

TITANFALL: GENESYS

A TITANFALL MOD FOR THE GENESYS RPG

V0.8



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CHAPTER 1: WELCOME TO THE MILITIA

Humanity lives in the deepest reaches of explored space in a vast region known as The Frontier. It contains many well-known and inhabited solar systems, but many more worlds remain uncharted. Most people will never travel this far away from normal civilization, but for pioneers, explorers, mercenaries, outlaws, and soldiers—the Frontier offers both adventure and opportunity.

The Interstellar Manufacturing Corporation (IMC) originally funded many expeditions to the Frontier, promising veterans of their military campaigns in the “Core Systems”—the region of space containing the IMC’s inhabited worlds including Earth—free land and other benefits in return for starting up businesses and colonies on the Frontier. Eventually, the IMC withdrew this support, leaving the colonists stranded without outside assistance for several decades.

Over time, life continued on the Frontier largely independent from the Core Systems. However, when the IMC returned several decades later to claim eminent domain over the Frontier’s land, people and resources, the people of the Frontier united as the Frontier Militia, utilizing guerrilla and terrorist actions to further their cause.

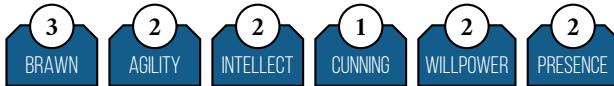
This is where you come in. You grew up in the Frontier, it is your home. Now the IMC is back and claiming everything you worked your entire life for is theirs. It isn’t. You know that, and now they need to learn it. Welcome to the Frontier Militia!

CHAPTER 2: ARCHETYPES

At its heart, *Titanfall: Genesys* is a war story. Sure, there are massive mecha that stand larger than a house and it takes place in the far future in a solar system as-of-yet unknown. But it's a war story and thus the archetypes available to players in *Titanfall: Genesys* will have access to the following archetypes.

BRUTE

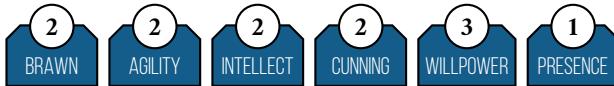
A powerhouse who uses sheer strength to accomplish their aims, brute aren't afraid of bashing in some heads or walls to get what they want.



- **Wound Threshold:** $12 + \text{Brawn}$
- **Strain Threshold:** $9 + \text{Willpower}$
- **Starting Experience:** 95XP
- **Starting Skills:** A brute starts with one rank in Athletics during character creation. They obtain this rank before spending experience points, and may not increase Athletics above rank 2 during character creation.
- **Push the Limit:** Once per round on your turn, before you make a Brawn-based skill check, you may suffer 1 strain. If you do so, add to the result of the check.

CYBORG

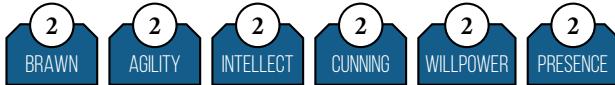
There are those who believe that the human body can be made better with artificial enhancements, and then there are the cyborgs. They not only believe in bettering themselves with augments, they go a step further and embrace it.



- **Wound Threshold:** $10 + \text{Brawn}$
- **Strain Threshold:** $9 + \text{Willpower}$
- **Starting Experience:** 90XP
- **Cybernetics:** A cyborg starts with one cyberorgan (see *Genesys Core Rule Book* page 177). In addition, you have either a second cyberorgan or a pair of cybereyes.
- **More Machine than Man:** The first three cybernetics a cyborg receives does not reduce their strain threshold. In addition, they add to any Medicine checks to heal them.
- **Backup Power:** Once per encounter, as an incidental, a cyborg may heal a number of strain equal to $2 + \text{the number of cybernetics they have installed}$. At the end of the encounter, they suffer 3 strain.

GENERALIST

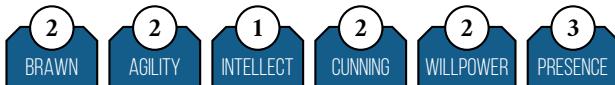
While many believe in mastering a specific trade, the generalist believes in a different philosophy: know a little bit about everything. If you are looking for a 'basic' archetype with a few moving parts as possible, the generalist is for you!



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105XP
- **Starting Skills:** A generalist starts with one rank in each of two different non-career skills at character creation. They obtain these rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.

LEADER

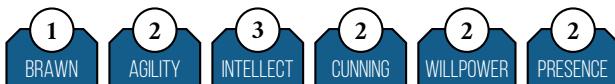
All squads need those with the skill and talent to lead, or else the Frontier Militia will fall. The leaders step up to fulfill that role.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90XP
- **Starting Skills:** A leader starts with one rank in either Cool or Leadership and one rank in Warfare during character creation. They obtain these rank before spending experience points, and may not increase the skills above rank 2 during character creation.
- **A Helping Hand:** When you perform the assist manoeuvre, you grant an additional
- **Disconnected:** Add to Charm, Leadership and Negotiation checks when targeting characters not in a formal (para-)military organization.

