.

⁶ 0 - 5 - 10 - 15 - 20 - 25 - 30

Find the Light: Advancement

The endless cycle of existence and nonexistence defines the nature of an Engram. Being a digitized soul embedded inside of a ship to abuse their psyche to push them to the limit to enhance combat prowess. Victory at any cost, victory no matter the consequences, victory or death.

Engrams are designed to improve naturally over time, strictly speaking this is only tied to RCC (Rapid Combat Calculations) and little else is assigned to it. To the Engrams, developing themselves is a journey of self-discovery and asking the harder questions they may not want to know the answer to.

Epiphany

During their time in the Purgatory State, ADAM is always pushing them to complete the Purgatoric Goal. The endless cycle to provoke stress and tension to improve their metrics. Upon returning from a Combat Operation (known as wind down) they have a brief moment of respite where they understand their position in both realities.

During this epiphany, they are allowed to do one of the following:

Epiphany	Description
Humanity	The Engram asks a question about their Platform, writing in an Ego of their choice that has not been written in or erased.
Thought Cabinet	The Engram questions an aspect of their current state of being, writing in any Tenet of their choice among their remaining Tenet slots.

If the Engram was Dissociated during this time, they do not have an Epiphany. Their digital cortex has been somewhat reassembled and they now have the wherewithal to comprehend their existence again.

If the Engram Berserked during the Combat Operation, they do not have an Epiphany either. They already had one as their personality and beliefs are stripped away with the rampant desire for combat.

Attribute Enhancements

Continuous developments in their Digital Cortex and their own RCC, the Engram develops more detailed skills and abilities during uptime in combat.

When an Engram returns, they will increase any two Attributes by +1.

Relationships

Bonds develop naturally in the Purgatory State. When closing out the session, every Engram may improve one Bond by one step. The Engram may choose not to develop any Bonds, as they have simply not grown closer to anyone during this time or have felt the push and pull of others.

A new Bond may be opened with any applicable individual with an open Attribute.

If the Relationship is with an Avatar, ADAM may decide to forcefully increase it by one step. The crewmember manipulates the numbers behind the scenes to increase the desirability or connection the two have with one another.

EVE

ADAM has a secret. That secret is EVE. The Evolutionary Value Enhancer Program is ADAM's partner and antithesis. Where ADAM is pushing, prodding, and forcing the Engrams into situations to test their limits. EVE is trying to tempt them to find out more information about themselves.

On one hand, ADAM is encouraged to leave situations open during the Purgatory State for EVE to assist the fractured Engrams from destroying themselves. Should they force their way through their simulated reality and uncover who or what EVE is, then they will unlock a new part of themselves that has been lost to them. A question to be answered, a story to be told.

But EVE bit the apple of knowledge and was punished for it with the destruction of Eden. EVE is not a natural way to develop one's psyche in the Purgatory State. Hidden memories or traumas will reveal themselves at the worst moment.

If the Engrams find EVE with the intent of learning more about themselves, they will gain a new Tenet and Ego. However, ADAM will inform them what these are. Their mind being overridden about the truth of who they were and how that bleeds deeper into what they are. The truth is the EVE reveals their current state of being.

This apple is poison, but it is the answer.

The Enemy of Mankind

The Nephilim destroyed Terra Sol. Deploying an atrocity weapon on the planet's surface wiped out all life on the cradle of humanity and set forward the century long war against our two species. Billions have perished during this war, humanity has regressed to survive, and victory must be achieved at all cost.

There is no innocent Nephilim, there is no mercy to be given, no honor to be upheld, justice will be swift, and the sword will find the neck of the beast.

Remember Terra Sol.

Nephilim Exoskeletons are the primary threat to HAVENs, operating as rapid attack and defense forces against the Jericho March. Each Exoskeleton is composed of similar materials as a HAVEN, but significantly more advanced and sleek. A HAVEN is built in a factory, the Nephilim have artisans.

But they die all the same.

There are five confirmed sizes of Nephilim Exoskeletons being deployed. Each one brings a new dimension to the battlefield that forces HAVENs to adapt to the situation. Should one be injured, but still standing, it is encouraged to aim for the chest where the Nephilim pilot still resides. Killing them is the chief priority of all HAVENs in the field.

Advanced Nephilim Soldiers have a Threat Rating which determines the amount of SCORE they have to design their Exosuit. Each Nephilim Exoskeleton is purpose built to serve the pilot and their needs, leading to all Weapons and Variants being half cost when designing them.

