

This should be complete, if you found something I missed @ me on the Discord at @CYAN#0309, I've closed comments on this doc because its all weird accidental stuff now.

Explanatory Statement

This changelog is intended to find and document the changes in Lancer's release versions. **If there is an intentional change which I have missed please comment it in.** This is not a replacement or parallel system to the [Issue Tracker](#) so if you find typos or errors please submit them there instead of here.

New version (December Release) out changelog status: Complete through the Compendium
GM's Toolkit: WIP, but besides a lot of systems being renamed NPCs don't seem to have changed a lot

Lore Section: Not even started, I'm not sure how to summarize the changes and additions

December Release changes in **RED**

January Release Changes in **GREEN**

July Release Changes in **BLUE**

Mostly skipping over the first chapters;¹ a lot has been moved around, but rules-wise nothing really changes here. They're reorganized and it's cool, but I don't want to go through stuff like Backgrounds being before skill triggers and such, though that's a good change. Respeccing has been cleaned up a bit wording wise.

[The Book now comes with character sheets.](#)

[Bookmarks have been fixed.](#)

Most skill triggers have been reworded, and generally shortened and cleaned up.

- Ranged weapons are explicitly defined now
- Action and System types have more identifying colors, and the colors of various LL's have changed
- Clarified that "successful attacks" are hits
- Clarified earlier that Integrated Mounts may not be destroyed
- "Scrounge and Barter" Downtime action has a new cost you can pay your "health and wellness"
- Typo Fixes and formatting. I didn't find any rules changes or anything in the first 2 sections.

Section 3: Mech Combat:

- Size examples reworded
- Burst 1 now uses a size 2 mech for its example diagram

¹ Getting Started, Building Pilots and Mechs, Missions, Uptime, and Downtime

- Clarified that you can now move while engaged without being stopped by an enemy if you do not leave their engagement
- Clarified targeted templates which call for a specific target (like Heavy Gunner); you can place the template as you please provided that target is hit
- Clarified that range increases only effect templates which list a range
- Clarified that a protocol may only be taken once per turn
- Jumping is now something you do instead of a Standard Move
- Ending a jump in mid air now makes you fall at the end of the move
- It is no longer optional for the GM to activate an NPC after a PC goes
- Regular Move renamed Standard Move, and a more standard thing.
- You now **must** move 1+ spaces when you boost
- It's now possible to break up all kinds of movement (like boosts), not just standard moves
- Jumping now chooses between a high jump and a long jump, so it's much harder to jump over mines and traps.
- ~~Falling changed from happening at end of any turn to end of your turn~~ (Reverted)
- It's now possible to teleport mid-air if you can fly
- LOS clarified to require line of effect (preventing the old weirdness with large pieces of transparent cover)
- Neither Burn nor its damage affected by Exposed
- Simultaneous effect resolution clarified: Other character's things happen first, and then your things happen, with the order chosen by the person whose turn it is.
- Can't Ram people larger than your mech (Atlas will get an exception)
- Quick Techs can no longer self target in general
- You must now actually move 1 space for a move to count as a move
- Improvised Attack specifies a range (Adjacent)
- Pilot Reload Quick Action finally exists
- Pilots use the Fight action when Overwatching explicitly
- Reactor Meltdown Stress Result changed to 1d6 of *your* turns from 1d6 of anyone's turns
- Cloning lore changed a bit

Section 4: The Compendium:

TALENTS

- Backer character names inserted into numerous talents
- ~~Armsman-made Walking Armory. Options used on hit instead of on attack. (Likely a type)~~ (Reverted)
- Brutal 1 (Predator) is no longer always a critical hit
- Brutal 3 (Relentless) accuracy now stacks up if you keep missing.
- Crack Shot 2 (Zero In) now inflicts a difficulty instead of sacrificing an accuracy, allowing it to be used with 0 accuracy.
- Duelist rank 1 "Man-At-Arms" renamed "Partisan"