SPECIALIST

There are times when you need someone who knows the ins and outs of their craft better than anyone else. The specialist is such a person. When it comes to in-depth knowledge of their subject matter, no better expert can be found.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90XP

- **Starting Skills:** After selecting their career, your specialist character may train one rank in six of the eight career skills (instead of the usual four).
- **Tricks of the Trade:** Once per encounter, as an incidental, a specialist may suffer 2 strain. If they do, they add   to the next career skill check they may before the end of their turn.

CHAPTER 3: EQUIPMENT

SIDEARMS

B3 WINGMAN



The B3 Wingman is an extremely powerful revolver with very high accuracy out to long ranges. Precision aim is required to mitigate the disadvantages of its very low rate of fire.

HAMMOND P2011

The Hammond P2011 is a semi-automatic handgun with good accuracy and damage at range. Its integrated 'match trigger' allows it to be fired very rapidly, which is useful in close quarters.



RE-45 AUTOPISTOL



The RE-45 is a fully automatic .45 caliber pistol, sacrificing damage and accuracy at longer distances for improved effectiveness at close range.

SMART PISTOL MKV

The Smart Pistol scans for hostile targets within a short range, locking onto them automatically. Any rounds fired will then maneuver to hit the locked targets. Aiming with the iron sights allows the operator to use the pistol in manual targeting mode. Due to the low magazine capacity, however, this weapon can run out of ammo by spending (instead of the normal). Spare ammunition for the smart pistol is twice the price as normal ammo, 50 credits.



TABLE 3.1: SIDEARMS

| NAME | SKILL | DAM | CRIT | RANGE | ENC | HP | PRICE | RARITY | SPECIAL |
|------------------|----------------|-----|------|--------|-----|----|-------|--------|----------------------|
| B3 Wingman | Ranged (Light) | 6 | 3 | Medium | 1 | 1 | 500 | 3 | |
| Hammond P2011 | Ranged (Light) | 5 | 4 | Medium | 1 | 1 | 150 | 3 | |
| RE-45 Autopistol | Ranged (Light) | 5 | 3 | Short | 2 | 1 | 300 | 6 | Accurate 1 |
| Smart pistol mk5 | Ranged (Light) | 5 | 3 | Short | 1 | 1 | 450 | 8 | Guided 3, Special |

LONGARMS

R-101C CARBINE



The R-101C is a fully automatic, compact assault weapon commonly used throughout the Frontier.

HEMLOCK BF-R

The factory issue Hemlok fires a three-round burst. While this can be a liability at short range, this tradeoff allowed the engineers at TW Ordnance to deliver a weapon with a good balance of long-range accuracy, damage, and fire rate.



G2A4 BATTLE RIFLE



Despite recent advances in weapons technology, the older G2A4 semi-automatic rifle remains a favorite of special forces units due to its high damage and extremely precise fire—a testament to its high level of craftsmanship.

EVA-8 SHOTGUN

The EVA-8 is a semi-automatic shotgun, originally designed for extra-vehicular activity, both in conventional and in exo-atmospheric conditions. The low capacity and quick trigger means that the EVA-8 can run out of ammo by spending $\diamond\diamond\diamond$ (instead of the normal \diamond).



R-97 COMPACT SMG



The R-97 is a compact submachine gun that excels at close-quarters combat, due to its extremely high rate of fire and minimal recoil.

C.A.R. SMG

The C.A.R. (Combat Advanced Round) submachine gun is designed to fire a more powerful round that provides greater damage and accuracy at range, at the cost of fire rate and capacity.



D-101 LONGBOW DMR



The Longbow-DMR is a semi-automatic sniper rifle. Its hyper-velocity round completely eliminates the need to lead targets, and allows the shooter to fire multiple shots quickly in succession.

KRABER-AP SNIPER

The Kraber fires a unique round that ensures 'one-shot, one-kill' results against human-scale targets. However, considerable judgement in leading is required, making this a difficult weapon to use against moving targets.



SPITFIRE LMG



The Spitfire Light Machine Gun recoils heavily when first fired, but quickly settles into a tight firing pattern. The manufacturer strongly recommends sustained saturating fire, instead of short controlled bursts.

TABLE 3.2: LONGARMS

| NAME | SKILL | DAM | CRIT | RANGE | ENC | HP | PRICE | RARITY | SPECIAL |
|-------------------|----------------|-----|------|---------|-----|----|-------|--------|--|
| R-101C Carbine | Ranged (Heavy) | 8 | 3 | Long | 4 | 2 | 1,050 | 7 | Auto-fire |
| Hemlock BF-R | Ranged (Heavy) | 8 | 3 | Long | 4 | 2 | 1,000 | 7 | Accurate 1 |
| G2A4 Battle Rifle | Ranged (Heavy) | 8 | 3 | Long | 4 | 2 | 950 | 6 | |
| EV-8 Shotgun | Ranged (Heavy) | 8 | 3 | Short | 3 | 2 | 625 | 4 | Blast 6, Knock-down, Special |
| R-97 SMG | Ranged (Heavy) | 6 | 3 | Medium | 3 | 2 | 750 | 6 | Auto-fire, Accurate 1 |
| C.A.R. SMG | Ranged (Heavy) | 7 | 3 | Medium | 3 | 2 | 550 | 6 | Accurate 2, Limited Ammo 2 |
| Longbow DMR | Ranged (Heavy) | 9 | 3 | Long | 4 | 2 | 1,000 | 5 | Accurate 1 |
| Kraber | Ranged (Heavy) | 12 | 2 | Extreme | 5 | 3 | 2,000 | 8 | Accurate 2, Limited Ammo 1, Pierce 2 |
| Spitfire LMG | Gunnery | 10 | 3 | Long | 6 | 3 | 1,750 | 6 | Auto-fire, Cumbersome 2, Pierce 2, Vicious 2 |

