



A LANCER RPG hack/overhaul derived from Forged in the Dark
[v1.1.3] [[LCP v2.5.6](#) (*Pilot Gear Catalog coming next LCP Update, sorry!*)]
by TK

SECTION 01: LANCEPOINT

For the savvy pilot who feels like there's more to being a Lancer than just daring-do and flashy combat, this goes out to you. Get through missions by the grit of your teeth, feel the mounting stress of the life you've chosen catching up with you, and when the day's all done, kick it back and Get a Damn Drink.

[New Changes are Denoted with **δ**]

FORWARD

Lancers are the best of the best. They're the ace pilots in their frames, and they're able to push their machines far further than anyone can hope to squeeze out of them. They do it, and they do it again and again, and manage to come back to tell the tale.

But what goes often unsaid is what happens *outside* the frames. Their stories are legendary for their feats of bravery and success in the face of insurmountable odds, but they're people too, aren't they? War is hell, and it's going to take its toll on them, no matter how stoic they may be.

Lancers in the Dark (LitD for short) aims to make it easier for everyone at the table to both come together, and to create emergent narrative play. Its focus is on the characters that players spend so much time as, both in **and** out of their mechs. This document combines foundational aspects of John Harper's RPG **Blades in the Dark** with the setting of Massif Press's LANCER RPG to create an experience distinct from both.

Some RPGs call them Dungeon Masters, others use the neutral term Game Master. In fitting with LANCER's lore, your coordinator will take the role of a specific **FORECAST**, uttered by GALSIM and the Five Voices. In the rest of this text, they shall be referred to as such, or foreshortened as "**FC**".

THE PILOT

The Pilot is where Lancer's Narrative Gameplay begins and ends. Changes here reflect the game, how it's played, and how players feel playing it.

- **STRAIN** and **TRAUMA** are how a player tracks the non-physical wear-and-tear of their pilot. Each pilot has **Nine STRAIN** boxes. If they would tick a 10th over their last box, they are considered **DOWN & OUT** for the rest of the current scene. For their over-straining, they will have a permanent **TRAUMA** based on the situation that pushed them over the brink.

- **Narrative Checks:** As written in *Blades in the Dark*, pg.7, Rolling the Dice uses several d6. This is described in further depth on the following page.
- Before making a Check, your **FORECAST** declares the **Position** (Controlled, Risky, or Desperate) and **Effect** (Zero, Limited, Standard, Greater, or Extreme) of your action. A Pilot can **always** back out of a narrative action after considering the risks involved.
- In *Lancers in the Dark*, you roll six-sided dice ("d6") equal to the *ranks* of a Trigger you have, OR the amount of a Mech Skill you have, divided by two. (**Trigger Bonus ÷ 2** or **HASE ÷ 2**). This means your dice pool is between **0** and **3 d6**. (A dice pool of 0d6 is called "Defaulting", described below in "Rolling the Dice")
- Rolling your d6, you are looking for the **highest number** rolled across your dice. This is the **result of your roll**. The results are depicted on the following page:

PILOT TIER

Pilots now have their own **Tier**, equal to their $LL \div 3$ (rounded up, to minimum of 1) in contrast to NPC Tiers. Another way to remember a Pilot Tier is that "the next level after each **Core Bonus**, you go up to the next **TIER**"

NPC Tiers are still roughly divided into the following LLs: 0-4 | 5-8 | 9-12. This does mean that at the top of the game, there are such things as **TIER 4 Lancers**. This is by design, and further pushes the narrative that PCs are the best of the best, even if the line begins to blur when they're up against the highest-tier enemies.

Pilot Tier is used primarily for attacking in combat, recovering from **STRAIN**, and is heavily featured in **Theater of the Mech** play, described in the next chapter.

ROLLING THE DICE

In *Lancers in the Dark*, when a mechanic asks that you “**Roll [n]×d6**”, it is stating that you are rolling a *Dice Pool of [n] dice*, and taking the highest result of them. Rolling **Damage** is an exception to this. When two dice roll **6** and/or **5** across a Dice Pool, you **Critically Succeed** a roll, or **Critically Hit** an attack. Either of these cause you to **Recover 1 STRAIN**, and are called “**Natural Crits.**” (i.e.: 2d6= 6,5; 3d6= 5,5,2; 3d6= 6,5,1; all Crits!)

ON A RESULT OF 6:

You *succeed* without any issues. The *level* of your effect is determined **before** the roll. *You successfully Took Someone Out, but without any ranged weapons, you only had a Limited Effect on the guard standing twenty feet away from you.*

ON A RESULT OF 4-5:

You succeed, but with an unintended consequence. *You manage to hack the terminal, and the door opens, but someone is on the other side, and they stare at you, shocked and confused.*

ON A RESULT OF 1-3:

You fail to complete what you set out to do, though whether there is a direct consequence of this failure is up to whether the FC nominated this as a *Controlled, Risky, or Desperate* roll.

- **Controlled** actions are binary: Either you succeed, or you fail. Generally, failing a Controlled action can be repeated, but it will become **Risky**.
- **Risky** actions have consequences. Most rolls in a tense narrative will be Risky. Trying to shoot at the man trying to stab you and failing means that they’re likely going to stab you. *Partial Successes* on Risky actions result in unintended consequences. The bullet goes through the target, hitting a window and shattering it loudly.
- **Desperate** actions are those that *will* have consequences. You can’t stop the hammer falling, but you can damn well try to take them with you.

Choosing to undertake a Desperate Action allows you to clear TIER×d3 STRAIN.

For transparency, LitD uses the entire *Blades in the Dark* rolling structure to replace *Lancer’s* Narrative Ruleset. For clarity, this means there are four types of rolls:

- **Action Rolls** (what you’re using your Triggers for)
- **Resistance Rolls** (using pure grit to resist unintended consequences or side-effects)
 - Roll **Pilot Tier** (LL/3)×d6, and subtract the result of the highest die from **7**. Take the remainder as **STRAIN**.
- **Fortune Rolls** (taking an Attribute or a player’s Grit, or maybe even the quantifiable expression of

a group’s affinity for the players and rolling to see how the dice feel)

- **Downtime Rolls** (using your skills to get something that you want between missions). Along with these rolling options, you have three additional ways to gain dice for your dice pool.
- **AID!** A fellow Teammate can choose to take 1 **STRAIN** to add +1d6 to your dice pool! Conversely, you can also conduct a **Group Action** (explained in more detail below)
- **PUSHing Yourself** allows you to add +1d6 at the cost of 2 **STRAIN**. It can also instead allow you to:
 - Increase the effect of your action
 - Act despite being incapacitated.
- **Strike RA’s Bargain**, offered by the FORECAST at any time. These can always be denied, and can come in all manner of forms. From receiving additional effects to your actions, to gaining +1d6 to your roll, the FC determines the cost -- and the **assured consequence** you will suffer if you accept. RA’s Bargains bend and break the rules, allowing for new stories to be told within the mechanical framework. They should be tempting and tantalizing; dangling the cost of doing something unique and fun versus potentially serious drawbacks.

However, there is the possibility that you might not have any Trigger rating or HASE for what the FC asks you to do. *Quickfinger is a phenomenal shot, who can Take Someone Out, Act Unseen / Unheard, Stay Cool, and Survive, but that doesn’t help him when he needs to talk to a clerk and get sensitive data. The man has a Charm of his own, but not the right one.*

This is when you **DEFAULT**. Unless choosing to Strike a Devil’s Bargain or Push Yourself, you **Default** to rolling 2d6 and taking the lowest as your result.

This does not happen so long as you have added ANY d6 to your dice pool through the use of **STRAIN**.

Special mention goes to **Group Actions**, where multiple PCs gang together to roll the **same action** (but not necessarily the *same Trigger*) chosen by the nominated “Group Leader.” The *entire Group’s result is the highest rolled by any individual member of the group*, but this comes at a cost: **For every member of the group who rolls a result of 1-3 on their action** (including the Leader themselves), the **Leader takes 1 STRAIN**.

VICES

All pilots have their vices. From recreational medicines, designer drugs, drink, sports, socialization, or even “stealing parts from unattended police machines”, everyone’s got their kick. It’s their mode of recuperating and recharging. For ease of use, Pilots nominate **at least one VICE**, representing their ‘Go-to’ during **Long Rests** and **Downtime**. Vices are personal engagements -- either abstract or tangible -- that they use to release stress or cool down from the highs of a mission. All accrued **STRAIN** is recovered by indulging in one’s Vice. In the far future of Union, and the prevalence of the Omninet, someone can get their vice almost anywhere in the galaxy.

While you can always light a cig or tune into a stream in your cockpit (and some pilots deign to do it in the middle of combat (this is not recommended)), indulging in a vice takes a measure of focus and calm in order to see tangible benefit.

Mechanically, Vices can only be indulged to clear **STRAIN** during **Long Rests** and **Downtime**, and count as a **free action** to indulge.

Indulging in a Vice is expressed by rolling your Lowest HASE Skill as a dice pool. Unlike **SAVES & CHECKS** described in the next section, you do not halve the relevant Mech Skill to find your dice pool. Regardless of the roll’s result, **all STRAIN** accrued since the last rest is cleared.

The result meanwhile is an indicator of how **well** the pilot’s escapades went. Even simple vices like sliding out of the base to catch some alone time can be disrupted. Perhaps the moment that the bottle tipped back against the lips an alarm went off? The new episode the pilot had been waiting for was less-than-stellar, leaving them feeling a touch hollow. Maybe trying to indulge caused them to run afoul of local security, or to get tossed out of the bar. Maybe the night went *too well*, and it’s the aftermath that’s biting the pilot in the rear?

Indulging is rarely cut-and-dry, even if most people in Union wished it so. Everyone has their stresses and their tensions, and not everyone can find the time in the day to safely give themselves the time they need to recover. **VICES** are meant to give some weight to this, and to offer narrative hooks for both **FORECASTS** and players to use going into future narrative scenes.

The results of an Indulgence are as follows:

6: Their vice is indulged safely, securely, and either without anyone being any the wiser, or at the very least, no repercussions for it.

4-5: Indulging in the vice results in unintended consequences: A supplier or place of indulgence kicks the pilot out for misbehavior, they run into someone who they would rather not have, or end up running afoul of local security.

1-3: The pilot is **incapable** of indulging in their vice in full. The rigors of battle have been replaced with the frustrations of having only half-fulfilled their desires. Whether work kept cropping up, they got ghosted, or luck was just generally not in their favor, for some reason or another, the pilot is carrying the burden of unmet needs into their next adventure.

The **FORECAST** should give frustrated pilots a specific trigger -- a **TENSION** relating to their vice or their character. **TENSIONS**, like **TRAUMAS**, should help inform the player of how their character might handle narrative moments. A **TENSION** can either be resolved passively, or by actively stepping out of a scene to **create a new narrative moment**, potentially giving other players the opportunity to be involved.

When **TENSIONS** are actively resolved, the character’s focus is ready and sharpened for the next combat. Before the next **Short Rest**, they may **reroll** a single attack, save, or check, choosing between it and the original results they rolled.

TENSIONS last until resolved, and multiple may occur on the same character.

This concludes the basic rules for how *Lancers in the Dark* handles narrative play, how players roll dice, and how they’ll be interacting with the world. Up next, is integration.

PILOT MECHANIC OVERHAUL

LANCER is a game about giant robots, and the pilots within. The mecha *genre* has always been about using the curtain of giant mechanical weapons of war to provide a grander-than-life contrast to the very grounded, often incredibly *real* tales of human struggle, perseverance, and individual insignificance on the wider, grander stage of political and national entities spending lives as one would bullets or coins.

It is intrinsic to the genre to owe at least a passing focus to that special breed of man. Those who possess the guts and the opportunity to pilot mechanized cavalry may write their legends large.

Whether the players are navigating back alleys toward shady deals or war-torn mountains, scavenging for food, gameplay outside of the mech can often be a great backdrop both for FORECASTs to explore their settings, and players to explore their characters in ways that mechanized combat does not.

The following changes to pilots have been made with the following in mind:

1. When your mech is destroyed, your pilot often cannot contribute meaningfully to the fight, “keeping players from playing” often due to poor luck.
2. When running combat, human characters cannot meaningfully contribute to the fight, even against each other, where their weapons should be “to scale” with one another. A heavy weapon dealing 3 damage with Ordnance is rough to swallow.
3. Very little in the game incentivizes you to care about building your pilot. Triggers and Gear, compared to HASE, Talents, Core Bonuses, Licenses, Frame, Mounts, and Systems. My rework incentivizes a blurring of the lines, by rebuilding and rebranding Pilots as entities more customizable; taking HASE and Talents into account, while also incentivizing players to learn the base weapons and traits of NPC classes.

With options that are truly unique to the rest of your party, players are more likely to express that individuality both in and out of combat. The difference between a pilot who takes the Mirage’s **Glitch Scanners** as gear, and one who takes the Scourer’s **Umbral Shroud** is incredibly obvious.

PILOT ACTIONS (Errata)

Erase **FIGHT** and simply add **SKIRMISH** and **BARRAGE** into the list of available actions. Add **QUICK TECH** and **FULL TECH**.

8 PILOTS IN COMBAT

(Page 28, Core)

PILOT STATISTICS (Errata)

HP: 6+GRIT
EVASION: 11+AGILITY
E-DEFENSE: 11+SYSTEMS
SIZE: 1/2
ARMOR: 0
SENSORS: 0

CREATING A PILOT (Errata)

Rewrite Point 4 to the following:

Choose Gear: Before embarking on a mission, you’ll choose gear for your pilot from the gear list in the **Compendium** (p. 108) Pilots may choose **armor**, either **one Heavy** or **two Main** mounts, and up to **three other pieces of gear**.

LitD Pilots may choose weapons, systems, and traits from the **Pilot Gear Catalog** on page **57 of this document**. They are allowed to sacrifice **one gear slot** for a **System or Trait** from this catalog, and may choose weapons freely. In addition, the **SUPERHEAVY BRACING** Gear may take up a second gear slot, and must be taken if the pilot is wielding a **SUPERHEAVY** Weapon.

At **TIER 4** (LL10+), a pilot may take a **second System or Trait**, to represent their mastery of war.

PILOTS IN MECH COMBAT

(Page 74, Core Rules)

FIGHTING ON THE GROUND (Errata)

Rewrite Biological bullet:

*Unmounted characters have the **BIOLOGICAL***
These characters don’t have a **HEAT CAP**, and may or may not have **SENSORS**. A character with the Biological tag can only be targeted by **tech actions** if it has **SENSORS** greater than 0, but has **RESISTANCE to damage, HEAT, and BURN** caused by them. Biological characters can only use one weapon or system that generates **HEAT** per turn.

Rewrite Talent Bullet:

*Unmounted characters can’t **AID** mechs, cannot make use of Core Bonuses, and cannot give bonuses to mech-scale weapons.*

Add bullet after first:

*Pilots must **BARRAGE** in order to fire Heavy and Superheavy weapons, but can still fire a Heavy as **reactions** or as part of an **OVERWATCH**.*

8 Add new final bullet:

*Unmounted characters deal half damage to mechs, but on **natural Critical Hits** they deal **+1d6 Bonus Damage** (that is not halved).*

THEATER OF THE MECH

This is where your mettle is tempered.

Everything in this document is **UNNECESSARY** for you to enjoy LANCER RPG as it stands. This is purely for those Narrators that wish to break down the wall between the Narrative Roleplay and the Active Roll-play. The rules following this point *will* change the fundamental gameplay experience of LANCER.

FORWARD ::

This is where all the rules of Lancer go to be rendered down into printloaf. The tightly-wound combat, played as you know on grids and maps, painstakingly crafted by the FC to ensure game balance and adherence to the rules as written, will have almost no place in this approach.

This is the Theater of the Mind, and everything from this point on will be considered to be an *extreme* deviation from LANCER as an RPG with wargame elements.

First, is that **in Theater of the Mind, you need to trust your FC to make a good play experience.** Things may not be utterly concrete, and especially as they're learning to visualize everything internally, there will be questions, and some things can be forgotten. It's always alright to ask for clarifications. Once someone attacks someone else, that range is solidified in your mind. The Assault's Heavy Assault Rifle has Range 8, and it attacked you. It is therefore 8 spaces away from you. The more that things attack each other and *do*, the more concrete the scene becomes. Fill in the blanks, ask if you can find some ruined building nearby to get to cover. The FC describes a ruin that you can get to just a *tiny bit* too close to clip that Hornet with your Sensors. Do you Break up the movement, getting both the hack off and into cover, and concede that the nearby Assault will be able to move and catch you out of it? Or do you resign to be safe, and to hack the Assault instead?

The best plays in Theater of the mind start with **questions and intent.** "I want to shoot that Cataphract while Jameson is closer to it", "Can I get within Line of Sight of that Sniper? I want to try and throw a Neurospike at it." The FC then can *work with you* to make sure your turn plays out as you want it to, letting you know what's around you, what might happen as a result of your actions.

Trust that your FC will never say **no**, but rather **yes, but.**

Up next, is handling the **rolls** in combat, much in the same way as narrative rolling is. Whether it's a player or NPC rolling, the FC will still be comparing the stats and traits of mechs and characters when determining the **dice pool**. This goes for PCs *and* NPCs. Because we're using the stats, damage, and outcomes as written in Lancer, we don't *need to worry about Effect in most situations. Most. The only time in Mech Combat we are going to care about Effect is when someone is Exploiting a Consequence.*

PILOT TIER

As a general rule, we are going to add and subtract dice from our *Dice Pool* based on several factors. *Pilots* have their own **Tier** now, LL/3 (rounded up, minimum of 1) and NPCs have *their* Tier as d6 in their Pool. NPC Tiers are still roughly divided into 0-4 | 5-8 | 9-12. This does mean that at the top of the game, there are such things as **TIER 4 Lancers**. This is by design, and further pushes the narrative.

ROLLING THE DICE ::

Any Dice subtracted from someone's Pool do not overflow.

1) Prepare Your Base Dice Pool.

*This is their Pilot **TIER** × d6*

2) Check the Weapon/Tech.

*Add or Subtract d6 based on the **Weapon/Tech's Innate Accuracy & Difficulty**, and other factors like Impaired or cover.*

3) Check Target's Defensive Stats.

*For every **3** points of the Target's **EVASION/E-DEFENSE** Over 8, remove 1d6 from your Dice Pool. If the stat is **below 8**, add 1d6 to your Dice Pool.*

The dice pool cannot be less than zero during this stage.

Additions/Removals based on a target's Evasion/E-Defense are referred to as **Dice Pool Modifiers (DPMs)**

4) Additional Dice

*Add dice from Aid, Pushing Yourself, and Devil's Bargains apply now, otherwise: **ROLL!***

MECH COMBAT -- POSITIONS AND CONSEQUENCES ::

Just like with Pilot Checks, *Mech Combat Checks have Position*. **Unlike** Pilot Checks however, Mech Combat checks have a **retroactive position**. Any roll can be *risky* depending on the situation, but it puts undue stress on the FC to consider a reaction before *every single roll is made in a combat*. Therefore, when a character rolls a **partial success**, the FC can *then* quickly consider the situation, and if a **consequence** is warranted.

Generally speaking, if the actor is outside of enemies' **RANGE** or **SENSORS**, the consequences of their action will not be a hostile reaction, but rather unintended *additional effects* to the surrounding area. A sniper round partially going through a character could punch clean through, dealing damage to the background and kicking up a cloud of soft cover, or causing a larger chunk of a building to fall down, obscuring the characters behind it. A deflected laser may make an area of difficult, melted terrain, even as it does damage. In the worst cases, a consequence *should* happen, but it's not actionable. In this case, the FC should use it as an opportunity to describe the battle taking place around the action.

Where consequences shine, however, is *melee combat*. Parrying blows, catching thrown knives, sneaking sucker punches between swings, there is a *negative correlation* between the distance between two actors and how much they can interact and capitalize on each others' partial successes and failures. **As a general rule; only one partial success can have consequences per action**. This is notable with Main/Aux mounts or Blast/Line/Cone Template weapons, and some NPCs.

Consequences in Lancers in the Dark serve the role of dynamic rebalancing mixed with narrative flourish. Done well, the players will never notice the difference between their star player seeming to have more dire consequences while the artilleryist, failing every single shot, is only dealing with the frustration of missing. As a player performs better, the FC is capable of giving them more intense, pressing problems to deal with, or use them to set up their worse-performing teammates.

Depending on the situation, consequences as a result of **partial successes** can have *Limited* to *Great* Effects. As a general rule, consequences

should not be *Raw Damage*, but more interesting afflictions such as inflicting statuses & conditions. The more abstract the consequences, the better! For instance, trying to disarm weapons (or just interrupting multiple attacks from the same weapon!) or even just shifting position to spread out from each other. When an NPC makes a **Partial Success**, the FC can ask the *player* what they "think" happened. Some players will respond more favorably to the opportunity to exposit about their characters! Others won't. That's okay. However, sometimes it's just funny to let a player deal **d3** or **d6** damage by bashing a mech's head on an I-beam. It is completely up to the FC's discretion.

Critical rolls on an Exploit may be someplace where you let the player deal normal damage, to reward them, but such is up to the discretion of the FC.

Example: Ace's Nelson, relying on boosting for its damage output, **partially succeeds** in striking a Ronin. The Ronin, in the heat of the moment, decides to run further through the War Pike, diving forwards to roll a **GRAPPLE** check. It succeeds and is holding the Nelson and keeping it from using the War Pike until the grapple is ended.

Ace asks if there's any other way to use their pike again. The FC thinks for a moment, and declares that they can make a **Contested HULL Check** as a **protocol** next turn to see if they can pull the pike **through** the Ronin and continue to use it without breaking the grapple.

Example 2: A Tier 2 Cataphract charges down an abandoned street, aiming to flank the party. 1NT3RST3LLAR waits in her Lich, ready to bait it. It flies forwards, thrusters blazing and lance poised to impale the unfortunate pilot. It fires its Lance Cannon twice, rolling its **TIERxd6** + its **ACCURACY** (2) for a total of **4d6** per shot. On **one** of these attacks, the highest die lands on a 5, a **partial success**. 1NT3RST3LLAR triggers her Lich's Soul Vessel **reaction**, teleporting to safety and ignoring the damage.

Nearby, Quickfinger, with his Thermal Rifle ready, declares that he'd like to give the Cataphract a consequence, "shooting it as it goes by or something." The FC agrees that he's in a position to do so, and he fires on the Cataphract immediately during its turn, rolling a **Controlled Action**. He rolls a 4; suffering no consequence (as this otherwise could create an infinite loop), succeeding and impacting the thruster of the Cataphract, sending it tumbling **PRONE**.

EXAMPLE CONSEQUENCES ::

These are in no way exhaustive. The limits to consequences are purely up to the imagination. All of these are considered to be possible consequences for *Risky* attacks and actions.

At Range:

- The target moves and dives into cover.
- The target in range fires back/hacks on the fly, trying to Impair the shooter's next action.
- The target uses a non-aggressive system or deployable.
- The shot deflects or hits something else in addition to the target (look to the Tachyon Lance, Plasma Thrower, or Daisy Cutter for examples of secondary effects like this).

In Melee:

- The target deflects the blow and moves in for a counterattack, preparing themselves for a *Controlled* attack on their turn.
- The blow is caught, and despite taking damage, the target makes a *Controlled Roll to Grapple*.
- The target tries to disarm the attacker, sending their weapon nearby and needing it to be retrieved (if applicable).
- A friendly pilot to the target is on standby, and takes a shot of opportunity the moment that the attacker leaves an opening, making a *Controlled* roll to Impair the Attacker as they now need to worry about using the target as cover, lest they get shot.

8 Example Consequences Table

The following is not meant to be an exhaustive list, but rather to give FORECASTs either something to base their own consequences on, or to **roll** in a situation where there's no clear ideas that come to them.

1. "Someone's footing changes in a way the attacker isn't prepared for."
2. "The target takes an action that does not cause HARM (within reason)."
3. "The target interacts with the environment (or the environment interacts with the attack)"
4. "The target gains RESISTANCE, /at a Cost/."
5. "One of the attacker's weapons jams, becoming unusable for the rest of the Turn/Round."
6. "The attacker suffers a STATUS or CONDITION that is thematically appropriate."

MECH COMBAT -- WHAT YOU'RE USED TO (AND NOT) ::

Two Quick Actions, a Full Action, Protocols, Free Actions, Overcharges. Weapons, Systems, Deployables, and Tech. *For now? Everything works as it always has.*

Outside of Rolling the Dice with Position and Effect, your Action Economy will be as it always has been. Traits and Core Powers work the same. HP, Structure, Heat and Stress all function as written in *Lancer*.

Note: Outliers will be posted in addendum at the end of this document.

This has an added benefit: Every Frame, Weapon and System in the game, whether official or homebrewed, should work perfectly fine with minimal FC fiddling in this version of the game!

However, this does mean that we'll want to go through various actions that are noteworthy in what their default Positions should be. It's alright to assume that if it isn't listed here, the standard Position for rolling that action should be *Risky*.

- *Overwatch* and other Reaction-based attacks (SCYLLA, Heavy Gunner) are generally *Controlled*.
- A Witch or Player hacking from outside of anybody's range or sensors would likely be *Controlled*.
- *Searching* is a *Controlled* Action, while *Resisting* the Search can be considered *Risky*. You'd managed to evade your cover being blown, but how? What distraction did you make to avoid it?

TECH ATTACKS:

Tech Attacks use your Pilot's Tier, and either add or subtract 1d6 based on their frame's **Tech Attack** value. For NPCs, check if their Systems Skill is positive or negative, and add/subtract 1d6 respectively. **Systems no longer increase the dice pool for tech attacks.** However, if your **SYSTEMS** is higher than your mech's negative tech attack bonus, you ignore the penalty.

COVER:

Soft Cover now adds +2 to **EVASION / E-DEFENSE** and **Hard Cover** now adds +1 **DIFFICULTY** when calculating Dice Pool Modifiers.

LOCK ON:

When consuming Lock On, characters have a choice of *either* adding **+1 ACCURACY**, or temporarily **nullifying a character's negative Dice Pool Modifiers from EVASION or E-DEFENSE** until the attack is resolved.

SAVES & CHECKS:

To make **SAVES & CHECKS**, roll the appropriate **(HASE÷2)d6** and take the highest result. On a **4+**, you succeed!

Now for the hard part: what is a **SAVE TARGET**?

Mechanically, it's the numerical value for how difficult it is for someone to avoid a deterministic effect. An explosion on their exact position, their systems being *certainly* hacked.

But what does it *look like* as someone adds more points to their Save Target? They get better at throwing grenades, they get better at hacking? In *Lancers in the Dark*, your **SAVE TARGET** is a numeric value that determines how well you're able to *overwhelm* your opponent through misdirection, obfuscation, or brutal application of force.

