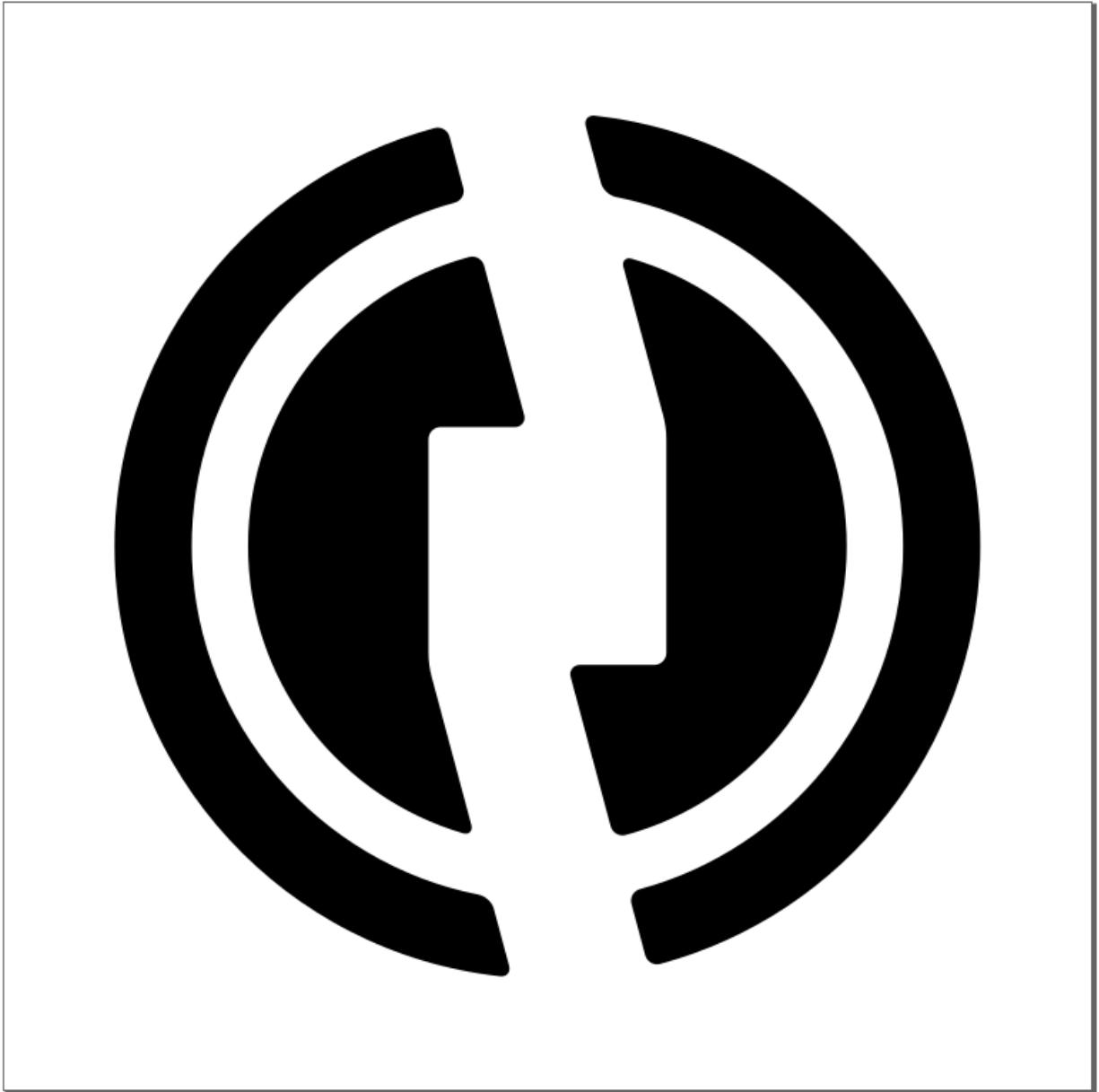


**Special Thanks:** I'd like to both thank and credit Jacob Karpel & Ikiroyo for their mechanical guidance and editorial oversight, and Juniper for providing the name for the MO & S CELESTE.



*MO & S Logo art by Garth Cummings aka Crixler*

**Marley, Oz, and Silver Lending & Consultations**

*"What We Owe To Each Other"*

**Marley, Oz, and Silver is a youngblood lending service that is officially in over its head.**

The idea, in 4985u, was simple enough to start with. Jacob Marley, a retired pilot with years of service for the DoJ, partnered with childhood friend & financier Jane Silver to try and support

the promise of Union in their own way. Over the course of their mutual work they had seen many cases of injustice lesser than those prosecuted so vigorously by the DoJ's Liberators, but all the more insidious for it: citizen-shareholders chained by student debts, human beings denied the legal right to their own genetic code, religions in the Baronies dedicated to raising their captive adherents in darkness. Marley and Silver didn't set out to create a mercenary company; the Albatross and MIRRORSMOKE served as fine second-chance opportunities for soldiers already. They started a lending company with the goal of getting debtors out of situations they could not otherwise escape, and to assist in this endeavor they brought on Marley's old partner: an NHP named Oz, developed over Marley's long years of service in the manner of some pilots.

Recruiting interested parties was surprisingly easy. Even a dark galaxy is full of points of light, after all, candles that brighten when placed together. At the advice of their consultants, Marley, Oz, and Silver adopted a stance of converting debts not into forgiveness but into an actually payable structure; many of the desperate folk they sought to help were rightfully wary of charity, and were easier to persuade with a fair deal rooted in returned value. Unfortunately this is where things went sideways, as the budding lending company found itself in possession of an incredibly wide swathe of skills with no real plan for how to dispose of those skills. By mutual agreement, Oz's identity - already hidden - was buried deep, and they were appointed the shadowy head of Marley, Oz, and Silver's newfound Consultations branch, where Union, corpro, and citizens alike could hire their stable of skilled specialists for whatever problems those specialists might solve. With an increasing need to avoid the wrath of corpro-states whose citizens they were liberating, Marley, Oz, and Silver relocated their headquarters to the Annamite line, and their various installations into uncharted territory. Far from home and far from help, Oz directed its engineers to develop a line of mechs suitable for home defense, far-field exploration, and sale in the secondary market.

Today, Marley, Oz, and Silver is only a fraction of overall frame sales, easily outnumbered even by HORUS's offerings, but they are growing a reputation for reliability. Where other frames crap out and need to be printed again from the ground up, MO & S's "Unyielding" line is ready to go again with a spitshine and a few swear words, no matter how hard they get beat down. Though MO & S's portfolio is diverse, they do sometimes get hard hits in the galactic market, and a recent spell of trouble has caused an aggressive push of their military-grade products to make ends meet, with groups like MIRRORSMOKE and the Ungratefals among their foremost buyers. Need it cheap, long-lasting, and don't much care if it's pretty? Marley, Oz, and Silver might have the frame for you.

## MO & S Core Bonuses

When you choose a core bonus every 3 license levels, you can pick a bonus from this list as long as you have at least 3 license levels in MO & S licenses for each MO & S core bonus you have. For example, if you have 6 levels in MO & S licenses, you could take up to 2 bonuses. MO & S bonuses are focused on survivability, resource manipulation, and repair.

### **Curst-Class Fail-Forward Targeting**

*“You greatly underestimate how willing I am to go down with you, friend.”*

- *Sgt. Jacob Marley, DoJ/HR Liberators, during hostage negotiations with the Sundered Stars*

When you mark **structure damage** or **stress damage**, you can make a **Skirmish** as a reaction. Then, resolve the other effects of marking the **structure damage** or **stress damage** (such as overheating checks).

### **MALICE Override**

*On the battlefield, ‘stopped’ and ‘dead’ are almost synonyms. Dangerous alterations to your computers and propulsion systems let you overclock your mech to escape the former at the risk of the latter.*

If your mech would become **Immobilized**, **Jammed**, or **Stunned** by something other than one of its own systems, talents, etc., you can choose to have it suffer **3 AP energy damage** and **2 heat** instead. This damage and heat bypasses Immunity and cannot be reduced in any way.

### **OUROBOROS Resupply System**

*Embedded printers running on a separate, dedicated power supply let you repurpose the broken parts of your own mech for other uses, allowing you to extend your operating time in the field.*

When you attack with a **Loading** or **Limited** weapon and hit no targets or use a **Loading** or **Limited** system that has all targets pass saves, you can choose to forego any additional effects of the system (such as **Reliable** or a lesser effect on a passed save). If you do, the system does not become unloaded or expend charges.

### **Reinforced Backup Systems**

*Your backup systems have backup systems, allowing you to push on when other frames have dropped dead.*

You gain **+1 Accuracy** on all **Hull** checks and saves. You gain **+2 HP** and **+1 Repair Cap**.

### **SLASHER Sustainability Suite**

*The SLASHER sustainability suite, most commonly made available to customers actively supporting MO & S’s mission, consists of modifications to a frame’s reactor core, heat distribution systems, and the addition of dozens of tiny repair modules over and within its chassis. When its defensive protocols activate, the effects are quite dramatic; when suffering*

*structure in place of reactor stress your mech glows white-hot as heat is shunted through its chassis, opening cracks and fissures through the metal. When suffering stress in place of structure damage, the vented heat is directed to the damaged parts of your mech, slagging it enough to engage the automated repair systems and keep you in the fight.*

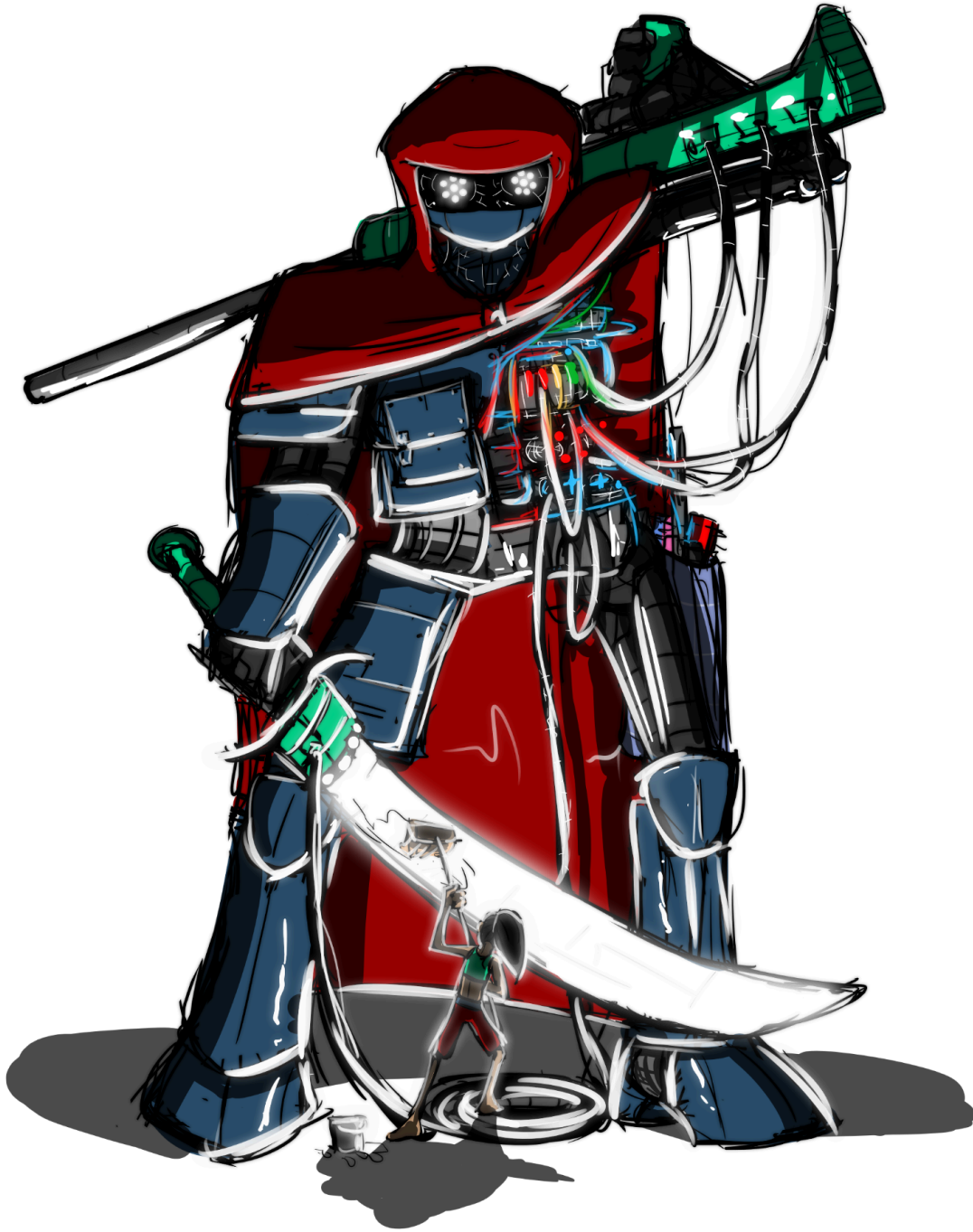
1/scene, when you suffer **structure damage** from a source other than this core bonus, you can choose to heal up to full HP and then suffer 1 **stress damage** instead. Additionally, 1/scene when you suffer **stress damage** from a source other than this core bonus you can choose to cool all heat and then suffer 1 **structure damage** instead.