PILOT ORDNANCE

SPECIAL RULES

Set Explosives. The arc mine is an unusual ordnance in that you don't throw it at your opponent but rather set it in place and wait for someone to trigger the explosion. As an action you may set up to two mines within Engaged range of you. Then, when someone or something enters engaged range with the mine you make an Engineering combat check against the target.

ARC GRENADE

The Arc Grenade is by infantry of the IMC and Militia. When activated, the Arc Grenade explodes in a blast of Arc energy capable of short circuiting and dealing heavy



damage to robotic units and equipment such as Titans, Spectres, Stalkers, HUDs and optical equipment found within the helmet of a Pilot and Reapers. An arc grenade can negate Defense granted by energy shields by spending $\Delta\Delta$.

ARC MINE



The Arc Mine is a proximity mine that can stick on any surface. It takes 1 second after sticking to something to arm. Arc Mines won't explode until an enemy Pilot, Titan, Grunt, or Spectre enter the mine's range. An arc mine can negate Defense granted by energy shields by spending $\Delta\Delta$.

ELECTRIC SMOKE GRENADE

A pilot-portable version of the Titan defense system, this “grenade” is designed to obscure an area and disperse pilots in an entrenched position. Any non-Titan target who stays within the cloud must make a **Hard ($\diamond\diamond\diamond$) Resilience check** at the end of their next turn or suffer 3 strain, plus 1 additional strain per \times . If the check generates $\Delta\Delta$, you may activate the Disorient quality.

The cloud creates two dice worth of concealment and completely blocks the Guided weapon quality on any attack against a target within the cloud or if the weapon must target through the cloud.

FIRESTAR

The firestar is an incendiary throwing star that creates thermite on impact. It will stick to surfaces and enemies alike.

FRAG GRENADE

The basic explosive device known to all modern soldiers, the Frag Grenade is still an incredibly useful weapon.



SATCHEL CHARGE



Satchel Charges stick to any surface and are manually detonated, causing massive explosive damage to anything nearby. Like mines, satchel charges are set and triggered to explode. Unlike a mine, however, you must trigger them yourself. As an action you may place up to two charges within Engaged range. As an out-of-turn incidental you may detonate the charges, making an Engineering combat check against the target.

ANTI-TITAN WEAPONS

ARCHER HEAVY ROCKET

TABLE 3.3: ORDNANCE

| Name | Skill | DAM | Crit | Range | Enc | HP | Price | Rarity | Special |
|----------------|----------------|-----|------|---------|-----|----|-------|--------|--|
| Arc Grenade | Ranged (Light) | 5 | 4 | Short | 1 | 0 | 55 | 6 | Blast 4, Disorient 2, Limited Ammo 1, Stun Damage, Special |
| Arc Mine | Mechanics | 6 | 4 | Engaged | 3 | 0 | 70 | 7 | Blast 5, Disorient 2, Limited Ammo 1, Stun Damage, Special |
| Electric Smoke | Ranged (Light) | 4 | 6 | Short | 1 | 0 | 50 | 7 | Blast 3, Disorient 2, Limited Ammo 1, Stun Damage, Special |
| Firestar | Ranged (Light) | 8 | 2 | Short | 1 | 0 | 100 | 7 | Burn 1, Limited Ammo 1 |
| Frag Grenade | Ranged (Light) | 8 | 3 | Short | 1 | 0 | 90 | 7 | Blast 6, Limited Ammo 1 |
| Satchel Charge | Mechanics | 12 | 2 | Engaged | 2 | 0 | 280 | 6 | Blast 8, Breach 1, Limited Ammo 1, Special |

The Archer fires a powerful homing rocket. It must be locked onto a target before it can be fired. When aimed, a targeting window flips out, allowing target acquisition. Hold this window over the target continuously until a lock is achieved, then fire. The Guided quality can only be activated when attacking targets made of significant metal content, like Titans and Spectres. Reload rockets for the Archer cost 3,000 credit.



CHARGE RIFLE



Basically as soon as it hits full charge.

The Charge Rifle fires an energy beam that inflicts massive damage. Holding the trigger charges the weapon. Timing is critical to its use: this weapon will only fire when it reaches full charge, and it will discharge automatically as soon as it hits full charge.

MAG LAUNCHER

The Mag Launcher fires magnetic grenades. When fired, the grenades will veer towards nearby enemy Titans and Spectres, and detonate on impact. The Guided quality can only be activated when attacking targets made of significant metal content, like Titans and Spectres. Due to the low magazine capacity, however, this weapon can run out of ammo by spending ♣♣♣ (instead of the normal ♣).



SIDEWINDER



The Sidewinder is a rapid-fire micro-missile launcher. It is effective against large targets, but lacks precision due to its large spread. The micro-missiles it fires do not yield a large area effect on detonation, due to their shaped-charge design.