SAVE TARGETS influence what happens when someone fails a save. When a character has a **SAVE TARGET** of:

-**10-13**; no additional effects.

-**14-17**; they gain a new reaction: "**1/round**, as a **reaction** when a hostile character fails a save forced by you, you may take an additional **quick action**, obeying the rules for duplicate actions, but this action cannot initially deal **DAMAGE**, **HEAT**, or **BURN**."

-**18+**; the above reaction triggers on a *failure or partial success* and may now deal **halved DAMAGE**, **HEAT**, or **BURN**.

*Example: Akira's Gorgon readies its Charged Stake, aiming to **IMMOBILIZE** the Ultra Ronin. With a Save Target of 20, Akira **RAMS** the Ultra as a **reaction** when it fails. Getting hit, the Ronin takes **1 KINETIC** from Akira's Siege Ram, and is left both **PRONE**, **IMMOBILIZED** and utterly helpless before the rest of their party.*

This change affects both Players and NPCs, and allows for a number of interesting turns to play out, while incentivizing players to focus on enemies weak to their saves; a Negative HASE means they're **Defaulting**, and Defaulting means it's a 75% chance you're getting another Quick Action!

So, what's so different?

STRAIN ::

Just like Bracing with no downsides next turn, you can *Resist an Effect*, but on the mech scale! You use your Pilot's **TIER** (LL/3)×d6 as your dice pool and roll! Subtract the result of the highest die from **7**. The remainder is how much **STRAIN** you take. If you roll a 6, you'll still take **1 STRAIN**.

STRAIN is *also* used to Push Yourself, Aid a Teammate, to Resist an Effect, and to *Perform Group Actions*, just as you would as Pilots! There's zero reason why your team of go-getting pilots shouldn't be *just* as synergistic in their frames as they are outside of them!

Resisting an Effect in Mech Combat either allows you to suffer **half damage or HEAT** from an attack or save, or to ignore an additional effect from it.

Resisting Structure or Stress damage shifts the result upwards by one stage.

But the biggest change to regular LANCER is as follows: **STRAIN is generated when you OVERCHARGE instead of HEAT**, but the rules for overcharging otherwise are as standard. This has *massive* ramifications for the viability of many frames, and evens the playing field across pilots and players, no matter which mech they wish to build.

Any rule that specifies "On Critical Hit" can now be triggered on any hit where you Pushed Yourself. This does *not* give you extra damage dice, however.

"Natural" Critical Hits occur when multiple 5s or multiple 6s are rolled across your dice pool.

But this creates a new question: How do we *remove* Strain? And what happens if we *exceed* Strain?

Any time you STABILIZE, you can roll **Pilot TIER×d3**, take the **highest result**, and clear that much **STRAIN**. During a **Short Rest**, you roll your **TIER×d6** to clear **STRAIN**.

Pilots clear all STRAIN during a Full Repair using the Vice rules outlined earlier.

If you *exceed your 9th STRAIN*, the character will suffer a permanent **TRAUMA** based on the situation, then clear all **STRAIN**, returning to **0**. But that isn't the end for them. **Pilots can push themselves past the breaking point.** Once a Trauma is gained, the pilot is fracturing, already beginning to deal with the weight of the situation. But they aren't broken. Not yet.

After a Pilot accrues a TRAUMA, they may gain up to 9 STRAIN again in the same Scene. After a Scene in which a Pilot gains a Trauma, they go **Down & Out** as the adrenaline fades, and their wounds, both physical or mental, catch up with them. If a pilot **surpasses 9 STRAIN twice in one Scene**, the Pilot IMMEDIATELY goes Down & Out, incapable of even trying to push themselves further. In such a situation, a pilot's NHP can take over control and is considered to be the same Tier as the pilot, but incapable of using their Talents. **NHPs Piloting a Mech can spend STRAIN and accrue Traumas as well.** What form that takes is up to the FC.

A Pilot accruing **four Traumas** at once will result in that Pilot **Retiring**, as the rigors of combat have become too much for them. They'll suffer the aftermath of constant warfare's effects on the human psyche. This however does **not** mean that they'll be completely out of the campaign -- a savvy FC can keep retired characters around as "NPCs" (Non-Party-Character) more than likely still played by their respective players. This can make for lovely narrative interactions as old friends and comrades come back, seeing how the party has grown without their influence. Perhaps in certain situations, they can end up being the key to vital information or indirect aid that allows their old comrades to complete their mission.

While Trauma is a legitimate threat to players who want to keep their characters, it's a tension that is completely their choice to use or abuse.

To reign this back over the course of a campaign, FCs can create 4-Sided **Project Clocks** during Long Rests or between missions titled **Therapy: [Pilot]**. During Downtime, a pilot can focus on their personal journeys, rolling their **Tier**. On a 1-3, they fill a single seFCent; 4-5, two seFCents; and 6, they fill three. Filling this project clock represents the pilot coming to terms with, seeking the right support, and finally overcoming the traumatic rigors of their work and their lives. When a Therapy Clock is filled, the **oldest Trauma** is removed, and will no longer count towards retirement. The player is still free to roleplay the effects and nuances of what they experienced as would be narratively fitting.

Note: *For more realistic journeys and to give traumatization the weight that such a topic deserves, Eight-sided clocks or more can be called for.*

Trauma is not something to be taken lightly in real life.

*While it is useful as a comparison point for the struggles of our fictional characters within the mind's eye, it is **not** my intent to treat the struggles that people undergo in their day-to-day lives as a commodity.*

Especially within Union space, pilots and mercenaries have access to a wide array of psychological counseling and care, ranging from NHP-staffed Mental Wellness Corpsos to contracted therapists assigned to their Company or Ship. For a more tense, suspenseful game, FCs can opt out of giving their players access to therapy, especially in places like the Long Rim or the Dawnline Shore.

ADDITIONAL RULES

There are a variety of permutations to the Lancers in the Dark formula. From adaptations of *Blades'* "Load" and "Harm" rules, to more custom design work like Group Attacks and the alternative Structure & Stress rules, *Spikes & Ruin*, FORECASTs can tailor the experiences of their campaigns in any way they wish. Lancers in the Dark is intended to be a stepping stone, an inclusive catch-all ruleset that gives you the ability to look at what has been given to you, and to extrapolate reasonable rulings based on it. These Optional Rules will be found on **Page 53**, at the end of this document.

Example Play ::

FORECAST: TERMINUS describes a scene of shock and terror. Of panicking miners and their families, running through the halls and maintenance tunnels of their home, Occami Station. The pirates were pitiful things, but they'd never been this brazen. It was lucky that ARA was re-fueling when the attack happened. They were desperate, ARA was hungry. They needed a defender, and it was the right thing to do. What they couldn't pay, perhaps ARA could barter for food and fuel. Rawmat was in high supply, so bullets for bread seemed like more than a fair trade. ARA's Everest came online, and they set out.

FC: As you round the corner, you can see a pair of pirates, a **Sentinel** and a **Hornet** kicking over a hauler, trying to crack open its back hatch. They're about seven spaces away from you. The situation is simple: Route or destroy them, and keep the Miners' haul safe. It's your turn now, ARA!

ARA: I'd feel better with that Hornet gone, so I'm going to **Move** to get up closer to it and **Lock On**. Then I want to **SKIRMISH** with the GMS Heavy Shotgun! Hornets have some good evasion, yeah?

FC: Yep! Even at **TIER 1**, you're suffering **-2** to your Dice Pool from its Evasion. Since you're LL0, you're *also* **T1**. Even with your **VANGUARD**, you'd be **defaulting**.

ARA: And if I consume the Lock On?

FC: Then you negate the **Dice Pool Modifier** from the Hornet's Evasion and E-Defense for the attack.

ARA: Yeah, that's a no-brainer. Consuming Lock On, Skirmishing with the Heavy Shotgun. 2d6, and... the highest I got was a **5**.

FC: Roll damage! And I'll think of a **consequence** for your **partial success** while you do.

ARA: Looks like 9 damage?

FC: Oh yeah that Hornet is **GONE**. The pellets *RIP* through it and send the pieces scattering across the wall of the maintenance tunnel. But since you had to aim upwards, the blast *knocks the truck over*, now giving the Sentinel some **Hard Cover** to hide behind!

It readies the **Eye of Midnight**, and shoots at you. What's your Evasion?

ARA: Eight.

FC: No DPM, it's rolling 1d6, and it gets a **4**. You'll take **5 Kinetic** and, what do you think would be a cool consequence?

ARA: Oh, easy, I'm going to let the pellets *glance off of me* which will start some rotation, you know? And I'm going to use that to bring my **Charged Blade** in. Can I do that?

FC: Hmmm, I don't think we'll give you a free attack, but I like the idea behind it. How about you get to **move two spaces without triggering its reaction?** Since it just shot you and you're trying to get closer to it.

ARA: Yeah that sounds cool!

FC: So, as your turn comes up, the pellets come in, hitting your Everest in the chest with a glancing blow, but throwing yourself off to the side causes you to spin, rolling with the force as you get *just that little bit closer!* What do you do from there? You're not *quite* in range to swing with your **Charged Blade** but that also means you're not **ENGAGED** yet.

ARA: I want to walk in and **BARRAGE!** Melee first, Heavy Shotgun after!

FC: That'll trigger **OVERWATCH**. Is that okay? You could try shooting from here.

ARA: Yeah, that'll be fine.

FC: Alright, rolling, aaand, that's a **6!** Do you want to take 5 more Kinetic?

ARA: If I do that, I'll actually Structure. I'm going to **RESIST** that. I'm **TIER 1**, so I'm rolling **1d6?**

FC: Yep, Resisting's **6 STRAIN**, minus whatever you roll.

ARA: That's a **3**. So I take **3 STRAIN?** Alright.

FC: The incoming damage gets halved, then rounded up. You take **3 KINETIC**, and **aren't structured**. Good job! Evasion 8, so you're rolling **TIER d6**. Just the one. You *could* **PUSH YOURSELF** for **2 STRAIN** to get an additional accuracy here?

ARA: Yeah sure, we'll go up to **5 STRAIN** in order to get this guy gone. Swing! **6**, and then next shot... **4** with Vanguard. Damage is... **4 AP** from the Blade and... **7** with the Shotgun.

FC: Not quite enough, and you got a Partial Success! I think the Sentinel is going to try and **RAM** you away, but... only rolls a **2**.

ARA: I **OVERCHARGE** -- first one -- so that's up to **6 STRAIN** total, and I roll the shotgun again! **5!** And... does **8 damage** do it?

FC: Yeah! The **Sentinel** gets torn to bits by a hack and an explosive report, forcing it off of your blade as it skids down the maintenance tunnel!

ARA: Woo! Alright, that's the end of my turn.

>// As you can see, turns can become a little longer to accommodate for the greater focus on narrative storytelling in the midst of combat. Descriptive flourish and overall gameplay speed is based both on the FC **and** their players.

SECTION 02: /RE/BALANCE

This document serves to improve the play experience when interacting with a variety of mechanics in LANCER RPG. These are meant to interface with Lancers in the Dark, but can be adapted for vanilla play.

FORWARD

In this document I'm going to be codifying tweaks, clarifications and rewrites of **almost all first-party Lancer options**. From Ace to Sunzi, and everything in between. These rewrites and adjustments have been made specifically with the **LitD TIER/Dice Pool** in mind, which places a higher emphasis on Evasion and E-Defense, but can be appropriated into vanilla play with some work.

RULES ERRATA AND CLARIFICATIONS

>// Including Interpoint Station erratas by RALF

REALLOCATING POINTS (Core, p.18)

Every time your pilot's LL increases, you also have the option to choose **two**:

- Reallocate **any** ranks from one of your talents [...]
- Reallocate **any** ranks from one of your licenses [...]
- Replace one core bonus [...]

>//Add an additional option:

- Reallocate any points from one of your mech skills to any other mech skill.

If reallocating ranks from one license to another means your pilot no longer qualifies for a core bonus, you must replace that core bonus with one you now qualify for.

δ BASE STATISTICS; IMPROVING MECHS; HULL (Core, p.34)

Add: "At **5+ HULL**, your mech may **RAM** characters within **THREAT** of their weapons."

AGILITY (Core, p.34)

Add: "At **5+ AGILITY**, your mech's benefits from **cover** double."

SYSTEMS (Core, p.34)

Rewrite second bullet to "**+2 SP** for every two points of **SYSTEMS**."

Add: "At **5+ SYSTEMS**, your mech's **tech attacks** gain **+1 ACCURACY**."

ENGINEERING (Core, p.34)

Add: "At **5+ ENGINEERING**, 1/scene, while **STABILIZING**, you may spend **REPAIRS** and clear **HEAT** at the same time, in addition to the secondary benefit."

TYPES OF ACTIONS; Reactions (Core, p.61)

Replace the last two sentences:

"[...] grant additional reactions.

Unless specified, reactions resolve **[immediately after being triggered. Some resolve after the triggering action is completed, such as the Sentinel NPC's RAPID RESPONSE reaction]** -- if so, the reaction will specify."

MOVEMENT; Splitting up Action and Movement (Core, p.62) (RALF)

Add a sentence at the end: "Splitting up movement this way results in starting and ending your movement multiple times, despite it being only one movement action."

MOVEMENT; Obstruction (Core, p.62)

Append new wording at the end of section:

"Sometimes, there are passages between terrain features that are too small for a mech to comfortably walk through or stand in. Characters can squeeze through a passage **one SIZE smaller** than them, counting as **PRONE** until they exit the passage. However, if the passage is **two SIZES smaller** than the character, **their speed is additionally halved**, their **EVASION** is reduced to **5**, and they cannot be **SHIFTED** (see *below*) by effects caused by a character smaller than them.

Naturally, such ingress is detrimental both to the environment and the character traveling through them. Expect plenty of scratches and whining metal."

MOVEMENT; Involuntary Movement (Core, p.62)

SHIFT (New Verbiage)

When a character is **SHIFTED**, they are involuntarily moved by another character. Shifting moves the affected character in a straight line in a specified direction. Shifting on its own never provokes **reactions** or **engagement** but is stopped by obstructions.

ATTACKS; Range and Patterns (Core, p.64)

Add after "...multiple characters affected":

“These patterns are colloquially referred to as **“area(s) of effect.”**

FLIGHT (Core, p.63)

Some characters can fly for either all or part of their movement. Flying characters can move vertically and horizontally *[a combined amount]* up to their **SPEED**. For example, if a mech with a flight system and **6 SPEED** ended its movement anywhere within *[four]* spaces of its starting location, it could have *[shifted vertically a maximum of two spaces.]* [...]

[...] Flying characters must remain lower than *[5 spaces over the base surface of the map to act normally.]* [...]

INVISIBILITY (Core, p.65, p.77)

[...] they are extremely hard to target -- *[all Non-Pattern attacks made from more than 3 spaces away from an INVISIBLE character have a 50% chance to miss. Attackers roll a d6 to determine this.]* Additionally, **INVISIBLE** characters can always **HIDE**, even without cover.

HARM; Duplicate Effects (Added!, Core p.68)

A character cannot be benefitting or suffering from two lingering instances of the same **named effect**. If two separate effects inflict the same **status** or **condition**, it will persist for whatever effect lasts longest. However, *instant* effects (the heat generated from multiple **INVADES**, for instance) can be triggered several times.

(For instance, the HA Tokugawa's OVERCLOCK passive inflicts the EXPOSED status until the end of its next turn. If the Tokugawa overheats and would be EXPOSED again, that status does not end with OVERCLOCK's conclusion.)

QUICK ACTIONS; Ram (Core, p.70)

Erase “ the same **SIZE** or smaller than you” from the second sentence, leaving it as “*Make an attack against an adjacent character.*” Add it back in the third sentence: “*On a success, if your target is the same **SIZE** or smaller than you, they are knocked PRONE and you may knock them back one space.*”

FULL ACTIONS; Stabilize (Core, p.70)

Append the following:

After making their choices, Pilots may roll **TIER**×d3, keeping the highest die rolled and clearing as much **STRAIN**. Following this, a pilot may make a **TIER** check; making an additional **Quick Action** on success.

OTHER ACTIONS; Prepare (Quick) (Core, p.71)

Rewrite:

When you **PREPARE**, you ready yourself to take an action at a more advantageous time than the present.

As a **quick action**, you can **PREPARE** any other **quick action**, specifying a **trigger** when you do. Until the start of your next turn, when your **trigger** is met, you may take the prepared action as a **reaction**. You may not take any other actions or reactions until you take this action, or you choose to drop your preparation.

Your prepared action must follow all rules for duplicate actions and obey the restrictions imposed by the contents of your turn (moving, then preparing to **SKIRMISH** with an **ORDNANCE** weapon, for instance.)

Valid trigger clauses include "when a hostile or allied character **declares** or **resolves** a **movement**," or "when a hostile or allied character **resolves** a specific **action**," valid activation clauses then include "I **[quick action]**".

When you **PREPARE**, it is clearly visible to casual observers.

REACTIONS; Brace (Core, p.73)

Brace (originally by Old Man Maz)
Reaction, 1/round

Trigger: You would take damage from an external source, attack, or **SAVE**.

Effect: You count as having **RESISTANCE** to all damage, **BURN**, and **HEAT** from the triggering attack or **SAVE**, and until the end of your next turn, all other attacks are made against you at **+1 DIFFICULTY**. This resistance cannot be ignored.

Due to the stress of bracing, during your next turn you cannot take **full actions** or **OVERCHARGE**, and can only take one **quick action**.

JOCKEY (Full Action) (Errata)

Rewrite the entire action:

When you **JOCKEY**, you aggressively attack an enemy mech while on foot. It cannot be emphasized enough how foolhardy and dangerous this is.

To **JOCKEY**, you must be within **3** spaces of a mech. As a **full action**, you move into the same space as the mech you are attempting to **JOCKEY** and make a **contested check** as outlined below. In

addition to other effects, on a success you are considered to be **jockeying** the enemy mech, and continue doing so until you are forced off, or you leap off of your own volition. While **jockeying**, you move where your target moves, but cease to jockey if the target teleports.

Make a contested...

- **...HULL check.** If successful, your target takes **KINETIC** damage equal to your **HULL** and is **SHREDDED** until the end of their next turn.
- **...AGILITY check.** If successful, your target is knocked **PRONE** and loses points of **SPEED** equal to your **AGILITY** until the end of their next turn.
- **...SYSTEMS check.** If successful, your target is **BLINDED** until the end of their next turn, and they lose points of **SENSORS** equal to your **SYSTEMS** until the end of their next turn.
- **...ENGINEERING check.** If successful, your target becomes **EXPOSED** until the end of their next turn and takes **HEAT** equal to your **ENGINEERING**. If they are already **EXPOSED**, they additionally cannot clear the status until the end of their next turn.

A mech being **jockeyed** can force a dismount in two ways: first, as long as it is not **PRONE**, it may spend a **quick action** and its **movement** to go **PRONE**, forcing either a **GRIT** check from its jockey or them to voluntarily leap off. Otherwise, it may force a **HULL** or **AGILITY save** as a **full action** to throw the offending pilot off of it. On being forced to dismount, the jockey takes **3 KINETIC** damage, and is placed within **3 spaces** of the mech, **PRONE**.

STATUSES AND CONDITIONS (Core, p.77-79)

BLINDED (New Additional STATUS)

BLINDED characters can only draw line of sight to adjacent spaces

STUNNED

STUNNED mechs cannot **OVERCHARGE**, make a normal move, or take free actions and reactions. During their turns, a **STUNNED** mech has one **quick action**. Pilots [...] maximum of 5 **EVASION**, and suffer +1 Difficulty on all **HULL** and **AGILITY** checks and saves.

STUNNED NPCs cannot make any actions on their turns.

REPAIRS AND REST (Core, p.82) (RALF)

Add a bullet point to "after resting, characters may:"
- Reload all of their loading weapons.

>// *Alright, everything else has basically been covered by the rewrites above, now onto some new erratas.*

GEAR AND SYSTEMS; Gear Tags; Other Weapon Tags (Core, p.105)

Rewrite **ACCURATE**:

ACCURATE X: Attacks made with this weapon or system receive **+X ACCURACY**. If no number is specified, they receive **+1 ACCURACY**.

δ Rewrite **INACCURATE**: (LitD-Specific)

INACCURATE: Attacks made with this weapon or system only hit on results of **5** or **6**, and miss on results of **4**.

>// *Old Inaccurate didn't work at T1, and this means it's not an easy tag to just ignore.*

ORDNANCE

This weapon or system can only be fired before the user makes any **movements** during their turn. Additionally, because of its size, [...]

COPILOT (Replacing the 'AI' tag)

A mech can only have one system with this tag installed at a time, and is then considered to have the **COPILOT** tag itself. A mech with the **COPILOT** tag can act somewhat autonomously. A pilot can choose to hand over the controls to their Copilot or take control back as a **protocol**. Their mech gains its own set of actions and reactions when controlled by a Copilot, but the pilot can't take actions or reactions with it until the start of their next turn. Copilots can't benefit from talents.

NHP (New Tag in conjunction with COPILOT)

This system is a non-human person who can interact with the world around them. They can suffer **STRAIN** and **TRAUMA** like their pilots, and can be shackled or unshackled.

When sharing the cockpit with a pilot, an NHP gains and recovers any **STRAIN** that their pilot does, and when in control, they can **PUSH**, **AID**, and **RESIST**, treating their pilot's **TIER** as their own. NHPs however cannot **OVERCHARGE** on their own, and can only recover their own **STRAIN** during **Downtime**.

When an NHP exceeds **9 STRAIN**, they gain both a **TRAUMA** and must make a **CASCADE** check.

>// *As a quick aside (credits to Lori):*

NHPs are analogous to a lot of real life cruelties, and contain wording that many people could consider inflammatory. We think it is more important for you as a FORECAST to play reactively to people that are around you rather than have a hard and fast rule for everything. Rules are great for mech combat which is decided in units of distance and degrees of heat. (Continued on next page)

(Cont.) The theft of peoples' agencies have been a painful scar that spans the length of human history, and we believe it is better to address sensitive topics like that less through rulings or airtight mechanics and more through a shared conversation between the players so that no one is stuck playing out a fiction that, to them, creates more pain or stress atop whatever they've already felt.

It is nice when a machine is all interlocked gears and airtight mechanism. Real life isn't that way, unfortunately. And the stealing of agency from people is a part of real life. Consider deciding communally where Shackled and Unshackled NHPs sit in your group's narrative for the sake of comfort and sensitivity.

= Replace all **AI** tags with the new **COPILOT** tag.
 = Assign the **NHP** tag to all ""-class NHP Systems, including the ones granted by the **Technophile** Talent.

UNSTABLE (New Additional Tag)

This system, talent, trait, reaction, or weapon cannot be used as part of a **REACTION**.

GEAR AND SYSTEMS; Additional Tags / Pilot Gear Tags (Core, p.106)

MINE

[...] can be planted in a free, and valid space on any surface within [**RANGE 2**,] but [...]

SIDEARM

1/round, you may fire one weapon with this tag as a **free action** immediately before or after you make any other action.

HARDSUITS (ARMOR) (Core, p.110)

Add column: **Sensors**

Populate Column:

Light	8
Assault	8
Heavy	5
Mobility	5
Stealth	10

Update	Evasion	&	E-Defense
Light	11+AGI		11+SYS
Assault	9+AGI		9+SYS
Heavy	8+AGI		9+SYS
Mobility	11+AGI		10+SYS
Stealth	9+AGI		9+SYS

TAGS; BIOLOGICAL (Core, p.282)

These characters don't have a **HEAT CAP**, and may or may not have **SENSORS**. A character with the Biological tag can only be targeted by tech actions if it has **SENSORS** greater than 0, but has **RESISTANCE** to **damage**, **HEAT**, and **BURN** caused by them. Biological characters can only use one weapon or system that generates **HEAT** per turn.

HACKING ADJUSTMENTS

1. When an NPC is in the **DANGER ZONE**, **HEAT** from **tech attacks** additionally deals an equal amount of **AP ENERGY** damage.
2. When an NPC is **EXPOSED**, **tech attacks** additionally deal **BURN** equal to the **HEAT** dealt.
3. When a player scores a **critical hit** with a **tech attack**, their target suffers an **INVADE** option in addition to all other results of the attack. This cannot cause duplicate effects.

Reminder from Section 01, Theater of the Mech; Tech Attacks:

SYSTEMS does not grant you a positive Tech Attack Bonus (TAB), but it does offset your Negative TAB, bringing you to 0. With a negative TAB, you suffer **+1 DIFFICULTY** to all Tech Attacks, and with a positive TAB, you gain **+1 ACCURACY** to all Tech Attacks. NPCs look to their base **SYSTEMS** score for these adjustments.

ARCHETYPE TECHS -- "ARCHETECHS"

Despite **Strikers** having the most universal method of interacting in LANCER: **Defender**, **Controller**, **Support** and **Artillery** mechs perform different, more specialized roles. With these come different expectations on the battlefield. To better differentiate these roles from each other, they are being assigned a **basic tech action or invade** in addition to the basic **Fragment Signal**, **Bolster**, **Scan**, and **Lock On** tech actions. In conjunction with this, several mechs are receiving removals or additions of archetypes for balancing purposes. **Generalist** mechs do not receive an Archetech.

ARTILLERY: Paint the Target Invade

Gain the following option for **INVADE**:
You use your complex targeting software to highlight weak points in your target, giving them the **LOCK ON** condition. Additionally, weapons count as **SEEKING** when targeting this character and attacks against them do not trigger **reactions** from hostile characters until the start of your next turn.

CONTROLLERS: Tear Down Quick Tech

Make a **tech attack** against a character within **SENSORS** and line of sight. On a success, that character takes 2 **HEAT**. At the start of your next turn, that character takes an additional **GRIT+2 HEAT**. A character can only suffer from one instance of this effect at a time.

DEFENDERS: Crush Targeting Quick Tech

Nominate a character within line of sight and **SENSORS**. That character must pass a **SYSTEMS** save at **+1 DIFFICULTY**, or suffer **+3 DIFFICULTY** to attacking all characters **other than you** until the end of their next turn. The affected character can never suffer from **DIFFICULTY** when attacking you. Only one character can be affected by this Tech at a time.

STRIKERS: Clash Reaction, 1/round

Trigger: You take damage from a **melee attack** within **SENSORS**.

Effect: You immediately make a **melee attack** against the attacker with a single melee weapon, even if it is **SUPERHEAVY**. Any damage this reaction would deal instead reduces incoming damage from the triggering attack. If this would reduce the attack's damage to **0** (before **ARMOR** and **RESISTANCE**), you may **SHIFT** the target **3 spaces** in any direction.