- Drone Commander 2 (Energized Swarm) does 1d6 instead of 2d6 damage, allows no save for half
- Drone Commander 3 (Invigorate) can't bounce off of enemies, **now grants Overshield 4 instead of healing 1d6**
- **Engineer now specifies that it has Threat 1 for Melee and Range 10 for any other type**
- **Grease Monkey 1 "Unsanctioned Capacity Upgrade" now works on all limited systems not just deployable ones**
- **Grease Monkey 2 "Machine Bond" no longer removes self-inflicted conditions**
- Heavy Gunner is its own reaction, doesn't use your Overwatch
- Hunter 1 (Lunge) no longer specifies fall timing, allowing you to shank flying people
- Hunter 3 (Disdainful Blade) Cannot deal bonus damage
- Juggernaut 2 (Kinetic Mass Transfer) is now 1/round
- Infiltrator has been completely replaced
- **Infiltrator 2 now affects a single attack roll, not a whole attack.**
- Nuclear Cavalier 1 and 2 are now on the first attack roll on your turn, not the first one which hits
- **Nuclear Cavalier 2 now makes the whole attack deal energy damage**
- Nuclear Cavalier 3's Fuel Rod Gun reduced to 3 range (formerly 8), now counts as cooling.
- **Nuclear Cavalier clarified that you benefit from it on your next attack roll if you enter the Danger Zone during your turn.**
- Siege Specialist 2 (Impact) now only knocks adjacent people back one space instead of 2
- Spotter 2 (Panopticon) only works on a Lock On Quick Tech not any tech action, and only works if you have not moved.
- Stormbringer 2 (now called Stormbending) is not a free action, may trigger off turn. Requires a hit, not just an attack. Lightning doesn't need to target an adjacent character to you (!), Thunder is now a Burst 2 around the target instead of a blast 3 anywhere in range 15.
- **Technophile's NHP system is explicitly optional to install now**

GEAR TAGS

- ~~Knockback is not optional~~ **(Reverted)**
- Overkill triggers on all damage dice rolled, not just final damage dice (e.g. those kept on critical hits)
- Overshield exists
- Drones reduced to 5 HP base (from 10)
- Mines now arm at the end of the deploying characters turn, not the next round.
- Mines clarified, all mines within a character's sensor range can now be detected at once
- NHP Unshackling now called Cascading, simply to match lore
- Pilot gear descriptions changed some.
- **X/Round tag now explicitly is between turns, not a global round click over**

Pilot Gear

- Dataplatting is more capable, offers a HUD and such instead of just comms and translation

GMS

- BURNOUT insulation changed to Overpower Caliber, only triggers 1/round
- Reserve Capacitors renamed Universal Compatibility
- **GMS weapons now include fluff descriptions for GMS nexus weapons and the Segment Knife**
- GMS Pistol now Reliable 1
- **Progressive Knife renamed Segment Knife**
- Custom Paint Job can't be destroyed with System Trauma
- GMS turrets now need LOS
- Smoke Mines last long enough to actually matter (end of triggering character's next turn)
- **GMS Type 1 Shield is now the GMS Type 3 Projected Shield, no mechanical change.**
- **GMS Flight now states that you may "count movement as flying" instead of "can fly while moving", which is likely a clarification to the flight rules.**
- Everest Initiative Trait may now be used on any turn (formerly only the first turn of combat)
- Everest Core changed, now is a protocol which gives +1 accuracy on attacks/checks/saves, and allows 1 free action boost a round.

IPS-Northstar

- **Blackbeard**
 - Synthetic Muscle Netting now enables Rams against larger mechs
 - **Flechette Launcher renamed Bristlecrown Flechette Launcher**
 - **Reinforced Grapples renamed Reinforced Cabling**
 - **SEKHMET wording slightly altered; no longer forbidden from ramming, grappling, and improvised attacks**
 - SEKHMET will now **Never** make a ranged attack when protocol is active.
- **Drake**
 - Drake Core ends at end of scene.
 - Blast Plating effects bursts
 - Aegis Shield Generator works 3 times, reduces damage by a d6 each time
 - **Guardian Clarified to be Adjacent Only.**
- **Lancaster**
 - Sealant Spray now slows until end of target's next turn, now called Whitewash Sealant Spray
- **Nelson**

- Nelson Skirmisher Trait is now a free action, meaning it can only be used during your turn
- Nelson Skirmisher Trait lost the “immediately” clause, making it more flexible to use.
- Armor Lock System renamed Armor Lock Plating
- Thermal Charge is Unique
- Bulwark Mods are Unique (no mechanical change)
- **Raleigh**
 - UNCLE cannot unshackle
 - ROLAND chamber only adds damage on hit
 - ROLAND chamber up to 3 SP
- **Tortuga**
 - Tortuga Core only allows a single extra Overwatch, and only boosts threat to 3.
 - Siege Ram deals 2 kinetic instead of 1d3
 - Throughbolts are optional, deal 2 AP instead of 1d3 AP
 - Hyperdense Armor now works at range 3 instead of 5
 - ~~Hyperdense Armor now marks Burn separately from Damage, not sure if this means anything mechanically.~~ (EDIT: It doesn't)
 - Guardian Clarified to be Adjacent Only.
- **Vlad**
 - Vlad save target up to 11, tech attack down to -2
 - Vlad no longer shreds itself with self-immobilizes
 - Impact Lance gains heat on misses on additional targets instead of just hits
 - Charged Stake deals more damage, friends can't pull it out.
 - Charged Stake damage reduced, now may only be removed with full action (no end of turn save out), and that is the **only** way to clear that immobilize