### **Ultra-Hardened Chassis**

*Improved redundancies, additional internal armor, and high-yield vents help keep your mech upright and swinging even after significant damage. There's only so much they can do to help, of course, but for many pilots an ultra-hardened chassis design has been the difference between life and death.*

When you mark your first **structure damage** or **stress damage**, you do not roll a **structure damage** or **overheating check**.

# MO & S CARMILLA



## **MO & S "CARMILLA"**

Physical Access Hacking

BatSwarm Overload Directives, Match-Grade Gauss Rifle, Safety Overrides

## Controller

*A good hacker and the platform to support them are invaluable assets, and no one paging through the MO & S catalog has the funds or resources to support them. Knowing this, Oz spearheaded the development of the CARMILLA to service such under-funded worthies; as hacking frames go, the CARMILLA is unusual in essentially being six tin cans on strings powered by hamster wheels, but its focus on physical access to enemy systems and rapid brute-force battlefield control makes it excel in countering other hacking-oriented frames, who might otherwise prove difficult to remove. CARMILLA's data rounds lack similar utility against emplaced systems, but beggars can't be choosers, now can they?*

License:

- I. Match-Grade Gauss Rifle, Renfield Disruption Algorithms
- II. **CARMILLA FRAME**, Arithmomania Protocols, Safety Overrides
- III. BatSwarm Overload Directives, Mircalla-Class Multitask Module

<b>CARMILLA</b>					
<b>HP: 8</b>	<b>Evasion: 9</b>		<b>Speed: 5</b>	<b>Heat Cap: 6</b>	<b>Sensors: 8</b>
<b>Armor: 1</b>	<b>E-Defense: 7</b>		<b>Size: 1</b>	<b>Repair Cap: 5</b>	<b>Tech Attack: -2</b> <b>Save Target: 11</b>
<b>TRAITS:</b>					
<p><b>CASTLE Computer Systems:</b> The Carmilla has <b>Resistance</b> to heat from tech actions made by other characters, and makes saves against tech actions with +1 Accuracy.</p> <p><b>Hypnosis Algorithms:</b> Once per round, as a reaction, the Carmilla can re-roll a save it has failed against a <b>tech action</b>, or force another character to re-roll a save they have succeeded against one of the Carmilla's <b>tech actions</b>.</p>					
<b>SYSTEM POINTS: 8</b>					
<b>MOUNTS:</b>					
Main Mount		Main Mount			
<b>CORE system</b>					
<b>Data Rounds</b>					
<p><i>Each CARMILLA stockpiles a selection of data-rounds; hardened spikes bristling with miniaturized data storage and chock-full of automated scripts designed to gain physical access to enemy systems and then overwhelm them. Quick-load systems in the frame's wrists slot these spikes into the barrels</i></p>					

*of its ranged weapons or clamp them to blades, hammers, and fists, enabling the delivery of their payload.*

**Passive: INVITATION Rounds**

1/round, when the Carmilla hits with an attack using a **Melee** or **Ranged** weapon, it can cause the target to suffer the effects of a successful **Invade** instead of the normal effects of the attack (including the weapon's damage). If more than one target is hit, choose only one to be affected by this ability; the others suffer the weapon's usual effects. Use of this ability counts as a successful **Invade** attempt.

**Active (requires 1 Core Power): The Power of Suggestion**

Quick Action

For the rest of the current scene, you can choose two options from among those available to you whenever you successfully **Invade** a character. In addition, hostile characters make saves against your tech actions at +2 **Difficulty**.

**Match-Grade Gauss Rifle**

*When it comes to working with what's on hand, Marley, Oz, and Silver are hard to beat; the Match-Grade Gauss Rifle is an upscaled version of a sport shooting design, large enough for mechanized cavalry and with a whole lot of modifications to help the bullets penetrate. The end result is a weapon that hits harder against armor than it does against soft targets - a weapon that is proving increasingly popular amongst the Ungrateful in the Dawnline Shore.*

Main Rifle

AP, Range 10

1d3 kinetic damage

This weapon deals bonus kinetic damage equal to your target's **Armor** (up to a maximum of +6).

**Renfield Disruption Algorithms**

*Renfield algorithms are much more straightforward than the name might imply; typically delivered through tainted hardware, Renfield attacks cause mech and vehicle motivators to run suddenly, jam up, overcorrect for pilot input, and otherwise thrash around like a snake on hard drugs. Fragments in the code suggest that they were originally planned as a more comprehensive puppeteering algorithm before a complete rewrite of the project at the behest of Accounting.*

3 SP, Unique, Quick Tech, Invade

Gain the following options for **Invade**:

**Famine Override:** Choose one of your target's weapons. It gains **Loading** until the end of the scene. The target can end this effect by spending a full action and passing a **Systems** save. A given character can only be affected by this ability once per scene.

**Kinslayer Directives:** Until the end of their next turn, your target engages and obstructs their allies in addition to their enemies. Its allies provoke **Overwatch** reactions from your target during that time. Whenever the target can take an **Overwatch** reaction during this time, they must do so.

### **Arithmomania Protocols**

*The Arithmomania package is a bundle of movement-optimization protocols slaved to a mech's sensors; when active, they enhance a mech's ability to avoid incoming fire by collecting data from previous attacks. Unfortunately their storage is small and the system runs hotter than hell thanks to coding that had to be shipped before it could be optimized, so tactical usage is key.*

Protocol

2 SP, Unique

2 heat (self)

Until the start of your next turn, attacks made against you suffer **Difficulty** equal to the number of other attacks made against you in the same round; if this bonus would become +4

**Difficulty**, it instead resets to +0 **Difficulty**.

### **Safety Overrides**

*The effectiveness of the Renfield design inspired a bundle of overrides that convince a mech's systems of catastrophic safety failures - essentially turning its own safeguards against it.*

*Comments in the code repeat phrases like 'make sure this isn't a war crime' and 'the repair crews are gonna have our heads'.*

2 SP, Unique, Quick Tech, Invade

Gain the following options for **Invade**:

**Lockout/Tagout:** The next time your target attacks this scene, they can choose to become **Shredded** until the end of their next turn. If they don't, they make all attacks (including the triggering attack) at +2 **Difficulty** until the end of their next turn. Multiple uses of this ability do not stack.

**Reactor Override:** Your target must succeed at an **Engineering** save at the beginning of each of their turns for the rest of the scene or suffer 2 **heat**. If your target overheats while suffering this effect, they explode, dealing 2d6 **energy damage** to themselves and to all characters and objects in a Burst 2 area around themselves. A successful save ends this effect. Your target can choose to become **Jammed** and **Immobilized** until the beginning of their next rather than attempt this save; if they do, this effect ends.

### **BatSwarm Overload Directives**

*BS-O-D systems stuff electronic invasions with piles of garbage code, low-level automated scripts, and endless pings that overwhelm enemy systems by main force without requiring dedicated delivery. Victims of a BS-O-D attack that survive the encounter can often be seen struggling to turn off their speakers and get their mechs to stop messaging them for hours after the fact.*

2 SP, Unique

The first time each round that you successfully **Invade** a hostile character, they can choose to become **Impaired** and **Slowed** until the end of their next turn. If they don't, they suffer 4 **AP energy damage**. Then, resolve the effects of your **Invade**.

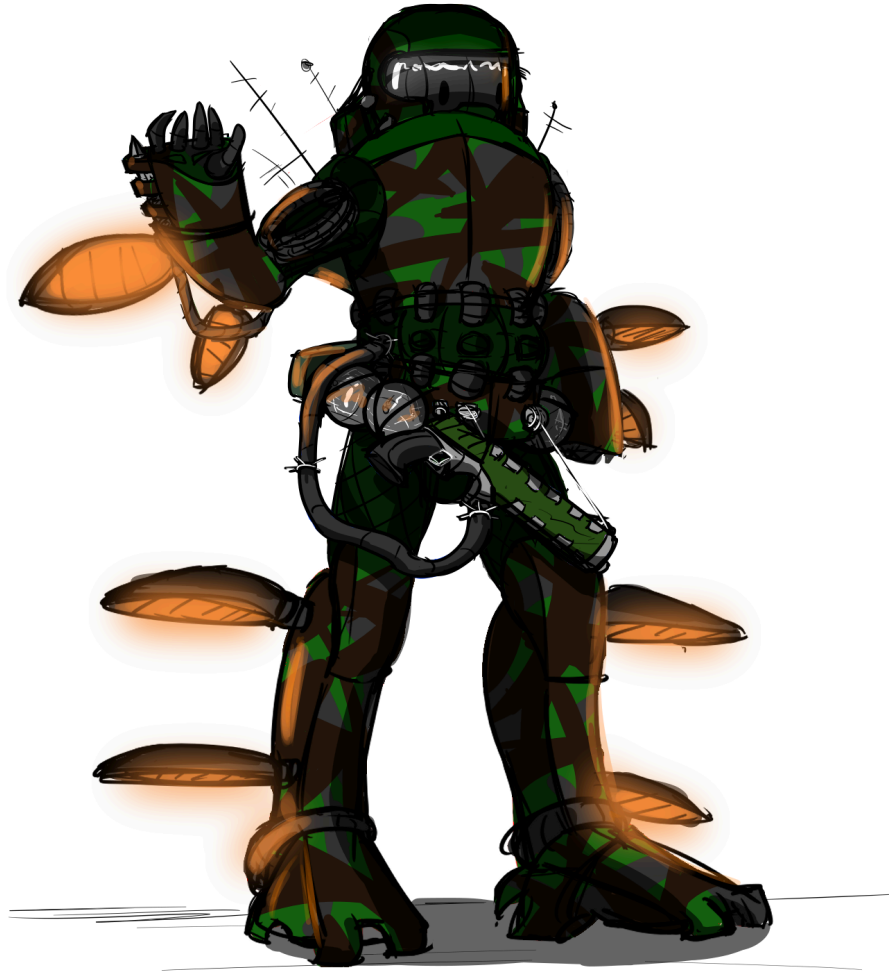
### **Mircalla-Class Multitask Module**

*Efficiency wins battles; the same low-level garbage scripts that power the BS-O-D systems that Marley, Oz, and Silver produce can also be used to partially automate certain baseline sensor systems, enabling a mech to double-dip at relatively low added processing power.*

3 SP, Unique

Once per round, after you resolve a successful **invade**, you can make a **Bolster**, **Lock On**, or **Scan** action as a free action. You can choose a new target for this additional tech action.

# MO & S CELESTE



## **MO & S "CELESTE"**

Frontier Exploration/Gigantomachy

Bermuda-Class Propulsion System, EREBUS Hand Cannon, Assault/Battery Disengagement Routines

*Striker*

*The product pages for the Marley, Oz, and Silver CELESTE feature the words 'Brought to you in partnership with IPS-Northstar: Your Friend In An Unfriendly Sea!'; MO & S bought the initial designs for this frame from the larger corpro on the cheap. Originally a prototype of the CALIBAN (abandoned in favor of the current paradigm's more efficient model), MO & S's engineers repurposed the CELESTE into an agile frontier scouting platform, at home in jungles, mountains, and caves alike, and ready for whatever surprises come bursting out in uncharted territory. A combination of its surprising durability for a small-scale mech and the*

shotgun-heavy standard loadout offered for it has caused fans of the CELESTE on the Omninet to nickname it the 'Zombie Princess'.