>// *Trust me this is definitely a tech. Shush.*

SUPPORTS: Optimize Quick Tech

Choose an allied character within line of sight and **SENSORS**. Until the end of their next turn, they either:

- make all attacks, or
- make all **SAVES & CHECKS**

with **+1 ACCURACY**, chosen by you. Only one character may be under this effect at a time, and cannot benefit from more than one instance of it.

Of the Archetypes in the game, **Strikers** are the outlier, due to being universally useful at winning combats. Therefore, giving them an additional tool to be *better* offensively was not considered.

ORDER OF OPERATIONS DURING AN ATTACK

>|| Workshopped by myself, [RALF, and the helpful folk of Interpoint Station](#)

SKIRMISH

STEP 1: DECLARE ACTION

Triggers: "Before making a Skirmish",
"Before making an Action"

STEP 2: DECLARE WEAPON

Declare a single **NON-SUPERHEAVY** weapon you are using as part of the **SKIRMISH**. If your chosen weapon is mounted alongside an **AUXILIARY** weapon, you may use that weapon to make an additional attack during this **SKIRMISH**. The additional **AUXILIARY** weapon is unable to deal bonus damage.

You may freely decide the order of attacking weapons.

STEP 3: DECLARE ATTACK

Triggers: "Before Attacking", "When Attacking", "When Firing", "Before Rolling an Attack", "On Attack".

STEP 4: DECLARE TARGET WITHIN RANGE OR THREAT

STEP 5: ROLL ATTACK ROLL

Triggers: "On Hit", "Successfully Hit", If Critical: "On Crit", "Has made an attack."
Hitting also causes the attack to be successful.

STEP 6: ROLL DAMAGE

Triggers: "On Damage", "Damaged by".

STEP 7: RESOLVE ATTACK

Triggers: "After Attacking"

STEP 7.1: RESOLVE MOUNT

Repeat Steps 3-7 until all chosen weapons have been fired from one Mount.

STEP 8: RESOLVE ACTION

Triggers: "After making an Action"

BARRAGE

STEP 1: DECLARE ACTION

Triggers: "Before making a Barrage",
"Before making an Action"

STEP 2: DECLARE WEAPON

Declare a single **SUPERHEAVY** weapon or 2 different weapons you are using as part of the **BARRAGE**. If your chosen weapon is mounted alongside an **AUXILIARY** weapon, you may use that weapon to make an additional attack during this **BARRAGE**. The additional **AUXILIARY** weapon is unable to deal bonus damage.

No weapon may fire more than once as a result of a **BARRAGE** action.

You may freely decide the order of attacking weapons.

STEP 3: DECLARE ATTACK

Triggers: "Before Attacking", "When Attacking", "When Firing", "Before Rolling an Attack", "On Attack".

STEP 4: DECLARE TARGET WITHIN RANGE OR THREAT

STEP 5: ROLL ATTACK ROLL

Triggers: "On Hit", "Successfully Hit", If Critical: "On Crit", "Has made an attack."
Hitting also causes the attack to be successful.

STEP 6: ROLL DAMAGE

Triggers: "On Damage", "Damaged by".

STEP 7: RESOLVE ATTACK

Triggers: "After Attacking"

STEP 7.1: RESOLVE MOUNT

Repeat Steps 3-7 until all chosen weapons have been fired from one Mount.

STEP 7.2: RESOLVE WEAPONS

Repeat Steps 3-7.1 until all chosen weapons have been fired.

STEP 8: RESOLVE ACTION

Triggers: "After making an Action"

STRUCTURE AND STRESS

STRUCTURE DAMAGE TABLE

(Lowest result on [STRUCTURE DAMAGE]×d6)

5-6	SUPER-STRUCTURE FAILURE	Parts of your mech's armor or limbs are devastated by the attack, but it's nothing you can't fix. You are IMPAIRED and SLOWED until the end of your next turn.
2-4	SYSTEM TRAUMA	Parts of your mech's internals are torn apart by the damage. Roll 1d6 , on a 1-3 , all weapons on one valid mount of your choice are destroyed. As a full action , you may repair the weapons on a mount to usability and roll a GRIT check. On success, you immediately make a SKIRMISH as a free action . On a 4-6 , a system of your choice is destroyed. LIMITED weapons and systems out of charges are not valid choices. If there are no valid choices remaining, check the other result. If there are no valid systems or weapons remaining, this result becomes a DECISIVE BLOW instead.
1	DECISIVE BLOW	The result depends on your mech's remaining STRUCTURE : 3+ : Your mech is STUNNED until the end of its next turn. 2 : Roll a HULL check. On a success, your mech is STUNNED until the end of your next turn. On a failure, your mech will be destroyed at the end of 1d3 turns, falling apart at the seams from the rigors of combat. You can make a full action to spend one point of REPAIR before the timer runs out, ending this effect. If the current Scene ends while this timer is active, your mech is destroyed. 1 : Your mech is destroyed.

>|| No more immediate destruction, no more becoming utterly useless because your only mount got blown off. A 5-6 is no longer a negligible result for Structure Damage. Take the blows and keep them coming.

>|| Combined with the **STUNNED** changes, **Decisive Blow** (renamed from **Direct Hit**) allows player counterplay.

STRESS DAMAGE TABLE

(Lowest result on [STRESS DAMAGE]×d6)

5-6	EMERGENCY SHUNT	Gouts of heat flush from your reactor, for the moment giving your enemies a view of the thinnest points of your armor. You become SHREDDED until the end of its next turn.
2-4	POWER PLANT DESTABILIZE	Your mech struggles to re-establish stability over fluctuating generator levels. It's a toss of the coin whether you're able to reel it back in, or if your reactor exceeds its intended parameters. Roll a d6 : On a 4-6 , Your mech becomes EXPOSED ; on a 1-3 , your mech immediately gains HEAT equal to half its HEAT CAP .
1	MELTDOWN	The result depends on your mech's remaining STRESS : 3+ : Until you next STABILIZE , you are dealt AP ENERGY Damage equal to any HEAT taken or generated. 2 : Roll an ENGINEERING check. On a success your mech is JAMMED until the end of its next turn. On a failure, your mech will MELT DOWN at the end of 1d3 turns, detonating in a brilliant explosion. You can make a full action to spend one point of REPAIR before the timer runs out, ending this effect. If the current Scene ends while this timer is active, your mech is destroyed. 1 : Your mech MELTS DOWN at the end of its next turn.

TALENTS

ACE [ACE]

ACE2--AFTERBURNERS: When you **BOOST** while flying, you may additionally move up to half your speed (rounded up) as a **free action** this turn. If you do, take **SIZE+1 Heat**.

δ BLACK THUMB [BT]

BT1--FLESH TO METAL: EJECTING from your mech does not permanently **IMPAIR** it.

BT2--RODEO: When you **EJECT** and would pass over a mech or vehicle, you may **JOCKEY** it as a **quick action**. While **JOCKEYING** an allied mech, you may instead choose from the following options:

- Clear **2 HEAT**.
- Clear **IMPAIRED** or **JAMMED** that weren't caused by the character's own Systems or Talents.
- Clear all **BURN** and grant them **2 OVERSHIELD**.

BT3--RODEO MASTER: You may, as a **protocol**, begin a **BLACK THUMB RODEO**, popping out of the hatch in order to **JOCKEY** your own mech and being able to use the options granted from **RODEO**. The first time you would take damage while **JOCKEYING** your own mech, you may gain **IMMUNITY** to the damage and effects and return to the cockpit. If you return this way, you may not perform another **BLACK THUMB RODEO** until the end of your next turn.

BONDED [BND]

BND3--EYES ON YOUR SIX: If a character within line of sight attempts to attack your Bondmate, you may target them with **OVERWATCH**, dealing no bonus damage. If you hit, that character's attack automatically misses.

BRAWLER [BRL]

BRL1--GATEKEEPER: [No Changes]

BRL2--TO THE BODY: Your **IMPROVISED ATTACKS** gain **KNOCKBACK 2** and deal **2d6+2 KINETIC** damage. When you start your turn in a grapple, you may, as a **protocol**, deal **1d3+1 AP KINETIC** damage to a character you are grappling.

BRL3--GO THE DISTANCE: When you start your turn grappling a hostile character, every **GRAPPLE**, **RAM**, or **IMPROVISED ATTACK** you make adds **+1** to the **BRAWLER DIE**: a 6-sided die. You gain **ACCURACY** dice from **Brawler 1** equal to the **BRAWLER DIE**, and on **GRAPPLE**, **RAM**, or **IMPROVISED ATTACK critical hits**, you may reduce the **BRAWLER DIE** by **1** and take **1 HEAT** to immediately make an **IMPROVISED ATTACK** as a **free action**, and become unable to increase the **BRAWLER DIE** until the start of your next turn. This free action cannot benefit from any bonus damage. You lose the **BRAWLER DIE** if you are no longer grappling any hostile characters.

>// Get ready for that Street Fighter combo.

BRUTAL [BRU]

BRU1--PREDATOR: When you roll **two or more 6s** on any attack, you deal the **maximum possible damage and bonus damage**. (LITD)

BRU2--CULL THE HERD: **1/turn** on a **critical hit**, you may inflict the **LOCK ON** status on a character in **line of sight**.

CENTIMANE [CNT]

CNT2--EXPOSE WEAKNESS: When you consume **LOCK ON** as part of an attack with a **NEXUS** or **DRONE**, your target becomes **SHREDDED** on hit until the start of your next turn.

CRACK SHOT [CRK]

>//Credit to Sienes for championing the entire Rifle Refresh of 1.0.0!

- Remove CRK2--**ZERO IN**

- Improve every Rifle to offset Zero In's removal.

- New CRK2:

CRK2--RICOCHET: **1/round**, when you perform a **critical hit with a Rifle** while steadying your aim, you may choose to ricochet the attack. You deal **1 KINETIC** damage to the original target but are not considered to have attacked them for the purposes of other talents, traits, or systems. You may then make a new attack originating from your target against another character within **RANGE 5** and line of sight of them.

If your weapon has a **LINE** pattern, this effect causes the Line to end at the initial target, and continue its remaining distance in a direction of your choice.

>// Keyword: "Other" talents. Critting on your target can apply the saves from CRK3--Watch This, before you ricochet to deal damage elsewhere. Along with this, Sienes has submitted a number of Rifle buffs. For sake of space, you'll see them in the document.

DEMOLITIONIST [DMO]

DMO1--CLEAR BACKBLAST: [...]

DMO2--UNDERSLUNG LAUNCHER: Gain the indestructible **Underslung Launcher** system. When activating a system with the **GRENADE** or **MINE** tags, you may choose to fire them from this system. Systems fired this way are not considered to be **thrown or placed**. Grenades fired this way gain **+2 RANGE** and Mines can be fired within **RANGE 3**. You do not require line of sight to their intended destinations, so long as a path can be drawn. Once at their destinations, they detonate or arm as usual.

DMO3--FRONT TOWARDS ENEMY: Your explosive charges have been enhanced with customized utility payloads. **1/round** when a Grenade or Mine system fired from the **Underslung Launcher** forces **SAVES**, choose one of the following effects:

- Characters in the affected area suffer **1d3 KNOCKBACK** from the point of detonation. They are knocked **PRONE** if they collide with a character or obstruction large enough to stop them.
- Before Detonation, 1 character adjacent to the area of effect may be **SHIFTED 1 Space** into it if possible.
- Characters within the affected area become **LOCKED ON** after the system resolves.

EMPATH [EMP]

(LitD) **EMP1--SYMPATHETIC PRECOGNITION:** [...] check, attack, or save as if it had resulted in a **4**.

(LitD) **EMP3--SHARED SUBJECTIVITY:** [...] check, attack, or save as if it had resulted in a **4**.

ENGINEER [ENG]

> //Credit to the Clown Patrol WF Campaign for this

ENG3--FINAL DRAFT: Your prototype weapon is now **LIMITED [2d6]** and deals **1D6+4** damage. When rolling its **LIMITED** charges, any dice that land on a **1** can be rerolled, at the cost of starting the next scene with **1 Heat** per reroll.

DRONE COMMANDER [DC]

DC2--ENERGIZED SWARM: If your drones do not have a **SPEED**, they gain one equal to your mech's, and may move independently during your turn. **1/round**, when you make an attack that consumed **LOCK ON**, all of your drones within **SENSORS** emit a **BURST 1** pulse of energy, dealing **1d6 ENERGY** to all characters of your choice caught in one or more.

DC3--INVIGORATE: As a **quick action** you may send a pulse of energy along a **LINE** up to **3 spaces long** to another character. **1/turn**, friendly characters targeted or in affected spaces gain **4 OVERSHIELD**, and hostile characters suffer **1d3+GRIT ENERGY** damage. You may replicate this process; drawing another **LINE** from the end of the previous to another

character within **RANGE 3** as long as they have not yet been affected by **INVIGORATE** this turn.

EXECUTIONER [XCT]

XCT1--INSURMOUNTABLE CLEAVE: During a **critical hit** with a Heavy or Superheavy Melee weapon, you ignore all systems or traits that keep you from moving, pushing or inflicting **PRONE** on your target. You can then **SHIFT** your target in any direction a distance equal to the **number of damage dice** you rolled. If this would cause them to collide with an object or character other than you large enough to stop this movement, they are knocked **PRONE**.

XCT2--HEADSMAN'S BLOCK: You may reroll attack rolls against **PRONE**, **IMMOBILIZED**, and **STUNNED** characters. Each attack may be rerolled once and you must keep the second result, even if it's worse.

XCT3--TOUR DE FORCE: When you destroy another character with a hit from a **HEAVY** or **SUPERHEAVY MELEE** Weapon, you may follow through with the swing, dealing any excess damage to another character within **THREAT** of the weapon used. This effect may trigger multiple times if enough damage is dealt.

EXEMPLAR [XMP]

XMP1--MARK OF PRIDE: The first time each turn that you attack a hostile character with a **melee attack**, hit or miss, you may give them the **Exemplar's Mark** as a **free action**, instilling fear, begrudging respect, or awe with your presence. Characters can only have one mark at a time - new marks overwrite an existing one. You can only have as many characters marked as your pilot's **TIER**. Enemies with your mark consider a **BURST 3** area around you to trigger **ENGAGEMENT**.

If a marked character deals **STRUCTURE DAMAGE** to you, they shake your mark, and must fail a **SAVE** of their choice before a new one can be applied.

XMP2--PUNISHMENT: The first time on your turn that you attack a character you've marked, you can choose to make a Crippling Strike. On **hit**, you inflict **SLOWED** and **IMPAIRED**, and ignore any **RESISTANCE** that the character has for the duration of the attack.

XMP3--TO THE DEATH: At any point during your own or your marked character's turn, you may challenge them to a **Duel to the Death**. If they accept, you are both considered to be **dueling**. You may only duel one opponent at a time.

While **dueling**, characters cannot be more than **3 spaces** away from each other at any time, gaining **IMMUNITY** to any effect that would push or move them outside of that range, stopping the movement by any means necessary.

Duelists gain the following **reaction**:

Dance of Death

Reaction, 2/round

Trigger: Any character not currently **dueling** ends their turn.

Effect: You take a **hostile Quick Action** that can only target and affect your opposing Duelist, even if you are **grappled**.

A **Duel to the Death** ends only when one of the fighters is **destroyed**. At the end of a scene, you are no longer considered to be **dueling**. If a Duelist returns in another scene, the duel continues, with both Duelists spending as much movement as they can to return within **3** spaces of each other. If *multiple* Duelists return to the same scene, one chooses to reignite the Duel and the other two end.

6 FIELD ANALYST [FA]

FA1--OVERSHEET DRAFT: You gain the **SURVEY DIE**, a **d6** starting at **1**, and resetting to **1** at the end of a scene.

1/round, as a **reaction** when a hostile character performs an **attack** in your line of sight, you **MARK** them. This reaction does not cause you to lose **HIDDEN**.

You increase your **SURVEY DIE** when you **INVESTIGATE** a **MARK**, up to a maximum of **6**. You **INVESTIGATE** by either targeting a **MARKED** character with a **non-INVADE tech action**, or as a **free action** while adjacent to them, consuming their **MARK**. You may **INVESTIGATE** only one **MARK** per turn, giving you a greater insight into the trajectories, battle strategies, and tells of your opponents.

After you **INVESTIGATE**, you may force a character in line of sight to make a **SYSTEMS save**, applying an effect of your choice up to the value of your **SURVEY DIE** on failure. The applied effect lasts until the end of your target's next turn, representing you adjusting your comrades' tactics to counter theirs.

2: IMPAIRED

3: SLOWED

4: SHREDDED

5: JAMMED

6: EXPOSED

FA2--INTESTATE: **MARKED** character's wrecks are still considered to be **MARKED** for the purposes of **INVESTIGATION**.

FA3--EXPERT WITNESS: If your **SURVEY DIE** is at **6**, you may choose to **STUN** a character until the end of their next turn instead of **EXPOSE** them. Each character can suffer this effect **1/scene**.

GREASE MONKEY [GM]

GM1--ALL WORK, NO PLAY: When you **STABILIZE**, you may clear a **Condition** in addition to any other options chosen (including clearing a second condition).

GM2--DESIGNATED GEARHEAD: When you **STABILIZE**, you may **duplicate the effects** you choose on one allied character within **BURST 1** without the Grease Monkey talent. Restoring **HP** on another character expends a second **REPAIR**.

GM3--PREPPER: **1/Short Rest**, you can expend **1 REPAIR** to work on everyone's mechs; allowing them to spend a free **REPAIR** as they choose. This cannot affect other Grease Monkeys.

HACKER [HKR]

HKR1--SNOW_CRASH: **1/turn**, when you hit with a **tech attack** that consumes **LOCK ON**, your target either takes an additional **2 HEAT** or is pushed **3 spaces** in a direction of your choice.

HKR2--SAFE_CRACKER: [...]

JAM COCKPIT: [*Your target may not be used for Mount or Dismount actions, and must roll 10+GRIT to succeed any CHECKS, until the cockpit is fixed with a successful ENGINEERING save as a quick action.*]

HKR3--BY THE ROOT:\: You gain **+1 ACCURACY** on all **attacks, saves, and checks** made as part of a **FULL TECH** action. Your **FULL TECH** systems' successful **tech attacks** always **critically hit**, and hostile characters suffer **+1 DIFFICULTY** to checks and saves forced by your **FULL TECH** systems.

HOUSE GUARD [HsG]

>|| Guest-starring Sienes who originally wrote this up! After some back and forth, here's this:

HsG1--PART THE TIDES: [**1/round**, as a **reaction**] when an adjacent allied character is attacked by a hostile character, you may declare that the attack targets you instead. [*In the case of pattern attacks, this may result in you being attacked twice, and your ally not being attacked at all, even if they are in the affected area.*]

HsG2--INTERCESSION: If your mech does not have a **Heavy** or **Superheavy** weapon mounted, it gains the **HEAVY SHIELD** System, giving it **+1 ARMOR** (to a maximum of **4**). When using **PART THE TIDES**, if the attack is part of an area of effect, the attacker must re-center the area of effect as close to any space you inhabit as possible.

HsG3--SHIELD OF THE LEGION: You count as **adjacent** when you are within range **3** of allied characters for the purposes of your effects from traits, talents, systems or weapons that require adjacency to your mech. Additionally, when you use

PART THE TIDES on a **non-HOUSE GUARD** character, count as having **double your current ARMOR** for the duration of the attack.

JUGGERNAUT [JUG]

JUG1--MOMENTUM: When you voluntarily move **3 or more spaces**, your next **RAM** this turn gains **+1 Accuracy** and knocks your target back an additional **2 spaces**.

JUG3--UNSTOPPABLE FORCE: 1/round, when you **BOOST**, you may supercharge your mech's servos. Move your maximum **SPEED+2** in a straight line, take **SIZE+2 HEAT**, and gain the following benefits:

- You can freely pass through characters the same **SIZE** as your mech or smaller; any characters passed through must succeed on a **HULL** save or are considered to have been hit by a **RAM**, and are knocked back in the same direction as the path you chose. Systems and Talents that interact with **RAM** actions also apply.
- Any terrain, walls, or other stationary obstructions you attempt to pass through receive **20 KINETIC AP damage**. If that is enough to destroy them, you pass through; otherwise, your movement ends.
- You ignore **difficult terrain**.
- Your movement ignores engagement and doesn't provoke reactions.

PANKRATI [PAN]

PAN1--VENI ("I CAME"): Gain an additional **protocol: Valiant Charge**; your mech takes **2 HEAT**, and as long as it is not **PRONE**, its standard movement moves up to **2** additional spaces and ignores terrain penalties. However, this movement cannot be broken up and can only be made in a straight line.

PAN2--VIDI ("I SAW"): When you end a **Valiant Charge** adjacent to a **hostile character** and moved at least **3** spaces, you may make a **GRAPPLE** or **RAM** as a **free action**, or an **IMPROVISED ATTACK** as a **quick action** before you make any further movements.

PAN3--VICI ("I CONQUERED"): When you successfully **GRAPPLE** a character during a turn in which you already performed a **Valiant Charge**, as long as you maintain control over the grapple, your target is locked into a submission hold, and is incapable of drawing line of sight further than adjacent spaces. A character grappled in this way takes your **GRIT** as **HEAT** at the start of each of their turns.

SIEGE SPECIALIST [SSp]

SSp1--LEAD THE TARGET: When you fire a cannon at a target that is further than **8** spaces away or not in your **line of sight**, you ignore **INVISIBLE** and your targets do not benefit from **Soft Cover**.

SSp2--JACKHAMMER: Against terrain the same size as you or smaller, you deal **double damage**. Terrain destroyed by you explodes, dealing **4 KINETIC** damage to characters in **BURST X**, where **X** is the destroyed terrain's **SIZE**. This damage originates from the Terrain. Additionally, when your **cannons** target terrain, you may choose to **automatically hit** and **deal average damage** instead of rolling (Every d6 adds 3.5, rounded up, so 3d6 = 11, but 4d6 = 14).

SSp3--PARADISE LOST: Your Cannons gain **ARCING**, and when you fire them, you may choose to load airburst ammunition, causing them to only roll attacks against targets of your choosing even if others are inside of their patterns. On a **Critical Hit**, the target is knocked **PRONE**, and terrain of your choice within **RANGE 3** of them then takes **average damage**. This can cause Terrain in a pattern to take damage twice.

SPOTTER [SPT]

SPT3--BENTHAM/FOUCAULT ELIMINATION: As a quick action when you **LOCK ON**, you may nominate an allied character within **range 3** of you: they may immediately make any **quick action** as a **reaction**, consuming your target's **LOCK ON** condition. Their action does not need to be an attack, but they benefit from consuming the **LOCK ON** condition if they do choose to attack.

STORMBRINGER [SB]

SB1--DOWNBURST: 1/attack, when you hit with a Launcher after consuming **Lock On**, the target is knocked **PRONE**. When you perform a **critical hit** with Launchers, you may take the **LOCK ON** action against the target as a **free action** after the attacking action is resolved.

SB2--STORMWATCH: 1/attack, when you miss a character with a Launcher, they become **locked on**. When declaring an attack with Launchers against a character that is locked on, that attack gains **+1 ACCURACY** if they're of larger **SIZE**. This accuracy can compound with that from consuming the lock on.

SB3--DERECHO: During your turn, when you make an attack with a Launcher, you may declare it to be a **Missile Storm**. If you do, for the duration of the attack, ignore any **patterns** on the weapon, and you can instead target any number of locked on characters within **RANGE** and line of sight, attacking as if they were all under the same pattern, dealing **half damage, heat, and burn** on hit. However, the attacks must **consume** the Lock On status on those characters.

SYSOP [SYS]

SYS1--ADMINISTRATIVE PRIVILEGE: When you **BOLSTER** an allied character, the effect lasts until they next make a **SAVE** or **CHECK**. **Tech Attacks** made against characters under this effect suffer **+1 DIFFICULTY**.

SYS2--LOCAL AREA NETWORK: 1/round when you target an allied character with an attack or system, you may **BOLSTER** them as a **free action**.

SYS3--INTRUSION PREVENTION SYSTEM: Gain the **WARGAME** reaction:

Wargame
Reaction, 1/round

Trigger: A character you Bolstered is targeted by a Tech Action or forced to make a Save from a Hostile source.

Effect: Consume the Bolster and take **2 HEAT** to force the hostile to make a **SYSTEMS save**. On failure they suffer the effects of their action instead of their target. Both of you may take **2 HEAT** to reroll this save, until one character **OVERHEATS**.

TACTICIAN [TAC]

TAC1--OPPORTUNIST: 1/round, gain **+1 ACCURACY** on *[any]* attack if at least one allied character is **ENGAGED** with your target.

TAC3--OVERLAPPING FIRE: Gain the **Flank** reaction.

Flank
Reaction, 1/round

Trigger: A character not obscured by cover from your position is hit by an allied character.

Effect: They trigger your **OVERWATCH**. This attack automatically hits them but is incapable of dealing bonus damage.

VANGUARD [VAN]

Swap VAN1 and VAN2.

CORE BONUSES

MOUNT RETROFITTING

GMS

Choose one mount: during rests, destroyed weapons on that mount can be repaired without spending **REPAIRS**.

UNIVERSAL COMPATIBILITY

(LitD)

[...] and Roll **3d6**: on double 6s, you regain your Core Power.

BRIAREOS FRAME

IPS-N

If your mech would be destroyed while it has more than **1 STRUCTURE**, it instead falls to **1 STRUCTURE** with **full HP**.

As long as your mech has no more than [...]

>// *Now that you can't be immediately destroyed, Briareos can actually see play.*

FOMORIAN FRAME

IPS-N

[...] ~~to a maximum of 3 SIZE~~ [...]

>// *"Size 4 Barbarossa real" - Sienes*

FULL-SUBJECTIVITY SYNC

SSC

You gain **+2 EVASION** and immunity to **SLOWED** not inflicted by your own systems or talents.

>// *I consider this one to be part of the "HASE CBs", which outside of Gyges Frame, were woefully underwhelming.*

GHOSTWEAVE

SSC

At the start of your turns, you gain **INVISIBLE**. You lose this invisibility if you **attack, deal damage** to or **force a save** on a **hostile character**.

>// *OG Kobold Invis; good for Defenders & Supports.*

INTEGRATED NERVEWEAVE

SSC

Whenever you make a **voluntary movement**, you can move **1 additional space**.

>// *+2 spaces while Boosting wasn't entirely exciting, and also wasn't something to base a build around.*

NEUROLINK TARGETING

SSC

1/round, you can activate a **protocol** during any point of your turn as a **free action** that follows the rules for duplicate actions.

>// *SEKHMET Shutdown is the biggest one here that's abusable, but it has enough utility to base builds around!*

LESSON OF DISBELIEF

HORUS

You gain **+1 ACCURACY** on **SYSTEMS** checks and saves, and hostiles suffer **+1 DIFFICULTY** on tech attacks **against you and adjacent allied characters**.