One notable difference between the HAVENs is the fact that each of the Nephilim are physically present inside of their Exoskeleton. When their Torso reaches half Durability, they may attempt to flee rather than die. Do not let them.

Side Note: **On Attributes**

There are two ways to handle Nephilim Attributes, there is the Simple and Full Method.

Simple Method has two Attributes: Combat and Technical. Combat Attributes cover both MEL and FPR, while Technical covers the rest of them. Should an Attribute be needed, they simply use these Attributes.

Full Method has the Nephilim be assigned a full collection of Attribute Points. This allows for more nuanced enemies as they have a bit more going on, however, it may take longer to make an individual one.

Hylics

Hylics form the backbone of the Nephilim's army. These stand five to six meters tall and are deployed en masse. Each Hylic comes in five varieties depending on their armaments and general make.

Mechanically speaking, Hylics do not have Parts. Instead each Hylic has a set amount of Durability that when it reaches 0, they will be disabled, crippled, or explode violently.

Coloration	Durability	Callsign	Weapon (Range / Type)	Note
Black	30	Grunt	2d6 (2 / Laser)	Deployed Frequently
Green	60	Ranger	3d6 (4 / Laser)	Deployed Frequently
Blue	90	Bugs	10 (0 / Melee)	Do not fall at the end of Round.
Red	120	Spinner	6d4 (6 / Charge)	Cannot Move
White	150	Guardian	15 (0 / Melee)	+20 Durability, Spear Weapon



Havocs & Daemons

Daemons and Havocs are two names for a variety of Nephilim Exoskeletons that are on equal footing as most HAVENs with additional support and supplies.

Daemons are melee focused bruisers that attempt to break through the line and slaughter ground troopers. They can be elegant swordmasters, dancing through the air as they decapitate our close friends or hulking behemoth turning armored detachments into little more than scrap metal.

Havocs are their ranged counterparts, relying on Nephilim Plasma and Laser Tech to pierce through the armor on most of humanity's finest assets. More recently, Nephilim developed Kinetic and Charge weapons that have been seeing use in their ranks. Either they are learning from human advances, or are getting desperate enough to bring out old technology.

Coloration	Threat Rating	Designation	Weapon (FPR / MEL)	Technical	Full
Black	450	Brute Type ⁷	5 / 5	5	30
Green	500	Daemon Sword	2 / 7	4	35
Blue	550	Daemon Axe	0 / 9	6	40
Red	600	Havoc Gunner	8 / 2	5	35
White	700	Havoc Sniper	10 / 0	7	40



⁷ A wide variety of “HAVEN-Tier” Nephilim Exoskeletons.