Smith-Shimano Corpro

- Kai Bioplatting now gives accuracy on saves as well as checks
- SSC All-Theater Movement Suite now uses the same new language “may choose to count any and all movement as flight” as the GMS flight.
- **Black Witch**
 - Black Witch save up to 11, tech attack down to +0
 - Mag Parry doesn't stack with Invisible
 - Mag Deployer renamed Perimeter Command Plate
 - ICEOUT Drones are Unique
 - Mag Deployer now Unique
 - Mag Shield now grants soft cover, in addition to its other effects
- **Death's Head**
 - Tracking Drone specifies it ends at end of scene
 - Tracking Drone renamed Tracking Bug

- Core Siphon and Kinetic Compensator stated “attack” instead of “attack roll” significantly altering their balance. This has been reverted
- Core power now does different damage depending on the size of the weapon used
- **Dusk Wing**
 - Dusk Wing Save Target increased to 11
 - Hall of Mirrors makes a clone with all movement, not just standard moves and boosts
 - Neurospike MK1 now ends at the end of the targets next turn
 - Neurospike MK1 renamed to Neurospike
 - ~~Neurospike Shrike Code duration reverted to “end of your next turn” (Reverted)~~
 - OASIS Wall now makes a size [your mech] high wall instead of always size 1
 - OASIS now makes height 1 walls for size .5 mechs
 - No longer possible to end your movement inside the OASIS wall
 - StunCrown is Unique
- **Metalmark**
 - Flash Grenades blast radius increased to 3 (formerly 2)
 - Shock Wreathe reworked, made Unique, now deals 1d6 burn and blinds targets which already had any burn as a quick action after the hit
- **Monarch**
 - ~~Monarch no longer bypasses all reduction when it locks on (Reverted)~~
 - ~~TLALOC can re-roll a missed attack more than once (can still only target any given character once) (Reverted)~~
 - Monarch Core Power renamed SSC-30 High Penetration Missile System from Avenger Silos
 - Monarch Seeking Payload Trait re-worded, now works as intended
 - Avenger Silos Trait made optional
- **Mourning Cloak**
 - Mourning Cloak Hunter Trait now only works 1/round
 - You now always appear at the end rest if you disappear using the Slipstream
 - Fold Knives specify that they teleport you after the attack resolves
 - FADE Cloak now specifies that it is a Quick Action to turn off
 - Hunter Logic Suite is now Unique
- **Swallowtail**
 - Markerlight down to 2 heat
 - Scout Drone renamed Lotus Projector
 - Low Profile renamed Retractable Profile
 - Cloaking Field now slows the user while active
 - Markerlight now prevents the target from benefiting from Soft Cover while they have the special Markerlight Lock On

HORUS

- **Balor**
 - Balor Core now gives Immunity instead of reducing damage to zero when it stops a structure damage (minor change)
 - Swarm Body no longer requires you to not move between the quick action to activate it and the end of your turn
 - **Swarm/Hive Nexus renamed Swarm/Hive Nanites**
- **Goblin**
 - Goblin save target reduced to 11, evasion reduced to 10
 - H0R_OS System Upgrade I's phrasing clarified to avoid implying that target takes 2 Heat in addition to the default 2 Heat from Invade
 - You cannot trigger your own Autopod
 - Autopod costs 1 SP (previously 0)
 - Metahook now gives heat from any source, not just tech attacks to the other.
 - Construct Other: Ideal Image (formerly Construct Eidolon) is now size 2, blocks LOS and is cover for everyone. Destroyed if someone is forced into it with force movement or tries to stand on it.
 - False Idol has only 1 HP, but Evasion and Edef increased from 5 to 10
 - Celestial Paradigm Shift replaced with Celestial Shackles, an invasion which allows you to teleport the target back to where they were standing as a free action later.
- **Gorgon**
 - Mimic Mesh now moves a flat 3 spaces instead of up to 4
 - **Mimic Mesh now Unique**
 - MONITOR Module lost difficulty on attack, deals half damage
 - **Guardian Clarified to be Adjacent Only.**
- **Hydra**
 - Shredder Drone only deals 1 kinetic damage from 1d3
 - Hunter Drone no longer prevents invisibility
 - Electropulse (from Puppetmaster) reduced to 2 energy damage from 1d6 AP energy damage, no longer permits a save for half damage
 - Tempest Drone deals 4 energy damage (formerly 1d6)
 - Assassin Drone deals 3 kinetic damage (formerly 1d6)
 - Assassin Drone Reaction Fire now usable an unlimited number of times (formerly once)
- **Manticore**
 - Manticore Core Passive now deals 2 AP (formerly 1d3 AP)
 - **Core Passive now optional to activate**
 - Beckoner: Beckon may now only target things your size or larger, and deals 1d6+2 AP energy damage to you on success.
 - Arc Projector secondary attacks can't get bonus damage
 - ~~Sear: now only increases heat from Engaged targets, instead of Engaged and Adjacent~~ **(Reverted)**
 - Lightning Generator now deals 2, 4 AP energy damage instead of 1d3, 1d6 AP