LESSON OF THE OPEN DOOR

(LitD-Specific)

You gain **+3 Save Target** and [...]

LESSON OF THINKING-TOMORROW'S-THOUGHT

HORUS

When you hit with a **tech attack**, your next **melee attack** against the same target gains **+1 ACCURACY**, and its damage can't be reduced in any way. When you hit with a **melee attack**, your next **tech attack** against the same target gains **+1 ACCURACY**.

LESSON OF TRANSUBSTANTIATION

HORUS

Any time you take **structure damage**, you ignore all overflow damage and then disappear into a non-space, ceasing to be a valid target. You reappear in the same space at the start of your next turn, or **adjacent** to a **character** within **SENSORS** of that space. If there are no other valid spaces, you reappear in the nearest available free space (chosen by you).

Additionally, attacks against a hostile character that structured you are made with **+1 ACCURACY** until the end of the scene.

ADAPTIVE REACTOR

HA

Repairing Reactor **STRESS** costs 1 point of **REPAIRS** per point of **STRESS**.

>// *Obligatory "Stress is a Resource" joke.*

ARMORY-SCULPTED CHASSIS

HA

You gain **+1 accuracy** to **ENGINEERING** saves & checks and gain **RESISTANCE** to **BURN**.

HEATFALL COOLANT SYSTEM

(LitD)

Your cost for **OVERCHARGE** never goes past **1d6 STRAIN**.

STASIS SHIELDING

HA

Until the first time in a mission that you resolve an **OVERCHARGE**, overheating does not reduce a point of **STRESS** from your mech, but instead you stay at your **HEAT CAPACITY** after making your **OVERHEATING** check.

LICENSE REBALANCES

And here we go. Here comes the big stuff. The aim of these rebalances is to address several things:

- 1 - Some options were less powerful or could not contribute as much as others. This was mainly prevalent in mechs that lacked Heavy Mounts.
- 2 - Full Techs *must* be compared to what two Quick Techs could accomplish. You'll find that I've pushed them far into the other direction, as I found them lacking.
- 3 - Some Mechs have conflicting identities, lacked tactical flexibility, or were too hindered by their drawbacks to be used in "optimal play"; my goal for mech reworks is to **raise the floor** of player capability and playability, but some nerfs to the strongest options are, in my opinion, unavoidable.

Again: I cannot reiterate this enough; **these are decisions that I have made to create what I believe to be a more balanced and enjoyable experience.** I have come to these conclusions through playtesting, my own play experiences, and running the numbers, though as more data is collected, things are always subject to change. So let's begin.

Edits will be *[placed in brackets and ITALICIZED]* when in the midst of other rules texts.

When you see "[...]" it means "read the original rules", generally up until where the edits begin. It can also be used to trail off if the rest of the system would take up too much space in the document.

GLOBAL MASSIF SOLUTIONS

+ COMP/CON-Class Assistant Unit: **OSP**

>|| *This is a change made to facilitate a more fluid transition between narrative roleplay and mechanical roll-play.*

+ Assault Rifle: **RELIABLE 2, 2d3 KINETIC**

+ Thermal Rifle: **RANGE 8**

+ H.Melee Weapon: **THREAT 2, 2d6+4 KINETIC**

+ H.Charged Blade: **THREAT 1, 2d6+3 AP ENERGY**

+ Anti-Material Rifle: **RANGE 20, 4d3+2 AP KINETIC**

+ Howitzer: Remove **INACCURATE, 1d6+4 EXPLOSIVE**

+ Cyclone Pulse Rifle: **3d6+6 KINETIC**

- δ Heavy Machine Gun: **2d6+3 KINETIC**

GMS Heavy Shotgun (New!)
Heavy CQB, Knockback 2
[Range 5][Threat 3][2d6+1 Kinetic]

GMS Stable Structure 2 SP, Unique

Whenever you would be **SHIFTED**, you move one less space. Whenever you would be knocked **PRONE**, you may choose to ignore it but become **SLOWED** until the end of your next turn.

GMS Expanded Compartment 1 SP, Unique

[...] as if they were a pilot. Characters in this compartment may take control as if they had the **COPILOT** tag, and generate and recover **STRAIN** as pilot of the mech does. They may **OVERCHARGE** when given control of the mech, but use their own **TIER** and **HASE** when making attacks, checks and saves.

GMS EVEREST

- Nerf the Hyper-Spec Fuel Injector

Hyper-Spec Fuel Injector

Active (1 CP), Protocol, Efficient

You temporarily push your mech past its limits: until the end of your next turn, you may **BOOST** as a **free action** once, and gain **+1 ACCURACY** on attacks, checks, and saves.

GMS SAGARMATHA

- Remove Main Mount

+ Add +1 **ARMOR** (2)

GUARDIAN

Trait

*[Hostile characters treat this mech as a piece of **hard cover** that can obstruct line of sight.]*

>|| *This change is across ALL Guardian mechs.*

GMS QOMOLANGMA

+ (Made with the help of the lovely Cara!)

+ Add 1 **EVASION** (9)

+ New mounts: **Aux/Aux** and a **Heavy**.

+ Replace **Brilliance** with **Solidarity**

SOLIDARITY

Trait

1/scene, when the Qomolangma performs a successful **Tech Attack**, it may tear open the target's firewall. All allied characters may, once, make a **QUICK TECH** as a **free action** so long as they target the affected character. This effect lasts until the end of the Qomolangma's next turn.

+ Replace **Data Siphon** with **Operational Redundancies**

OPERATIONAL REDUNDANCIES

Trait

The Qomolangma can make Tech Actions while it is **JAMMED**. Additionally, while **STUNNED**, it may choose one **QUICK TECH** or **FULL TECH** option during its turn.

+ Replace Core System with the following:

Counter-Encryption Feed

Active (1 CP), Protocol

Until the end of its next turn, the Qomolangma's **tech attacks** deal at least **1 HEAT** on hit or miss, and successful tech attacks trigger **On-Crit effects**.

IPS-NORTHSTAR

BLACKBEARD

BLACKBEARD 1: Chain Axe

+ *On Critical Hit:* Your target becomes **SHREDDED** until the *[end of their next turn.]*

BLACKBEARD 2: Bristlecrown Launcher

Auxiliary CQB

[Burst 1][3 Kinetic]

+ Damage vs Grappled/Biological Targets raised to **1d3+2**

BLACKBEARD 2: Nanocarbon Sword

[Threat 2][2d6+5 Kinetic], Reliable 4

IPS-N BLACKBEARD

+ Grapple Cables can now DRAG targets you're grappling with you. Drag rules are on pg.62,
+ CP Overhauled to turn you into a Katamari.

GRAPPLE CABLE

Trait

[...] If the **grapple** is successful, the Blackbeard is immediately **SHIFTED** adjacent to the target by the most direct path, *[and may **DRAG** any characters it is currently grappling with, putting them adjacent within a free space at the end of the shift.]* If there are no suitable spaces, the grapple breaks and the Blackbeard does not move.

Assault Grapples

Active (1 CP), Quick Action

Activating this system puts a tremendous strain on your mech, but allows it to achieve superhuman feats of strength and reflex. For the rest of the scene, you **triple** your carrying capacity, and characters starting their turns grappled by you take **1d6 AP KINETIC** damage. Until the end of your next turn, instead of rolling to hit, you may instead force your targets to make **HULL** saves to avoid your **grapples**, and you may **GRAPPLE** as a **reaction** when any action is taken within line of sight, **unlimited times**.

DRAKE

+ Assault Cannon is a **Protocol** to spin up/down.

IPS-N DRAKE

+ +1 ST to 11 Save Target base

+ (Core Active) Rewrite first point to: "Your mech becomes **SLOWED** and counts as moving in difficult terrain.", add Core Passive, **RAMPART**.

RAMPART

Core Passive

When the Drake **BRACES**, during its next turn it may still **OVERCHARGE**. While allied characters stay adjacent to the Drake after it braces, they gain **ARMOR** up to the Drake's. This is lost at the start of its next turn.

KIDD

- **FABI Mods** moved to Rank 3, **Smokestack Heatsink** moved to Rank 1, and **PEBCAC** moved to Rank 2.

+ **Blackspot Targeting Laser** gains **AP**.

+ **FORGE-2 Subaltern Squad** rewritten

KIDD 1: Smokestack Heatsink

3 SP, Limited 2, Unique, Deployable

[...]

*[Once deployed, you or any allied character can pick an adjacent pylon up or place it down adjacent to them as a **quick action**.]* Once the pylon has absorbed **6 HEAT**, it becomes unable to absorb any more, and explodes *[at the end of the round.]*

[...]

KIDD 3: FORGE-2 Subaltern Squad

3 SP, Drone, Unique

As a **quick action**, you may deploy the **SIZE 4** FORGE-2 Subaltern Squad adjacent to you. Despite their **SIZE**, they can share spaces with other characters, objects and terrain. They have **10 HP**, **11 EVASION/E-DEFENSE**, and **5 SPEED**, moving during your turn. The Subalterns' movement does not trigger engagement or reactions, nor do they trigger engagement on others. Even in the open, they are considered to have **Soft Cover**, and have **RESISTANCE** to all **damage**, **HEAT**, and **BURN** from non-pattern attacks.

When you deploy the squad, and each turn after as a **Protocol** while they are in your **SENSORS**, choose one set of instructions to take effect at the **end of your turn**.

- **Construction Crew:** The squad deals **5 AP KINETIC** to **Hard Cover** and applies **SHREDDED** to hostile characters at least partially within the pattern. Friendly characters in the pattern gain **+1 ARMOR** until the end of your next turn, as material is collected and repurposed by the squad.

- **Fortification Crew:** The squad permanently turns all objects within their pattern into **Hard Cover**, or increases their **SIZE** by **1**. Cover increased in this way is considered to have accessible structures, and do not require additional **SPEED** for allied characters to climb. Hostile characters starting their turn in the pattern or entering it for the first time must make an **AGILITY** save or become **SLOWED** and **IMPAIRED**, and treat all terrain as **difficult terrain** until the end of their next turn.

- **Demolition Crew:** Your Subalterns begin to dismantle everything in their path. They reduce the **SIZE** of all objects and terrain in their pattern by one stage, reducing their maximum **HP** by **10**. Hostile characters starting or ending their turns in the area must make a **HULL** save or be knocked **PRONE**. At the end of your turn, your subalterns deal **5 KINETIC** to **PRONE** characters of your choosing.

LANCASTER

= Specify "Allied characters" in **MULE HARNESS** and that **IMMOBILIZED** characters only fall off if an *external* source causes the **condition**.

- Swap **MULE HARNESS** with **CUTTER MKII PLASMA TORCH**

IPS-N LANCASTER

- + Replace Combat Repair with a new trait!
- + Buff Core Passive and Active

YOUR FRIEND IN AN UNFRIENDLY SEA

Once per mission while resting, you can break into the Lancaster's **Emergency Stash**, spending **2 REPAIRS**. You and any willing allies may replenish 1 use of all **LIMITED** weapons and systems and restore **1 STRUCTURE**.

Latch Drone

Main Launcher

[8 Range][Damage: n/a]

*[Attacks made with this weapon **automatically hit** allied characters within **RANGE**.]* When hitting an allied character, either you or your target may spend **1 REPAIR** to restore **half your target's HP**. *[The first time each **scene** this weapon hits a **hostile character**, they are **JAMMED** until the end of their next turn.]*

Supercharger

Active (1 CP), Quick Action

As a **quick action**, you can clamp your Latch Drone onto an allied mech within **RANGE**. For the rest of the scene, *[as long as the drone is attached to another character], [...]* and **IMMOBILIZED** conditions from characters other than itself. *[Additionally, you can spend a Quick Action to trigger the Latch Drone's original restoration effect, regardless of current distance. Using the Latch Drone Integrated Weapon transfers this status to the last allied character you targeted. This effect must be reapplied if either character becomes **STUNNED** or if you attack a hostile character with the Latch Drone.]*

NELSON

NELSON 2: Thermal Charge

2 SP, Limited 3, Mod, Unique

Choose one **MELEE** weapon: on a hit with this weapon during your turn, expend a charge to activate its detonator and *[immediately]* deal **+1d6 EXPLOSIVE** bonus damage.

> // Erase the odd Free Action Economy. Just let it be "immediately" like Duelist 3.

IPS-N NELSON

+ Remove 1/round from Momentum, add "attacks with a melee weapon."

+ Skirmisher (Trait) renamed to "Sidewinder", Movement counts as **BOOST** Movement

MOMENTUM

Trait

[3/round,] after you **BOOST**, the Nelson's next **melee attack** *[with a melee weapon deals 1d6 KINETIC damage in addition to the weapon's damage.]*

SIDEWINDER

Trait

After attacking, the Nelson can immediately *[Boost] 1 space* in any direction as long as it isn't **IMMOBILIZED** or **SLOWED**. This movement ignores engagement and doesn't provoke reactions.

RALEIGH

+ Swap **KINETIC HAMMER** with **BOLT THROWER** (and buff it!)

RALEIGH 2: Kinetic Hammer

Heavy Melee, Reliable 5

[Threat 1][3d6+2 Kinetic]

= Add additional clause to "ROLAND" **CHAMBER:**

RALEIGH 2: "ROLAND" Chamber

3 SP, Unique

When you reload any weapon *[during a scene]*, your next attack with a **LOADING** weapon gains this effect:

On hit: This attack deals **+1d6 KINETIC bonus damage**, and targets must succeed on a **HULL** save or be knocked **PRONE**.

TORTUGA

= Made into a **GENERALIST** frame

- Deck-Sweeper Automatic Shotgun loses **Inaccurate**, becomes **3d3 KINETIC** damage.

VLAD

- + Impact Lance now closer to its lore as a “[brachial](#) or [thoracic](#) carriage”-mounted laser.
- + Webjaw Snares are also **Mines** with Burst 1.

VLAD 1: Impact Lance

Main CQB, AP, Overkill
[Threat 3][Line 3][1d6 Energy]

CALIBAN

- + Rapid Maneuver Jets down to **3SP** from 4.

ZHENG

- = Swap **MOLTEN WREATH** with **TIGER-HUNTER COMBAT SHEATHE**.
- Reduce Tiger-Hunter damage to **1d3+1**
- + Allow Tiger-Hunter to attack the same character twice.
- + Buff the D/D 288 >|| (The original idea for this goes to [Deca](#) from Interpoint Station!)

ZHENG 1: Tiger-Hunter Combat Sheathe

Main Melee
[Threat 1][1d3+1 Kinetic]

When this weapon fires it may make two attacks, targeting either the same or two different characters.

ZHENG 3: D/D 288

Superheavy Melee, Reliable 3
[Threat 1][1d6 Kinetic]

Unlike other **SUPERHEAVY** weapons, this weapon can be used with the above profile to **SKIRMISH**. You may charge this weapon as a **quick action**. [Or by taking **2 HEAT** after a successful attack with the above profile.]

While charged, you benefit from **soft cover**, but you are **SLOWED**, take **2 HEAT** at the start of your turn, and can no longer use the D/D 288 with **SKIRMISH**. At the start of any of your turns while it is charged, it has this profile:

Superheavy Melee, Reliable 8, Knockback 8
[Threat 3][4d6+8 Explosive]

While charged, this weapon deals **30 EXPLOSIVE AP** when it hits objects or pieces of terrain. If this destroys objects and pieces of terrain, they explode, dealing **1d6 KINETIC** to all adjacent characters other than you and knocking them back **1 space**.

This weapon loses its charge when you **hit a target**, when you disperse its charge as a **free action**, or when you become **STUNNED** or **SHUT DOWN**.

ZHENG 3: Total Strength Suite III

3 SP, Full Action

You end a **GRAPPLE**, moving the other character to any space adjacent to you. Your target collides with the terrain in a spectacular, devastating fashion. They immediately suffer **1d6+3 AP KINETIC** and are rendered **PRONE**, and must pass a **HULL** save or become **STUNNED** until the end of their next turn.

If the space chosen contains:

- An object or piece of terrain, it takes **20 AP KINETIC** damage.
- Another character, that character takes **5 AP KINETIC** damage.

The target takes **+1d6 bonus KINETIC** damage for either option..

SMITH-SHIMANO CORPRO

BLACK WITCH

+ Formally change **MAGNETIC CANNON**'s effect to **On Attack**.

SSC BLACK WITCH

+ Change Core Active to be a Frieza Death Ball.

Mag Field

Active (1 CP), Full Action

[This system projects a **BURST 3** magnetic field centered on the Black Witch. Until the end of your next turn:]

- The affected area is **difficult terrain** [for all other characters.]
- Ranged attacks that deal any **KINETIC** or **EXPLOSIVE** can't enter or leave the affected area -- Projectiles stop at the edge, doing no damage. [Record up to **6** attacks stopped this way.]

[At the end of your next turn, choose a space within **range 8** and center the magnetic field on it. Mechs and other characters made at least partly of metal must make a **HULL** save, suffering **difficulty** on this save for every **SIZE** larger than **1**. On failure, they are pulled as close to the center as possible, and automatically suffer (+1 per blocked attack)d6 **KINETIC** damage. On a success, they are not pulled in and suffer half damage.]

>// Be aggressive, throw a ball of bullets.

SSC ORCHIS

- Oddly enough it was a little too good for its license, having the same options as Black Witch and almost doing them better.
- Loses **Controller** tag, now is solely a Defender.
- **-2SP** (to 6), **-2 E-DEFENSE** (to 8).

DEATH'S HEAD

- + Tracking Bug fixed, just, entirely.
- + Railgun goes up to 2d6+2 Damage.

DEATH'S HEAD 1: Tracking Bug

2 SP, Quick Action

Make a tech attack against a character within **SENSORS**, [ignoring **INVISIBLE** and all traits and systems that do not stack with **INVISIBLE**.] On a hit, you know their exact location, HP, Structure, and Speed for the duration. They can't **HIDE** and you [and all allied characters] ignore their **INVISIBLE** status.

To remove a tracking drone, they must succeed on an **ENGINEERING** check as a **quick action**; otherwise it deactivates at the end of the scene.

SSC DEATH'S HEAD

+ Marked for Death changed to be a Quick Action.
= (LitD) Perfected Targeting rewritten for Dice Pools:
"When Pushing Yourself to make a ranged attack, the Death's Head only generates 1 **STRAIN** instead of 2."

DUSK WING

+ Add the faq that Neurospike triggers on **attack** rolls.

+ Burst Launcher gains **Blast 1**.

DUSK WING 1: Neurospike

2 SP, Quick Tech, Unique, Invade

Gain the following options for **INVADE**:

SHRIKE CODE: Until the end of the target's next turn, they first take **2 HEAT** whenever they [make an attack roll.]

MIRAGE: [...]

SSC DUSK WING

+ Almost total rewrite to make it a **Support/Defender** Dodge Tank!

MANEUVERABILITY JETS

Trait

The Dusk Wing can **hover** when it moves, [and any time an attack misses you when you are **flying**, you may fly up to 2 spaces as a **reaction**.]

HARLEQUIN CLOAK

Trait

The more one focuses on the Dusk Wing, the harder it is to tell fact from fiction. When an enemy attack misses the Dusk Wing while targeting **EVASION**, it may immediately gain **GRIT+2 OVERSHIELD** until the end of its next turn. When an enemy attack targeting **E-DEFENSE** misses, the Dusk Wing may clear **1 HEAT**.

DHIYED Articulation

Core Passive

1/round, when the Dusk Wing successfully makes a **single-target tech action** (Quick Tech/Full Tech) that **does not inflict HEAT**, it may repeat the **exact** action against a target within **3 spaces** of the first as a **free action**, potentially ignoring other 1/round limits.

Utterance Upon the Mirror's Plane

Active (1 CP), Quick Action

For the rest of the scene, **DHIYED Articulation's** repeat action can target any character within **SENSORS**, and triggers off of **all** single-target tech actions.

METALMARK

= Swap **RAIL RIFLE** with **FLASH CHARGES**.

+ Replace **ACTIVE CAMOUFLAGE** with **GHOSTWEAVE GUNBLADE**.

METALMARK 2: Shock Knife

Auxiliary Melee, Thrown 5

[Threat 1][1 Energy + 2 Burn]

No matter how many Shock Knives are mounted, a mech generates **1 HEAT** for resolving a mount (Step 7.1) that includes at least one Shock Knife.

METALMARK 3: Shock Wreath

2 SP, Mod, Unique, 2 Heat (Self)

Choose a **melee weapon**. **1/round**, on **hit**, you may choose to deal **half damage**. If you do, your target takes the remainder of that original damage as **BURN**.

METALMARK 3: Ghostweave Gunblade

Heavy Melee / Rifle, 1SP, Accurate, Overkill

[Threat 2 / Range 8][2d3+6 Energy]

At the start of each scene, and as a **protocol** thereafter, choose whether this weapon is being used as a **Heavy MELEE** (using its **THREAT**) or as a **Heavy RIFLE** (using its **RANGE**) until this protocol is taken again.

⚔ SSC METALMARK

= Moved to "Generalist" role

+ Rewritten to fit "Long Patrol/Mainline Security" lore

+ **Flex/Main/Heavy** Mounts ; Heat Cap 5

BELLA CIAO REDUNDANCIES

Trait

The Metalmark's weapons gain the following rules:

- **Melee:** On Hit: The Metalmark may lose **1 HEAT** to force its target to gain it.
- **Ranged:** On Hit: Targets may be forced to make a **SYSTEMS** save. On Failure, they can only draw **line of sight** to spaces within **RANGE 3** of it, as the Metalmark directs and strobes its flash cloak, blinding optics from afar.

FLASH CLOAK

Trait

After the first time each round that the Metalmark is attacked, characters of its choice within **RANGE 3** suffer a **SYSTEMS** check or become **BLINDED** until the end of their next turn. The Metalmark then becomes **INVISIBLE** until the start of its next turn.

CARAPACE ADAPTATION

Trait

When the Metalmark is benefitting from cover, it counts as if it was in **Hard Cover**.

Tactical Cloak

Active (1 CP), Protocol

For the rest of the Scene, the Metalmark is **INVISIBLE**, and characters must still make an **Invisibility Check** if they are further than **adjacent** to it, unless attacking as part of an **area of effect**.

MONARCH

+ Javelin Rockets to 1SP

+ Buff Stabilizer Mod & Pinakas

+ Make TLALOC work better.

MONARCH 2: STABILIZER MOD

2 SP, Mod

Choose a **LAUNCHER** or **CANNON**: when it's the first weapon you fire during a turn, it has **+5 RANGE**.

MONARCH 3: Pinaka Missiles

Superheavy Launcher, Arcing,

2 Heat (Self)

[20 Range][Blast 1][1d6+4 Explosive]

[...]

You may also delay the impact of attacks made with this weapon. *[Choose two targets, who become known to all characters: the missiles will land centered directly on a space occupied by the targets. They land at the end of the next round, after all characters have acted, and deal **2d6+4 EXPLOSIVE** damage. Characters overlapped by both blast templates will be attacked twice.]*

MONARCH 3: TLALOC Protocol

Protocol, 2 Heat (Self)

Your NHP can rapidly fire and retarget your weapons -- far faster than thought. *[From the first time you fire a weapon during your turn, you become **IMMOBILIZED** until the start of your next turn. If you are flying, you are considered to be hovering in place for this duration.]*

[...] Any given target can't be hit more than once as part of the *[same attack.]*

SSC MONARCH

+ Rewrite to focus on mobility and distance from Death's Head

AVENGER SILOS

Trait

1/round, when the Monarch critically hits [or **BOOSTS**,] it may choose another character within **RANGE 15** and line of sight to suffer **3 EXPLOSIVE** damage.

SEEKING PAYLOAD

Trait

When the Monarch moves more than **4** spaces from where it began its turn, its next attack with a **LAUNCHER** gains that momentum, counting as having the **SEEKING** tag and dealing irreducible damage. This ability may trigger multiple times, so long as the Monarch moves at least **4** spaces from where it was last triggered.

Divine Judgement

Active (1 CP), Full Action

Count all hostile characters within **RANGE 50** that you can draw paths to, dealing **1 HEAT** to them as your targeting systems lose their positions, and assign them one **CLUSTER MISSILE** each. **CLUSTER MISSILES** deal **2d3+4 EXPLOSIVE** damage, but can be redirected to any other target within **RANGE 50**. For every missile redirected, the new target will suffer an additional **2d3** damage, while the original target suffers the remaining **4**. After missiles are assigned, affected characters must make an **AGILITY** save, taking half damage on success.

MOURNING CLOAK

> // Credit for the ideas for this redesign comes from the [LANCER MKII](#) folks!

SSC MOURNING CLOAK

- + Add "Controller" tag
- + +1SP to a total of 7SP base.
- + Add **By A Thousand Cuts**: All Auxes gain AP
- = Rename **Hunter** (Trait) to **Blade in the Dark**
- + Add **Stalker**: MC gains Blade in the Dark two extra times against the last person it Tech Attacked
- + Turn Passive to a Quick Action.
- + Core Passive now rewards you for rolling triples.
- FADE Cloak gains the **UNSTABLE** tag.

STALKER

Trait

2/round, the Mourning Cloak can ignore the **1/round** restriction on **Blade in the Dark** when attacking the last hostile character it hit with a **Tech Attack**. Additionally, the Mourning Cloak's **Tech Attacks** gain **+1 ACCURACY** against characters within **RANGE** or **THREAT** of its weapons.

BY A THOUSAND CUTS

Trait

AUXILIARY weapons mounted on the Mourning Cloak gain **ARMOR PIERCING**.

Blinkspace Jump

Quick Action

You teleport to a **free space** within **RANGE 3d6**. You don't require line of sight. If you roll the same number on all three dice, [you gain **IMMUNITY to all damage or effects from all external sources until the beginning of your next turn.**]

SWALLOWTAIL

+ Markerlight overhaul

SWALLOWTAIL 1: Markerlight

2 SP, Full Tech, Unique, Reaction

Make a **Tech Attack** against a valid target character. On **Hit**, they suffer the **LOCK ON** condition and take **2 HEAT**. Regardless, you gain the **DESIGNATE** reaction until the start of your next turn.

Designate

Reaction, 2/round

Trigger: Lock On is consumed on your target while they're in your line of sight

Effect: Reapply the **LOCK ON** condition.

SWALLOWTAIL 3: ATHENA-Class NHP

3SP, Copilot, NHP, Unique

ATHENA constructs a [...]. The following effects apply to characters in the affected area

- [You know their **current HP**, **current HEAT**, and **HASE**.
- They do not benefit from **cover**, or by being **HIDDEN** or **INVISIBLE** and cannot gain those statuses.
- Hostile characters starting their turns in the area gain **LOCK ON.**]

ATHENA's simulation lasts until [...]

SSC SWALLOWTAIL

- Prophetic Scanners now forces a **SYSTEMS** save to shred.