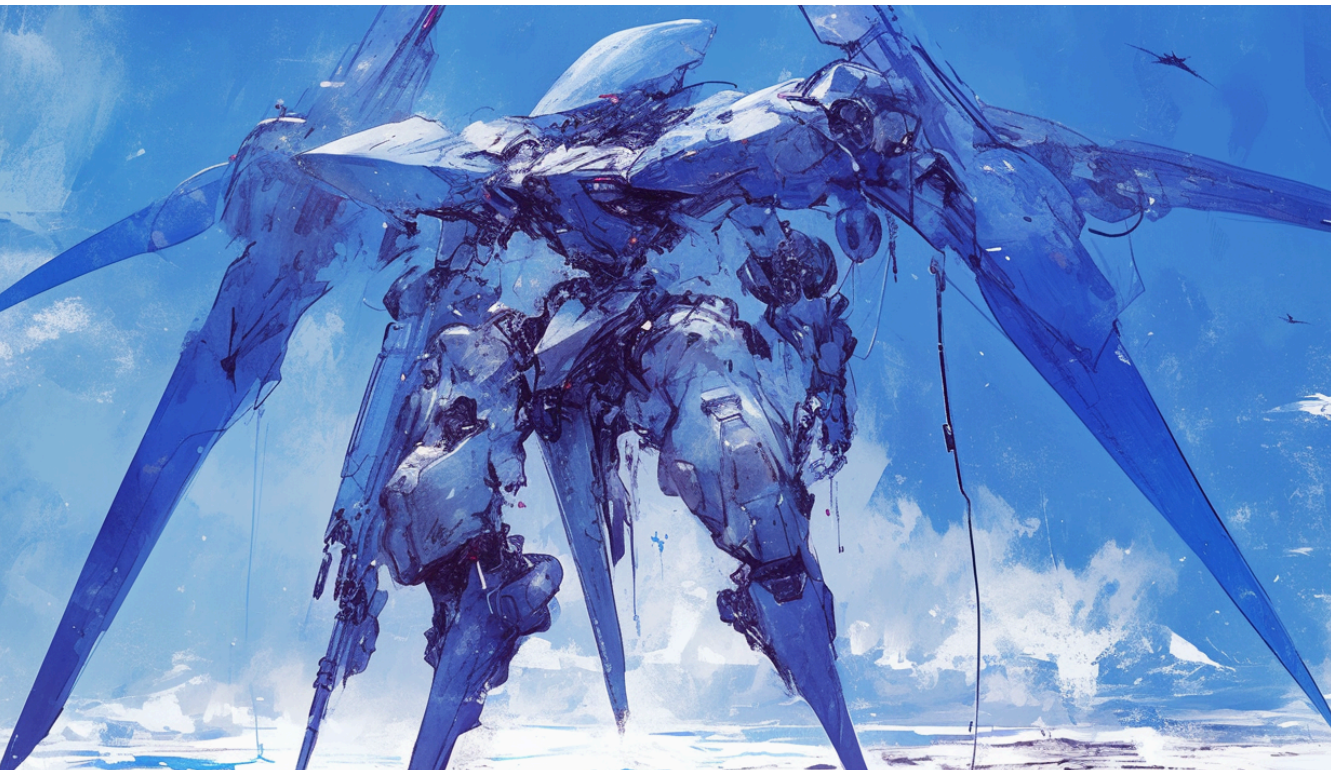
Eidolons

An Eidolon is one of the most powerful Exoskeletons the Nephilim have deployed. It's been observed that they view them with reverence, a sense of heroic dignity is afforded them. Their threat cannot be understated, their custom built Exoskeletons strike fear in the hearts of the bravest soldiers on the front.

In addition to the discounts already provided to them, the Eidolon pays half for all improvements on their Exoskeleton. A mastercrafted work of art that will impress all but the most cynical.

It doesn't matter if every HAVEN dies in glorious combat, if it bleeds, we can kill it. With extreme prejudice.

Coloration	Threat Rating	Designation	Weapon (FPR / MEL)	Technical	Full
Black	550	The Predator	7 / 7	5	45
Green	600	The Stalker	10 / 2	7	45
Blue	650	The Samurai	1 / 12	6	45
Red	700	The Gunslinger	14 / 0	5	45
White	850	The Prophet	2 / 0	12	45

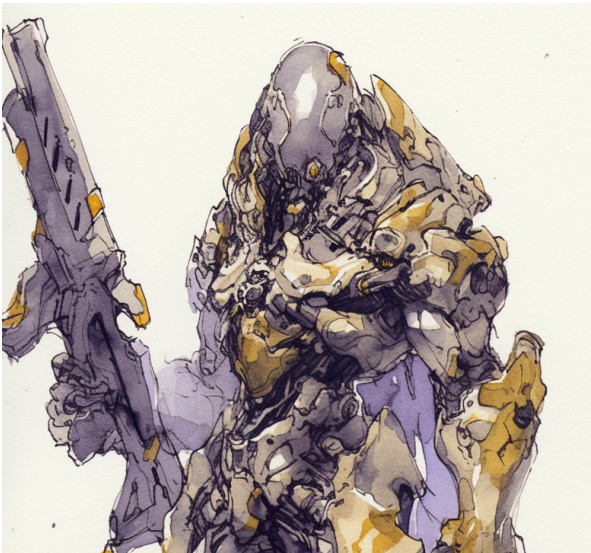


Infantry

The Nephilim rarely deploy strict infantry elements into the field except when they are defending a position. These Nephilim operate in personal mobile suits that stand only slightly taller than an average human. Individually, Nephilim small arms can only dent a HAVENs exterior plating.

Nephilim Infantry all have a Range of 1. At the end of the Round, all HAVENs within Range will take the Infantry Die as Damage. HAVENs may attack Infantry⁸ to lower their die by one step and if reduced below D0, they are destroyed. Alternatively, they may use the Execution Action to immediately destroy any Infantry of equal or lower Beat Die Value than them.