License:

- I. Terror-Class Scattergun, Hydrostatic Induction Mod
- II. **CELESTE FRAME**, MUTINY Targeting System, Bermuda Propulsion System
- III. EREBUS Hand Cannon, Assault/Battery Disengagement Routines

CELESTE					
HP: 6	Evasion: 10		Speed: 6	Heat Cap: 5	Sensors: 10
Armor: 0	E-Defense: 10		Size: 1/2	Repair Cap: 4	Tech Attack: +0 Save Target: 11
TRAITS:					
<p><b>Queen Anne's Revenge:</b> The Celeste's movement ignores engagement. The Celeste can <b>Overwatch</b> against any enemy whose movement would leave the threat of one of its weapons, even if that movement would normally not provoke reactions.</p> <p><b>SEAWORTHY Repair Systems:</b> Once between full repairs, the Celeste can clear 1 marked <b>structure</b> as a full action. When it does, it refills its HP to full.</p> <p><b>Fragile:</b> The Celeste makes <b>Hull</b> checks and saves with <b>+1 Difficulty</b>.</p>					
SYSTEM POINTS: 6					
MOUNTS:					
Main/Aux Mount		Main/Aux Mount			
CORE system					
FRANKLIN Overdrive					
<p><i>Originally the centerpiece of the CELESTE, the FRANKLIN Overdrive vastly overclocks the CELESTE's propulsion and targeting systems in order to sweep away enemy formations and place the CELESTE back in overwatch position. Survivors of the so-called Northwest Passage maneuver swear that the CELESTE moved in such a way as to cause shrapnel from its victims to hit their allies.</i></p> <p><b>Active (requires 1 Core Power): Northwest Passage</b> Full Action</p> <p>Move up to twice your <b>Speed</b>. Make a <b>Skirmish</b> attack against each hostile character you pass within your <b>Threat</b> range of during this movement and record the number of targets hit, but do not roll damage until you have rolled all of your attacks. Each attack that hits deals <b>bonus damage</b> equal to the number of hostile characters hit during this movement. If a character is in the area of</p>					

more than one area of effect attack, choose only one to affect them before you roll damage; the others have no effect on that character

### **Terror-Class Scattergun**

*Terror-Class Scatterguns are a two-stage weapon, which fire bursts of small spikes which embed in their targets, then explode. While the primary payload is explosive in nature, the delivery system makes it excellent for capitalizing on already vulnerable victims.*

Main CQB

Range 5, Threat 3, Reliable 1

2 kinetic damage + 1d3 explosive damage

This weapon gains Reliable 3 against targets with 1 or more **structure** marked.

### **Hydrostatic Induction Mod**

*This unusual weapon system is installed beneath a weapon's barrel and fires thick spikes full of compressed salt water. While it was originally intended for fire suppression (a use abandoned due to the high collateral damage it causes), the hydrostatic induction mod sees use today in bringing the horror of hydrostatic shock to mechanized combat.*

2 SP, Mod

Install this mod on a **Main** or heavier **Ranged** weapon. **On hit:** your other attacks against that target this turn gain your choice of **Knockback** equal to half the damage they deal (to a maximum of 5) or the **AP** tag. You can make this choice on a per-attack basis.

### **MUTINY Targeting System**

*A straightforward system, MUTINY optimizes targeting within your mech's controlled space, and is prominently featured in a joint defensive emplacement design venture between MO & S and GMS.*

2 SP, Unique

Your overwatch attacks gain **+1 Accuracy** if your target's **Size** is greater than yours. Once per round, you can add **+2 bonus damage** to an attack you make while it is not your turn.

### **Bermuda Propulsion System**

*Developed for traversing unknown terrain, the Bermuda Propulsion System allows small frames great freedom of movement over slippery terrain, unknown bodies of water, and dense areas such as forests and cities. Pilots describe the sensation of its compensators kicking in as a sort of weightlessness.*

2 SP, Unique

You ignore the effects of difficult terrain and can climb and swim at normal speed. You can move and **Boost** over the surface of liquids without sinking into them, though if you don't end your turn on a surface that can support your weight you immediately sink.

### **EREBUS Hand Cannon**

*This weapon is only called a pistol because there's not a better word for it; oversized, fed directly from a mech's reactor core by thick cabling, and constantly smoking, the EREBUS is an accident looking for someone to happen to. The high-velocity slag it fires compromises armor and cripples a mech's structure.*

Main CQB

Range 5, Threat 3

Inaccurate, Limited (3), Reliable 2

2d6 explosive damage

**On hit:** the target is **Shredded** until the end of their next turn.

### **Assault/Battery Disengagement Routines**

*A combined offense/defense system, these mech routines let a pilot react to sudden enemies and ambushes with great violence. Far Field teams and other explorers greatly favor Assault/Battery Disengagement Routines on worlds with confirmed or suspected megafauna presence.*

3 SP, Unique

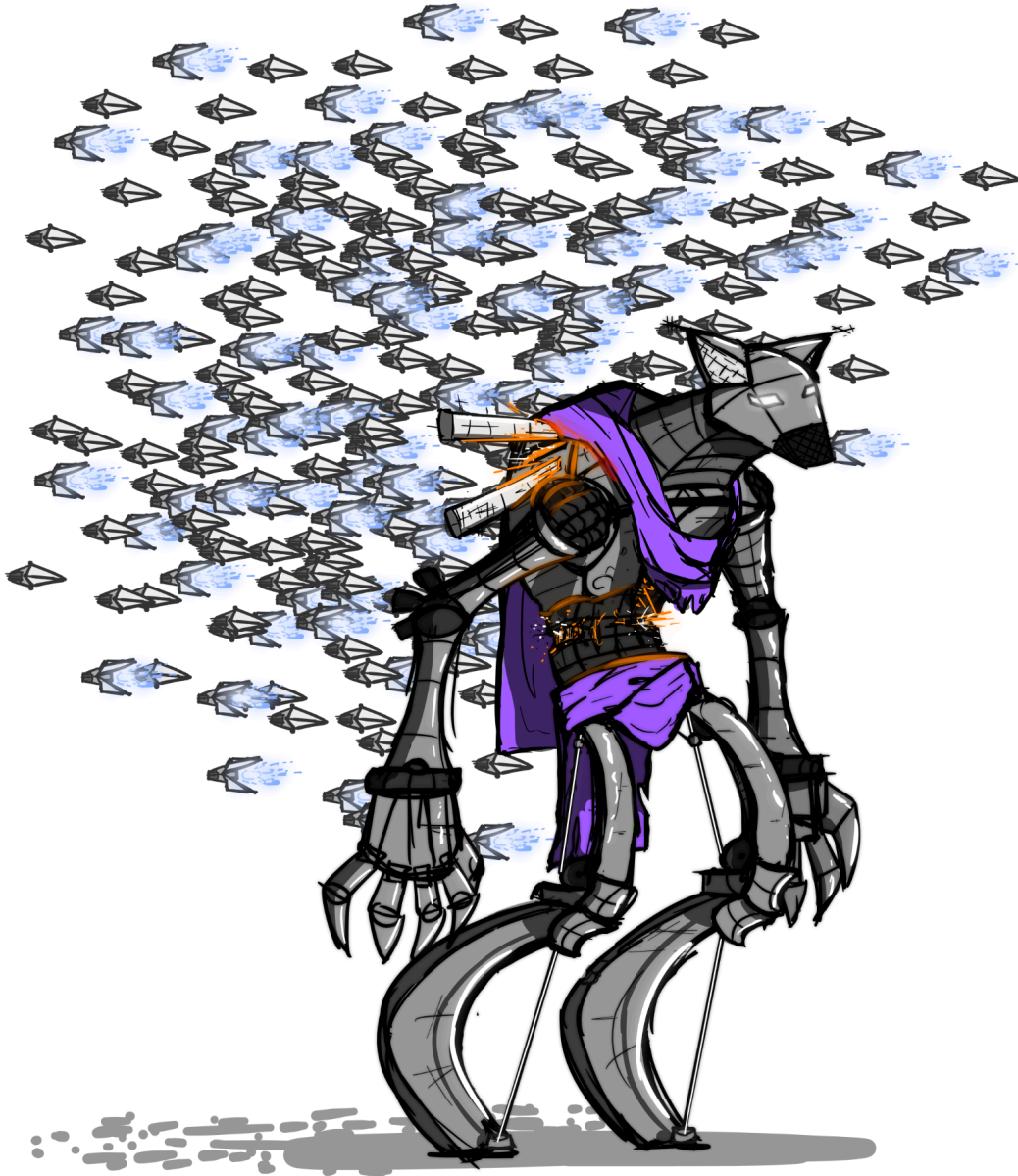
Reaction

Limited (4), 1/round

**Trigger:** A hostile character engages you when it is not your turn.

**Effect:** Make a **Skirmish** attack against that character with **+1 Difficulty**, then move 1 space. This movement ignores engagement and does not provoke reactions.

# MO & S DONNER



## **MO & S "DONNER"**

Combat Repair and Resupply

Carrion/Chirurgion Articulated Claws, Helsing-Class Combat Piton, Hand-Knit Scarf And Belt

### *Support*

*No one likes DONNER pilots - DONNER pilots don't even like DONNER pilots. Their machines are rangy, clawed things completely at odds with their role of combat support and resupply, and video footage of their grisly idea of 'resupply' has occasionally caught images of those terrible claws shearing through struggling pilots too slow to reach the eject button. But for*

those whose assignments take them into enemy territory for the long haul, a DONNER and its attendant IGOR drones can be the difference between life and death. Don't expect to see headquarters for a good long time? Bring a DONNER and all the whiskey you can haul.

License:

- I. Helsing-Class Combat Piton, JACKAL Targeting Suite
- II. **DONNER FRAME**, Distraction/Interdiction Engagement Directives, Emergency-Vent Repair Standards
- III. FENRIS Signal Burst, TROLL Reflex Mod

<b>DONNER</b>					
<b>HP:</b> 8	<b>Evasion:</b> 9		<b>Speed:</b> 4	<b>Heat Cap:</b> 6	<b>Sensors:</b> 8
<b>Armor:</b> 1	<b>E-Defense:</b> 8		<b>Size:</b> 1	<b>Repair Cap:</b> 6	<b>Tech Attack:</b> +0 <b>Save Target:</b> 10
<b>TRAITS:</b>					
<p><b>Grisly Feast:</b> The Donner can strip an adjacent Wreck as a <b>quick action</b>. When it does, it restores HP equal to 1/4th the Wreck's maximum HP (usually the Wreck's Size times 10) to itself or an allied character in Range 4. Then, remove the stripped Wreck from play.</p> <p><b>Harvest The Unplowed Fields:</b> When you make the <b>Power At A Cost</b> downtime action while you have access to an operational Donner, you may replace any one choice made by the GM with <b>'We're gonna need a lot of corpses'</b>. Once you have used this, you may not use it again until you make a full repair.</p> <p><b>IGOR Cloud:</b> The Donner and adjacent allies have <b>resistance</b> to damage from <b>Blast, Burst, Line</b> and <b>Cone</b> effects.</p>					
<b>SYSTEM POINTS: 7</b>					
<b>MOUNTS:</b>					
Flex Mount					
<b>CORE system</b>					
<b>Carrion/Chirurgeon Articulated Claws</b>					
<p><i>These long, jointed claws are the key to both the DONNER's incredible durability and its gruesome reputation. Sensors built into the blades detect usable material and signal the DONNER's attendant IGOR drones to harvest from what they've sliced into and repurpose it for repair and resupply. All DONNER chassis come pre-installed with the DRAUG Overdrive, which greatly increases the power of their claws and their slaved IGOR units for a devastating frenzy.</i></p>					

**Integrated Mount:** Your mech mounts the Carrion/Chirurgion Articulated Claws, a devastating melee weapon.

### **Carrion/Chirurgion Articulated Claws**

Heavy Melee

AP, Threat 1

1d6+3 kinetic damage

You have the **Cannibal Lunge** action.