SSC SWALLOWTAIL (RANGER VARIANT)

- + Added "Artillery" tag
- + 4HP (10) and +1 Evade (11)
- + Grounded breaks like Swallowtail's cloaking.
- + Replace Main Mount with a second Flex Mount

ATLAS

> // This entire license has been altered. While five out of six licenses in the expansion were praised as having interesting designs and decisions (with a little

bit of power creep), one was by far the only license **below** par from the core book. Let's fix that.

+ **Kraul Rifle** deals damage when you reel in, loses INACCURATE

+ **Multi-Maneuver Gear** no longer takes a Quick Action to ride if you're size 1/2.

+ **Ricochet Blades** now properly ricochet off people/objects within range 3 of the last thing they hit, reduced SP

+ **Terashima Blade:**

= Troll Stance loses INACCURATE

+ Storm Stance's reaction removed, base damage increased to 3d3

+ Lord's Stance allows you to make Tech Attacks

+ Lord's Reprisal is now Ronin Rebound

= Wind Stance Untouched

+ **Jäger Kunst II** gains Jäger Dodge Reaction from Atlas, which has lost it.

6 ATLAS 1: Kraul Rifle

Main CQB

[8 Range][1d6 Kinetic]

On Hit: your target is impaled by this weapon's harpoon-like projectile. Any time after your target takes any action or movement during their next turn, you can reel in the line and **BOOST** as a **reaction**, moving toward that target by the most direct route possible. They **[immediately take 3 KINETIC damage]** and must then pass a **HULL** save or be knocked **PRONE**; succeed or fail, this effect ends. The line snaps if your target **teleports**.

ATLAS 1: Multi-Gear Maneuver System

1 SP, Unique, Quick Action

[...] It activates at the end of your turn with the following benefits:

- **SIZE 1/2** characters that begin a movement adjacent to either end of the line may move to the other end as long as they are able to grab onto it, consuming their movement. They can hop off at any point along the line if they wish

• [...]

[...]

>|| Flexibility and wider usage, without (necessarily) spending a Quick Action to use it!

ATLAS 2: Ricochet Blades

2 SP, Limited 3, Unique

As a **quick action**, you throw a ricochet blade at a target within **RANGE 3**. From that target, the blade bounces towards another character or piece of terrain within **RANGE 3**. The Blade can bounce up to **five times**, never hitting the same target twice, and effect up to **three characters**. Characters hit

by the blade must succeed on an **AGILITY** save or take **1d6+3 KINETIC**. On a success, they take half damage.

>|| Completely rewritten. Arc Projector Grenades, Half Damage on save, etc.

ATLAS 3: Jäger Kunst II

3 SP, Limited 3, Unique, Reaction

Gain the **Fatal Clash [and Jäger Dodge]** reactions.

Fatal Clash

Reaction, 1/round

Trigger: : You take damage from or deal damage with a **melee attack**.

Effect: After damage has been resolved, **[expend a charge of this system to force]** you and your target **[to]** each roll [...]

Jäger Dodge

Reaction, 1/round

Trigger: You take damage from a **larger character**.

Effect: Gain **RESISTANCE** to that damage and move **3 spaces** in any direction. This ignores engagement and doesn't provoke reactions.

6 ATLAS 3: Terashima Blade

Main Melee, 2 SP, Unique, Protocol

[Threat 1][1d6 Kinetic]

[...]

• **Troll Stance:** This weapon gains **AP**, and deals +3 damage.

• **Storm Stance:** **[This weapon deals 3d3 KINETIC instead of 1d6.]**

• **Lord's Stance:** **[You cannot make ranged attacks, but 1/round as a reaction when you are hit by a ranged attack, you gain RESISTANCE to all damage, heat and BURN from the attack, and may roll 1d6. On a 4+, and the attacker must re-roll the attack against themselves.]**

• **Wind Stance:** This weapon gains **RELIABLE 2**, **THREAT 2**, and **KNOCKBACK 2**. After attacking with this weapon, hit or miss, you may move **2 spaces** in any direction, ignoring engagement and reactions.

[...]

>|| Storm Stance is now a more accurate, more reliable damage output than Troll Stance, if you're up against high evade. Lord Stance is now Ronin Rebound!

SSC ATLAS

- + +1 Repair Cap (to 3)
- = Replace Jäger Dodge with **Sensor-Null Infoskin**
- + Replace Finishing Blow with **Arterial Rend**
- + Rewrite Giantkiller to add out-of-turn movement, remove the Size 1 Rams.
- + Add Core Passive -- **Primal Stalk**

GIANTKILLER

Trait

The Atlas ignores **engagement** from larger characters and can freely move through and share the spaces they occupy (even if they're hostile). While occupying the same spaces as any character, it gains **soft cover**, even from that character, *[and melee attacks against it suffer +1 difficulty.]*

*[1/round, when a hostile character adjacent to or sharing a space with the Atlas moves, it can also move with that character as long as it doesn't break adjacency, mirroring that character's movement. This effect doesn't take a **reaction** to trigger, doesn't provoke **reactions** and does not follow **engagement**. However, it must still obey **obstructions**. The Atlas can only move a total number of spaces with this ability between turns equal to its **SPEED**.]*

SENSOR-NULL INFOSKIN

Trait

The Atlas gains cover bonuses against hostile **tech attacks**.

ARTERIAL REND

Trait

3/round, while the Atlas is sharing at least **1 space** with a larger character, **attacks** *[with a melee weapon deal 1d6 **KINETIC damage** in addition to any other damage.]*

PRIMAL STALK

Core Passive

When the Atlas **OVERCHARGES** to take the **HIDE** action, the highest **STRAIN** it can generate is **3**.

>// Where do I begin? The old Atlas did not have enough benefit for its awful stats. It was too easily hacked, too easily hit, too easily killed, and couldn't come back from it with its awful Repair Cap. Arterial Rend means it can always take down targets bigger than it, while Sensor-Null Infoskin and Primal Stalk give it counterplay against hackers and Heatgunners.

EMPEROR

- Removed **Artillery** tag
- Imperial Eye increased to 3SP
- Increase Shanahmeh to 4SP
- Swap Ayah of the Syzygy to **Emperor 2** and Imperial Eye to **Emperor 3**

SSC EMPEROR

- Some nerfs along with a shift in Sovereign Presence to fit the "Kingly, all work shall be done to my benefit" grandiosity of the Emperor.
- + Buff to Storm Shield to compensate
- Marathon Arc Bow loses additive OS base, gains flat **GRIT+2** Overshield Generation for friendlies.

IMPERIAL VESTMENT

Trait

*[When an **OVERSHIELD** granted to another character by the Emperor is damaged, the Emperor may gain **OVERSHIELD** by the same amount.]*

SOVEREIGN PRESENCE

Trait

*[When the Emperor has no **OVERSHIELD** and is attacked, it may, as a **reaction**, consume a single **OVERSHIELD** applied by it to a friendly character, using it to reduce the incoming damage. The friendly character is not considered to have been attacked, nor does Imperial Vestment trigger.]*

WHITE WITCH

SSC WHITE WITCH

- + Rewrite Fluid Burst to be clearer (and better)
- Rewrite the rest of the WW's Kit to not be as busted and polarizing. Rooted remains the same.
- Heat Cap +1 (5), Speed -1 (5), Armor +2 (2)

ROOTED

Trait

[...] damage and cannot be **SHIFTED** or knocked **Prone**. It can choose to [...]

FLUID BURST

Trait

1/attack, when an allied character in **RANGE 2** of this mech takes damage, it can reduce that damage by any amount and deal it as **AP** to itself.

VISCERA MAGNETICS

Trait

1/round, when the White Witch activates a system with the **SHIELD** tag using a **quick** or **full action**, it may deal **1 AP KINETIC** damage to any number of targets within **RANGE 2** of itself or the system's target.

Ferroreactive Armor

Core Passive

Each time the White Witch takes damage from itself or any hostile sources (even if it is reduced/ignored) it gains **+1 ARMOR** for the rest of this Scene after the damage is resolved, up to a maximum of **4 ARMOR**. As a **free action**, you may shed **2 ARMOR** and clear **3 HEAT**.

Hyperactive Armor

Active (1 CP), Protocol

For the rest of the scene, whenever you would **gain or lose ARMOR** for any reason, you may deal **2 AP KINETIC** damage to a hostile target within **RANGE 3** and **SPLINTER** them.

SPLINTERED characters gain **+1 DIFFICULTY** on attacks or saves made against characters benefitting from your **SHIELD** systems until the end of your next turn.

HORUS

BALOR

= Hive Drone swapped with Hive/Swarm Nanites

+ Swarm Body good.

+ Nanobot Whip gains +1 Threat, +4 Burn, and -1 SP

BALOR 2: Swarm Body

2 SP, Unique, Quick Action

After activating this system, a **BURST 1** swarm is released at the end of your turn. Characters of your choice that start their turn in the area or enter it on their turn must succeed on a **SYSTEMS** save or take **3 KINETIC**. The **[BURST size increases by 1 and the damage]** amount increases by **+3 damage** for each of your turns that **[this system has remained active]** up to a maximum of **[BURST 3,] 9 KINETIC**.

[This system deactivates when you make any move or involuntary movement other than your standard move.]

BALOR 3: Nanobot Whip

Heavy Melee, 1SP, Smart

[Threat 4][2d6 Kinetic + 4 Burn]

HORUS BALOR

+ Regeneration no longer shuts off when Structured, only Overheated.

+ Scouring Swarm deals AP damage.

+ Speed to 5, Evasion to 9, Heat to 5

GOBLIN

- Rank I: Autopod, **H0r_OS II**

- Rank II: Metahook, **H0r_OS III**

- Rank III: OSIRIS-class NHP, **H0r_OS I**, add **UNSTABLE** tag to H0r_OS I; "Eject Power Cores" now forces an **ENGINEERING** check.

+ Rewrite H0r_OS III to be a **Full Tech** system, replacing Dimensional Emblems with **Last Argument of Kings** (overhauled) and a beefed up **Celestial Shackles**, which are now closer to a hacker's version of **Charged Stake**.

+ Metahook allows your teammate to use your **SENSORS** too, and lasts until *both* characters leave each other's **SENSORS**. It now only causes you to suffer the **effects** of conditions either one of you have, instead of giving it to **both of you**.

(Because I fit it on the next page:)

Frame Changelog:

= (LitD) Parallel buff to make Goblin more interesting; rewrite Liturgicode to: "The Goblin can Push Itself to make Tech Attacks for only 1 STRAIN instead of 2."

+ Buff Symbiosis considerably to share talents and work better as a play experience.

GOBLIN 2: H0r_OS Upgrade III

2 SP, Full Tech, Unique

Gain the following **full tech** options:

LAST ARGUMENT OF KINGS: Make a **tech attack** against a character in line of sight and **SENSORS**. On hit, they take **HEAT** equal to your **GRIT+1**. If this attack hits them while they are in the **DANGER ZONE** or it puts them into it, they must make an overheating check in addition to any other consequences of this heat.

CELESTIAL SHACKLES: Make a **tech attack** against a character in line of sight and **SENSORS**. On hit, they become **IMMOBILIZED** and if for any reason they have **SHIFTED** or moved from their position at the end of their turn (such as from falling), you may **teleport** them back to that position as a reaction. You may end this effect as a **protocol**, or a target may spend a **quick action** to make a **SYSTEMS** save to end it themselves. On failure, they take **2 HEAT**. Making this save is the only way to end this effect.

HORUS GOBLIN

INSTINCT RIG: SYMBIOSIS

Active (1 CP), Free Action

Your mech can retract its major systems and attach itself to another mech, becoming more like a vestigial blister than a separate entity. For the rest of the scene, you can, as a **quick action**, attach to an adjacent, larger allied and willing mech not hosting another Goblin, making it your **host**. While attached, you occupy their space, are considered to make any types of movement that your host does, and benefit from **hard cover**, but are still attacked and targeted separately. Your future turns are taken when your host's are, starting next round. You also take any **HEAT** taken by your host, and if one of you gains a **condition**, the other suffers its effects.

You and your host may share each other's **mech skills**, using whoever's is higher for the purposes of making **SAVES & CHECKS**. Your host may also use your mech's **SENSORS** and **TECH ATTACK** instead of their own. Additionally, you and your host may cooperate, benefitting from each other's **Talents** where applicable. As a **quick action** during your turn, you may clear **1d6+1 HEAT** from you and your host.

This effect lasts either for the rest of the scene, until you either detach as a **quick action**, are **SHIFTED** off of your host, or one of you suffers **STRUCTURE** damage.

5 GORGON

- Nerf //Scorpion considerably to be less overtly powerful, but to be more enjoyable to play against.

GORGON 2: //Scorpion v70.1

2 SP, Unique

1/round when you or an adjacent **allied character** are missed by a **tech attack** or succeed a **save** against a hostile **tech action**, you may force the attacker to repeat the attack or save against themselves.

5 HORUS GORGON

= Rewrite the mech (**GAZE** remains the same) and Save Target drops to 11. This is to provide a more enjoyable mech to play as and against.

SCRUTINY

Gorgon Quick Tech

Trait, Quick Tech

Choose a target within **SENSORS**. They immediately must make an **AGILITY** save to tear their gaze from the Gorgon's concentrated **BASILISK**. On failure, they become incapable of clearing **HEAT** by any means until they become adjacent to a Gorgon. While suffering this effect, if a character fails the save again from the Gorgon that originally applied it, they suffer **4 AP ENERGY** damage.

COVETOUS

Gorgon Reaction

Trait, Reaction, 2/round

Trigger: An allied character is attacked within **RANGE 3** of the Gorgon.

Effect: The Gorgon places the allied character **adjacent** to itself before the attack is rolled, and inflicts **+1 DIFFICULTY** on the attack.

GAZE

Trait

The Gorgon may make **two reactions** per turn, instead of one.

Windows of the Soul

Core Passive

The Gorgon projects the **BASILISK**, a **BLAST 2** area centered on a space occupied by the last target of one of the Gorgon's actions. Spaces affected by the **BASILISK** count as being within the Gorgon's **SENSORS**, and **hostile** characters inside it take **1 HEAT** when they start their turns in it, and suffer **+1 DIFFICULTY** on all **checks and saves** while inside it.

HYPERFRACTIALIZATION

Active (1 CP), Full Action

The Gorgon widens the cone of the **BASILISK**, becoming a hazard to simply view. All neutral and hostile characters currently capable of drawing line of sight to the Gorgon within **50 spaces** immediately suffer the effects of **SCRUTINY** as if

they'd failed the save.

HYDRA

- + Annihilation Nexus Damage to 3d3+2, Action Economy Buffed
- + Assassin Drones are Autoguns
- Tempest Drones lose Resistance when hacked.

HYDRA 2: Tempest Drone

2 SP, Drone, Quick Action

Tempest Drone [...]

[...] or take 4 **KINETIC** and be knocked **3 spaces** directly away from the drone. *[It loses its **RESISTANCE** until the end of the turn when an enemy successfully **tech attacks** it.]*

[...]

HYDRA 3: Assassin Drone

2 SP, Drone, Quick Action

Tempest Drone [...]

*[On Deploy: Choose a character within **SENSORS** and line of sight, and gain the **Assassinate reaction**, usable **1/round** for each assassin drone you have deployed. The assassin drone can choose a new target as a **quick action** or as part of redeployment.]*

You may recall or redeploy the assassin drone as a **quick action**. Until recalled or destroyed, it remains deployed until the end of the scene.

Assassinate

Reaction, 1/round per Assassin Drone

Trigger: Another character begins or ends their turn while the Assassin Drone can draw line of sight to its target.

Effect: The Drone's target is dealt **3 KINETIC**.

HYDRA 3: Annihilation Nexus

Superheavy Nexus, AP, Smart
[Burst 2][3d3+2 Energy]

*[**1/round**, during a turn in which you deployed or redeployed a **DRONE**, you may fire this weapon with **SKIRMISH**.]*

On Attack: You can make a second attack with this weapon at the start of your [...]
You may center this weapon's attack on [...]

HORUS HYDRA

+ Rewritten to do more with less overhead. System Link is unchanged.

+ **Artillery/Controller**

SHEPHERD FIELD

Trait

The Hydra's **Drones**, **Deployables**, and **Objects** gain **RESISTANCE** to all damage within **RANGE 3** of the Hydra, and chain this resistance to your other drones, deployables, and objects within **RANGE 3** of them. Spaces affected by this chain count as being within your **SENSORS**.

When a drone, deployable or object is hit by a **tech attack** or dealt **HEAT**, they lose this **RESISTANCE** and cannot gain it until you **STABILIZE**.

OROCHI Drones

Core Passive, Drone, Protocol

Your mech's superstructure is made up of integrated **DRONE** companions capable of deploying apart from it. Your OROCHI Drones share your **EVASION**, **E-DEFENSE**, and **SPEED**, and have **HP** equal to **5+GRIT**. They can move independently on your turn, and **BOOST** when you do. If your OROCHI Drones would take **HEAT** for any reason, the Hydra takes that amount.

You may deploy an OROCHI Drone as a **Protocol** within **SENSORS**, and have up to **LL/3** active at a time (minimum of **two**). When deploying an OROCHI Drone, you may choose to temporarily sacrifice a **non-integrated weapon**, giving it to your drone. While deployed, firing that weapon draws **RANGE** and **line of sight** from and originates from that drone. The drones, and weapons they carry may benefit from your **talents** and any **passive systems** on your mech (any that do not require a **protocol**, **action**, or **reaction** to activate).

If a drone carrying your weapon is destroyed, the weapon is dropped as if it had been **THROWN**.

Articulate the Whole

Active (1 CP), Protocol

For the rest of the scene, the hydra's OROCHI Drones dip into your subjectivity, following and acting upon your desires autonomously. During your turn, instead of choosing between two **Quick Actions** and one **Full Action**, each of your OROCHI Drones and the Hydra itself may take **one Quick Action each**, or one of them may take a single **Full Action**. OROCHI Drones cannot **activate systems** or take **tech actions** except **LOCK ON** or **SCAN**.

LICH

- + Wandering Nightmare FAQ undone: No Unique!
- + Antilinear Time can steal the STUNNED status.
- + Stay of Execution rewritten.

LICH 3: Stay of Execution 2 SP, Quick Tech, Unique

Choose an allied character in **SENSORS** and line of sight. Until the end of their next turn, whenever they would take **Structure Damage** you may roll **1d6**; on a **5 or 6**, they return to **1HP** and ignore the rest of the damage.
You may take **2 HEAT** to reroll this die any number of times.

HORUS LICH

- + Add **STRAIN** to the list of things that **Soul Vessel** can grant **IMMUNITY** to.
- + When returning to life through **IMMORTAL**, if the Lich did not **MELT DOWN** or **SELF-DESTRUCT**, it returns with whatever **STRESS** it had when destroyed.
- ? Archetype: **SUPPORT** => "**NULL//VOID**"
- + New trait: **FRAGMENTS OF TIME**

FRAGMENTS OF TIME Trait

At the start of each scene, but before the first round, the Lich may pull from the deep well of timeline permutations, choosing two **Archetypes** to onload and replace its own. It gains the archetypes' representative Archetechs, and may result in some blurring of pilot subjectivity with alternate histories, events, and relationships.

>// *The Lich gets a glow-up and now has access to all Archetechs, but only two at a time. Have fun!*

MANTICORE

- + Arc Projector buffed to bounce on terrain
- + Smite's **Sear** invade deals **1 AP Energy** and **1 HEAT** for each character in adjacency.
- + EMP Pulse buff to Jam even on successful save.
- + Lightning Generator can either zap everyone in adjacency, or zap a *single* target within 3.

6 MANTICORE 2: Arc Projector Heavy CQB, Heat 1 (Self) [5 Range][1d3+4 Energy]

On Hit: You may also make a secondary attack against a different character, *[object, or piece of terrain made at least partially of metal]* within **RANGE 3** of the first target. You can continue making secondary attacks on hits, as long as there are new, valid targets within range; however, each attack generates **1 HEAT**, and secondary attacks can't deal bonus damage. Targets can't be hit more than once with the same firing of this weapon. *[If a secondary attack would result in attacking yourself, on hit, all other targets immediately suffer 5 ENERGY damage. You may choose to be automatically hit by your own attack.]*

MANTICORE 2: Smite 3 SP, Quick Tech, Invade

Gain the following **INVADE** options:

SMITE: [...]

SEAR: You take **1d6 AP ENERGY** damage and you deal *[1 AP ENERGY and 1 HEAT]* to your target for each other character of **SIZE 1** or larger that is **ENGAGED** or adjacent to them.

MANTICORE 3: EMP Pulse 2 SP, Unique, Quick Action

You become **STUNNED** until the *[start]* of your next turn and all characters within **BURST 1** without the **BIOLOGICAL** tag must succeed on a **SYSTEMS** save or also become **STUNNED** until the **end** of their next turn. *[On a successful save, characters are instead JAMMED until the end of their next turn.]* Characters other than yourself can only be affected **1/scene** by this system.

>// *Just to make it more worth stunning yourself in the middle of a bunch of enemies.*

MINOTAUR

> // Another whole license under the knife. A gift, from myself to us.

+ **Logic Bomb** changed from Slowed to no Reactions, must hit the original target to cleanse.
= **Metafold Carver's** Ophidian Trek buffed to 3d3 spaces, gains **UNSTABLE** for Fold Space.
+ Pretty much *everything* other than Mesmer charges got buffed.

MINOTAUR 1: Viral Logic Suite

2 SP, Quick Tech, Invade

Gain the following **INVADE** options:

LOGIC BOMB: All characters of your choice within **BURST 2** of your target must succeed on a **SYSTEMS** save or *[lose the ability to take reactions until they attack your target.]*

BANISH: Until the end of your target's next turn, they take **2 HEAT** for every space they voluntarily move, up to a maximum of **6 HEAT**.

MINOTAUR 2: Aggressive Systems Sync

2 SP, Full Tech, Accurate

Gain the following **FULL TECH** options:

CHAINS OF PROMETHEUS: Make a tech attack against a character within **SENSORS**. On a hit, they take **4 HEAT** and, for the rest of the scene, take *[3+GRIT HEAT]* any time they are more than **RANGE 3** from you at the end of their turn. They can end this effect with a successful **SYSTEMS** save as a **full action**.

This can only affect one character at a time

EXCOMMUNICATE: Make a tech attack against a character within **SENSORS**. On a hit, for the rest of the scene, the first time in a round they move adjacent to an allied character during their turn or start their turn adjacent to one, both characters take *[7 HEAT.]* They can end this effect with a successful **SYSTEMS** save as a **full action**. This can only affect one character at a time.

MINOTAUR 2: Metafold Carver

2 SP, Quick Tech, Unstable

Gain the following **INVADE** options:

OPHIDIAN TREK: Your target is **teleported** *[within 3d3 spaces, to a maximum of your SENSORS.]*

If this effect would move them to a space occupied by a character, object, or piece of terrain, the **teleport** fails.

FOLD SPACE: Your target disappears from the battlefield until the start of its next turn. It returns in the same space they disappeared from, or in a free space of their choice as close as possible.

MINOTAUR 3: Interdiction Field

3 SP, Quick Action

[...] must succeed on a **SYSTEMS** save or become **SLOWED** until the end of their next turn *[and suffer 2 HEAT.]*

[...]

MINOTAUR 3: LAW OF BLADES

2 SP, Unique, Full Tech, Accurate

Gain the following **FULL TECH** options:

PREDATOR/PREY CONCEPTS: Make a **tech attack** against a hostile character within **SENSORS**. On a hit, they immediately attack a different character or object of your choice with a single weapon as a **reaction**. This attack **automatically hits** and ignores all **RESISTANCE** that character may have. Although you choose their target and weapon, they count as attacking and taking a **reaction**.

SLAVE SYSTEMS: Make a **tech attack** against a hostile character within **SENSORS**. On a hit, they immediately take a **tech action** or **tech attack** - chosen by you - as a **reaction**. The original target also suffers the effects of the **tech action** chosen. They count as taking the action and taking a **reaction**.

HORUS MINOTAUR

- + Replaced Invert Cockpit with **WARDEN**
- = Buff **Localized Maze** to trigger within **Threat** of the Minotaur, but it's now a **SYSTEMS** save.
- + Metafold Maze updated to reflect Tom's errata.

WARDEN

Trait

The first time each turn that the Minotaur successfully **RAMS** a target, it can immediately utilize its **Metafold Maze** Passive system against them as a **free action**, regardless if it has hit them with a **tech attack** earlier this turn.

LOCALIZED MAZE

Trait

*[When a hostile character voluntarily moves into **ENGAGEMENT** or ends their turn within **THREAT** of a non-Auxiliary weapon, they must make a **SYSTEMS** save. On a failed save, they lose all current movement and are immediately **IMMOBILIZED** until the end of their next turn.]*

METAFOLD MAZE

Core Passive, Quick Action

*[Immediately after hitting with a Tech Attack, the Minotaur may activate this system, causing all other characters affected by that tech attack] to become **SLOWED** until the end of your [...]*

HORUS CALENDULA/WRAITH

- + Renamed back to Wraith, Completely rewritten into a **Striker / Controller**, adjacent to SSC's Mourning Cloak, but is unique within HORUS.

WRAITHLIKE

Trait

The Wraith has **+2 SPEED** and **RESISTANCE** to all damage, but deals **halved DAMAGE, HEAT, and BURN**. It cannot interact with **obstructions**, moving through them but not being able to end its turn inside them.

The Wraith loses this trait when it is **SHREDDED, SLOWED, or IMMOBILIZED**, and regains it when it is no longer suffering those conditions.

SCULPTOR OF FATE

Trait

When the Wraith hits with a **tech attack**, it can create a **VOID HUSK** in a **free space** within **RANGE 3** of either its target or itself. A **VOID HUSK** cannot be destroyed, and is the same **SIZE** as the target of the tech attack.

While within **3 spaces** of a **VOID HUSK**, hostile characters are **SHREDDED** and the Wraith loses the effects of **Wraithlike** until it starts its turn outside of its effect. A **VOID HUSK** only disappears if the Wraith moves through it.

TIP THE SCALES

Trait

2/round, when attacking a hostile character affected by a **VOID HUSK**, the Wraith's weapons deal **+4 bonus damage** if that character **failed a save** forced by it earlier this round.

Weighing of Inequitable Hearts

Core Passive, Free Action

1/round, when the Wraith hits with a **tech attack**, it may immediately force a **SYSTEMS save** on its target, generating a second **VOID HUSK** on failure.

Execration of the Names of the Unworthy Dead

Active (1 CP), Protocol

For the rest of the scene, all characters suffer **+1 DIFFICULTY** when making saves against the Wraith. Before the Wraith makes any attack, it may move up to **3 spaces** in a straight line, teleporting to its original position after the attack is resolved. This may occur and resolve multiple times per action.