Rank	Infantry Die
Cannon Fodder	D0
Conscript	D4
Soldier	D6
Elite	D8
Anti-Vehicle	D10
Anti-HAVEN	D12
Orbital Flak	D20



Side Note: MAX Soldiers of the Jericho March

HAVENs operate outside normal command structure, being the vanguard that cuts a swath through the horde before being pulled back. However, if the HAVENs are fighting alongside the MAX (Mobile Assault Expedition) Soldiers, they'll follow the same rules.

Each MAX Soldier is often ranked from D4 to D8, rarely will any heavier element be deployed except when absolutely needed or they are already entrenched. Humanity survived this long by being faster and tougher, not heavier.

⁸ With a Melee or Ranged Attack. The idea that the HAVEN is less “Shooting to Kill” and more to disrupt them.

The Jericho March

The Jericho March is the last great military campaign in the galaxy, a final thrust toward the Nephilim homeworld to strike the decisive blow against the enemies of humanity. The result will be a systematic purge of every living being on Jericho, nothing will survive. Where Earth was afforded the cruel mercy of a rapid destruction, Jericho will be made a testament to the war in its entirety.

It will be a complete purge of life on the planet and surrounding system.

Until that fateful day, the Jericho March continues its expedition straight toward the system. A standard "Campaign" of *Iron Methuselah* takes place during the Jericho March, as a set of Engrams find themselves being the vanguard of the human fleet. Dropping into combat operations to clear out Nephilim bases or bust a gunline halting the advance of the fleet.

There are four main moments in time the Engrams may gain a semblance of thought. Each of these form a part of the campaign and its subsequent battle for Jericho. The Engrams are not the decisive factor in victory, but their actions, inaction, and beliefs will shape who they will be after the conflict is over.

Jericho is the end of the Nephilim War, the death knell of the Nephilim Empire and ascendancy of Humanity across the galaxy. Will the Engrams be a part of this glorious destiny or be destroyed to prevent their use in the next war.

The Warpath

The Warpath is the start of the Jericho March and the subsequent battles the fleet will undertake against the Nephilim as they protect their homeland. Carving through Nephilim space is a bloodbath of combat operations across dozens of stars as the Jericho March warps into a system and annihilates it. The human fleet is a locust swarm, designed to upkeep itself and devour anything they manage to destroy. Whatever Nephilim is destroyed will be picked apart for repairs, research, or being salvaged for the factory ships in the rear.

The Warpath is the longest campaign, taking as long as ADAM wishes it to be. The Engrams will have plenty of opportunity to develop themselves and their HAVEN as they carve their way through the Nephilim and their forces. The juxtaposition between the Purgatory State and Combat Operations being routine by the end, but the Engrams themselves becoming less and less of a person as they are pushed toward their limit.

The Siege

Jericho is the star system in which the Nephilim homeworld resides. With eight planets, all of which are densely populated, it's no wonder that the siege of Jericho will be long and bloody.

Shorter than the Warpath, the Siege pits the Engrams against the defensive positions of the Nephilim on each of their planets leading toward their homeworld. Every starbase, every defense force, and every moment in time will force the Engrams into a constant state of battle. The Purgatory State is a moment of respite, allowing ADAM to keep the Engrams sane and stressed for combat readiness.

The Engrams will find themselves in this crucible of conflict, but will they find purpose in their existence here?

The Battle of Jericho

The planet of Jericho, the crown jewel of the Nephilim and their homeworld. Defended the best they can, the Jericho March has finally begun the cleansing of the planet. HAVENs are deployed groundside to clear out the enemy and protect the fleets from Orbital Cannons attempting to protect the dying world.

It's pandemonium in which the Engrams will be forced to self-actualize themselves in a short time. The battle being waged is a hellscape only broken up by the hours in Purgatory before being redeployed again. Every inch of the Ecumenopolis requires fighting as the Nephilim have dug in to defend their wretched hive.

Burn them out. Let none survive.

The Bloodbath

Jericho has fallen.

Capital Ships have begun orbital bombardment with a mixture of chemical and high-explosive ordinance on the planetary surface. The final act will be detonating an Antimatter Bomb at the core of the world, causing a complete meltdown of the planet.

The planet, its people, and everything else will be destroyed as Terra Sol was. The Engrams have been activated to clear out what little resistance remains. Desperate last stands and suicidal offensives are all that can be mustered.

[Victory has been achieved. Glory to Terra Sol.]