TABLE 3.4: ANTI-TITAN WEAPONS

| Name | Skill | DAM | Crit | Range | Enc | HP | Price | Rarity | Special |
|---------------|---------|-----|------|---------|-----|----|--------|--------|---|
| Archer Rocket | Gunnery | 30 | 2 | Extreme | 8 | 4 | 10,525 | 8 | Blast 20, Breach 2, Cumbbersome 3, Guided 3, Limited Ammo 1, Prepare 1 |
| Charge Rifle | Gunnery | 9 | 2 | Extreme | 8 | 4 | 3,250 | 7 | Accurate 1, Breach 2, Cumbbersome 2, Slow-Firing 1, Vicious 2 |
| Mag Launcher | Gunnery | 12 | 3 | Long | 6 | 3 | 3,450 | 7 | Breach 2, Guided 2, Special |
| Sidewinder | Gunnery | 18 | 2 | Medium | 6 | 3 | 5,075 | 6 | Auto-fire, Breach 2, Cumbbersome 2, Inaccurate 1, Limited Ammo 3, Vicious 1 |

ARMOUR

ARMoured CARAPACE

Armoured carapace completely covers the wearer from head to toe and with the right attachments can be environmentally sealed. The carapace has a rigid outer shell that deflects or blocks incoming attacks. It is also designed to be extremely customizable, with one more hard point than a comparable size armour would otherwise have.

CLOAKING DEVICE

Personal cloaking devices blur the outline of the wearer, making it extremely hard to see them.

FLAK VEST

Made from lightweight polymers and ballistic fabrics, this armour provides decent protection against small arms fire and shrapnel.

HEAVY JACKET

Not a form of combat armour, but a well-made jacket does provide limited protection.

TABLE 3.5: ARMOUR

| TYPE | DEFENSE | SOAK | ENC. | HP | PRICE | RARITY |
|-------------------|---------|------|------|----|-------|--------|
| Armoured Carapace | 1 | +2 | 4 | 3 | 850 | 6 |
| Cloaking Device | 2 | +0 | 2 | 1 | 600 | 7 |
| Flak Vest | 0 | +2 | 3 | 2 | 500 | 5 |
| Heavy Jacket | 0 | +1 | 1 | 0 | 35 | 1 |

GEAR

A Militia Titan pilot needs more than just a good weapon and heavy armour to defeat the IMC and drive them from their home. In this section you'll find the more mundane—but no less important—items that make a Militia pilot more than a grunt with a gun.

COMM-BEAD

This communications device fits into a sentient's ear (or other auditory orifice) and allows them to communicate with friends and allies within 100 kilometers. If the comm-bead can tie into a planetary communications network (the kind that any civilized planet has), then it can communicate with anyone on the same planet.

An encrypted version of the comm-bead is also available. Any attempt to hack into the encrypted communication is upgraded twice.

CYBERNETICS

See *Genesys Core Rulebook* page 177.

FIRST AID KIT

A first aid kit has all the basics you need to tend to minor battlefield injuries. This kit provides your character with the equipment needed to make Medicine checks to heal wounds or Critical Injuries without penalty. However,    means your character has used all of the kit's supplies.

JUMP KIT

Jump Kits provide a brief burst of thrust that is used to leap to higher locations. They also have a function that adjusts the deceleration on potentially fatal descents to safe levels, allowing Pilots to fall from great heights without injury.

When armed with a jump kit, upgrade all Athletics checks to climb and jump and ignore difficult terrain as long as you can bypass it via a nearby wall or other outcropping. In addition, reduce the overall distance fallen by one range band.

NIGHT OPTICS

These goggles allow the wearer to see in the dark. When wearing night optics, your character removes up to   added to their checks due to darkness.

PAIN KILLERS

See page 94 of the *Genesys Core Rulebook*.

PANACEA

This liquid cocktail of adrenaline and various pharmaceutical drugs is used to temporarily enhance awareness and promote localized healing. The panacea is stored in a one-use syringe that is quickly injected to the subject.

When making a Medicine check, your character may use a panacea to add automatic $\star\Delta$ to the results. The panacea is consumed when used.

PORTABLE MEDKIT

A well-equipped portable medkit comes with everything someone might need to treat all manner of injuries, from bullet wounds to broken legs.

A portable medkit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty. The inclusion of modern drugs adds automatic Δ to the check results.

PULSE BLADE

the pulse blade can be thrown and provides a brief sonar pulse that can detect enemies even through walls.

As an action, a character may make an **Average ($\diamond\lozenge$) Ranged (Light) check** to secure the blade to any solid surface within short range, including the hull of a Titan. On a success it sends out a sonar pulse that reveals the current location of all enemies within short range. At the beginning of the next round another sonar pulse is released.

The pulse blade can also be used as a weapon with the following profile: Ranged (Light); damage +1; crit 4; Range (Short); Limited Ammo 1, Pierce 1.