PEGASUS

- Moved to "Generalist"
+ Mimic Gun is now the funniest weapon in the game, and actually mimics other weapons.
= (LitD) For Dice Pools, SISYPHUS rerolls d6s instead.

PEGASUS 2: Mimic Gun

Heavy ???

[??? Range][??? Damage]

This horrifying weapon has no basic form; it constantly contorts itself into different shapes, mimicking the weapons of other combatants. It counts as all ranged weapon types simultaneously (e.g., **CQB**, **Rifle**, etc.), but it can't take **Mods** or benefit from **core bonuses**, although it still benefits from **talents** as normal.

*[As a **protocol**, the Mimic Gun can generate 2 **HEAT** to choose a specific character as its target for the rest of this ability. Otherwise, this occurs automatically.*

*At the start of each of your turns, take note of as many as six mechs in your **SENSORS**. If there are multiple, roll a **d2**, **d3**, or **d6** to choose between them. If there are less than six, limit yourself to three options. The rolled target must succeed on a **SYSTEMS** save, or else the Mimic Gun gains the **RANGE**, **DAMAGE**, **Accuracy/Difficulty**, **tags** and **effect text** of one of their **non-integrated weapons**, chosen by you. On success, the Mimic Gun doesn't copy their weapon, and instead defaults to having **RANGE 8** and dealing **2d6 KINETIC** damage.*

*If the Mimic Gun copies a weapon with the **LOADING** tag and fires, it must be reloaded before it can fire again, and loses the **LOADING** tag when it next copies a weapon without it.]*

>// Yes, you can copy melee weapons and give them ranged talents. No, shockingly this isn't broken. Yes, you can copy a Demolition Hammer and Vanguard 3 a Demolisher with it. This was not originally intended, but it **was** too funny not to include.

KOBOLD

+ Forge Clamps can be used as a reaction to being moved instead of a Quick Action.
+ **Seismic Ripper** and **Purifying Code** swap places.

KOBOLD 1: Forge Clamps

1 SP, Reaction, Heat 1 (Self)

Gain the **Plasma Flash** reaction:

Plasma Flash

Reaction, 1/round

Trigger: An attack or effect that would **SHIFT** you hits or is applied to you.

Effect: Clamp into an adjacent **SIZE 1** or larger object or piece of terrain; becoming **IMMOBILIZED** and gaining **IMMUNITY** to movement forced by other characters. You may end this effect as a **protocol**.

KOBOLD 2: Slag Cannon

Main Cannon, Heat 1 (Self)

[8 Range, Blast 1][1d6+1 Energy]

Only one character of your choice takes the base damage from this weapon. However, you may apply bonus damage and other on-hit effects to any other targets in this weapon's template.

On Attack: If your target is on the ground or a flat surface, place a **SIZE 1** mound of slag in a free space adjacent to them. The mound is an object with **5 EVASION** and **10 HP**.

HORUS KOBOLD

+ +1 Repair Cap (to 3),
+ **Save Target to 12**
+ **Mimic Carapace** triggers at the **end** of your turn to be closer to Rangertail.
+ **Natural-born Climber** (New Trait!)
+ **Slag Spray** moved to be **Core Passive**, and changed to be a **1/turn free action** that costs 2 Heat.

= **Terraform (Core Active)** changed to a quick action that costs 4 Heat

NATURAL-BORN CLIMBER

Trait

The Kobold may choose to count as up to **SIZE 3** when interacting with Terrain.

>// I don't think I ever once have used or seen anyone dedicate a Quick Action to Slag Spray; and unfortunately, a Full Action to play Minecraft always felt really bad. Mimic Carapace basically was a safety net if you had to Stabilize, but it really killed the Kobold's ability to go anywhere or DO anything.

>// Natural-born Climber allows the Kobold to walk over just about most structures, but also notably combos with the new **Siege Specialist 2**.

HARRISON ARMORY

>// Here he comes, the special boy.

BARBAROSSA

+ **Roller Bouncing Mine** removes Flying even on a successful save.

= **Autoloader Drone** clamps onto someone, and pulses a reload.

+ **Flak Launcher** turned into an actual weapon.

+ **Siege Cannon** Direct Fire increased to 2d6+4 Explosive, Siege Mode gains **Reliable 3**.

+ **External Ammo Feed** changed to a *Reaction*.

BARBAROSSA 1: "Roller" Directed Payload Charges

2 SP, Limited 2, Unique

Expend a charge for one of the following effects:

- **ROLLER GRENADE:** [...]
- **BOUNCING MINE** (*Mine, Smart, BLAST 1*): This mine detonates when a **FLYING** character passes over or adjacent to it, up to **10 spaces** high. The mine launches itself upwards and detonates: all characters within the affected area must succeed on a **SYSTEMS** save or take **2d6 EXPLOSIVE**. *[On a success, they take no damage. Regardless, all characters in the affected area]* immediately land (this counts as falling without any damage); additionally, they can't fly until the end of their next turn.

>// It's niche but the mine now has a purpose that isn't all too awful. This also serves to actually solidify the Barbarossa license as a dedicated anti-flyer platform, without hindering it against NON-fliers.

BARBAROSSA 2: Autoloader Drone

2 SP, Drone, Limited 1, Unique, Quick Action

Autoloader Drone (SIZE 1/2, HP 5, EVASION 10, E-DEFENSE 10, Tags: DRONE)

Expend a charge to deploy the autoloader drone on yourself or an allied character within **RANGE 5**. It clamps on to that character, moving with them and sharing their space, and is a valid target separate of that character. **1/round** as a **quick action**, adjacent characters may reload a **LOADING** weapon.

>// This one admittedly is a change moreso to diversify the Drones, rather than something the Autoloader **needed**. This adds to the fact that I wanted it to stand out more against the similar and oft-compared **External Ammo Feed**.

BARBAROSSA 2: Flak Launcher

Main Cannon, Inaccurate, Reliable 2, Heat 1 (Self)
[15 Range][1d6+1 Explosive]

When making an attack against a **FLYING** or **hovering** target, this weapon gains **+2 accuracy**.
On Hit: Targets must succeed on a **HULL** save or be **IMMOBILIZED** until the end of their next turn.

>// Simple: We create another Vulture DMR with different drawbacks that fills a different niche.

>// It was always odd to me that for being a massive artillery platform, that the Barb's license never had non-GMS gear to mount on it until rank 3.

BARBAROSSA 3: External Ammo Feed

3 SP, Unique, Reaction

Gain the **Activate External Ammo Feed** reaction:

Activate External Ammo Feed

Reaction, 1/round, Heat 1d3+1 (Self)

Trigger: Your turn begins or ends.

Effect: You reload one **LOADING** weapon.

>// Loading doesn't need to be free, but at the same time, limiting how **bad** of a drawback Loading is should make more Loading builds more viable!

BARBAROSSA 3: Siege Cannon

Superheavy Cannon

Siege:

[30 Range][Blast 3][3d6 Explosive]
Arcing, Ordnance, Loading, Reliable 3,
Heat 4 (Self)

Direct Fire:

[20 Range][2d6+4 Explosive]
Knockback 2, Heat 2 (Self)

On Attack: choose to fire this weapon either in **Siege mode** or **Direct Fire mode**.

>// Mainly all of these are QoL changes. This one aims to bring the Siege Cannon up to par with the Leviathan Cannon.

HA BARBAROSSA

- + 1 Speed (3 base)
- + Explosive Resistance changed to Smart & Seeking Resistance w/ the ability to grant this to adjacent characters
- + Rewrote Core Power and made the Apocalypse Rail usable all the time. Apocalypse Rail now charges as a **protocol** as long as you haven't moved since you ended your turn. Counterplay is to teleport the Barbie, or to Jam/Stun it.

PRESSURE PLATING

Trait

The Barbarossa has **RESISTANCE** to all **damage**, **BURN**, and **HEAT** from weapons with the **SMART** or **SEEKING** tags. Allied characters benefitting from its hard cover also gain these benefits.

BARBAROSSA CORE POWER

REDIRECT POWER

Core Passive, Protocol

If you have not **moved** since the end of your last turn, gain **+1 Charge** to the **APOCALYPSE RAIL**, to a maximum of **4**. Charges persist between scenes, but are lost upon resting or downtime.

REACTOR SHUNT

Active (1 CP), Protocol

For the rest of the scene, when activating **REDIRECT POWER**, you can gain **2 HEAT** and gain **2 Charges** to the **APOCALYPSE RAIL** instead.

Apocalypse Rail (HA BARBAROSSA)
Integrated Superheavy Cannon

This weapon cannot be fired until it is **charged**. When it is fired, choose a profile: it subtracts the charges listed in the profile after that attack.

- **2 Charges:**

[30 Range][Blast 2][3d6+2 EXPLOSIVE] ORDNANCE

Objects and Terrain in the affected area automatically take **30 AP EXPLOSIVE** damage.

- **3 Charges:**

[50 Range][Blast 3][4d6+4 EXPLOSIVE] ORDNANCE

Objects and Terrain in the affected area automatically take **50 AP EXPLOSIVE** damage.

- **4 Charges:**

[70 Range][Blast 3][Damage: 4d6+8 EXPLOSIVE] ORDNANCE

Objects and Terrain in the affected area automatically take **100 AP EXPLOSIVE** damage. Additionally, all characters within the affected area must succeed on a **HULL** save or be **SHREDDED** until the end of the **scene** or until they **STABILIZE**. On a success, they are not **SHREDDED**.

GENGHIS

- + Havok Charges' Grenade deals **3 BURN**, Mine deals **6 BURN**

GENGHIS 2: Auto-Cooler

2 SP, Unique, Quick Action

While activated, you become **SLOWED**, and as long as you do not start your turn adjacent to cover or any characters, you clear **3 HEAT**. If you are **critically hit** while this system is active, you suffer **+1d3 bonus damage**.

You may deactivate this system as a **protocol**.

GENGHIS 3: Plasma Thrower

Superheavy CQB, Heat 2 (Self), Overkill, Arcing
[Cone 7 OR Range 10 Line 5][1 EN + 4d3 BRN]

Characters damaged by this weapon automatically fail their next **BURN** check.

HA "WORLDKILLER" GENGHIS MKI

- + Becomes **Defender/Controller**
- + Gains **SENSORS 8**
- Loses **Insulated**
- + Gains **Promethean Response**

PROMETHEAN RESPONSE

Trait

1/round when the Worldkiller inflicts **HEAT** or **BURN**, it may force the victim to expend a **reaction** of your choice, targeting and **automatically hitting** the Worldkiller if possible. While in the **DANGER ZONE**, the Worldkiller has **RESISTANCE** to damage and heat caused by reactions.

ISKANDER

- + Repulser Field triggers the mines *first*

ISKANDER 3: Clamp Bombs

2 SP, Limited 3, Unique

The Clamp Bomb (**GRENADE**, **RANGE 5**) when thrown does not immediately detonate, instead springing hydraulic manipulators to affix itself onto its target. The target must make an **AGILITY** save: successfully saving causes the Clamp Bomb to explode, dealing **1d6+3 EXPLOSIVE** damage. On a failure, the bomb attaches itself to the character and becomes a system with the **MINE** tag. When this mine detonates, it forces all characters within **BURST 1** of them to make an **AGILITY** save or take **2d6+2 EXPLOSIVE** damage, half on success. The initial target suffers this damage in full.

If a character willingly fails the save to be clamped, they gain **RESISTANCE** to the damage caused by it. This mine may be detonated as a **protocol**, and you may deny it from detonating.

NAPOLEON

- + Stasis Bolt charges as a **protocol** for 1 Heat instead of as a **quick action**.
- + Displacer completely overhauled (by Sienes!)

NAPOLEON 3: Displacer

Main ???, Unique, Loading, 2SP
[Range 15]

Whatever this weapon is, it's such advanced mil-spec equipment that it is incompatible with standardized modifications. This weapon does not interact with systems, mods, or core bonuses.

On Attack: Choose a weapon profile. You may additionally choose to take **3 HEAT** to give this weapon **BLAST 1**.

"A Glimpse"

Heat 2 (Self), [5 AP Energy]

After attacking with this profile, this weapon is automatically reloaded at the start of our next turn.

"A Look"

Heat 5 (Self), [10 Energy]

Damage dealt by this profile cannot be reduced. This profile deals double damage to objects and terrain.

"An Understanding"

Heat 5 (Self)

After an attack with this profile is resolved, you must make an **OVERHEATING** check: if this causes you to become **EXPOSED**, you cannot clear it until the start of your next turn.

On Attack: Targets must make an **AGILITY** save or lose **1 STRUCTURE**. On a successful save, they instead are dealt damage equal to half of their max **HP**. Terrain hit smaller than **SIZE 4** is instantly destroyed.

HA NAPOLEON

- Trueblack Aegis nerfed (this is a buff if you're a FC or someone else other than the Napoleon) so that you can hack it to generate heat.
- + Trueblack Aegis now must be refreshed each turn as a Protocol, meaning that turn-by-turn, the PC can choose whether or not they feel like interacting with the rest of the game.

Trueblack Aegis

Active (1 CP), Quick Action

For the rest of the scene, gain the **Activate Aegis protocol**. Upon activation of this system, you immediately gain the effects of this protocol.

Activate Aegis

Ordinance, Protocol

A shimmering, utterly black field quickly envelops your mech, covering it like a second skin. *[Until the start of your next turn],* you:

- reduce all damage to 1, except for damage that ignores reduction;
- gain **IMMUNITY** to the effects of **tech actions**, including beneficial ones, and any current tech effects or conditions on you end --

*[however, any hostile **tech attacks** can still generate **HEAT**]*;

- can only use systems with the **SHIELD** tag – any others immediately deactivate (systems that do not require activation are unaffected);
- can't take **quick actions**, **full actions**, or **reactions**, except for **standard moves**, **GRAPPLE**, **RAM**, **IMPROVISED ATTACK**, **ACTIVATE (SHIELD systems only)**, **SKILL CHECK**, and **BOOST**;
- can't **OVERCHARGE**;
- can't use comms to talk to other characters (as sound doesn't exit the shield).

You can still receive statuses and **HEAT**, and can be affected by involuntary movement. You can otherwise interact normally with the world, including picking up and dragging items, and so on.

SALADIN

+ Increase Shatterhead damage to **1d6+1**

HA SALADIN

+ Change Flex to **Main/Aux mount**

+ Improve **Warp Shield** to be closer to the Pyro's Firebreak Shield

+ +1 ST (Base 11)

+ **Retarget Tachyon Shield (Core Active)** changed to a **Protocol**.

WARP SHIELD	Trait
At the end of the Saladin's turns, it can generate a LINE 4 wall 4 spaces high with at least one space adjacent to it. It counts as an obstruction and provides soft cover , but does not block line of sight. It moves when the Saladin moves, and disappears at the start of the Saladin's turn.	
It and allied characters partially obstructed by this cover reduce the NON-BURN damage of incoming attacks by their GRIT+2 minus their ARMOR , to a minimum of 1 .	

>// *This effect does not interact with Shredded, and also means it is more effective at protecting characters with less armor versus AP attacks. "Big Sal" lives on.*

SHERMAN

- Remove "Artillery" Role for balance.

+ Make Reactor Stabilizer usable

+ Correct Andromeda Heavy Laser **Rifle's** typing from Cannon.

= RSUs do not benefit from Stabilize changes.

SHERMAN 1: Reactor Stabilizer 1SP
Whenever you make an OVERHEATING check, you may reroll one die.
SHERMAN 2: Andromeda-Pattern Heavy Laser Rifle Heavy RIFLE, Heat 3 (Self) [12 Range][2d6 Energy][3 Burn]
SHERMAN 2: Redundant Systems Upgrade 3SP, Limited 1, Unique, Quick Action
Expend a charge to STABILIZE as a quick action , [but do not clear STRAIN or make a TIER check after making the action.]

HA SHERMAN

= Change Mathur Stop

+ ZF4 Solidcore charges as you **enter or leave the Danger Zone** (slight buff), loses **Ordinance** at 1 & 2 Charges.

+ Rewrite Vent Heat to new trait, **High-Stress Reactor Vents**, benefitting overcharging.

+ Create new test for Coreburn Protocol CP.

MATHUR STOP	Trait
As a quick action , the Sherman may receive HEAT equal to half its HEAT CAP . Additionally, when the Sherman OVERHEATS , it may choose to receive HEAT equal to half its HEAT CAP , putting it into the DANGER ZONE .	

HIGH-STRESS REACTOR VENTS
Trait
When you OVERCHARGE to activate a system or fire a weapon that generates HEAT , you may subtract the cost from the result of the OVERCHARGE , down to half of its original cost.

COREBURN PROTOCOL
Active (1 CP), Protocol
For the rest of this scene, whenever you would generate HEAT , you may instead clear that amount of heat . However, if you would clear more heat than you currently have, you cannot clear further heat this way until the end of your next turn.

TOKUGAWA

+ Buff Plasma Gauntlet.

+ Rewrite Enkidu to be a combined arms frame while leaning into the Striker/Defender role

TOKUGAWA 3: Plasma Gauntlet 2SP, Quick Action, Limited 1, Unique, 1/Scene, Overkill, 1d3+3 Heat (Self)
Expend a charge and choose a character adjacent to you: they must succeed on an AGILITY save or take 2d3+15 AP OVERKILL ENERGY damage and be knocked PRONE . On a success, they take half damage and aren't knocked PRONE . You then become STUNNED until the start of your next turn.

SECCOMM ENKIDU

+ Primal Fury now also lets the Enkidu noodle someone if they were smacked with a non-Plasma Talons weapon.

+ Bloodsense replaced with **PRIMAL**

AGGRESSION, turning your ranged weapons into melee weapons with Thrown 3 while in the DZ.

+ All Fours clarified to give you +3 SPEED.

+ Core changed to granting GLORY KILLS, turning it into more of a Defender as it is labeled.

PRIMAL FURY

Trait

When the Enkidu ends its turn in the **DANGER ZONE**, it rears up, extends its **PLASMA TALONS** (see below), and enters a state of primal fury with the following effects:

- *[On other characters' turns, a character]* struck by the Enkidu's **PLASMA TALONS** immediately becomes **IMMOBILIZED** until the end of their next turn.
- As a **reaction**, the Enkidu **must** use its **PLASMA TALONS** to attack any character (hostile or allied) that enters, exits or moves more than 1 space within its **THREAT**, *[or the first character hit by one of its **non-PLASMA TALONS** weapons this turn.]* This special reaction can be used **1/turn, unlimited/round**, and doesn't count against the maximum number of reactions per turn, so the Enkidu can take other reactions normally.

This state ends when the Enkidu leaves the **DANGER ZONE** for any reason *[or **OVERHEATS**.]*

PRIMAL REGRESSION

Trait

While in the **DANGER ZONE**, the Enkidu's ranged weapons become **Melee** weapons, their base **THREAT** is reduced to **1**, and lose all **BURST**, **BLAST**, **LINE**, and **CONE** templates.

Additionally, these weapons gain **THROWN 3**.

LIMIT RESTRICTION ZERO

Active (1 CP), Quick Action

For the rest of this scene, you cannot leave the **DANGER ZONE** and the **THREAT** of the **Plasma Talons** are increased by **2**. Additionally you gain a reaction: **1/round** when any character is destroyed within **THREAT** of your weapons, you catch them in their death throes, tearing them apart in a shower of viscera. Until the end of your next turn you have **RESISTANCE** to damage from characters within line of sight and are **immune to being IMMOBILIZED**.

SUNZI

+ Buff Final Secret to be more support-defense-y

SUNZI 3: Final Secret

3 SP, Quick Tech, Unique

Choose an allied character in **SENSORS** and line of sight. Multiple characters may be targeted by this tech simultaneously. Gain the following **reaction** for each target; lasting until it is used:

La Familia, Salvada

Reaction, 1/Target

Trigger: Your target is hit by an attack.

Effect: You swap the positions of your target and either yourself or another willing character within **SENSORS**, who is automatically hit by the attack instead. These characters **teleport** to each others' position.

All together, this wraps up the *player-side* of the vTK Rebalancing! **Everything you have read is subject to change as I conduct more testing.** Many of these have *already been tested*, but more eyes and more experience with it is vital to ensuring a whole, completely balanced experience!

NPCs

The following pages list every NPC in the game, and if there are any changes to them. Please do remember that things are a good deal different in [Lancers in the Dark](#), where all of this rebalancing is at home. In addition to all the changes, I would like to offer this as a humble beginning errata:

BUILDING NPCs; Multi-Attacking Weapons

Barricade, Graviton Lance (Core, p.291), Cataphract, Ram Cannon (Core, p.297), Hive, Hunter-Killer Nexus (p.302), Scourer, Pulse Laser (Core, p.312):

“At **T2-3**, when this weapon is fired, it makes two individual attacks.”

Breacher, Dual Shotgun (Core, p.296):

“When this weapon is fired, it makes two individual attacks.”

Goliath, Drum Shotgun (p.300), Operator, Raptor Plasma Rifle (p.306), Ronin, Carbon Fiber Sword (p.310), Specter, Monowire Sword, Machine Pistol (p.318):

Replace Clauses with:

“When this weapon is fired as part of an action or reaction, it may make a number of individual attacks equal to its user’s **TIER**.”

Rainmaker, Missile Pods (Core, p.309):

Edit effect text for clarity in comparison to other multi-attack weapons.

“When this weapon is fired as part of an action or reaction, it makes up to three individual attacks, so long as there are as many distinct targets.”

THE GREAT NPC RE-STRUCTURE

Both in the increased damage that can be output by player characters in Lancers in the Dark, and the lack of emergent gameplay that exists when single-structure NPCs exist in a binary state of being either *alive* or *dead*, the following column is going to dedicate itself to a depiction of the **new NPC HP Values per-STRUCTURE**. While most of the following NPCs have had their per-Structure HP lowered slightly, this results in both an average of 1.5x durability for NPCs, while also allowing the possibility of them losing an important weapon or system! Blow the rifle right off of a sniper, knock a Hornet out of the sky!

We’ve been playing with these rules significantly and found them to significantly improve the game.

ACE	8	10	12
AEGIS	10	14	14
ARCHER	11	15	15
ASSASSIN	12	12	12
ASSAULT	12	15	17
AVENGER	12	15	17
BARRICADE	8	12	15
BASTION	9	11	13
BERSERKER	8	12	16
BOMBARD	8	10	12
BREACHER	14	16	18
CATAPHRACT	12	14	16
DEMOLISHER	12	16	20
ENGINEER	12	12	12
GOLIATH	15	19	24
HIVE	12	12	12
HORNET	6	6	6
LURKER	8	11	14
MIRAGE	8	10	12
MONSTROSITY	10	13	16
OPERATOR	8	10	13
PRIEST	8	11	14
PYRO	9	12	14
RAINMAKER	8	10	12
RONIN	12	15	18
SCOURER	8	11	14
SCOUT	6	6	6
SEEDER	9	11	13
SENTINEL	13	17	21
SNIPER	8	10	10
SPECTER	8	8	8
SPITE	12	15	15
STRIDER	8	10	10
SUPPORT	12	15	15
WITCH	9	11	11

>// Color values just refer to where the number falls along the Average for that Tier of NPCs. White numbers are Average, Red is Below Average, Green is Above Average.

ARTILLERY

δ Bombard: Bombard Cannon => Range 50, loses its Difficulty, but gains **INACCURATE**. At T3 it gains Accuracy. Cluster munitions specifies **characters**.

Operator: RAPTOR PLASMA RIFLE nerfed to **Range 15**. STEP gains the **UNSTABLE** tag, TRACE DRIVE becomes optional, replaced by CHARON DRONES as a base system. SKIRMISHER and FORTRESS removed, TELEFRAG becomes a **quick action**. Add the VAT Reactor Siphon Suite as an Optional Weapon

δ CHARON Drones (Base System)
System, Drone, Quick Action, 1/Turn

The Operator generates **1-3 HEAT** and deploys an equal number of **SIZE 1/2** CHARON Drones within **RANGE 3** of itself, where they hover in place and prime at the end of its turn. If the Operator passes a **TIER** check, they instead prime instantly.

The drones have **{12/14/16} EVASION** and **10 E-DEFENSE**, and are destroyed when they take damage, but are automatically hit by the Operator's **ranged attacks**. Shooting a drone with a **non-pattern** ranged attack causes it to repeat the attack against the nearest hostile character the drone has line of sight to. A redirected shot draws its range from the drone and **automatically scores a critical hit**.

The drones recall at the end of the Operator's next turn if they are not used.

V.A.T. Reactor Siphon Suite

Main Melee, Knockback 3, +1 Accuracy
[Threat 1] [2/3/4 Kinetic + 2 Energy]

On Hit: the Operator recovers **{5/6/8} HP**.

Rainmaker: Missile Pods are a **Heavy** Launcher, for parity with the Pilot Overhaul below.

Sniper: Add Effect to AMR. Add to Climber: "So long as the Sniper has only moved **vertically** during its turn, it may fire **ORDNANCE** weapons"

Anti-materiel Rifle

Superheavy Rifle, AP, Ordnance, Loading, +2 Accuracy
[Range 25] [10/15/20 Kinetic]

*If the Sniper misses an attack with this weapon, it may, as a **reaction**, immediately perform a **quick action** that does not cause an attack or force a save.*

Climber

Sniper Trait

The Sniper can climb and remain stationary on any surface without penalty, including overhanging and vertical surfaces. *[So long as the Sniper has only moved **vertically** during its turn, it may fire **ORDNANCE** weapons.]*

CONTROLLER

Controllers have received a **MASSIVE** overhaul. They take up the foreseeable area.

Archer: Superior Sentinel grants **TIERxACCURACY**.

Suppress *Archer Base*
[System], Quick Action

The Archer chooses a target within **line of sight** and **RANGE** of its weapons. **1/round** as a **reaction** when the target moves more than **1 space**, the Archer may attack them with one weapon, dealing **half damage** and applying **IMMOBILIZED** on hit.

BLINDING SHELLS *Archer Optional*
Trait

Whenever the Archer would make a ranged attack, it may, before rolling to hit, choose to deal **no damage**. If the attack is successful, the target is **BLINDED** until the end of its next turn.

Impending Threat *Archer Optional*
Reaction, 1/Round

Trigger: A hostile character takes an action that would **damage** or **force a save** on a friendly character.

Effect: Make a **ranged attack** against them, dealing **half damage** on hit. If it is successful, the target must choose to either go **PRONE**, or pass a **GRIT** check to complete their action. If they fail, they lose the triggering action.

Covering Fire *Archer Optional*
Recharge 4+, [System], Quick Action

The Archer chooses a **BLAST 2** area within **RANGE** of its weapons. Characters without Cover from the Archer in this Pattern count as **ENGAGED** by the Archer and within **THREAT** of its weapons. This pattern lasts until the Archer takes this action again or is destroyed.