- **Minotaur**
 - Minotaur Save target increased to 11, tech attack reduced to +1
 - Logic Bomb (Viral Logic) now slows targets until they end a turn not next to any character (formerly end of next turn)
 - Metafold Carver is now an Invasion upgrade and got a new option: Fold Space, your target stops existing until the start of their next turn
 - Aggressive System Sync's Chains of Prometheus now gives heat if the target is more than 3 space from you (formerly 5)
 - LAW OF BLADES can only target hostiles
 - Interdiction Field now works on use, not beginning of next turn. Prevents teleports in its area unless you allow them. No longer inflicts heat.
- **Pegasus**
 - Hunter Lock doesn't work on tech attacks
 - ~~Mimic Gun now deals damage equal to [half range + 1] instead of [half die roll + 1], so things like Siege Stabilizers boost its damage (Not Anymore)~~
 - SISYPHUS no longer swaps dice, just replaces them
 - Autogun cannot trigger talents (such as Storm of Violence)

Harrison Armory

- Integrated Ammo Feeds now works on limited use guns
- Adaptive Reactor only costs 2 repairs (previously 3)
- **Barbarossa**
 - Core Power is now expended on use, then refunded at end of scene if it isn't fired
 - [Guardian Clarified to be Adjacent Only.](#)
- **Genghis**
 - Napalm Grenade down to 2 burn save for 1 (formerly 3 burn save for 1)
 - HAVOK mine down to 4/2 burn (formerly 6/3)
 - Plasma Thrower persistent flames ignite when the weapon is fired, not afterwards
 - [Explosive Vents now 1/round](#)
- **Iskander**
 - Iskander Mine Deployers Trait reduced to 1/round, now explicitly targets spaces adjacent to the Iskander (not a change)
 - Iskander down to 3 base repairs from 4
 - Iskander save up to 12 from 10
 - Gravity Gun now cannot benefit from mods or core bonuses
 - [Clamp Mines renamed Clamp Bombs \(probably because they aren't mechanically Mines\)](#)
- **Napoleon**
 - [Activate Aegis clarified that it does not prevent the use of passive systems.](#)
 - Stasis Barrier no longer stacks with the miss chance from Invisible

- Phasing Mod now counts targets out of LOS as Invisible, instead of having a unique 50% miss chance
- Blackshield now explicitly is an immobile effect, so it doesn't follow you if you move
- **Blackshield renamed Blinkshield**
- **Saladin**
 - **Guardian Clarified to be Adjacent Only.**
 - Hardlight Defense System only causes 2 burn when you walk through it (formerly 3)
 - NOAH miss chance no longer can stack with Invisible
 - **VISHNU renamed NOAH, shield renamed Diluvian Arc from Dharma Wall**
- **Sherman**
 - ZF4 SOLIDCORE no longer requires the mech to be in combat to gain charges
- **Tokugawa**
 - Gained an Overclock core passive, which is a protocol **Exposes the mech until the end of its next turn**
 - Tokugawa core reduced to +5 range and +2 melee threat, or +10 range and +3 melee threat while **Exposed**
 - Overclock *frame trait* replaced with the Limit Break frame trait, which makes the Toku change kinetic and explosive damage it deals to energy and deal +3 bonus energy damage on hit (an unlimited number of times per round), **increasing range by 5 and melee threat by 1** all effects turn on when the Toku is Exposed
 - Plasma Sheath frame trait no longer works while exposed, only in the Danger Zone
 - Annihilator does not deal bonus damage on secondary attacks
 - Plasma Gauntlet does 1d6 more damage (4d6 from 3d6)
 - LUCIFER NHP down to Limited (2) from 3
 - **AMATERASU NHP renamed LUCIFER NHP**
 - **Plasma Gauntlet now Unique**

Section 5: GM's Toolkit

- The “Extreme Sun” environmental effect can only trigger 1/round instead of every turn
- Mechs in the High Gravity environmental effect can stand from prone
- Wording for GM principles changed a little
- Numerous small wording changes for worldbuilding and GM tools and advice but no substantive changes