TABLE 3.6: GEAR

| ITEM | ENC | PRICE | RARITY |
|----------------------|-----|-------|--------|
| Comm-Bead | 0 | 25 | 1 |
| Comm-Bead, encrypted | 0 | 2,000 | 5 |
| First Aid Kit | 1 | 100 | 3 |
| Jump Kit | 2 | 1,000 | 7 |
| Night Optics | 0 | 500 | 5 |
| Painkillers | 0 | 25 | 2 |
| Panacea | 0 | 50 | 6 |
| Portable Medkit | 2 | 200 | 4 |
| Pulse Blade | 1 | 150 | 5 |

CHAPTER 4: ITEM ATTACHMENTS

Item attachments follow the rules on pages 206–209 of the *Genesys* Core Rulebook. Many of the attachments in that section are available in *Titanfall: Genesys* as well as new attachments described below.

WEAPON ATTACHMENTS

The following weapon attachments are available to characters in the *Titanfall: Genesys* setting. In addition, several attachments from the *Genesys* Core Rulebook are available.

Italicized attachments are new and found in the following section.

TABLE 4.1: WEAPON ATTACHMENTS

| ATTACHMENT | HP REQUIRED | PRICE | RARITY |
|-------------------------------------|-------------|--------|--------|
| Bipod Mount | 1 | 250 | 2 |
| <i>Dataspike</i> | 1 | 500 | 6 |
| <i>Enhanced Targeting Algorithm</i> | 1 | 800 | 7 |
| Extended barrel | 2 | 1,000 | 4 |
| Hair Trigger | 1 | 150 | 3 |
| <i>Holosight</i> | 1 | 500 | 4 |
| Laser Sight | 1 | 500 | 5 |
| <i>Silencer</i> | 1 | 100 | 5 |
| Superior Customization | 1 | 750 | 7 |
| Telescopic Sight | 1 | 200 | 3 |
| Tripod Mount | 2 | 400 | 3 |
| Under-barrel Weapon | 2 | Varies | Varies |
| Weapon sling | 1 | 250 | 1 |

DATASPIKE

The Dataspike is a tool used to hack into enemy Spectres, turrets or other computing devices. It has an on-board AI programmed specifically to hack into enemy computers.

Use With: The dataspike is specifically designed to be used with the combat knife.

Modifiers: Dataspikes can perform Hacking checks for a player with a Hacking skill of 2 and an Intellect of 0. If unassisted it rolls ♦♦ for Hacking checks (see pages 26–27 of the *Genesys* Core Rulebook for rules on assisted checks).

Hard Points Required: 1

Price: 500

ENHANCED TARGETING ALGORITHM

While most guided weaponry is good as-is, many users tweak the targeting code to acquire a lock faster.

Use With: Any weapon with the Guided quality may have this attachment.

Modifiers: When you preform the aim manoeuvre you may add Δ instead of \square to your combat check.

Hard Points Required: 1

Price: 800

HOLOSIGHT

This device projects a hologram of a crosshair a meter or so in front of the barrel to aid in aiming the weapon. Unfortunately that also makes it easier to spot the shooter.

Use With: Any firearm can have a holosight added.

Modifiers: The shooter may aim as an incidental once per round at a target up to medium range. If the holosight is used, reduce any concealment dice the shooter is benefiting from by 1 until the beginning of the character's next turn (see page 110 of the *Genesys Core Rulebook* for concealment rules).

Hard Points Required: 1

Price: 500

LASER SIGHT

A simple and lower-tech solution than most on the Frontier are used to, it is a classic for a reason. A laser sight emits a low-level light beam that places a physical dot where the weapon is pointing. But due to the low output it has limited range.

Use With: Any firearm can have a laser sight attached.

Modifiers: A laser sight adds the Accurate 1 quality, or increases an existing Accurate quality by 1.

Hard Points Required: 1

Price: 500

SILENCER

A silencer makes it harder for others to pinpoint the location of shots made with the weapon it is attached to.

Use With: Any firearm can have a silencer attached.

Modifiers: Adds $\blacksquare \blacksquare$ to any Perception or Vigilance checks to locate the shooter firing the weapon.

Hard Points Required: 1

Price: 100

ARMOUR ATTACHMENTS

The following armour attachments are available to characters in the *Titanfall: Genesys* setting. In addition, several attachments from the *Genesys Core Rulebook* are available.

Italicized attachments are new and found in the following section.

GRAPPLING LAUNCHER

The grapple launcher has a weighted head designed to pierce and hold firm to any solid surface. It allows the wearer to traverse longer distances than normal—even straight up! Whether

TABLE 4.2: ARMOUR ATTACHMENTS

| ATTACHMENT | HP REQUIRED | PRICE | RARITY |
|-------------------------|-------------|-------|--------|
| Deflective Plating | 1 | 450 | 4 |
| Enhanced Lifting Servos | 2 | 1,500 | 5 |
| <i>Extra Emitters</i> | 1 | 2,000 | 6 |
| Extra Padding | 1 | 300 | 6 |
| Grapple Launcher | 2 | 350 | 3 |
| Reinforced Plating | 2 | 8,000 | 7 |
| <i>Stim Injectors</i> | 1 | 2,500 | 5 |
| Vacuum Sealed | 1 | 600 | 4 |

you're trying to get away, close the distance or get in or out of a secure site in a hurry, the grapple launcher is just what you need. Some crazy pilots even use it to rodeo a Titan!

Use With: This attachment can be applied to any armor.