#### *Cannibal Lunge*

Free Action, Loading

Move up to 3 spaces. This movement ignores engagement, does not provoke reactions, and must end with you adjacent to 1 or more hostile characters. If you choose to move this way, your next action this turn must be a Skirmish or Barrage action. Effects that load or unload weapons can be used to load or unload this action.

### **Active (requires 1 Core Power): DRAUG Overdrive**

Quick Action

You engage in butchery over a **Burst 4** Area. Hostile characters in the affected area are **Shredded** until the end of your next turn (no save). If 1 or more characters are **Shredded** by this ability, you and all allied characters in the affected area clear all conditions that were not caused by their own systems, talents etc, then regain **1 repair** and restore 1 use of a **Limited** system or weapon. Each character chooses which of their own systems or weapons to restore 1 use to, if any.

### **Helsing-Class Combat Piton**

*This thick spike is somewhat awkward to use in the course of normal melee combat, but shines as a support weapon. When jammed into a fresh wound, the Helsing-Class Combat Piton emits a constant pulse of energy and extends powerful arms that force a mech's armor open around the damaged area.*

Auxiliary Melee

Loading, Threat 1, Unique

1 kinetic damage + 1 energy damage

This weapon does not become unloaded as part of making normal attacks with it. Instead, you can unload this weapon when it deals damage to a character you have already damaged this turn. If you do, that actor becomes **Shredded** until they end this effect as a **Quick Action**.

### **JACKAL Targeting Suite**

*A localized 'pack tactics' system, the JACKAL Targeting Suite enhances other targeting systems, letting them find solutions without pinging hostile frames. The benefits it offers are small in themselves, but they add up.*

2 SP, Protocol, Unique, 1 heat (self)

Choose yourself or an ally within **Range 4** of you. The very next attack your chosen character makes against a hostile character with **Lock On** gains the benefits of consuming **Lock On** without consuming **Lock On** (including for the purposes of talents or other systems). This effect ends if you choose another target before it is used.

### **Distraction/Interdiction Engagement Directives**

*D/I-ED systems are a high-risk defensive system much favored by talented melee pilots who have actually heard of them; given the relative lack of melee-oriented support frames, few outside of MO & S's direct customer and indebted pilot base actually field them. They combine intense, constant pinging of enemy sensors with the pilot's own aggressive movements to disrupt enemy attacks up close, at the cost of making oneself a rather obvious target.*

1 SP, Unique

Allied characters gain the benefit of **soft cover** against attacks made by characters you're engaged with. Attacks against you made by characters you're engaged with gain +1 **Accuracy**.

### **Emergency-Vent Repair Standards**

*Overheating is easily as dangerous as actual damage. E-V Repair Standards incorporate assisted-ventilation maneuvers into your mech's other repair systems, allowing them to bleed additional heat while they've got your patients cracked open to begin with.*

2 SP, Unique

When one of your repairs, traits or systems causes a character other than you to regain HP (such as the MO & S DONNER's Grisly Feast or the IPS-N LANCASTER's Latch Drone), that character can also cool **2 heat**.

### **FENRIS Signal Burst**

*Inspired by SSC's WHITEOUT design, the FENRIS signal burst is an audio/technological signal mix that provides instantaneous firing solutions against even well-shielded enemy mechs. Its brute-force ping alerts can continue to pester survivors for hours after the fact.*

2 SP, Limited (3), Unique, Quick Action

You can release an audio/signal howl from your mech. When you do, all hostile characters within **Burst 2** of your mech gain **Lock On** and take **2 heat**.

### **TROLL Reflex Mod**

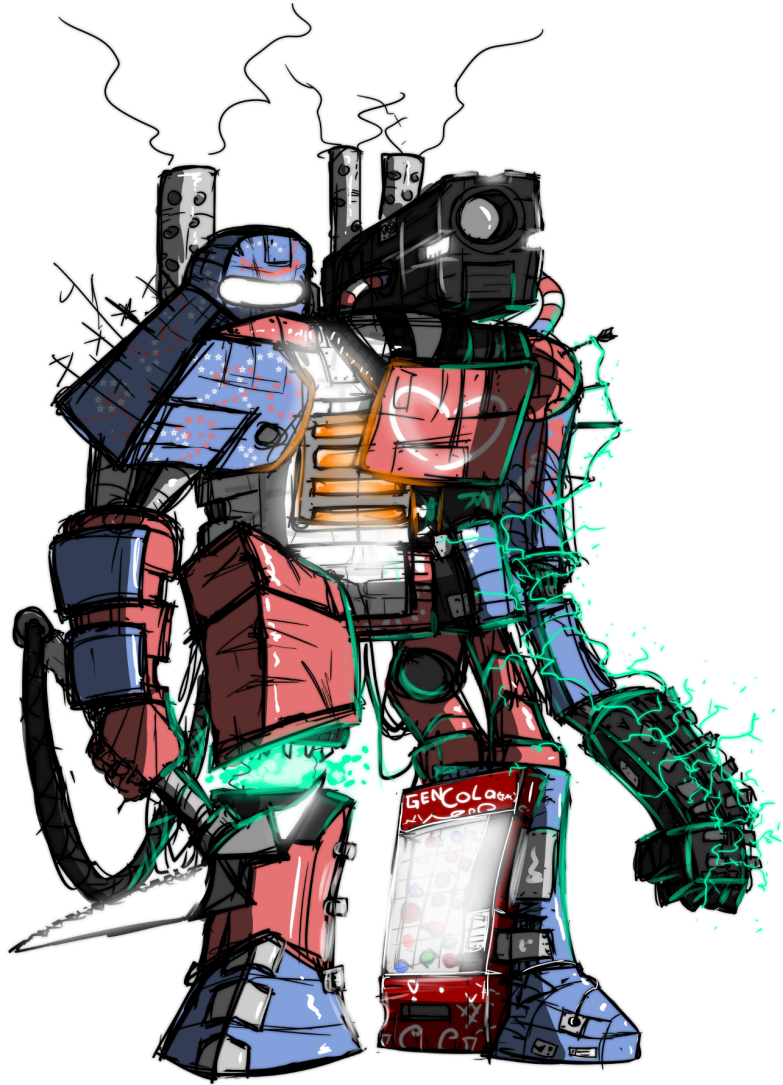
*The Total Repositioning Over Latitude and Longitude Reflex Modification augments a mech's manipulators, enabling rapid bursts of force sufficient to hurtle even massive enemy chassis. The development notes insist that the name is not a backronym, and no one's been able to prove otherwise. Its developers, however, did get their naming privileges revoked on group projects.*

2 SP, Reaction, Unique, 2 heat (self), 1/scene

**Trigger:** An enemy character breaks engagement with you or leaves the **Threat** of one of your melee weapons.

**Effect:** The triggering characters must succeed at a **Hull** save or be knocked **prone**, then pushed 6 spaces in the direction of your choice. On a successful save, the character is not knocked prone and is pushed 3 spaces in the direction of your choice. Characters whose **Size** is greater than yours gain +1 **Accuracy** on this save.

# MO & S FRANKENSTEIN



## **MO & S "Frankenstein"**

### **Single Target Interdiction**

Meatshield Protocol, Revenant Armor Configuration, Threaded Climbing Axe, Vending Machine

### *Striker/Defender*

*The Marley, Oz, and Silver FRANKENSTEIN was their first mech and remains one of their most popular. Though they would prefer it to be known for its durability, rapid engagement, and single-target control, the FRANKENSTEIN is much more famous as the ugliest piece of mech technology that isn't a memetic weapon. Its sheer hideousness has inspired an 'Ugly FRANKENSTEIN' competition on the Omninet some eight years running, and may also have*

something to do with the fact that FRANKENSTEIN pilots tend to treat their mechs like beloved pets.

License:

- I. Threaded Climbing Axe, METEOR Jump Jets
- II. **FRANKENSTEIN FRAME**, Exacerbator Gauntlet, Persecution Drive
- III. Meatshield Protocol, RIPPER Reflex

FRANKENSTEIN					
HP: 10	Evasion: 8		Speed: 4	Heat Cap: 7	Sensors: 10
Armor: 1	E-Defense: 6		Size: 2	Repair Cap: 5	Tech Attack: -1 Save Target: 11
TRAITS:					
<p><b>Revenant Armor Configuration:</b> Increase the Frankenstein's <b>armor</b> by the amount of structure damage it has marked, up to the maximum (+4)</p> <p><b>Thy Adam:</b> The Frankenstein gains the Personalizations chassis modification. This modification does not cost SP, does not count towards Personalizations being Unique and is included in the statistics of the Frankenstein.</p> <p><b>Vendetta:</b> 1/round, when an ally in <b>Sensors</b> suffers damage from a source other than themselves or an allied character, the Frankenstein's next attack gains <b>+1 Accuracy</b> and <b>+1d6 bonus damage</b>. This does not stack with itself.</p>					
SYSTEM POINTS: 6					
MOUNTS:					
Main Mount	Main Mount		Main/Aux Mount		
CORE system					
ANTEROS Override					
<p><i>The original system around which the rest of the FRANKENSTEIN line of chassis was eventually built, and the answer to "where the hell did all of my computer systems for this mech go?", the ANTEROS override is a powerful burst of code and signals that overwhelms a victim's IFF systems and sensors, leaving them unable to identify allies or enemies other than the FRANKENSTEIN. Given the relative rarity of MO &amp; S mechs, footage of this system in action is rare but highly prized among mech enthusiasts and entertainers.</i></p> <p><b>Active (requires 1 Core Power): Monomachy</b> Full Action</p>					

Make an attack with a single melee weapon. On a miss, you do not expend your core power. **On hit:** the attack deals **+2d6 bonus energy damage** and your target loses line of sight to any character but you until the end of the scene. This effect ends when your target or your mech is destroyed, or if your target passes a **Systems** save as a full action.

### **Threaded Climbing Axe**

*This sturdy, pick-like weapon is used to traverse difficult terrain, especially vertical surfaces such as mountains and glaciers. It contains an internal launcher system that separates the head from the haft while keeping the two connected with thick cable, enabling easier climbing and daring combat maneuvers.*

Main Melee

1 SP, AP

Threat 1, Thrown 3

1d6 kinetic damage

While this weapon is installed on your mech and not tethered to another character, you can climb at normal speed.

When you throw this weapon, you can tether it to your target; if your target is a friendly character, it deals no damage to them. While tethered, you and your target cannot move more than this weapon's Thrown range (typically 3) away from each other. One of you may tow the other, provided the towing character is of equal or greater Size to the towed one, but is Slowed while doing so. You cannot attack with the threaded climbing axe while it is attached to a target, nor can you retrieve it. You can end the tether as a protocol, which deals 1d3 explosive damage to your target as the axe rips free and returns use of the axe to you at the end of your turn. Your target can end this effect as a protocol. Hostile characters must pass a **Hull Save** as part of that protocol and take 1d3 explosive damage on a success.

### **METEOR Jump Jets**

*A two-part modification to a chassis, METEOR jump jets combine additional weight in the hands and feet, high-powered thrusters, and enhanced gyroscopes to create a more aggressive form of rapid movement. They are popular with pilots who prefer to leap in but not back out.*

2 SP, Unique

When your mech makes a standard move or boosts, it can fly; however, you must end the movement on the ground or another solid surface, or else immediately begin falling. 1/round, if you end your movement this way engaged with one or more other characters, those characters must pass an **Agility save** or take 1d3+1 Kinetic damage. You take heat equal to **Size+1** at the end of any turn in which you flew this way.

### **Exacerbator Gauntlet**

*Exacerbator technology would be a war crime on a smaller scale (and Union's DoJ is certainly considering getting ahead of that particular horse); it can draw on exposed systems both in the frame upon which it is mounted and in its victims to amplify its electrical payload. Its entry in sales catalogues is generally captioned 'cruel, but effective'.*

Main Melee

Reliable 2, Threat 1

2 Kinetic damage + 2 Energy damage

This weapon's base damage is 2 Kinetic damage + 1d6+2 Energy damage if either you or your target have 1 or more **structure damage** marked.