Hail of Fire *Archer Optional*
Recharge 4+, [System], Quick Action

The Archer chooses a character within **RANGE** of its weapons. If the target is within **COVER** from it, they become **IMMOBILIZED** until the Archer next takes damage. Otherwise they are **IMPAIRED** until they move at least **{3/4/5}** spaces from where this effect was applied.

ASSASSIN is moved from STRIKER to CONTROLLER.

ASSASSIN'S MARK is swapped to be an Optional while **SPINNING KICK** is now Base!

SAP is changed for it and Demolisher both (written in full down in the Demolisher section!)

δ EXPLOSIVE KNIVES are thrown at **+1/2/3 ACCURACY**.

Barricade: Everything but Drag Down and Shock Plating is reworked;

Graviton Lance text reads the following; “At **T2-3**, when this weapon is fired, it makes two individual attacks. On hit, targets are **SLOWED** until the end of their next turn. When this weapon hits a **SLOWED** target, they are **SHIFTED** up to **{1/2/3} spaces** and all characters within **2** of them are **SHIFTED** adjacent, or as close as possible.”

Mobile Printer *Barricade Base*
Recharge 3+, System, Protocol

The Barricade may either print two **SIZE 1** Cubes, or one **SIZE 2** Cube, placing them adjacent to it. The cubes provide hard cover, have **5 EVASION**, and have **SIZE×10HP**.

Bulwark Mods => **BULWARK FRAME**

BULWARK FRAME *Barricade Trait*

The Barricade counts as one **SIZE** larger when interacting with terrain, and it ignores **difficult** and **dangerous terrain**.

SEISMIC REPULSOR deals **20AP KINETIC** damage to terrain within its area.

EXTRUDITE *Barricade Optional*

When the Barricade uses **MOBILE PRINTER**, it may choose an additional option to print. This may result in the same option being picked twice.

Hunger/Pursuit Limpets => **COMBAT ENGINEERING**

COMBAT ENGINEERING *Optional*

The Barricade's attacks always do at least **5AP** damage to Objects and Terrain, and when they are destroyed by the Barricade, adjacent characters become **PRONE**, suffer **2 KINETIC**, and are **knocked back 1 space**.

Objects created by **MOBILE PRINTER** do not block adjacent allied characters' **line of sight**.

Titan-Snare Drone => **KICKBACK CONSTRUCTION**

Kickback Construction *Barricade Optional System*

When the Barricade uses **MOBILE PRINTER**, it may target a character within **3 spaces** of it and print one of its cubes adjacent to them. Hostile characters passing an **AGILITY save** are able to choose where the Cube is placed.

CATAPHRACT is moved from **STRIKER** to **CONTROLLER**.

The **RAM CANNON** lowers to **4 KINETIC** damage.

Add the following to **TRAMPLE**: “The Cataphract can **BOOST** and take **reactions** while **GRAPPLED**.”

ELECTRIFIED BOLA may target anyone.

Charge => **CORDO-MUSCULAR WEAVE**

Cordo-Muscular Weave *Cataphract Optional System*

The Cataphract counts as the same size as larger targets when **GRAPPLING** or **RAMMING** them, but moves at half its **SPEED** and deals half **KNOCKBACK** to them while doing so.

Hornet: Impale Systems gains **+1 ACCURACY** at T2, gains a new trait:

SENSITIVE HARDWARE *Hornet Trait*

The Hornet takes **double** damage caused by **SAVES & CHECKS**.

Hive: Hunter-Killer Nexus lowers to dealing **2 BURN** and caps out at two attacks.

Seeker Cloud becomes **RANGE 5, CONE 3**

Motile Swarm goes up to **3 spaces** of movement.

Driving Swarm's movement is Involuntary but triggers **reactions**.

Razor Swarms

System, Drone, Quick Action, 1/Round

The Hive places a **BLAST 1** Razor Swarm [*centered on a free space*] within **SENSORS** and **line of sight**. Allied characters at least partially in the swarm gain **soft cover**, and hostile characters starting their turn in or entering a swarm for the first time each round take [*{1/2/3} BURN and must make an **ENGINEERING save** or be **BLINDED***] until they leave the pattern.

[*Razor Swarms have **11/13/14 E-DEFENSE**, can only be targeted by attacks that target **E-DEFENSE**, and are destroyed when hit by them.*]

Drone Barrage

System, Quick Tech

The Hive makes a tech attack against a character within **SENSORS**. On a success, the target chooses one: they either become **IMMOBILIZED** and **IMPAIRED** until the end of their next turn, or they immediately move up to **5 SPACES** in a direction chosen by the Hive. [*This movement is involuntary, but triggers **reactions**. If the character is suffering from **BURN**, the Hive chooses instead.*]

Electro-Nanite Cloud

System

Hostile Characters cannot draw **line of sight** into or out of the Hive's **RAZOR SWARMS**. While within **3 spaces** of the Hive, hostile characters cannot draw **line of sight** outside of spaces affected.

Pyro: Moved to CONTROLLER from DEFENDER.
Leave **INSULATED** alone.

Flamethrower => **FIREBREAK Projector**

δ FIREBREAK Projector *Pyro Base*
Heavy CQB, Heat 4 (Self)
[6 Range][Line 5] [2 Burn]

This weapon leaves its patterns as burning pyres dealing **{2/3/4} BURN** to characters that cross them for the first time each round, or that end their turns in them. These patterns last until the end of the scene.

At **T2-3**, when this weapon is fired, it makes two individual attacks.

Explosive Vent => **Wildfire Protocol**

Wildfire Protocol *Pyro Base*
System

When the Pyro affects objects and terrain with its patterns, it sets them **ABLAZE**. Characters ending their turns adjacent to **ABLAZE** objects and terrain take **{4/6/8} BURN**.

FIREBREAK Shield => **PROMETHEAN-BLOODED**

PROMETHEAN-BLOODED *Trait*

Characters that end their turn within **3** of the Pyro suffer **{2/3/4} HEAT**. When the Pyro Overheats or its pilot dismounts, this effect turns off until the end of the Pyro's next turn.

Optionals: Leave **NAPALM BOMB** and **SIEGE ARMOR** as they are.

Superhot => **Bonfire Targeting Suite**

Bonfire Targeting Suite *Pyro Optional*
System

Hostile characters suffering from **BURN** do not benefit from **HIDDEN** or **INVISIBLE** while the Pyro can draw line of sight to them, and it may target them with the **LOCK ON** tech action regardless of its **SENSORS**.

Unshielded Reactor: "When the Pyro **STABILIZES**, it explodes in **BURST 2**, forcing a **HULL save** on characters or **SHIFTING** them out of the area and knocking them **PRONE**. On Success, they suffer **2 HEAT**."

Explosive Jet (my beloved) => **INEXORABLE ADVANCE**

INEXORABLE ADVANCE *Pyro Optional*

After making an attack, the Pyro can immediately move **2 spaces** in any direction as long as it isn't **IMMOBILIZED** or **SLOWED**.

Seeder: Remove Knockback 1, add Effect Text, rewrite Lay Mines, and edit everything else to suit that.

Grav-Grenade Launcher
Main Launcher, Arcing,
[8 Range][Blast 1] [2/3/4 Explosive]

On Attack: The Seeder chooses a direction. Characters **hit** by this weapon are pushed **3 spaces** in the direction chosen.

Lay Mines

System, Mine, Quick Action, 1/Turn

The Seeder plants mines within the local area, gaining the **Detonate! reaction**, usable **TIER** times per round. It loses this reaction if it fails a **SYSTEMS** save during a hostile character's **SEARCH**.

Detonate!
Reaction, **TIER**/Round

Trigger: A non-flying character enters or leaves a space within **RANGE 5**.

Effect: That character and every character within **BLAST 1** of that space must make one of the following:

- A **HULL** save or become **IMMOBILIZED** until the start of their next turn, and then **SLOWED** until the end of their next turn.
- An **AGILITY** save or take **8/12/16 EXPLOSIVE** damage, half on success.
- A **SYSTEMS** save or become **JAMMED** until the start of their next turn, and then **IMPAIRED** until the end of their next turn.
- An **ENGINEERING** save or take **4/6/8 HEAT**, and half of it as **BURN**. On success, you take half heat and no burn.

Speed Deployer: Each time **Detonate!** triggers, the Seeder chooses two saves to force instead of one, but only one option can deal **damage**, **HEAT**, or **BURN**.

Tripwires: **Detonate!** gains **RECHARGE 4+**. When **Detonate!** triggers, draw **LINE 3** from the triggering space, and force characters in the pattern to take the chosen **save**.

Spite: Moved from DEFENDER to CONTROLLER.

DEFENDER

Avenger: Moved from STRIKER to DEFENDER.

Bastion: Remove Loading from Rotary Grenade Launcher, Heavy Assault Shield gains **+1**

ACCURACY, **DEATHCOUNTER** rewritten.

δ Deathcounter *Bastion Optional*
System, Shield

The first time the Bastion is hit by a **ranked** or **melee** attack, it does not suffer its damage until the end of its next turn. At the end of its next turn, this system re-primes.

δ Demolisher: Remove Difficulty from the Demolition Hammer but gain **INACCURATE**. Increase **SPEED** to **3**, gain a new weapon, & Change Shock Armor and Dig In to the following:

SHOCK ARMOR Trait

The Demolisher has **RESISTANCE** to attacks within **THREAT** of its weapons.

Dig In
Reaction, 1/Round

Trigger: An attack has hit the Demolisher, but damage has not yet been rolled.

Effect: It gains **RESISTANCE** to the damage and gains **IMMUNITY** to involuntary movement until the start of its next turn.

Hydraulic Limbs
Main Melee, Reliable 1/2/3, +1 Accuracy
[Threat 1] [5/7/9 Kinetic]

On Hit: the target is knocked **PRONE**.

δ Seismic Destroyer Demolisher Optional System, Recharge 6+, Quick Action

Unless **FLYING**, characters in either a **CONE 3** or **LINE 5** pattern become **PRONE** and must make an **AGILITY save**. On failure, they cannot clear **PRONE** until the end of their next turn.

δ Sap Assassin & Demolisher Optional System, Quick Tech, Recharge 5+

Choose an adjacent character to make an **ENGINEERING save**. On failure, they can only make **one quick action** during their next turn, and until the end of their next turn, **do not treat results of 4 as partially-successful rolls**.

Sentinel: Grant **+1 ACCURACY** to the Retractable Sword. Blinding Shells inflict **BLIND**. Rewrite **WRATH-LOCK**.

δ Wrath-Lock Sentinel Optional System, Recharge 5+, Quick Action

The Sentinel may expend its **OVERWATCH** to fire a single weapon.

SUPPORT

Aegis: Light Laser gains **+1 ACCURACY** at T3.

Support: Save Target to {14/16/18}. Restock Drone **Reloads one Weapon** on pickup.

Nano-Repair Cloud buffed to affect allies within **RANGE 5**. Remote Reboot now a **quick action**.

Remote Cloud becomes **Recharge 4+**, and lasts until a character hits **E-DEFENSE {8/10/12}** with a **SMART** weapon or a **tech attack**. Defensive Pulse becomes a **protocol**.

STRIKER

Assault: Micro-Missile Barrage is a system?

Breacher: Dual Shotguns become **-2/-1/0 DIFFICULTY**.

Engineer: Turrets gain **+1 ACCURACY**, and fire “at any point” during their turns.

Specter: STEP gains **UNSTABLE**, and Monowire Sword becomes a **Heavy** Melee. Drain Systems is adjusted to be less brutal for players. Fortress turned into //Scorpion parity.

δ Drain Systems Specter Optional System, Full Tech, Accurate 1/2/3

The Specter makes a **tech attack** against an adjacent character: On success, and until a character other than the target or the Specter becomes adjacent to them or starts their turn adjacent, the target becomes **IMMOBILIZED**, can only make **one quick action** during their turns, and **does not treat results of 4 as partially-successful rolls**.

δ Fortress Priest & Specter Optional System, 1/round

The Specter gains **+TIER ACCURACY** on all **SYSTEMS** checks and saves. **1/round** when it is missed by a hostile **tech attack** or succeeds against a **save** caused by a **tech action**, it may force the hostile to repeat that attack or save against themselves.

Witch: Moved from CONTROLLER to STRIKER.

δ BIOLOGICAL

- Remove the **HUMAN** NPC. They're being replaced by the **DIOGENIC** Template below.

δ EVASION/E-DEFENSE ADJUSTMENT

With **soft cover** adding +2 **EVASION**, many NPCs just do not benefit from being behind/within it. At certain **TIERs** this is alright, but some, like Bombard, never benefit at all from being in anything less than **hard cover**. This will briefly establish what NPCs are receiving buffs to { **EVASION / E-DEFENSE** }:

Assault: T1: {9/8}

Berserker: T3: {12/6}

Bombard: T3: {9/16}

Hive: T2: {9/13} T3: {12/16}

Hornet: T3: {20/9}

Mirage: T3: {15/18}

Sentinel: T1: {9/9} T2: {12/12}

Squad: T1: {9/9} T2: {11/11}, T3: {12/12}

Witch: T3: {15/20}

WALLFLOWER -- Strider

Strider: Complete Overhaul

Ebb & Flow System, Protocol

When the Strider enters a scene, it declares whether it is **RUNNING** or **GUNNING**, deciding its Weapons, Systems and Traits. At the start of each of its turns, it may alternate between them as a **protocol**.

On turns that the Strider begins **RUNNING**, it becomes **INVISIBLE** and its movement ignores difficult terrain and engagement. On turns it begins **GUNNING**, the damage of its **Ranger Long Rifle** cannot be reduced, and it ignores the **ORDNANCE** tag on weapons and systems.

RUNNING Weapons, Traits & Systems:

Reposition: Triggers when a character **ends their turn** in Line of Sight.

Heated Tomahawk

Main Melee, Thrown 3, +1 Accuracy
[Threat 1] [4/6/7 Energy]

When thrown, this weapon returns to the Strider at the end of its turn.

PREP WORK Trait

1/turn, after the Strider moves, it may designate an object or piece of terrain it moved adjacent to, and **PRIME** it. Players are aware that something has been primed, but not what. When a hostile character moves adjacent to a primed object, it detonates.

They must make an **AGILITY** save or suffer **{7/9/11} EXPLOSIVE** damage, half on success. A **SEARCH** reveals primed objects.

GUNNING Weapons, Traits & Systems:

Ranger Long Rifle: Gains **TIER** Accuracy

Duck: Recharge 5+, additionally causes the Strider to immediately **HIDE**.

STRIDER OPTIONALS: (In addition to existing non-kit Optionals)

ENTRENCHED Optional Trait

The Strider has **IMMUNITY** to involuntary movement from other characters.

PERPETUAL MOTION Optional Trait

The Strider may use a single **Protocol** as a free action, following the rules for duplicate actions.

THE PIT RUNNING Optional System, Free Action, Recharge 5+

When the Strider uses **PREP WORK**, it may instead choose a free **BLAST 3** area it moved over or adjacent to **PRIME**.

When any **non-FLYING** character steps on this area it is revealed and forces an **AGILITY** save, dealing **{10/12/15} KINETIC** damage and knocking them **PRONE**. On a success, they instead take half and are not knocked prone.

NESTED GUNNING Optional

While adjacent to a **PRIMED** object, the Strider gains **RESISTANCE** to all damage and heat from **Pattern weapons and effects**, and gains **+1 ACCURACY** on all saves to avoid effects that use them.

Tracking Dart GUNNING Optional Main Rifle, Ordnance, +1 Accuracy [15 Range] [3/4/5 Kinetic]

On Hit: The target character cannot use Hostile Attacks to trigger **reactions** until the end of its next turn.

NPC TEMPLATES OVERHAUL

COMMANDER

Turn **Reinforced** into an optional Trait.

Turn **Voice of Authority** into an Optional Trait.

Change Commander traits to “They do not function if characters do not have Open Comms to, or cannot otherwise hear the Commander.”

New **Features!**

Form Ranks!

Commander Feature, 1/Round, Protocol

The Commander designates three to five allied characters within its **SENSORS** who are within **RANGE 3** of each other. Until the end of the scene, or the Commander is destroyed, designated characters form a **Unit** and cannot join another.

Members of a **Unit** activate individually but work together, gaining **+1 ACCURACY** on **attacks** against targets attacked by other members earlier in the round. Members of a Unit within **RANGE 3** of other Members or their Commander count as being adjacent to them while resolving effects that require adjacency.

Issue Order

Commander Feature, Reaction, TIER/Round

Trigger: A member of a Unit activates, and their Unit has not been given an order this round.

Effect: All members of that Unit who can hear the Commander (over comms, verbally, or through direct code) gain an **Order**, granting them a passive bonus or access to a specific action. Orders last until the end of the current round.

- **Defend!** Members of the Unit gain the **Draw**

Fire quick tech: Nominate a character within **SENSORS** and **line of sight**, who must pass a **SYSTEMS save** or else suffer **+3 DIFFICULTY** when attacking any characters outside of this Unit. Each character may only be affected by one instance of this tech at a time.

- **Support!** Members of a Unit gain the

Emergency Repair quick action: The Unit member moves up to their **SPEED**, then clears **BURN** and one **status** from an adjacent ally.

- **Strike!** Each member of the Unit gains a cumulative **+1 Damage** against characters damaged by another member of their Unit this round.

New **Optional!**

DEVOTED FOLLOWING

Commander Trait

When the Commander is hit by an attack while a Unit member is within **RANGE 3**, it may choose to gain **RESISTANCE** to damage from the attack, but the Unit Member takes the remainder as irreducible damage.

Press the Attack: Rewrite Effect to: “One unit member within the Commander’s **SENSORS** may attack the target as a **reaction**, dealing half **damage, HEAT, or BURN** if successful.”

Press On! “The Commander clears either the **Stunned** or the **Jammed** conditions currently affecting an allied Unit within line of sight.”

Quick March: “One allied Unit within line of sight of the Commander may **Boost**.”

RPV

(New **Optional Trait!**)

NETWORKED SWARM

RPV Trait

The RPV serves as a direct node for an NHP or other advanced coordinating entity. This RPV and others with this trait are considered to be part of the same **Swarm**, gaining **+2 HEATCAP**, **+1 ACCURACY** on all attacks and suppressing the **VULNERABLE TO TECH** trait. However, when a **tech attack hits** a member of the Swarm, all members are dealt its **HEAT**, though only the initial target is affected by lingering effects.

Members of a Swarm temporarily suppress other RPVs’ Vulnerable to Tech trait by being within their **SENSORS**, and all members of a Swarm may use each other to draw **SENSORS** range and line of sight.

ELITE

Move **Reinforced** to **Optional Trait**.

New **Feature!**

A HONED EDGE

Elite Feature

The Elite gains **+1** on its **Recharge** Rolls, and **once per round**, may ignore the **1/round** restriction on **Systems and Reactions**.

EXOTIC

Move **Hardened Target** to **Optional Trait**.

Chronotorus affects a **d6** instead.

New **Feature!**

UNORTHODOXY

Exotic Feature

Until the Exotic is **SCANNED** and allied characters understand how it functions, it gains **+1 ACCURACY** to all **attacks, checks, and saves**.

New **Optionals!**

APOCRYPHA

Exotic Trait

The Exotic causes unnerving visions to manifest around it, impairing its foes. Every attack that misses the Exotic causes following attacks to suffer a cumulative **+1 DIFFICULTY** until the start of the Exotic's next turn.

UNSTABLE MUTATION

Exotic Trait

The Exotic rapidly mutates, forming structures out of synthetic cells, nanomachines, or underlying bioplasting. At the start of each of its turns, the Exotic rolls **1d3**.

- **1:** The Exotic's **melee attacks** gain **+1 THREAT** (and it can **RAM**, **GRAPPLE** or **IMPROVISED ATTACK** characters within **RANGE 2**).
- **2:** The Exotic gains **+1 ARMOR** and heals **3 HP**.
- **3:** The Exotic gains **+2 SPEED**.

The rolled mutation lasts until the start of the Exotic's following turn.

GRUNTS

CHAFF

Grunt Feature

Grunts are deployed in groups of three. A Group of Grunts take their turn at the same time, in one activation.

During a Group's activation, each Grunt may either take **one Quick Action**, or **one** Grunt may take a **standard turn** (two Quick Actions/one Full Action). All Grunts in the Group have standard movement, and roll one **recharge** die.

A group of Grunts must remain within **SENSORS/2** of each other. If a Grunt begins its activation outside of **SENSORS/2** of another Grunt in its Group, it must spend its movement moving toward another Grunt of its Group by the most direct path possible, dedicating actions to do so if need be.

A Group of Grunts all benefit when the **STABILIZE** action is taken.

Unlike other characters, Grunts never take damage when they succeed on a save – regardless of the weapon or system used – but otherwise take damage normally.

WEAK

Grunt Feature

Each Grunt has **1 HP** and can't gain more. The Grunt can never have more than **1 STRUCTURE** and **1 STRESS**, and they are immediately destroyed when they take **HEAT** from any source other than their own systems and weapons.

Grunts deal Half Damage, HEAT and BURN from all Weapons, Systems, and Traits.

MERCENARY

New **Feature!**

SEASONED

Mercenary Feature

The Mercenary can **reroll missed attacks**. Each attack may only be rerolled once.

New **Optionals!**

MAD MINUTEMAN

Mercenary Trait

The Mercenary can reload its weapons as a **quick action**.

PIT-FIGHTER

Mercenary Trait

The Mercenary can make **IMPROVISED ATTACKS** as **quick actions**. **1/round**, when the Mercenary hits with a **melee attack**, it may additionally make a **RAM** or **GRAPPLE** immediately as a **free action**.

FEIGN DEATH

Mercenary Trait

The first time that the Mercenary is destroyed each combat, they are actually feigning death -- merely appearing to be destroyed, but actually having **1 HP**. Adjacent characters can reveal this with a successful **SYSTEMS** or **pilot skill check**; otherwise the Mercenary remains unnoticed until they move or take action.

Last Word

Mercenary Optional Reaction, 1/Scene

Trigger: The Mercenary is reduced to **0 HP**.

Effect: Immediately before it would be destroyed, the Mercenary moves up to its **SPEED**. If it can reach an adjacent hostile character, it expends the rest of its energy to try and clamp onto them. Otherwise, it will get to the safest space, **EJECTING** its pilot who exits the scene.

A hostile adjacent character must make a **HULL** or **AGILITY** save, else the wreckage clamps onto them, sharing their space, moving when they move, and causing them to be **SLOWED** and **BLINDED** until it is removed. They may continue making **HULL** saves as **full actions** on their turn to dislodge the wreck, or they may destroy it to free themselves.

PIRATE

Rewrite **Coreworm Rockets** and **Slaver Signal**. Rename “Slaver Signal” to “Subjectivity-Override” Signal due to discomfort caused for invoking the slave trade.

Coreworm Rockets

System, Recharge 4+, Full Action

Nominate a character within **RANGE 10** and **line of sight** and attach up to **three Coreworm Rockets**. For each rocket above the first, increase the Recharge cost of this system by **1**. In **1d3+2 rounds**, they breach the cockpit, goring the pilot and immediately putting them **DOWN & OUT**.

Each Rocket counts as a viable target with **5 EVASION** and **5 E-DEFENSE**, occupies the same space as their target, and is knocked off if they take **damage** or **HEAT** from any character. Any attacks that miss them however must be rolled against their target, treating them as if they were **INVISIBLE**.

Subjectivity-Override Signal

System, Recharge 5+, Full Action

Force a piloted mech or vehicle within **RANGE 10** to make a **SYSTEMS** save. On a failure, it immediately **BRACES**, as all **BIOLOGICAL** characters inside of it are overcome by the signal and become **STUNNED**. At the start of each of its turns, affected mechs must make a **GRIT** check. On a success, they have control over themselves during their turn. On a failure, the Pirate chooses how to spend their **movement** and first **quick action**, potentially against targets of the Pirate’s choice. This may cause you to make duplicate actions.

This effect is ended if the target or an adjacent ally can pass a **SYSTEMS** save as a **quick action**. Otherwise, damaging the characters (or their vehicle) jolts them awake, ending the effect. Else, the effect lasts until the Pirate is destroyed or leaves the Scene.

SHIP

TRANSPORT

Ship Feature

The Ship can transport one **SQUAD** or characters whose combined **SIZE** is less than its own.

Passengers may disembark from the Ship during its turn, appearing adjacent to it. Passengers’ first turn following disembarkment must consist of either **Movement** and a single **Quick Action**, or a single **Full Action**.

SPACER

(New Base Feature!)

HIGH-STRESS MAG CLAMPS Spacer System

The Spacer treats all surfaces as flat ground for the purposes of movement. It can move across them normally instead of climbing, but begins to fall if it is knocked **PRONE**.

New **Optionals!**

ACROBAT

Spacer Trait

After the Spacer moves or **BOOSTS**, they can **fly 3 spaces**. This flight ignores engagement and doesn’t provoke reactions.

SEA LEGS

Spacer Trait

Whenever the Spacer is **SHIFTED** by an enemy effect, the Spacer chooses its own direction.

NNEMP Launcher

Main Cannon, Reliable 1/2/3

[Range 10][Blast 1] [2/3/4 Heat]

Hit or miss, targets in the pattern of this weapon lose the effects of flight systems, EVA modules, and mag-lock until the end of their next turn.

On Hit: Targets must pass a **SYSTEMS** save or become **JAMMED** until the end of their next turn.

VETERAN

Headshot: Add **BLINDED** verbiage.

Lightning Reflexes: replace “**HEAVY** or **SUPERHEAVY** weapon” with “**RIFLE**”

Shock Armor: replace “**damage from MAIN weapons**” with “**damage caused by CANNONS**”

Steel Jaw: rewrite: “**Non-SUPERHEAVY MELEE** weapons can never deal more than **2 damage** after reductions from **ARMOR** to the Veteran.”

RODEO MASTER

Veteran Trait

The Veteran’s mech gains the **AI** tag. The Veteran can perform a **Black Thumb Rodeo** as a Quick Action, halfway emerging from the cockpit. While exposed, the Veteran’s pilot has **6+TIER HP**. During this rodeo, they may only fully exit their mech to **JOCKEY** an adjacent hostile mech.

NHP Copilot: Append: “Once per round, the Veteran’s mech may reroll a single attack, **SAVE** or **CHECK**, but must take the second result, even if it’s worse.”

VEHICLE

LIMITED HANDLING

Vehicle Feature

The Vehicle gains **+2 SPEED**, but must always move in a straight line, even [...]

= Copy Ship’s Transport Verbiage.

NPCS IN PILOT COMBAT

The technology that exists in Union space *exists*. Whether it is state-of-the-art technology developed by the UIB or the Think Tank, ExMat-hypothetical warfare suites, or just old-fashioned Trunk Security tried-and-true Personal Defense Weapons, the same theories and engineering feats that are mounted in mechanized chassis can be applied to personal gear.