Modifiers: As an action, a character may make an **Average (♦♦)** **Ranged (Light)** check to secure the grapple launcher on any solid object within short range. On a success, they may, as a manoeuvre, reel in the cord and pull themselves towards the the object. If the object is unsecured, it instead is pulled to the character.

Hard Points Required: 2

Price: 350

EXTRA EMITTERS

Outfitting a cloaking device with extra emitters makes the cloak even more believable and provides even more protection to the soldier wearing it.

Use With: This attachment can be applied to the cloaking device.

Modifiers: Increase the cloaking device's Defense to 3.

Hard Points Required: 1

Price: 2,000

EXTRA PADDING

This attachment adds a layer of padding to the cloaking device to help absorb the impact of weapons that are not fooled by the illusion.

Use With: This attachment can be applied to the cloaking device.

Modifiers: Increase the cloaking device's soak by +1.

Hard Points Required: 1

Price: 300

STIM INJECTORS

Stim injectors, or simply 'stims' to those who use them, are used for brief bursts of speed on the battlefield. On command they inject a potent cocktail of adrenaline and various pharmaceuticals that increase speed and reaction time. While it enables characters to get where they're going faster, it does stress the user's system.

Use With: This attachment can be applied to any armor.

Modifiers: Once per round on your turn after you have performed two manoeuvres you may suffer 1 strain to perform the move manoeuvre as an incidental. At the end of any encounter where your character used the stim injectors, they suffer 3 additional strain.

Hard Points Required: 1

Price: 2,500

CHAPTER 5: TITANS

Titans are mech-style robots, descended from modern-day fledgling military exoskeletons, designed for both civilian and military applications.

There are three classes of titans, as described below.

SPECIAL RULES

All titans have the following special rule:

Mecha Chassis: As long as a Titan's propulsion isn't compromised it ignores the speed requirement for the reposition maneuver.

STRYDER

The Stryder is a Titan chassis developed and manufactured by Hammond Robotics. Developed as an extremely mobile and maneuverable Titan variant, the Stryder's almost skeletal design has been optimized for superior speed and agility. Significant improvements have been made to its Dash Core, while the Titan can also sprint for greater distances, making it perfect for hit-and-run attacks, ambushes and rapid redeployments. Unfortunately, this speed comes at a price. The Stryder's design is stripped down compared to other Titan variants, and its armor is largely non-existent, making it much more fragile in combat. In Titan-vs-Titan engagements, Stryder Pilots must use all available cover and their machine's impressive speed to outflank and evade their heavier adversaries, as they are unlikely to survive a straight-up slug-fest.



Dash Core: The Stryder-class Titan has an in-built dash core. Once per round on your turn, you may cause the titan to suffer 1 system strain to perform the Evade maneuver as an Incidental, ignoring the Speed requirement.



| | |
|--------------|----|
| DEFENSE | 2 |
| ARMOR | 1 |
| HT THRESHOLD | 13 |
| SS THRESHOLD | 20 |

Control Skill: Pilot (Titan)
Complement: One pilot
Passenger Capacity: None
Price/Rarity: 20,750/8
Consumables: None

Encumbrance Capacity: 2
Weapons: Titan punch (Pilot [Titan]; Damage 2; Critical 3; Range [Engaged]; Accurate 1)
Hard Points: 3

ATLAS



The Atlas is the original Titan model produced by Hammond Robotics. It has a balance of mobility and armor, having more mobility than the Ogre, but more armor than the Stryder. This was the first Titan to be revealed.

The Atlas seems to be the second tallest Titan model, though exact measurements are unknown. Based on photos of the Atlas standing next to a pilot, it can be estimated to be between 20-25 feet tall. Its main entry point is in its chest, which opens up for the player. The Atlas also has a secondary entry point—a small hatch in the top. This is also the eject port for the Atlas.

The Atlas is the oldest Titan model on the Frontier and has instigated the development of both the Stryder and Ogre patterns. It was used through the Titan Wars, and onto the Frontier War. The Atlas is equipped with a Damage

Core, which, when ready, the pilot can activate on command to substantially increase damage dealt by the titan.

Damage Core: The Atlas-class Titan has an in-built damage core. Once per round on your turn, you may cause the titan to suffer 1 system strain to perform the Aim maneuver as an Incidental.

| | |
|------------|----|
| SILHOUETTE | 3 |
| MAX SPEED | 2 |
| HANDLING | +0 |

| | |
|--------------|----|
| DEFENSE | 2 |
| ARMOR | 2 |
| HT THRESHOLD | 15 |
| SS THRESHOLD | 15 |

Control Skill: Pilot (Titan)
Complement: One pilot
Passenger Capacity: None
Price/Rarity: 21,750/8
Consumables: None

Encumbrance Capacity: 2
Weapons: Titan punch (Pilot [Titan]; Damage 2; Critical 3; Range [Engaged])
Hard Points: 3

OGRE

The H-KA02/a Ogre Heavy Titan is a Titan model produced by Hammond Armament Division and Wonyeon Defense. Developed as an extremely tough Titan chassis, the Ogre's design has been compared to a main battle tank, optimized for taking higher amounts of damage and dealing out more than the Atlas or Stryder Titans. The Ogre stands slightly taller than the Atlas and has bulkier armor. The main entry point of an Ogre is via a large hatch on its top rather than the chest, like the Atlas or Stryder. The Ogre is equipped with a Shield Core, which amps the Titan's shield for a limited time.