### **Persecution Drive**

*As most melee-oriented pilots will tell you, the thing people do when you get up in their face is leave. It's the right call, isn't it? After the first year and a half of their customers getting shot to pieces and losing money buying up IPS-N's cable systems, Marley, Oz, and Silver decided on an in-house solution and created the Persecution Drive system to ensure that once you get stuck in, you stay stuck in.*

2 SP, Unique

When you make an **overwatch** attack that hits the triggering character, you may move up to your **speed** after the triggering character's movement is complete. You must end that movement closer to the triggering character than you started, and **Engaged** with that character if possible.

### **Meatshield Protocol**

*A combined defensive/offensive protocol, the cheekily-named Meatshield was designed to help melee combatants focus on their targets of opportunity rather than being forced to disengage. By remaining in constant motion, your mech can keep its enemies between itself and hostile fire.*

1 SP, Unique

2 Heat (self), Protocol

You can activate this protocol while **engaged** with 1 or more hostile characters. While active, you gain **resistance** to damage and **heat** from hostile characters you are not **engaged** with as long as this system is active, but you cannot voluntarily break engagement or cause a character you are **engaged** with to break engagement. This effect ends if you are not **engaged** with any hostile character at any point.

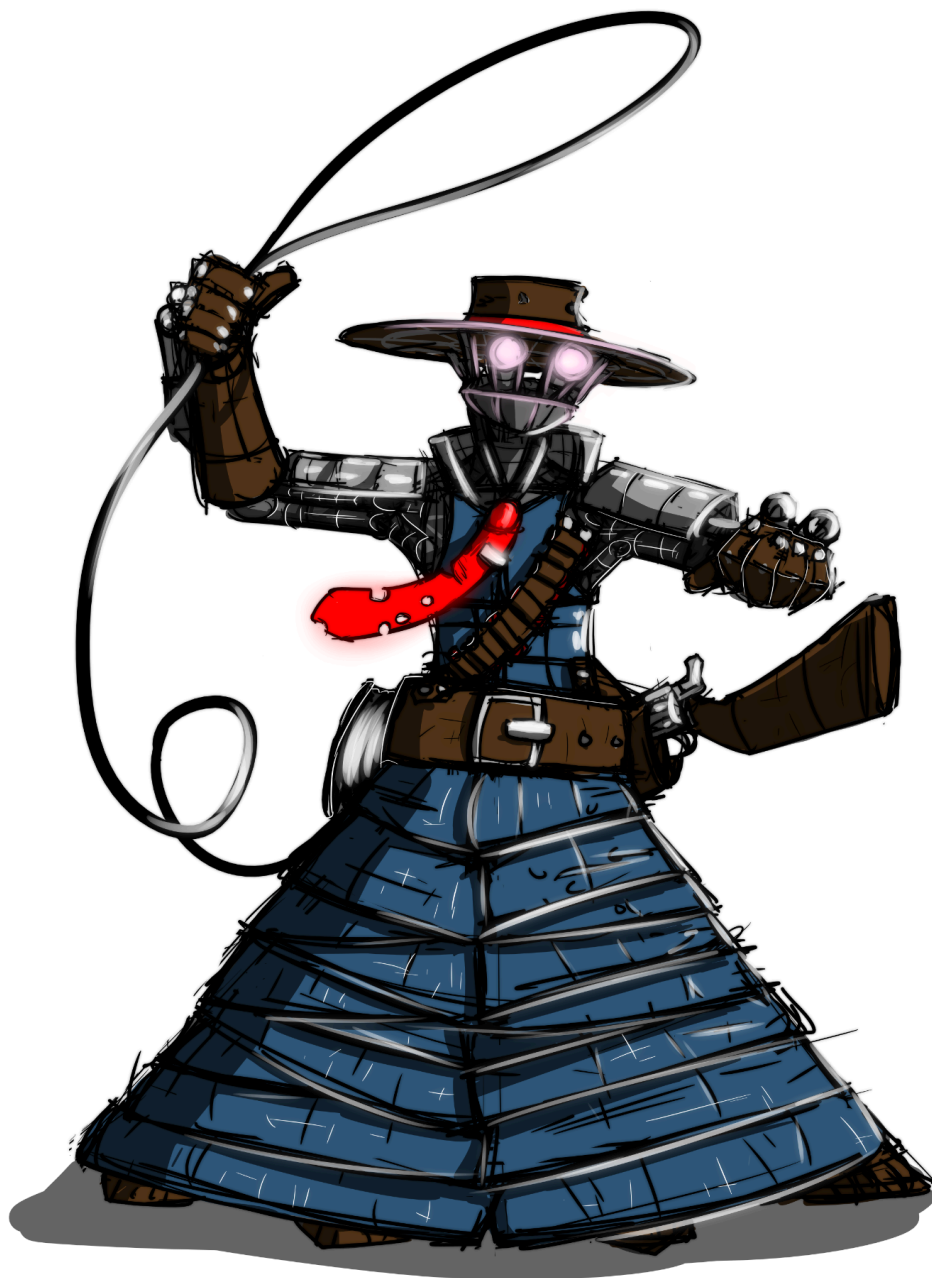
### **RIPPER Reflex**

*An offensive variation on the Persecution Drive, the RIPPER Reflexive Manipulator Impulse widens damage left by paired weapons, causing temporary but catastrophic failure in its victims.*

2 SP, Unique

1/round when you hit a character with 2 or more different **Main** or heavier **melee weapons** during your turn, you can rend them as a free action. That character must succeed at an **Engineering save** or become **Immobilized** and **Shredded** until the end of their next turn.

## MO & S HOLIDAY



### **MO & S "HOLIDAY"**

All-Theater Fire Support

D/I-ES Targeting, Wristguns, "Silvernoose" Lasso, Personalizations (Armored Dancing Skirt)

*Striker/Controller*

*The Marley, Oz, and Silver HOLIDAY is billed as an all-target, all-situation frame - ready to rumble at a moment's notice against any kind of enemy. There's truth to the claim; the HOLIDAY*

throws solid projectiles at almost all ranges, and excels against shorter-ranged targets that have to advance through its withering hail of fire only to discover, once they do close the gap, the vicious speed of its Disrupt/Interdict Emergency System. The HOLIDAY was originally written off by the wider galactic market as a knockoff of the IPS-N RALEIGH, but potential customers (and fans) are re-examining the model after its stellar performance in the Sierra Madre Mechanized Gladiatorial Tournament, going all the way to the quarter-finals. Kiss-Kiss, the pilot whose performance turned around the HOLIDAY's sales, swears they're taking the gold on the next go-round.

License:

- I. BACKOFF Propellant Additive, Wristgun
- II. **HOLIDAY FRAME**, BELLRINGER, Huckleberry Revolver-Carbine
- III. Oz/Silver Shuffle, "Silvernoose" Lasso

<b>HOLIDAY</b>					
<b>HP:</b> 8	<b>Evasion:</b> 8		<b>Speed:</b> 4	<b>Heat Cap:</b> 6	<b>Sensors:</b> 10
<b>Armor:</b> 1	<b>E-Defense:</b> 6		<b>Size:</b> 1	<b>Repair Cap:</b> 6	<b>Tech Attack:</b> -1 <b>Save Target:</b> 11
<b>TRAITS:</b>					
<p><b>DEADEYE Compensators:</b> Main CQB weapons with <b>Range 1</b> or better that the Holiday mounts gain <b>+2 range</b>. Auxiliary CQB weapons with <b>Range 1</b> or better that it mounts have the range of the <b>Main</b> weapons they are mounted with, unless their range is already better.</p> <p><b>Trash/Ballast Automated Ejection:</b> Weapon attacks made against the Holiday gain <b>+1 Difficulty</b> as long as it has 1 or more <b>structure damage</b> marked.</p>					
<b>SYSTEM POINTS:</b> 6					
<b>MOUNTS:</b>					
Main/Aux Mount		Main/Aux Mount			
<b>CORE system</b>					
<b>DI/E-S Overwatch Targeting</b>					
<p>The HOLIDAY's DI-E-S system was originally meant as an advanced overwatch platform, but the power requirements to keep its computers running at those levels proved too high for MO &amp; S's budget at the time. With a bit of extra juice, though, pilots can activate the full suite for comprehensive battlefield protection.</p>					

### **D/I-ES Targeting**

Reaction

1/round

**Trigger:** An action by a hostile character within **Range** of one or more of your weapons would cause you to mark **structure damage** or **stress damage**.

**Effect:** Make a **Skirmish** targeting the triggering hostile character. All attacks made as part of this Skirmish must target the triggering hostile character. On a hit, the Holiday is immune to damage and effects of the triggering attack. This reaction cannot be taken again until the Holiday marks **structure damage**, **stress damage**, or is able to **rest** or **full repair**.

### **Active (requires 1 Core Power): Overclock D/I-ES**

Quick Action

Once you take this action, your DI-ES Targeting ability gains the following trigger and effect instead of its normal one until the end of the current scene:

**Trigger:** An action by a hostile character within **Range** of one or more of your weapons would cause you or an allied character to mark structure **damage** or **stress damage**.

**Effect:** Make a **Skirmish** targeting the triggering hostile character. On a hit, the attack automatically misses and is negated; it has no effects. This reaction can be used any number of times this scene, but only up to 1/round.

### **BACKOFF Propellant Additive**

*A quick-injection system that modifies the propellant and/or payload of an existing system, BACKOFF does what the name on the can says: makes one's enemies Go The Hell Away.*

1 SP, Unique, Loading

BACKOFF Propellant Additive counts as a weapon system for the purposes of effects which load or unload weapons.

You can activate this system as part of an attack with a **Ranged weapon** that deals **explosive** and/or **kinetic damage**; if you do, draw a **Line 5** path from you in the same direction as the attack. All hostile characters in this path and the target of your attack are pushed 3 spaces directly away from you; this movement does not provoke **reactions**.

### **Wristgun**

*A secondary weapon mounted on a mech's wrists or the ends of its manipulators, the wristgun throws slugs at whatever's downrange at a respectable clip. It's not as popular as hand cannon designs, but at nearly a quarter their price that's gonna change any day now.*

Auxiliary CQB

Range 5, Threat 2

1d3 kinetic damage

This weapon's base damage is **3 kinetic damage** against targets that have been damaged this turn

### **BELLRINGER**

*“What if we just shoot ‘em in the cockpit?”*

*“In the thickest part of most chassis’ armor, Jacob?”*

*“You ain’t got a bell to ring, Oz. Trust me, they’ll notice.”*

2 SP, Full Action, Unique

Make a single attack with a Heavy or lighter weapon. **On hit:** one target of the attack is sent reeling; they become **Slowed, Impaired**, and cannot take **Reactions** until the start of their next turn.. Targets with the **AI** tag are immune to this ability.

### **Huckleberry Revolver-Carbine**

*Huckleberries are a simple, reliable pattern much-used by those worried about jamming, adverse conditions, or who have simply had one magazine too many break on them in the middle of trying to not die. Its users (and detractors, for that matter) sometimes call it a Knuckle Gun, after the way the backblast from its propellant scorches a mech’s fingers. Currently, MO & S only offers a short-barrel pattern of the weapon, but longer-range variants are coming, well. Sometime.*

Main CQB

Reliable 1

Range 6, Threat 2

1d6+1 kinetic damage

You can make attacks with this weapon when your mech is **Jammed**.

### **Oz/Silver Shuffle**

*Hitting a target while you yourself are moving sucks; you can’t aim properly, the gun goes every which way on you, and chances are your target is moving as well. The Oz/Silver Shuffle system is meant to help bridge some of that gap, offering constant small-arms fire on the move with reasonable accuracy. Currently, MO & S is trying to land a contract with GMS to create an upscaled version of this system, an effort complicated by needing to carefully not reveal that their design team is essentially three guys and a truck.*

2 SP, Unique

When you **Boost**, you can take **1 heat**. If you do, choose one **ranged Auxiliary weapon** mounted on your mech. You can make an attack with that weapon at the end of your **Boost** as a free action. This attack does not benefit from bonus damage.

