

LICENSE I: BOMBE NEXUS, MATHISON DEFENSIVE MATRIX

Bombe Nexus

Auxiliary Nexus, Smart, Unique
[10 Range] [1d3 kinetic]

On Hit: If the target has already been hit by a **Nexus** or **Smart** weapon this turn, the Bombe deals **+1 heat**.

The Bombe networks with its fellow mounted weaponry using a proprietary, closely-guarded handshake subroutine. Only one unit is granted per active license. TFM is reluctant to replace Bombes, and often request incident reports on the nature of a unit's loss. This theatrical scarcity is just that, however - secret warehouses of Bombes festoon TFM-controlled space.

Mathison Defensive Matrix

1 SP, Limited 3, Unique

1/round, when you **Bolster** an allied character, you may spend a charge to make them count as **Invisible** the next time they are attacked.

A recently-popular modification package, the MDM is one of TFM's star products. The system - usually a chunky assembly grafted onto generic chassis comm-arrays - piggybacks a powerful defensive-impulse packet on the shoulders of common frequency patterns, but its processors are large and effectively single-use; MDMs are designed with swappable CPU cartridges for repeated impulses.

LICENSE II: TFM SPECIAL, SIGNAL AMPLIFIER

TFM Special

2 SP, Invade

Gain the following options for **Invade**:

Divide Frequency: Until the start of your next turn, whenever the target takes **heat**, they take **2 AP energy damage**. This can trigger a number of times equal to **(half your Grit)+1**. This can be used 1/scene.

F/DX: Until the start of your next turn, whenever you take a condition other than **Stunned**, your target also takes the same condition.

The Special is an invasion package from the "secret menu" of TFM's offerings, an exclusive list of products only available to premier TFM customers and licensees. The Special integrates scanner/projector modules and "legally-derived empathic subroutines" to weaponize communication protocols.

Signal Amplifier

1 SP, Heavy Launcher
[15 Range] [1d3+2 kinetic]

On Hit: For the next tech action that targets them, target counts as within **Sensors** and line of sight, regardless of distance, and cannot benefit from **Invisible**.

The Signal Amplifier can place all-terrain, signal-boosting pylons at great distance by launching composite antennae-bolts. These disposable antennae can overwhelm hostile systems with sheer output and enable e-warfare at scale, especially when embedded directly into enemy arrays. Despite this, the Signal Amplifier is not marketed as a weapon, but rather a tool: "To make your voice heard."

LICENSE III: "BUBBLE" CHARGES, WIRETAP PERSONAL SATELLITE

"Bubble" Charges

2 SP, Limited 2, Unique, Grenade, Mine, Quick Action

Hutch Mine: The character that triggers this mine becomes **Stunned**, gains **Immunity** to all damage and effects, and can't be moved, targeted, or affected by any other character or effects until the end of their next turn. This mine can affect each character 1/scene.

Pathos Grenade: Throw a Pathos Grenade within Range 5. Hostile characters within a Blast 1 area must succeed on an Agility save or take 1d6 energy. On a success, they take half damage.

Allied characters caught in the Blast 1 area of this grenade gain **Grit+1 Overshield**.

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"'Subjective convergence', 'sympathetic lensing'...all I know is, they can tell friend from foe, and we don't have to program that. Who cares how? Who cares where the damn crates came from?"

Wiretap Personal Satellite

3 SP, Quick Action, Reaction, Unique

As a quick action, one hostile character within **Sensors** (ignoring line of sight) must make a **Systems** save. On a success, they become **Impaired** until the end of their next turn; on a failure, they become **Wiretapped** until you use this system again, until the end of the scene, or until they succeed on a **Systems** check as a full action. This quick action can only be used 1/round, and can only successfully affect each character 1/scene.

Wiretapped characters have a **Satellite Score**, starting at **1** and tracked with a d6. Each time a **Wiretapped** character makes an attack roll or forces a save, their **Satellite Score** gains **+1**, to a maximum of **6**.

You gain the **Pullcord** reaction:

Pullcord

Reaction, 2/round

Trigger: A **Wiretapped** character that is not **Jammed** rolls any die.

Effect: You may reduce their **Satellite score** by any amount (to a minimum of **0**), to reduce their roll by the same amount.

The Wiretap is a popular system for deluxe TFM customers and licensees: a miniature satellite, packed with detection and signalling instruments. Deployed miles above the battlefield, Wiretaps faithfully cut into hostile systems with razor's-edge frequency intrusion and muddle targeting, misfire actuators, and overheat weaponry.