Shield Core: The Ogre-class Titan has an in-built shield core. Once per round on your turn, you may cause the titan to suffer 1 system strain to perform the Brace for Impact maneuver as an Incidental.

| | |
|------------|----|
| SILHOUETTE | 3 |
| MAX SPEED | 1 |
| HANDLING | -2 |

| | |
|--------------|----|
| DEFENSE | 2 |
| ARMOR | 2 |
| HT THRESHOLD | 18 |
| SS THRESHOLD | 18 |

Control Skill: Pilot (Titan)

Complement: One pilot

Passenger Capacity: None

Price/Rarity: 25,740/8

Consumables: None

Encumbrance Capacity: 2

Weapons: Titan punch (Pilot [Titan]; Damage 2; Critical 3; Range [Engaged]; Vicious 1)

Hard Points: 3

No Titan is complete without its weapons. Most Titans have one primary, handheld weapon, one ordnance launcher and one defensive system. Some pilots prefer to change it up a bit and go for extra defense or offense.

TITAN WEAPONS

Each main weapon takes up one hard point on the Titan. Titan primary weapons follow the same rules as personal-scale weapons with regards to ammo. Unless you get an out of ammo result due to a (or for some weapons) the Titan is assumed to carry enough reloads to not worry about them.

Titan ordnance, on the other hand, has a limit to how much can be stored in a launcher at a time. Once all ammo is fired, that's it until the Titan can be rearmed at an appropriate facility. Note that you can install the Extra Ammo attachment to provide one reload for one installed ordnance weapon.

40MM CANNON



The factory issue 40mm Cannon is a semi-automatic weapon that fires a high-explosive round with good accuracy.

ARC CANNON

The factory issue Arc Cannon fires a bolt of lightning that propagates across multiple targets. It can be fired quickly, or charged up over time for an increase in firepower. If you perform the Prepare maneuver, increase the damage of one hit of the next combat check by 1 and an arc cannon can negate Defense granted by energy shields by spending $\Delta\Delta$.



PR-01 PLASMA RAILGUN



charged rails.

The Plasma Railgun is a Titan-sized sniper weapon, used for suppression of armored targets from a distance. The weapon fires a bolt of plasma, accelerated by a system of

QUAD ROCKET

The Quad Rocket is a weapon that fires a tight-knit cluster of 4 rockets at the target, exploding upon impact.



TRIPLE THREAT



The Triple Threat is a grenade launcher that shoots 3 grenades at once. It excels at clearing rooms, and its grenades explode on armored contact, making it effective at close range against other Titans. Due to the low magazine capacity, however, this weapon can run out of ammo by spending $\clubsuit\clubsuit\clubsuit$ (instead of the normal \clubsuit).

XOTBR-16 CHAINGUN

The XO-16 Chaingun is a fully automatic ballistic weapon that fires 1.6 inch slugs with high precision at considerable range.



TITAN ORDNANCE

Unless otherwise noted, extra reloads for ordnance weapons cost 2,000 credits.

CLUSTER MISSILE

TABLE 5.1: TITAN WEAPONS

| NAME | SKILL | DAM | CRIT | RANGE | HP | PRICE | RARITY | SPECIAL |
|----------------|---------|-----|------|---------|----|--------|--------|--------------------------------------|
| 40mm Cannon | Gunnery | 6 | 3 | Long | 1 | 7,750 | 6 | Blast 1, Breach 1 |
| Arc Cannon | Gunnery | 4 | 4 | Medium | 1 | 5,250 | 7 | Blast 3, Special |
| Plasma Railgun | Gunnery | 7 | 2 | Extreme | 1 | 10,750 | 7 | Accurate 1, Breach 1, Limited Ammo 2 |
| Quad Rocket | Gunnery | 4 | 3 | Long | 1 | 7,500 | 6 | Accurate 1, Blast 3, Vicious 2 |
| Triple Threat | Gunnery | 4 | 4 | Medium | 1 | 8,250 | 7 | Blast 2, Linked 2, Special |
| XO-16 Chaingun | Gunnery | 3 | 4 | Long | 1 | 4,750 | 7 | Auto-fire |



The Cluster Missile pod fires a missile which, on impact, deploys a shower of secondary explosive charges that continue to explode and saturate an area for a considerable time.

LASER SHOT

The laser shot fires a lethal beam that cuts through anything in its way. It's a directed energy weapon that takes the charge rifle and amps it up to Titan-scale.

MULTI-TARGET MISSILE SYSTEM

The Multi-Target Missile System enables you to engage multiple targets at once. The Guided quality can only be activated when attacking targets made of significant metal content, like Titans and Spectres.



ROCKET SALVO



The Rocket Salvo launches a rapid salvo of unguided rockets. Each ★ deals +2 damage, instead of +1.

SLAVED WARHEADS

This Titan ordnance pod requires a lock-on before you can fire. When you fire, a barrage of 3 homing missiles will launch towards your locked target. The Guided quality can only be activated when attacking targets made of significant metal content, like Titans and Spectres.