### **“Silvernoose” Lasso**

*“Yee, and I cannot express to you with enough gravity the deadly seriousness of my intent, haw.”*

Main Melee

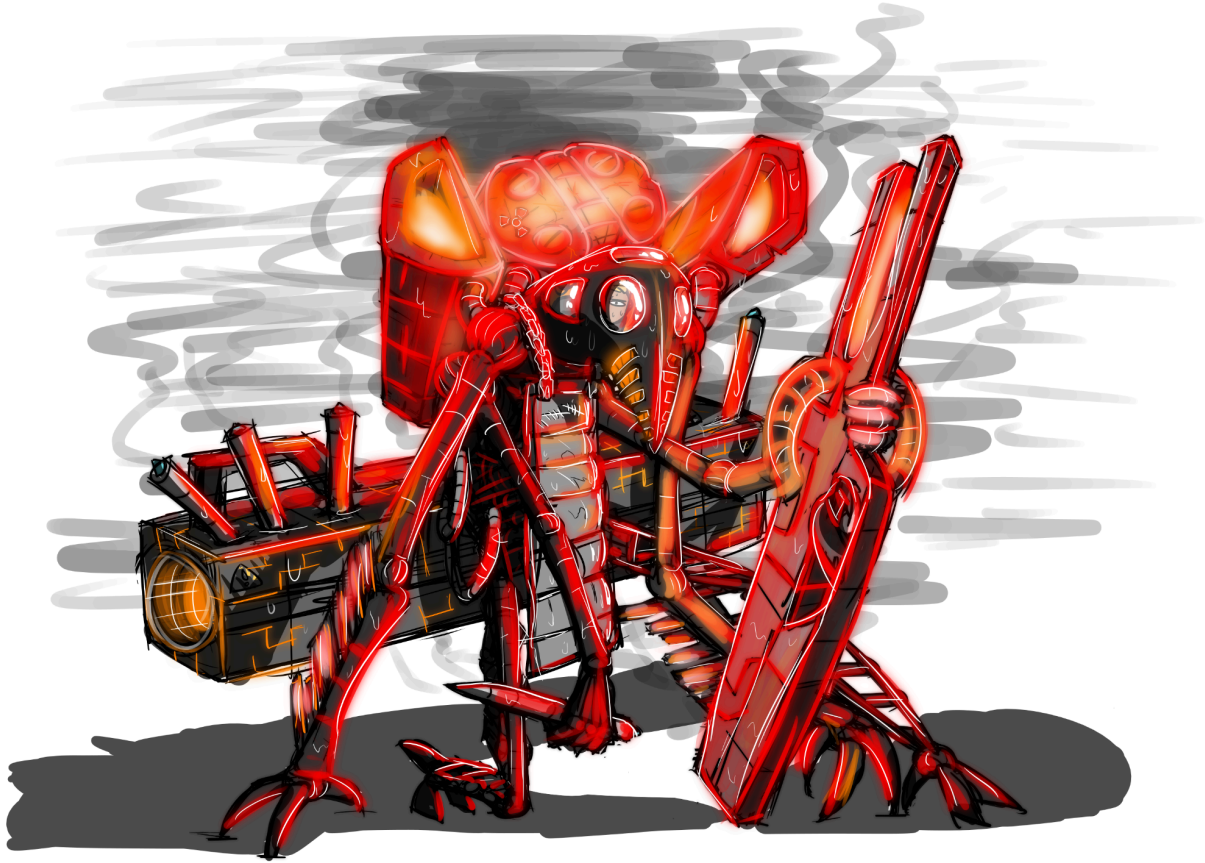
Threat 1

1d3+2 kinetic damage

**On Critical Hit:** Your target is knocked **Prone**. If they were already **Prone**, they instead become **Immobilized** until the end of their next turn.

This weapon has **Threat 4** during your turn.

# MO & S PHOENIX



## **MO & S "PHOENIX"**

Budget Artillery & Heat Delivery

ASHES Self-Repair Engine, YELLOWSTONE Reactor Cannon, VULCAN Gauss Cannon

### *Artillery*

*The PHOENIX is Marley, Oz, and Silver's second-most common frame, trailing just behind the FRANKENSTEIN in overall sales, and it's not hard to see why. Compared to its peers in an artillery support role, the PHOENIX isn't just extremely cheap, but also incredibly easy to maintain. The trouble tends to be finding a pilot willing to pilot MO & S's "Angriest Girl"; though refinements to the design are ongoing, there's still an unfortunate habit for PHOENIX frames to self-immolate in what the Omninet ghoulishly refers to as "temper tantrums".*

### License:

- I. Helen-Class Rail Cannon, NERO Firing Solutions
- II. **PHOENIX FRAME**, Conduction Rounds, YELLOWSTONE Reactor Cannon
- III. BACKFIRE Failsafe, VULCAN Gauss Cannon

PHOENIX					
HP: 6	Evasion: 8		Speed: 5	Heat Cap: 8	Sensors: 8
Armor: 0	E-Defense: 8		Size: 1	Repair Cap: 5	Tech Attack: -2 Save Target: 10
TRAITS:					
<p><b>ASHES Self-Repair Engine:</b> At the beginning of its turn, if the Phoenix is in the <b>Danger Zone</b>, it regains 1/4th of its max HP.</p> <p><b>Reactor-Fed Shells:</b> 1/round when the Phoenix makes an attack with a ranged weapon that deals at least partially kinetic damage, it can clear <b>1 heat</b> and deal <b>+1d6 bonus kinetic damage</b> on that attack. If it does, it also gains <b>resistance to heat</b> from characters other than itself until the end of its next turn.</p> <p><b>Unstable Reactor:</b> The Phoenix suffers <b>+1 Difficulty</b> on <b>Engineering checks and saves</b>.</p>					
SYSTEM POINTS: 5					
MOUNTS:					
Flex Mount	Main Mount		Main Mount		
CORE system					
Pyre Override					
<p><i>Piloting a PHOENIX is already tantamount to suicide, or so the gossip goes, so why not push the envelope further? The Pyre Override kicks the PHOENIX's reactor into overdrive while creating fresh vents in its chassis by cracking through its armor. The resulting surge of heat and power rarely leaves enemies standing, and on the rare occasions it does, whoever survives must then face the PHOENIX in the full flower of its might.</i></p> <p><b>Active (requires 1 Core Power): Call the Seventh Plague</b> Full Action</p> <p>Choose any number of characters in <b>Range 50</b>. Those characters must pass an <b>Engineering</b> save or gain <b>4 heat</b> and be unable to clear <b>heat</b> by any means other than overheating until the end of their next turn. A successful save halves the <b>heat</b> and avoids the additional effect.</p> <p>For the rest of the scene, the Phoenix counts as being in the <b>Danger Zone</b> regardless of its current heat, and hostile characters that are in the <b>Danger Zone</b> or <b>Exposed</b> cannot reduce damage or <b>heat</b> from it by any means.</p>					

### **Helen-Class Rail Cannon**

*Named for an ancient volcano on Cradle, the Helen-Class Rail Cannon fires superheated slugs at high speeds. They break up just before impact, ensuring maximum delivery over a tight area for anti-mech and anti-infantry shelling.*

Main Cannon

2 heat (self), Arcing

Range 12

1d6+1 kinetic damage + 2 heat

**On hit:** choose a space adjacent to your target. Characters in that space must pass an **Agility save** or take **2 kinetic damage** and **2 heat**.

### **NERO Firing Solutions**

*Initial attempts to create targeting systems that worked with weapons like the Helen and especially the YELLOWSTONE ran into the problem of the heat those weapons output both into themselves and the environment (and MO & S's absolute refusal to purchase targeting solutions from Harrison Armory). The NERO system finally solved the problem with brute-force spectrum scanning, allowing a mech to home in on the telltale chemical compounds of coolant and radioactive particulates that indicate a vulnerable target.*

2 SP, Unique

Targets that are in the **Danger Zone**, **Exposed** or suffering **Burn** cannot benefit from hidden or invisibility against your attacks.

### **Conduction Rounds**

*Modifications to a mech's mounts and ammo casings increase the amount of ambient heat they draw from the chassis, enabling the mech to 'vent' heat by cooking its ammunition and then firing it off.*

2 SP

Mod

Choose one **Main** or heavier **Ranged weapon** that deals **kinetic damage**. The first time you fire this weapon each round, it deals +1 **heat** to one target and you clear 1 **heat**.

### **YELLOWSTONE Reactor Cannon**

*Generally spinal-mounted and welded directly to the mech's chassis to reduce the distance between it and the reactor core, the YELLOWSTONE reactor cannon is an absolute shining star of weaponized bad decisions. It fires a thick slag made of raw metal, active reactor fuel, and a thickening agent that keeps it clinging and burning long after it leaves the launcher.*

Main Cannon

2 heat (self), Limited (2)

Range 12, Blast 1  
3 kinetic damage + 2 heat

**On Hit:** Until the end of the target's next turn, they take **1 Heat** and **1 Burn** whenever they move or make an action, including reactions.

### **BACKFIRE Failsafe**

*Jacob Marley and Oz flat-out refused overtures from Harrison Armory early in their company's foray into mech design, and to this day MO & S refuses to purchase or use HA products. The BACKFIRE Failsafe was designed to fill in the gap in their line, an emergency heat-management system for those times when you can take a hit more than you can take another degree of heat. It's not ideal, but it's better than dying.*

Reaction

2 SP, Limited (1), 1/Scene, Unique

**Trigger:** You would overheat.

**Effect:** Clear **4 Heat**. If this brings you below your **heat cap**, you do not overheat. You become immune to heat other than from your own actions, systems, talents, etc. until the start of your next turn.

### **VULCAN Gauss Cannon**

*Itself a fairly typical and low-power "railgun" style cannon, Marley, Oz, and Silver's VULCAN model is known not for its punch or efficiency but for its ammo; the gun launches thick spikes of metal-sheathed crystal that is superheated as it leaves the barrel. Pilots caught in the crossfire describe it as like getting run over by a burning car, and that's before they realize the spike stuck in them is still cooking their rig.*