NPCs:

- NPC normal grapple bonus reduced to +1/+2/+3 from +2/+4/+6
- ~~NPC base invade now inflicts impaired and slowed (mirroring PC fragment signal)~~

Reverted

- NPC base Ram attack bonus reduced to +1/+2/+3 from +2/+4/+6
- New more in depth explanation for NPC tiers (no mechanical changes)
- Numerous NPC fluff descriptions have had backer character descriptions added
- [Guardian Clarified to be Adjacent Only, for all NPCs with it.](#)
- **Ace**
 - Evasive Maneuvers renamed Barrel Roll
 - Strafe now targets 1 character below or adjacent instead of multiple
 - Watchful renamed Rapid Response
- **Aegis**
 - The ally affecting parts of Regenerative Shielding have been moved to Defense Net
- **Archer**
 - Driving Fire renamed Impending Threat
 - Watchful also renamed Rapid Response
- **Assassin**
 - Boltok Shotgun renamed to “Devil’s Cough” Shotgun
 - Shroud Grenades renamed to Cloud Projector
- **Assault**
 - Unchanged
- **Barricade**
 - Drag Drone renamed Drag Down
 - Rapid Extruder renamed Extrudite
 - Mag Mines renamed Hunter/Pursuit Limpets
 - Snare Drone renamed Titan-Snare Drone
- **Bastion**
 - Shieldwall renamed Friendly Interdiction
 - Shard Launcher renamed Near-Threat Denial System, damage increased to 2/3/4 AP from 1/2/3 AP
 - Immortality renamed “Pause” Engine
 - Defender renamed Fearless Defender
 - Hypo-Reinforcement Servers renamed Deathcounter, wording cleaned up
- **Berserker**

- Active Defense renamed Stampede Defense
 - Charge renamed Avalanche Charge
 - Harpoon renamed Harpoon Cannon
 - Molten Shield renamed Superhot
- **Bombard**
 - Siege Armor works on attacks from more than 3 range away instead of 5
- **Breacher**
 - Bring the Pain renamed Painmaker
 - Hunter Lock renamed Follower Count
 - Thermal Charge burn reduced to 2/4/6 from 3/6/9
- **Cataphract**
 - Impale no longer allows an impaled target to pass through other characters
- **Demolisher**
 - Demolisher Hammer renamed Demolition Hammer
 - Entrench renamed Dig In
- **Engineer**
 - Engineer's Mark now simply allows drones to choose their targets freely instead of giving them a priority target
 - Engineer Inferno Turrets reduced to 2/3/4 burn (from 3/4/5) and cone 3 (from cone 5)
- **Goliath**
 - Siege Armor reduces damage from beyond range 3 instead of 5
- **Hive**
 - Grinder Drones renamed Grind Maniple
- **Hornet**
 - Evade Suite renamed Adapt/Evade/Disengage
 - Interdictor Suite renamed Umbral Interdiction
 - Drag Javelin renamed Lock/Hold Javelins
- **Mirage**
 - Raise False Idols renamed Manifest False Idols
 - Metafold Carver renamed Metafold Shove
 - Illusory Duplicate renamed Multiplicity
- **Operator**
 - Nova Missile renamed Nova Missiles
- **Priest**
 - Size changed from .5 to 1
 - Dispersal Shield grants resistance to heat (not just damage)
 - Investiture's link ends if either character moves more than 5 spaces from the other (not only if the priest is moved)
 - Empowered Shield causes Dispersal Shield to grant Overshield 5/6/8; previously, it caused Dispersal Shield to grant resistance to 1d6 attacks instead of 1d3

- Minor Basilisk renamed Fractal Assault
- **Pyro**
 - FIREBREAK Shield wording cleaned up
 - Siege Armor reduces damage from beyond range 3 instead of 5
 - Molten Shield renamed Superhot
- **Rainmaker**
 - ~~Tier 2-E Def reduced from 10 to 8~~ (Reverted)
 - HADES Missile renamed Hades Missiles, agility check changed to agility save
 - HOUND Missile renamed Hound Missiles
 - Atlas Missile renamed Atlas Missiles, burst 2 area changed to blast 2 area
 - Mentions of agility checks in Hades Missiles, Hound Missiles, Volley, and Atlas Missiles systems changed to saves instead
- **Ronin**
 - Perfect Parry renamed Rebound
 - Integrated Chaff Launchers renamed Chaff Launchers
 - Hyper-Reflex Mode renamed Instinct Mode
- **Scourer**
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Section 6: A Golden Age, of a Kind