DEFENSIVE SYSTEMS

Titans are not indestructible, regardless of what the IMC wants you to believe. Each Titan is equipped with one of three defensive systems, designed to prolong the lifespan of the Titan.

ELECTRIC SMOKE

TABLE 5.2: TITAN ORDNANCE

| Name | Skill | DAM | Crit | Range | HP | Price | Rarity | Special |
|-----------------|---------|-----|------|---------|----|-------|--------|--|
| Cluster Missile | Gunnery | 4 | 3 | Extreme | 1 | 6,250 | 8 | Blast 4, Breach 1, Limited Ammo 3 |
| Laser Shot | Gunnery | 3 | 2 | Long | 1 | 5,100 | 8 | Accurate 1, Breach 2, Slow-Firing 1, Vicious 2 |
| MTM System | Gunnery | 5 | 3 | Extreme | 1 | 9,000 | 8 | Accurate 1, Auto-Fire, Breach 1, Guided 3, Limited Ammo 3, Special |
| Rocket Salvo | Gunnery | 3 | 2 | Long | 1 | 7,050 | 8 | Blast 1, Breach 2, Inaccurate 1, Limited Ammo 2, Special |
| Slave Warhead | Gunnery | 5 | 4 | Long | 1 | 8,250 | 8 | Blast 1, Breach 1, Guided 2, Limited Ammo 3, Linked 2 |



Electric smoke is a reactionary device used to avoid attacks and negate tracking weapons.

Once per round, as an out-of-turn incidental, you may deploy a smoke charge. If this was done as a reaction to being targeted by a Guided weapon, the tracking is lost and the weapon may not fire on your Titan this turn. It creates an area of obscuration around your Titan that grants concealment worth +3 dice (see page 110 of the *Genesys Core Rulebook*). Any pilot on your Titan must immediately move away from your Titan or risk taking damage from the electric smoke. If they won't (or can't) disembark, they must make a **Hard (♦♦♦)** Resilience check or suffer 1 wound, plus 1 additional wound per **X**. If the Resilience check generates **AA**, they become Disoriented for two rounds. This cloud lasts until the end of your next turn. Any pilot that ends their turn in the smoke must make the Resilience check or suffer wound as described above.

If the skill check that triggered the electric smoke generates **AA**, it may be spent to cause you to have only one smoke canister left.

PARTICAL WALL

The particle wall creates a concave force field which blocks all projectiles from one side and lets all projectiles through from the other. As an incidental you may deploy the particle wall in front of your Titan. It grants Ranged Defense 4 to all Titans behind the wall. It lasts until the end of your next turn, and it requires two rounds to recharge before it can be used again.



VORTEX SHIELD



The Vortex Shield allows Titans to stop enemy fire such as rockets and bullets in their tracks and is able to send the projectiles right back to the enemy.

As an out-of-turn incidental you may deploy the vortex shield when targeted by a ranged combat check. It provides the Reflective 1 quality until the beginning of your next turn. If the triggering attack generates **AAA**, you may reflect the projectile (if any) back on the target, dealing the weapon's base damage to the attacker. If the check generates **♦**, you instead

deal a Critical Injury (or a Critical Hit for vehicles).

TABLE 5.3: TITAN DEFENSIVE SYSTEMS

| SYSTEM | HARD POINT | PRICE | RARITY |
|----------------|------------|-------|--------|
| Electric Smoke | 1 | 2,000 | 8 |
| Particle Wall | 1 | 3,000 | 8 |
| Vortex Shield | 1 | 1,000 | 8 |

APPENDIX A: CHANGE LOG

JUNE 2018

V0.8—14.JUNE

- Archetypes added

V0.7.2—7.JUNE

- Added Stim and grapple as armour attachments
- Added cloak as an armour
- Data knife item changed to dataspike weapon attachment
- Custom weapon attachments added
- Custom armour attachments added
- Heavy jacket's HP removed, price lowered
- Panacea added to gear section

V0.7.1—5.JUN

- Fixed DMR and kraber limited ammo wonkiness
- Clarified how Titan weapon ammo works
- Changed encrypted comm-bead's price

MAY 2018

V0.7—29.MAY

- Changed encrypted comm-bead mechanics
- Added firestar
- Added pulse blade
- Added pilot electric smoke
- Reworked weapon prices
- Added Titan defense systems

V0.6—25.MAY

- Added armour section
- Added gear section
- Added attachment chapter
- Listed GCRB attachments available
- Welcome to the Militia intro chapter added

V0.5—23.MAY

- Cover page art
- Titan ordnance table added
- Added spacing around 'Special' column in weapon tables

V0.4—22.MAY

- Titan weapon table added
- Titan ordnance descriptions added
- ToC added

V0.3—20.MAY

- Archer damage and blast increased
- Mag launcher range reduced
- Sidewinder damage increased
- Made charge rifle a crit fishing weapon
- Added Titan weapons descriptions

V0.2—19.MAY

- Changed LMG skill to Gunnery
- Increased EVA-8's blast from 4 to 6
- Anti-Titan weapons added
- Pilot ordnance added

V0.1—14.MAY**Initial Compilation**

- Stryder-class titan added
- Atlas-class titan added
- Ogre-class titan added
- Sidearms added
- Longarms added