Main Cannon

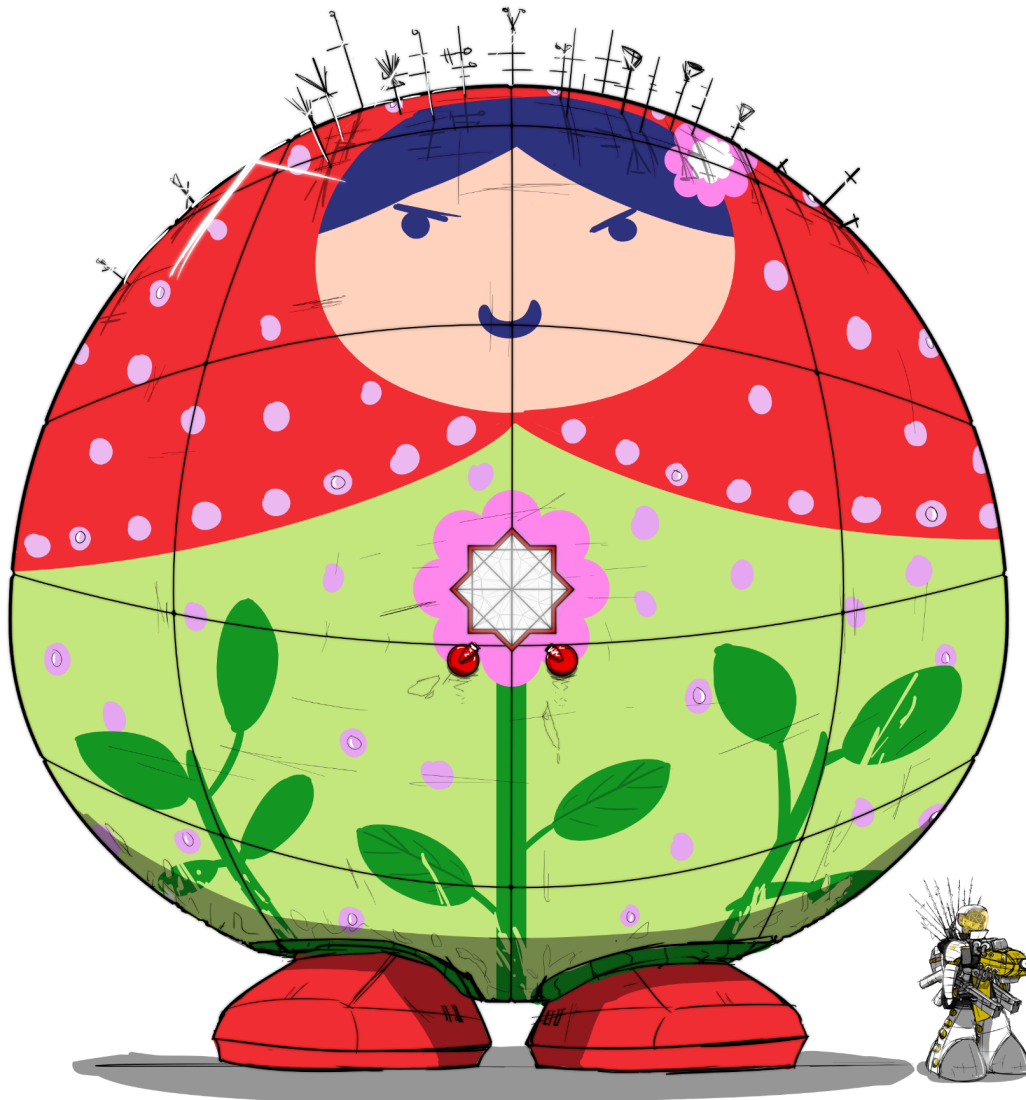
2 heat (self), Knockback 3, Loading

Range 10, Threat 3

1d6 kinetic damage

**On Hit:** Your target is impaled by a superheated spike. At the beginning of each of their turns, your target takes **2 heat**. They can end this effect by passing a **Hull** save as a **quick action** to remove the spike. Multiple spikes do not have any additional effect.

# MO & S RASPUTIN



## MO & S "RASPUTIN"

Targeting & Technological Support  
Oversized Targeting Laser, EGGHELL Storm Generator, Custom Paint Job

*Defender/Support*

*The distinctive, egg-like profile of the Marley, Oz, and Silver RASPUTIN heralds the arrival of their rarest and most expensive chassis. The "actual" frame is little more than a hard suit with a highly-reinforced torso, bristling with sensor arrays, which is then wrapped in layers of shell-like armor that lock into its base systems and amplify them. The resulting juggernaut waddles into battle, supporting and defending its allies with massive cannon and advanced tech systems. RASPUTIN pilots have a reputation for being both cocky and caring; indeed, an informal*

tradition for tally marks indicating the number of times their mech has been 'hatched' is only gaining strength.

License:

- I. ADVISOR Suite, Oversized Targeting Laser
- II. **RASPUTIN FRAME**, GENERAL WINTER, Redoubt Chassis Mod
- III. EGGSHELL Storm Generator, Grandmother Autogun

<b>RASPUTIN</b>					
<b>HP:</b> 10	<b>Evasion:</b> 6		<b>Speed:</b> 2	<b>Heat Cap:</b> 6	<b>Sensors:</b> 15
<b>Armor:</b> 1	<b>E-Defense:</b> 9		<b>Size:</b> 3	<b>Repair Cap:</b> 5	<b>Tech Attack:</b> +1 <b>Save Target:</b> 10
<b>TRAITS:</b>					
<p><b>Layered Shells:</b> Increase the <b>Range</b> of the Rasputin's mounted weapons by an amount equal to its <b>Size</b>.</p> <p><b>Nesting Doll:</b> The Rasputin does not make <b>structure damage</b> checks when it takes <b>structure damage</b>. Decrease the Rasputin's <b>Size</b> by the amount of <b>structure damage</b> it has marked (to a minimum of Size ½) and increase its <b>Speed</b> by the same amount.</p> <p><b>No Manipulators:</b> The Rasputin cannot mount <b>Melee</b> weapons. It cannot initiate a <b>grapple</b>, pick up, or manipulate items.</p>					
<b>SYSTEM POINTS: 6</b>					
<b>MOUNTS:</b>					
Aux/Aux Mount		Heavy Mount			
<b>CORE system</b>					
<b>DEEP BLUE</b>					
<p><i>Though immensely durable, the RASPUTIN design suffers from low speed, which can make its allies vulnerable as they cluster near it to enjoy the benefits of its protection. The in-built DEEP BLUE system, though draining on power reserves, helps solve this problem in the field. Through a combination of overclocking, assisted power balancing, and system bridging the RASPUTIN ensures its allies can have the best of both worlds.</i></p> <p><b>Active (requires 1 Core Power): Grandmaster's Stratagem</b> Quick Action</p>					

Until the end of the current scene, you and all allied characters in Range 50 can move 2 spaces as a free action at their choice of the beginning or end of their turn. This movement ignores engagement and doesn't provoke reactions.

### **ADVISOR Suite**

*Commissioned by MIRRORSMOKE to better integrate MO & S frames into their mechanized cavalry operations, the ADVISOR Suite is a bundle of programs and systems intended to wring more durability out of frames from other manufacturers and extend their operating time. Given that the pilots who choose to pilot MO & S frames are on the poorer end of the wealth spectrum, those who choose to field an ADVISOR system are affectionately known as 'Charity Cases'.*

3 SP, Unique, Quick Tech

You gain the following quick tech actions:

**Counsel Vigilance:** Choose an allied character within **sensors**. Until the start of their next turn, if your target **Braces**, they can still take reactions during this time. Additionally, during their next turn, they can still make their standard **move**.

**Ministry of Supply:** Choose an allied character within **sensors**. You take 1d3+2 **heat**, and one **loading** weapon on that character becomes loaded.

### **Oversized Targeting Laser**

*This upscaled laser pointer is the result of a series of drunken dares between several engineers and a programmer, who later hastily justified the exercise by weaponizing it. It has since become Marley, Oz, and Silver's flagship heavy weapon, a situation greatly aided by being their only heavy weapon.*

Heavy Cannon

2 heat (self)

Range 12

1d6 energy damage + Burn 3

**On hit:** Target gains **Lock On**.

### **GENERAL WINTER**

*An extension of the principles introduced in the ADVISOR Suite design, GENERAL WINTER is meant to further support allies and deny resources to enemies. Despite jokes to the contrary, it does not actually come with a subroutine that says an ice pun over comms whenever the suite is used; pilots install those themselves.*

2 SP, Unique, Quick Tech, Invade

Gain the following options for **Invade**:

**Ventilation Override:** Your target clears 2 **heat** (allied targets do not gain heat when you invade them).

**War of Attrition:** One of your target's weapons or systems that is **Loading** or **Recharge** becomes unloaded or in need of recharge, as appropriate.

### **Redoubt Chassis Mod**

*There are times when one needs a dedicated defensive chassis but does not have one on hand. Redoubt chassis modifications can turn any mech into a reasonable defensive position, limited only by how much mech you actually have available.*

1 SP, Unique

Adjacent allied characters can use your mech for **hard cover**.

### **EGGSHELL Storm Generator**

*One of the most technically advanced - and therefore expensive, in relative terms - systems fielded by Marley, Oz, and Silver, the EGG SHELL Storm Generator takes advantage of a mech's ventilation systems to create a temporary localized windstorm to use as cover against ranged attacks. Automated routines in the system help guide allied forces in placing their fire amidst the high wind.*

3 SP, Unique, Limited 3, Quick Action

As a quick action, create a **Burst 3** zone until the end of your next turn. Hostile characters suffer **+X Difficulty**, where X is equal to your **Size**, on ranged attacks made against any character in that area, including you. Characters that start or end their turn in that zone suffer **1 AP energy damage** as they are lashed by harsh ionization and high winds.

### **Grandmother Autogun**

*Theoretically named for the terrifying Baba Yaga, the Grandmother-pattern autogun acquired its current appellation from an Omninet video comparing getting shot by it to getting caned by one's elderly grandmother: disorienting, shaming, and oddly painful. It's become an increasingly popular buy for support pilots, as well as for mechanized gladiators who want to insult and disrupt their opponents.*

Auxiliary Rifle

Unique

Range 10

1d3 kinetic damage

**On hit:** The target becomes **Impaired** until the end of their next turn.

# MO & S ZAHHAK



## **MO & S "ZAHHAK"**

**Aggressive Defense/Battlefield Denial**

MANTLE Rifle System, Viper-Class Mech Taser, PERSEPHONE Class NHP

*Controller/Defender*

*Officially, the Marley, Oz, and Silver ZAHHAK is a combat-rated variant of their RUSTAM Exploration and Rescue Frame; it shares its cousin's snake-like chassis, burrowing ability, and surprising speed. Footage of the ZAHHAK bursting from solid rock to clamp down on an enemy chassis is immensely popular all out of proportion with how many of them actually get fielded. Conspiracy theorists note, however, that the patents for the ZAHHAK and the RUSTAM were*

filed in the other order, with the ZAHHAK coming first. More interestingly, a legal injunction was filed against MO & S by Union, preventing the sale or distribution of the ZAHHAK for several years, for reasons unknown.

License:

- I. Constriction Stabilizers, MANTLE Rifle System
- II. **ZAHHAK FRAME**, PANDORA Intercept Targeting, “Shrug” Motivators
- III. PERSEPHONE Class NHP, Viper-class Mech Taser

<b>ZAHHAK</b>					
<b>HP:</b> 10	<b>Evasion:</b> 8		<b>Speed:</b> 4	<b>Heat Cap:</b> 6	<b>Sensors:</b> 10
<b>Armor:</b> 0	<b>E-Defense:</b> 8		<b>Size:</b> 2	<b>Repair Cap:</b> 4	<b>Tech Attack:</b> -2 <b>Save Target:</b> 11
<b>TRAITS:</b>					
<p><b>Burrow:</b> The Zahhak can burrow into the ground as a quick action, as long as the ground beneath it is malleable enough (most forms of earth, ice, and stone can be burrowed into). While burrowed, it counts as invisible, ignores all obstructions, and can freely pass through all characters aboveground. It can take no other actions other than to <b>hide</b>, <b>move</b>, <b>boost</b>, or emerge as a <b>quick action</b>. When it emerges, it must have a free space to emerge into; once it does, it loses the benefits of burrowing and all adjacent characters must pass a <b>Hull</b> save or be knocked <b>prone</b>.</p> <p><b>Crush/Conduction Binding Systems:</b> At the beginning of its turn, if the Zahhak is in a grapple, it deals <b>1 Heat</b> and <b>2 AP kinetic damage</b> to all other characters in the grapple. If another character ends the grapple (by any means), the Zahhak deals <b>2 AP kinetic damage</b> to that character.</p> <p><b>Serpentine Chassis:</b> The Zahhak cannot be knocked <b>prone</b>. When grappling only one other character, the Zahhak is always treated as the larger character. The Zahhak cannot make any voluntary movement while grappling.</p>					
<b>SYSTEM POINTS: 5</b>					
<b>MOUNTS:</b>					
Main Mount		Main/Aux Mount			
<b>CORE system</b>					
<b>WURM Burrowing System</b>					
<p><i>The WURM burrowing system is the heart of the ZAHHAK’s mobility suite; it not only permits rapid breakdown of all manner of solid substances, but it strips those substances for raw materials needed to repair the ZAHHAK on the fly. Questions about how MO &amp; S managed to afford designing such a</i></p>					

system are gently deflected; continued questions are answered by Union agents at one's door who would prefer that you stop asking.

### **Passive: WURM Self-Repair**

The Zahhak heals 1/4 of its maximum **HP** and cools **1 heat** at the end of its turn, provided it began and ended the turn burrowed. It regains full **HP** during a rest without spending any **repairs**.

### **Active (requires 1 Core Power): The Emperor's Tomb**

Quick Action

When you take this action, for the rest of the current challenge, you can burrow while grappling only one other character. When you do, you bury that character, the grapple ends, and you begin burrowing as per your Burrow trait. Characters buried in this way are treated as burrowed (see your Burrow trait), except that they are also **Immobilized** and take **1d6 kinetic damage** at the start of their turn. A buried actor can emerge, ending this effect, by passing a **Hull** save as a **quick action**.

### **Constriction Stabilizers**

*A deceptively complex system of small stabilizing arms and targeting enhancements, constriction stabilizers assist in attacking at range during a grapple, utilizing one's enemy as a stable platform. The net result is more accurate engaged than it is clear, which MO & S will surely manage to explain any year now.*

2 SP, Unique

While grappling, increase the **Range** of your **Ranged** weapons by 2 and your attacks ignore ranged penalties from **Engaged**.

### **MANTLE Rifle System**

*The MANTLE is an overwatch & area denial system, which modifies a mech's chassis with many smaller weapons that deal damage through weight of fire. MANTLE users are sometimes derided as being poor marksmen who rely on the system in order to not have to aim, to which Travis Keller, noted MANTLE enthusiast, once replied, "No shit."*

Main Rifle

Range 8

1d6 kinetic damage

While you are grappling, this weapon gains **Threat 3**. You can make **Overwatch** reactions with this weapon while grappling.

### **PANDORA Intercept Targeting**

*A defensive system originally paired with the MANTLE, the PANDORA fills the air with bullets from your mech in the hopes of preventing bullets from everyone else's mechs. Your friends will get scratched up, sure, but at least they won't get shot. Flaws in the targeting system (which*

*came down with a bad case of budget shortages during the design) do mean that it has a blind spot in its coverage more or less the exact size and shape of the mech it's mounted on.*

2 SP, Protocol, Unique

Once activated, this system remains in effect until you deactivate it as a **protocol, shut down**, or are destroyed. While active, you are **Immobilized**, and characters other than you starting their turn within **Burst 5** of you must pass an **Agility** save or take **1 AP kinetic damage**. This area provides **soft cover** (though it does not allow hiding) to allies.

### **“Shrug” Motivators**

*Modifications to your mech's joints and propulsions systems make it capable of strong, jerky movements that hurtle foes away from your personal space. The strain is significant, limiting the number of times the system can be safely used.*

2 SP, Limited (3)

Quick Action

Choose any number of adjacent characters. Each targeted character must pass a **Hull** save or be pushed 5 spaces away from you.

### **PERSEPHONE Class NHP**

*[Partial Transcription of meeting between JACOB MARLEY, CMDR NGUYEN (DoJ/HR) & SUBALTERN]*

*NGUYEN: So first you actually go to this mystery facility you shouldn't have been at.*

*MARLEY: I did.*

*NGUYEN: The one that has you under investigation because of, what, technological salvage?*

*MARLEY: Something like that. I'm not really at liberty to say.*

*NGUYEN: And you think I can help you with this because...?*

*MARLEY: No, not that part. There was a staff member at the facility.*

*NGUYEN: Who?*

*SUBALTERN: Salutations, hero! I am PERSEPHONE. Who's ready to save some lives?*

*[Silence, 2.68 standard minutes]*

*NGUYEN: Remember that allegory of the cave we learned in training together? This is like that, but the shadows are how bad you think you fucked up.*

*[End excerpt]*

*Officially, PERSEPHONE is in a paid beta test program and is currently being tried out in mechanized cavalry, naval, exploratory, and colony-management roles. PERSEPHONE clones tend to be bright, enthusiastic, and very concerned with the preservation of human life - sometimes to the point of going rogue on pilots who try to prioritize mission objectives over casualties. After the third incidence of a PERSEPHONE self-destructing a pilot's mech during an argument, their shackles have been overhauled and all pilot applicants for their use are now subject to a psych screen to ensure compatibility.*

3 SP, AI, Protocol, Unique

Your mech gains the AI tag and the **Maiden's Voice** protocol:

*Maiden's Voice*

Protocol, 3 Heat (Self)

While this protocol is active, you have perfect knowledge of the location of all allied characters within **Burst 5**. Attacks made against your allies in that area suffer **+1 Difficulty**, while attacks made against you gain **+1 Accuracy**. Allied characters in that area gain **+1 Accuracy** on their **skill checks** and **saves**. Once activated, you cannot willingly deactivate this protocol or **Shut Down** until the end of the scene, typically involving the death or surrender of hostile characters.

### **Viper-Class Mech Taser**

*Typically mounted on or near the cockpit, the Viper-class taser delivers incredible jolts of energy directly into its targets. It can be dialed up when fired to impair its victims, though repeated use of this function does burn the weapon out.*

Main CQB

Limited (3), Range 5, Threat 3

1d6 energy damage

This weapon does not consume its **Limited** charges when fired. **On Hit:** You can consume a **Limited** charge; if you do, your target becomes **Immobilized** until the end of their next turn. This weapon cannot be fired if it has 0 Limited charges.

# Setting

The following section expands on Marley, Oz, and Silver's place in the setting of Lancer and provides a sample campaign flashpoint.

## **Marley, Oz, and Silver**

*MOTH: It's been six months. When do you stop laying the train tracks in front of yourselves while you're still moving?*

*SILVER: We don't. It's just always like this.*

*MOTH: Why do you bother?*

*SILVER: Why would we do anything else?*

- Excerpt of Biannual DoJ/HR Compliance Interview, concerning subjects MOTH (cosmopolitan Union citizen) and MARLEY, OZ, and SILVER (JANE SILVER, co-founder, representing). Interview presided over by MAYA ORLAIS (Union DoJ/HR liaison to MARLEY, OZ, and SILVER)

Those used to thinking of mech providers as vast corpro-states are often surprised to learn that the full-time staff of Marley, Oz, and Silver doesn't breach triple digits, of which perhaps 6 people led by Oz are the design team at any given time. The people of Marley, Oz, and Silver work long hours for relatively little pay, doing difficult work for strangers that do not trust them, with the vast imperial might of corpro-states, the Baronies, and other unpleasant people as their foes.

This is, in the main, because the people of Marley, Oz, and Silver are starry-eyed idealists, the kind who'd break their arms reaching out for *just one more soul* to save.

Marley, Oz, and Silver owns few physical facilities; their headquarters is located on the moon of Asphodel in the Ammanite Line, and they do not produce the goods they sell. Instead, their sales catalogue - used to fuel their mission of freeing people from debt bondage and other forms of subtle slavery that are so often missed by the DoJ/HR Liberators - takes the form of licenses and blueprints, which thrifty customers then print themselves. Though their presence in the market is small, Marley, Oz, and Silver are proving increasingly popular with far-flung colonies, both because their designs are cheap, sturdy, and long-lasting, and because when you call them for help, they answer. It's not always enough, but it's never nothing.

Their ongoing mission of debt-buying, to say nothing of those interventions in distressed colonies, means that Marley, Oz, and Silver spend cash as fast as they make it. To sustain their mission, and because their clients often have understandable trust issues, the company puts the people they rescue to work. Mech pilots often become part of the design team, for instance, while more dedicated engineers might be hired out to those same far-flung colonies to help design infrastructure (or, in the truly bad cases, defenses). The goal is always to ensure that the client can pay off their debt to Marley, Oz, and Silver in a timely fashion and to provide them with the therapy, support, and tools needed to start a free life. Many leave at the end

of their service with warm thoughts in their hearts; others stay to continue the work, slowly expanding the company's scope - and the cost of its overhead.

The mad scramble to keep the lights on while continuing their mission is far from Marley, Oz, and Silver's only problem. Their remit is a point of soreness for Union's high ideals, and their position as a debt-buyer could very easily be abused by bad actors and criminals. Jacob Marley, Oz, and Jane Silver chose to contact Union directly when creating their company, and as a result they have a rotating series of handlers from the Department of Justice and Human Rights, with whom the company has a complex relationship. These handlers are the leash meant to keep Marley, Oz, and Silver honest, and as a result must regard their mission with suspicion and doubt - but those same handlers are also a direct line to the DoJ/HR, representing the power to negotiate directly, to receive information that the company could not otherwise act on and to pass such information on in turn. The dance is tense, but thus far beneficial to both sides.

There's also the problem of Asphodel itself. Marley, Oz, and Silver did not build their facility there so much as acquire it in a series of events that they are not legally permitted to talk about; there, at said facility, they discovered the blueprints for the ZAHHAK frame and its systems, as well as the prime NHP that calls itself PERSEPHONE. The facility is at once advanced and run-down; a junk heap, made from the junk of the future, which was discovered with Marley, Oz, and Silver's name and branding all over it without them having actually *built* the thing. Once again, the company chose to play by the rules and report its discovery to Union, and once again the two are in an awkward place with one another; the company now owns and operates the facility so long as they do not, to put it mildly, act like they own and operate it. Its advanced Omninet access and research labs have benefitted their development, marketing, and rescue mission greatly, but the base also crawls with Union researchers and personnel that share the same space while investigating this strangely mundane, yet undeniably paracausal, event. PERSEPHONE itself has proven to be one of the friendliest and most pleasant NHPs discovered to date, with an incredible fondness for humans and an overwhelming concern for the preservation of human life and happiness.

Of course, PERSEPHONE is also one of those last little awkward problems. Marley, Oz, and Silver have *not* told Union that they went looking through the shackles that restrain PERSEPHONE, and they definitely have not said to anyone else that the notes on the code for those shackles, the comments and logs and project updates, have just one name crediting the person responsible for restraining this NHP: "PERSEPHONE".

Players are most likely to encounter Marley, Oz, and Silver if they manage to intersect with their mission somehow; the company is not above paying mercenaries to add bonus objectives to their missions, such as extracting VIPs from a base they're raiding, or delivering vital goods to a colony en route to another battlefield. The company is small enough that their *goods* are more likely to be encountered than their *people*.

### **Marley, Oz, and Silver - Example Flashpoint: The Asphodel Standoff**

Asphodel is a large moon orbiting a gas giant; its surface is lush and mountainous, full of flora and megafauna, with near-daily rainstorms. The discovery of Marley, Oz, and Silver's facility there (the Heap,

they call it, with wry looks on their faces), and the company's subsequent decision to report the Heap to Union, saw Union mark the world as off-limits for colonization while the delicate dance of diplomacy went down with the youngblood company. It wouldn't do to have random citizens stumbling across the place, after all.

Unfortunately, *somebody* wasn't doing their job, and rubber-stamped a citizen-owned colonial venture to settle on Asphodel. Now the colony - Orchardville, a lovely little community dedicated to cultivating the local flora - is in trouble because no one bothered telling them about the local megafauna. What's worse, said gigantic alien life-forms seem to be undergoing a migration of some sort, which is putting them on an intercept path with Orchardville in increasing numbers. Sure is lucky that there's a nearby corporate base full of soldiers, right?

*Right?*

Marley, Oz, and Silver want to help the budding colony, but moving in mercenaries or their own military forces would make the situation with Union awkward at best, given that it would look like an arms buildup. Union wants the colony to pack up and leave, but the colonists bought this land fair and square as far as they're concerned, and they deserve their shot to become a client-state and grow into a Capital world, *damnit*. Marley, Oz, and Silver could cement their claim by asserting their ownership of the world and then selling - or "selling" - it to Orchardville, but that would mean taking another step towards transformation into a corpro-state, and that is not a step they want to take or that Union wants to see them take.

Complicating matters further is PERSEPHONE prime, who is growing increasingly agitated about any proposed solution that is not the immediate and unconditional help and support of the budding colony. They need help, right? Lives are in danger, aren't they? Thus far PERSEPHONE has been kept mollified by being allowed to pilot their personal ZAHHAK for rescue missions and to divert megafauna attacks, but while the prime may be full of childlike wonder and a wide, open love for their new friends, PERSEPHONE is not an idiot. They want a decision made, and it's quite possible that if one isn't made that PERSEPHONE can be persuaded to accept, they'll go rogue to do things their way.

In this flashpoint, player characters might be colonists piloting their first mechs (purchased directly from Marley, Oz, and Silver), indebted pilots trying to help keep the situation stable, Union soldiers assigned to the burgeoning problem area, or even MIRRORSMOKE mercenaries jointly called in as a least-worst solution to protect the budding colony. They might even secretly be backed by PERSEPHONE, who funds and supports them off the books to save lives since no one *else* seems to be taking this *seriously*.