Diogenic NPCs are human enemies, biological opponents specifically meant to be an in-between for Squads or Human-class NPCs, and those that are Mech-scaled. They are meant for dismounted combat, in narrative scenes where they can be a legitimate threat for your PC Pilots to overcome.

From back-alley bruisers to CorpSec officers, the Diogenic stares back at you with human eyes.

DIOGENIC TEMPLATE

The human body is not a machine: We cannot callously hollow ourselves out to fit in another piece of technology, and exoskeletal hardsuits can only carry so much.

These are capable individuals: High-Threat Response Teams, Constellar Midnights, Albatross, on foot. You'll be staring them in the eyes as combat is met, overshadowed by the footsteps of giants.

[[LCP Link](#)]

8 ONLY HUMAN	Trait	LIMITED LOADOUT	Trait
Diogenic NPCs have their SIZE reduced by 2 , to a minimum of 1/2 . They have their STRUCTURE and STRESS lessened by 1 , but may gain more due to other templates. Their SENSORS are reduced by 5 . Diogenic NPCs deal half damage to mechs and can only inflict STATUSES , CONDITIONS , or affect them with tech actions if they use the afflicting weapon or system as a FULL ACTION .		Diogenic NPCs can only have one Weapon , and one Trait or System from their base class. They may replace a base Weapon, Trait or System with an optional one from their class. At TIER 2 and 3 , they should be granted an additional option.	
STANDARD PHYSIOLOGY	Trait	PSYCHOLOGICALLY DIFFERENT	Trait
Diogenic NPCs cannot take the Ship or Vehicle templates and gain the Biological tag.		If a Diogenic would ever take Structure Damage , it rolls on the Monstrosity Structure Damage table instead.	

8 PILOT GEAR CATALOG

The following pages will be dedicated to the curation and depiction of **PILOT GEAR**, as mentioned on **page 5 of this document**. While originally a collection of the Base Weapons, Systems and Traits of the NPC classes of LANCER, it has been decided that to properly curate the additional opportunities afforded by their *additional* options, that certain concessions would have to be made.

If an option is listed **without** additional information, then it is exactly as written within its NPC Class. All options will be available in the Player-side **LCP**. **The Madrigal Boarding Carapace** from Dustgrave is not considered compatible.

PILOT WEAPONS

As a reminder: Pilots may take either **two MAIN / AUXILIARY** weapons, or **one HEAVY / SUPERHEAVY** weapon. These are ordered by **SIZE**.

Combat Knife (Assault), Auxiliary Melee
[4/5/6/7 Kinetic]

Flechette Shot (Breacher), Auxiliary CQB

Machine Pistol (Specter), Auxiliary CQB

Stinger Pistol (Hornet), Auxiliary CQB

.Add “When this weapon is fired, it makes two individual attacks.”

Underslung Grenade Launcher (Assault), Auxiliary Launcher

Claws (Monstrosity), Main Melee

.Add: “This weapon can only be fired during your turn as part of a **BARRAGE**,”

Chain Axe (Berserker), Main Melee
[5/7/9/11 Kinetic]

Combat Shotgun (Sentinel), Main CQB

Flak Cannon (Engineer), Main Cannon

!!Graviton Lance (Barricade), Main Cannon

!!Grav-Grenade Launcher (Seeder), Main Launcher

Harpoon Cannon (Berserker), Main CQB

Heated Blade (Assassin), Main Melee

Heavy Assault Rifle (Assault), Main Rifle

!! Heavy Assault Shield (Bastion), Main Melee

!! Hunter-Killer Nexus (Hive), Main Nexus

Hydraulic Limbs (Demolisher), Main Melee

On Hit: A non-mech or non-vehicle target must succeed a **HULL save** or be knocked **PRONE**.

!!Light Laser (Aegis), Main Cannon

Light Machine Gun (Archer), Main Cannon

Marker Rifle (Scout), Main Rifle

Rewrite Effect: **On Hit:** The Target becomes **LOCKED ON**, and until the end of your next turn, they count as being within your **SENSORS**.

Missile Launcher (Ace), Main Launcher

Nailgun (Berserker), Main CQB

Repeater Cannon (Bombard), Main Cannon

Retractable Sword (Sentinel), Main Melee

!! Rotary Grenade Launcher (Bastion), Main Launcher

Slug Pistol (Avenger), Main CQB

Tomahawk (Strider), Main Melee

Tracking Dart (Strider), Main Rifle

Carbon Fiber Sword (Ronin), Heavy Melee

Drum Shotgun (Goliath), Heavy CQB

Dual Shotguns (Breach), Heavy CQB

FIREBREAK Projector (Pyro), Heavy CQB

Missile Pods (Rainmaker), Heavy Launcher

Monowire Sword (Specter), Heavy Melee

Ram Cannon (Cataphract), Heavy Melee / Heavy Cannon

Ripper Claws (Lurker), Heavy Melee

Scouring Whip (Lurker), Heavy Melee

Ranger Long Rifle (Strider), Heavy Rifle

!!Raptor Plasma Rifle (Operator), Heavy Rifle

Thermal Lance (Scourer), Heavy Cannon

.Add **Focus Down** as weapons text:
“When you **hit** a target with this weapon, they take **5/7/8/9 BURN** if they were also successfully **hit** with this weapon in the previous round.”

!!Anti-Material Rifle (Sniper), Superheavy Rifle

!!Bombard Cannon (Bombard), Superheavy Cannon

“This weapon deals **+3/4/5/6 damage** to all targets for each additional target past the first.”

Demolition Hammer (Demolisher), Superheavy Melee

PILOT SYSTEMS & TRAITS

As a reminder, each and every pilot is allowed to take **one** of these options to replace a piece of Gear. The **SUPERHEAVY BRACING** gear takes up a *second* slot, independently of these options.

As pilot options are limited, certain optional abilities (such as the Engineer's **ARSENAL** optional) specifically make reference to other abilities. For curation and to save space both in COMP/CON and players' minds, such options have been curated to allow a more streamlined process.

At **TIER 4** (LL10-12), Pilots may take a second option from this list. This may come at the cost of their Sleeping Bag, their Rations, or perhaps their Sound Systems... but after what feels like a lifetime of war and conflict, how consciously are they clinging to the things that keep you human?

Barrel Roll (Ace), Reaction, 1/Round

Bombing Bay (Ace)

Rapid Response (Ace), Reaction

Defense Net (Aegis)

REGENERATIVE SHIELDING (Aegis)

!! Impending Threat (Archer),
Reaction, 1/Round

SUPERIOR SENTINEL (Archer)

KAI BIOPLATING (Assassin)

SPINNING KICK (Assassin)

LEAP (Assassin)

ASSASSIN'S MARK (Assassin)

Cloud Projector (Assassin)

!! Explosive Knives (Assassin)

Micro-Missile Barrage (Assault), System

AUTO-TARGETING (Assault)

RANK-DISCIPLINE (Assault)

!! Mobile Printer (Barricade)
System, Protocol, Recharge 3+

You may print either two **SIZE 1/2** Cubes, or one **SIZE 1** Cube, placing them adjacent to you. The cubes provide **hard cover**, have **5 EVASION**, and

Size×10HP.

Shock Plating (Barricade)

BULWARK FRAME (Barricade)

Seismic Repulsor (Barricade)
System, Quick Action, Recharge 4+

Change size to **BURST 1**

FRIENDLY INTERDICTION (Bastion)

GUARDIAN (Multiple)

Near-Threat Denial System (Bastion)

SIEGE GUARDIAN (Bastion)

"Pause" Engine (Bastion)

Fearless Defender (Bastion), Reaction

!! Deathcounter (Bastion)

STAMPEDE DEFENSE (Berserker)

AGGRESSION (Berserker)

After taking **damage** the first time each round, you must immediately attack a random adjacent character -- hostile or allied -- with a **MELEE weapon**.

AVALANCHE CHARGE (Berserker)

You move spaces equal to your **SPEED** in a straight line, ignoring reaction and engagement, then attack a random adjacent character -- hostile or allied -- with a **MELEE weapon**.

RETRIBUTION (Berserker)

Superhot (Berserker), Reaction

SIEGE ARMOR (Bombard)

Flare Drone (Bombard)

Breach Ram (Breacher),
Quick Action, 1/round

BREAK ARMOR (Breacher)

Follower Count (Breacher)
System, Quick Tech, Accurate

Thermal Charge (Breacher)

TRAMPLE (Cataphract)

Impale (Cataphract)

Point-Defense Shield (Cataphract)

Electrified Lasso (Cataphract)

A character in line of sight and **RANGE 5** must make a **HULL save**. On a failure, characters the same **SIZE** as you are pulled as close as possible to you, else you're pulled as close as possible to characters larger than you. If this brings them into adjacency, you automatically **GRAPPLE** them.

Lance Shot (Cataphract)

Electrified Bola (Cataphract)

CAPACITOR DISCHARGE (Cataphract)

Cordo-Muscular Weave (Cataphract)

!! Dig In (Demolisher), Reaction

!! SHOCK ARMOR (Demolisher)

Broad-Sweep Haft (Demolisher)

KINETIC COMPENSATION (Demolisher)

Concussion Missiles (Demolisher)

!! Seismic Destroyer (Demolisher)

!! Sap (Demolisher) System, Quick Tech

Deployable Turret (Engineer) System, Quick Action

[...] You may have up to **TIER** turrets deployed at one time (minimum of **2**), and last until the end of the scene.

Crush Targeting (Goliath) System, Quick Tech

HEAVY FRAME (Goliath)

You count as **SIZE 1** and can't be **SHIFTED** or knocked **PRONE** by smaller characters.

Power Knuckle (Goliath)

!! Drone Barrage (Hive) System, Quick Tech

!! Razor Swarms (Hive)

!! Electro-Nanite Cloud (Hive)

Within **3 spaces** of you, hostile characters cannot draw **line of sight** outside of spaces affected.

SSC Total Suite (Hornet)

WEAVE (Hornet)

SENSITIVE HARDWARE (Hornet)

ADAPT/EVADE/DISENGAGE (Hornet)

Umbral Interdiction (Hornet), Reaction

Warp Sensors (Mirage) System, Quick Tech

REALITY FLICKER (Mirage)

Dataveil (Mirage)

Glitch Scanners (Mirage)

[...] You may **teleport** up to two allied characters within **SENSORS 5 spaces** in any direction, or a single **mech or vehicle 3 spaces** in any direction -- revealing their "true" locations.

CHARON Drones (Operator)

SELF-ERASURE (Operator)

Fade Generator (Operator)

!! TELEFRAG (Operator)

INSULATED (Pyro)

INEXORABLE ADVANCE (Pyro)

Bonfire Targeting Suite (Pyro)

Javelin Rockets (Rainmaker)

HUNTSMAN (Rainmaker)

Hades Missiles (Rainmaker)

Hound Missiles (Rainmaker)

Rebound (Ronin), Reaction

Charged Slash (Ronin)

CHAFF LAUNCHERS (Ronin)

Extended Blade (Ronin)

One of your weapons gains **+1 THREAT**. The first time each turn that you perform a critical hit with it, all characters **THREAT** take **2 KINETIC damage** -- including the target.

Ablative Shielding (Scourer)

Melt (Scourer)

SIGHT (Scout)	REVENGE (Avenger)
Rebound Scan (Scout)	ASSAULT ARMOR (Avenger)
Cloaking Field (Scout)	DEADLY (Avenger)
Orbital Strike (Scout)	Mimic Mesh (Avenger), System, Reaction, Unlimited/Round
Grav Spike (Seeder)	Duck (Strider), Reaction
Det Spike (Seeder), Recharge 4+	CQB TRAINING (Strider)
Eye of Midnight (Sentinel)	ENTRENCHED (Strider)
PUNISHER AMMUNITION (Sentinel)	PERPETUAL MOTION (Strider)
Sniper's Mark (Sniper)	UMBRAL SHROUD (Lurker)
!! CLIMBER (Sniper)	Imprison (Spite) System, Quick Tech
Defensive Grapple (Sniper), Quick Action, Reaction	
TACTICAL CLOAK (Specter)	
HUNT (Specter)	
STEP (Specter), Trait, Full Action	
Weakness Analyzer (Specter)	
Sealant Gun (Support)	
Remote Cloud (Support)	
You release a BLAST 2 Nanite cloud within RANGE 5 . The first time during their turns that allied BIOLOGICAL characters are within the cloud regain 2 HP . The cloud remains in effect until this action is taken again, the scene ends, or if it is hit with a SMART weapon or tech attack against an E-DEFENSE of 8 .	
Tear Down (Witch) System, Quick Tech	
SOLDIERS (Squad)	
STRENGTH IN NUMBERS (Squad)	
UNDERSIZE (Squad)	
ADHESIVE SECRETIONS (Monstrosity)	
NATURAL CAMOUFLAGE (Monstrosity)	
RAMPAGE (Monstrosity)	
SPINED (Monstrosity)	

THE BACK-HALF

Where FORECASTs gain guidance, clarity, and advice on running their games. This section is going to contain tips for running Theater of the Mind, and view various things being tested.

THIS IS NOT FOR PLAYER VIEWING. Peering behind the curtain may taint your experience. Allow your FCs to tailor the game for your enjoyment. In reading this section, you acknowledge that you will not attempt to “optimize” the grace of your FC if they follow the advice given here.

FORECAST NOTES

Remember that, as the FORECAST, you have complete flexibility over the situation and scenarios that both the PCs and NPCs find themselves in!

Try your best never to make a player seem incompetent as they suffer consequences.

Nothing breaks immersion more than a character who *should* be a master-thief trips over a random rock on the ground. **You** have control over what happens. *Use partial successes to make your NPCs look cooler, not make your PCs look like idiots.*

VISUALIZING THE THEATER OF THE MIND

The most common question is “how do you make the Theater of the Mind work, when a system requires so much specific measuring?” The first step is **relaxing the strictness of the system**. A FC needs to know *generally* where things are, but does not *need* to do arithmetic every single step of the way, though a readiness to do so may improve immersion.

Ex: **FC:** “You find yourselves deploying from the ship, the world racing around you, as your descent relative to the falling space station is but a gentle landing. You barely engage your mech’s mag-clamps before early-warning systems flare up; reactor signatures detected, and closing fast.

From two maintenance elevators, north and west, enemy groups rise up to meet you. An **Operator** is protected by a **Bastion** on one of them, and a trio of **Assault Grunts**, lead by an **Elite Cataphract**. The Operator/Bastion group are about 20 spaces north, and the Group/Cataphract are almost 15 East. Your goal is to get inside of the station, and you can see a bulkhead door past the enemies barring your way.”

PC1: “Can we use the elevators to get down into the station?”

FC: “I don’t see why not! *[but there should be an obstacle]* ...But in order to do so, you’ll need to spend a Full Action to make a SYSTEMS check while adjacent to it in order to try and bypass their security measures.”

PC1: “Oh, okay. I’m terrible at Systems, anyone else able to do that? ...Alright, well, I’m going to take my turn. Is there anyone that I can shoot this turn?”

FC: *[Looking at PC1’s sheet, we see they have a Speed of 4, and their Assault Rifle is Range 10]* “You’ll be able to get in range of the Assaults and the Cataphract if you move and boost, **but that’ll put you in the open.**”

PC1: “Yeah that sounds good; I’ll pop a grunt now so I don’t have to worry about it later.”

FC: “Alright! So even as the elevators are ending their movement, you’re already dashing and bursting your thrusters, screeching across the station and firing your AR, bullets cracking and signaling the start of the combat. Everyone moves at once, diving out of the way as one of the Grunts goes down.

Responding in kind, the remaining Grunts move forwards, firing their Heavy Assault Rifles; one misses and deals Reliable Damage, and the other hits, dealing 3 Kinetic before armor.”

PC1: “Alright, I’ll take that.”

PC2: “My turn then! With Speed 5 can I get in range of anyone with my Heavy Machine Gun?”

*[Since all the FC said was that the Grunts moved up, they could be at most 4 spaces forwards. Depending on how well this player has been doing, the FC can determine that the closest Grunt is **one or two spaces** out of Movement+Range. However, this is the first turn of the game, and so it’s more than fine just to let the players have their natural fun.]*

This “Schrodinger’s Enemy” system is the core to the dynamic balancing of each and every encounter. “Does the player need to expend some additional effort to get what they want?” should be asked every turn to ensure that players do not have an idle, passive time.]

FC: “Yeah, you can walk and be in range of the assaults, since they moved up to get closer to PC1.”

PC2: “Alright, then I’m going to walk up and Barrage... looks like all that hits, but one’s a partial success...”

And so, the combat continues.

Over the course of a Scene or a combat, a FC may find themselves struggling to remember where something is. Players will generally be good landmarks for what's going on locally to them, and as long as you have a good general overview of what's occurred, your players should be able to fill in the blanks. "And as I recall, that Strider popped Player 3 earlier this round, so they don't get to go again", "Oh no that was last round", "Oh! Thank you." **It's okay not to be perfect.** Most players will be understanding of you as a FC, and thankful to play at all. Don't beat yourself up too hard, especially if they tell you they're enjoying themselves.

When it comes to Partial Successes and consequences; for a player, not getting to deal damage, or their plans failing during a turn tends to be negative enough. If it happens several times in a row, you don't need to pile more down upon them. It's unnecessary, even if the rules would say you should. **This is a game. The intention is for your players to have fun.**

To this end; **feel free to come up with cool ideas to give to your players.** Especially newer folk won't know what they can or can't get away with. If a Blackbeard is in melee with a Demolisher and a Ronin and is about to get *rocked* by that hammer?

FC: "Hey, PC1, if you wanted to, I'll let you **resist** the Demolisher's attack by grabbing the Ronin and holding it up. *You'd have to roll a Grapple to see if the Ronin takes any damage though.*"

PC1: "Oh?? Hell yeah! Resisting is... Strain, right?"

FC: "Yep, 6 minus what you roll on Tierxd6."

PC1: "I rolled a 6!"

FC: "Then not only does it cost nothing to halve this damage, but you *clear a Strain for it*. So, roll me that Grapple, and... a 3. Darn. So, tell me how you see this hammer coming, and how you make it a glancing hit."

If something makes for a cool, memorable moment, but doesn't work within the rules? *Let it happen.* **Offer** for it to happen. Let the players know that you're willing to bend the rules to have a good time.

If a player unfortunately got destroyed due to an unlucky crit, ask them if they'd like to make checks to try and repair it on the fly, or to man one of its weapons to still contribute. With your imagination being the engine of this system, it can feel like a lot if on your shoulders. It'll be okay!

NPC COMPOSITIONS & DYNAMIC DIFFICULTY

In Lancer RaW (Rules-As-Written), the general rule of thumb to create a tense encounter is to have 1.5x NPC activations as there are PCs. This factors into the fact that *Overcharging* counts as roughly half of a turn's worth of action economy. *However*, in *Lancers in the Dark*, you may find that this creates a **massive** strain on the FC once you exceed more than four players. As this system puts more power in the players' hands, we run into problems with creating properly challenging encounters, without them taking forever to run. Here are some potential solutions to this foreseeable issue:

- Hold off on Reinforcements if you notice the party is having trouble with what's there, or just consider the original reinforcements to be coming in during another scene (or session) to give the players a proper break.

- Use less, but **more powerful** NPCs.

Pirate/Veteran Template enemies have a lot of tools to throw at the players **without** bloating the Turn economy. I'll also self-advertise my [Operative template](#) as a handy-dandy way to get more powerful NPCs in there.

- If thematically appropriate, let the enemies break rank and flee. If the session's been going on long enough, and a player manages a triple 6 on an Exposed Ultra, killing it three times over, give them a big narration, explain how the other NPCs see this and after a moment's hesitation, start *booking it*, and you'll find that the players with either hunt them down because they want to have more fun, or will take the high note and feel great about themselves.

The *other* half of this, however, is making things *more* difficult. I personally keep a force at least equal to the deployed NPCs if not larger, in reserve. Sometimes players will activate all of their Core Bonuses and start bearing down on the enemy faster than you can handle, so to keep it from being a turn-one blowout, you replace them over several turns. As long as they trickle back in, the players will still feel the impact of their usage, and feel validated in it. The key to this, is **to never let the players know this is what you intended to do**. I cannot stress this enough. If they *know* you're actively balancing against them, it will put friction between the both of you and mean that "optimal play" is to not perform incredibly better than everyone else.

CHANGING THE GAMEPLAY LOOP

I try to always have baseline goals for players during Downtime. In *Blades*, this is your Crew, it's gaining Turf, it's *achieving personal projects*. But not everyone wants or has personal projects. And that's okay. But there are some players who don't have an *idea* of what to be ambitious towards. Players like these can require a goal to be set for them, and it can be difficult for a FC to do that on the fly.

I utilize [Clocks](#) for visualizing everything in the background for my players. "How's the Ship doing?" "How are we on funds?" "How long can we stay awake before the awful eldritch nightmares claim our waking forms in their slumbering embrace?"

You know, just the simple things.

I personally would have two **Passive** Projects that are always ticking down, requiring *someone* on the team to help with them every so often. I suggest:

- A Ship Integrity or Employer Complacency Clock, as in your travels either your personal ship may be in need of repairs (lest you suffer the consequences narratively), or your Employer is starting to get antsy and more willing to send you on missions without the proper wetwork for fear of losing out on this contract.
 - A Manna clock, limited to maybe 4 segments, that can be spent to add 1d6 to downtime actions
- Both of these clocks can be mostly refilled through the use of a dedicated Downtime Action, *however*, allowing Pilots an additional **Quick** Downtime Action to make a check to add one Segment to any clock may allow more people to contribute to the party, and keep people from feeling *stuck* carrying the party's finances or repair work.

Downtime Rolls can be spent trying to acquire **Reserves** as described in *Lancer*, pg.50-52

Narrative Beats; Between the Mechs

When running Lancer, it can be easy for a game's FORECAST to fall into the routine of 'filling downtime with simple Downtime Rolls, grabbing reserves, and continuing to the next mission with a little bit of narration.' What I'm going to try and codify is **Legwork**. Legwork is anything that the players can do, on foot, that will either give them an edge in the mission upcoming, or potentially let them explore the narrative of a campaign arc as a whole.

Legwork can be finding an access route to get your mechs into a fortified city undetected. It can be the search for your mission objective, or it can

be securing a VIP and getting them out into the streets, ready for the upcoming Escort Sitrep.

While not necessary for every mission, having a clear narrative goal for the players to achieve before frames hit the ground can help balance the time your Players spend as their pilots, and time spent pilot-ing. During the narrative that Pilots should be pushed to accruing some of their STRAIN. Perhaps through the rigors of evading mechanized chassis on foot, or hiding from sensors that could pick up heartbeats from down city blocks, getting into shootouts with security forces and outlaws alike; the Mech is your shell, your distance from personal, intimate harm. Combat is through a screen, where your skills are flashy and your prowess shining for your team and enemies alike to see. On foot? Now it's personal.

Legwork is not a spectacle. It's not glorious, and it's rarely pretty. But when you have a compound that you're hitting, when there's someone with information that you need, or a big-name thorn-in-your-side happens to be on your station?

Sometimes it's just the human touch that gets it done, where mechs could never get.

To make Legwork happen, **have a narrative event occur** between missions, or perhaps even during Long Rests if need be! These are times when your pilots want something. If they don't want to pursue it, that's fine! The theater of the mind allows you unparalleled flexibility for reacting to your players, and letting them react to you.

Example Legworks:

- You have your mission, however, getting to the Mission Zone is a problem. Call up contacts, offer favors, do whatever you can to get where you need to be.
- You're there, on-site in neutral territory. Time is running out, before the mission begins and you need your mechs printed ASAP. But the queue isn't just going to wait for you.
- Civilian POWs are held within the enemy encampment. You can choose to engage in the mission knowing they're there, but you'll have to go without ordnance or explosives if you do.
- It's done, it's over; the enemy hit you before you were ready, and the base camp -- along with your comrades -- are all gone. The enemy is trying to crack open your mechs, and is sweeping for survivors. Get to your mechs, and be wary of trying to tackle giants.

Tips on actually making an NPC composition for Lancers in the Dark, I highly recommend having at *least* one Controller on the field, and **at least** one character capable of either hacking or utilizing weaponry with the Smart tag. As Evasion and E-Defense are strong options now, ensuring that your entire OpFor isn't standing helpless before 20 Evasion is important!

And finally, the numbers, for those interested:

- **Defaulting** (2d6 keep lowest) is a **25% chance of success**, with **16.67%** of that being **Partial**
- **1d6** is a **50% chance**, but **33%** are **Partial**
- **2d6k1** is a **75% chance**, **55.56%** are **Partial**
- **3d6k1** is an **87.5% chance**, **70.37%** are **Partial**
- **4d6k1** is a **93.75% chance**, **80.25%** are **Partial**
- **5d6k1** is a **96.88% chance**, **86.83%** are **Partial**

I'd go higher but I don't see much point.

A note on the Roll Order of Operations:

It may be prevalent for a FC to denote the **Dice Pool Modifiers** each NPC will have on a dice pool based on their Evasion or E-Defense. Here's a handy chart for you!

Evasion/E-Defense	Dice Pool Modifier
0-7	+1
8-10	0
11-13	-1
14-16	-2
17-19	-3
20	-4

OPTIONAL RULES

LOAD

For those who want to play the game free-form, without planning out every single part of their builds before they play: **players can opt to create the bare minimum of their mechs before they embark upon a mission**. Every Mount, every System Point, and even applicable Core Bonuses (i.e. Auto-Stabilizing Hardpoints), *can remain unallocated*. Players opting in should fill their mech to the bare minimum for their builds to

work, and leave all other mounts/systems empty. For those used to Blades in the Dark, this is the *Load* system appropriated for our mechanized chassis.

As combat is joined, whether it be an ambush from hiding, or all-out warfare, a player can fill in their mounts and systems **as they decide to use them**. Once used, they are **permanently** filling those slots until the end of the mission. Any weapon or system they have access to from their Licensing is valid to be taken at any moment, but is committed to as soon as it is chosen. A player with 3SP left has just failed a Short Cycle Lance save, and declares that they have the **Custom Paint Job** system, getting to roll a die to see if the lance simply "Scratched their paint". From that point onwards, they will roll the Custom Paintjob system every time they take structure damage as per the rules of the system.

Another optional rule for the party comes in the form of **Group Attacks**. These are high-octane, climactic and energetic moments where a party decides to nail down one person in particular. These are much more enjoyable for concerted efforts on the part of the players to cap off a heroic mission or take down a particularly troublesome enemy!

Group Attack

1/Scene Per Player

When a player performs a **SKIRMISH** or **BARRAGE** action, they may nominate it as a **Group Attack** and become its Leader, taking 2 **STRAIN**. Any other players in range of the Leader's Target (or Targets in the event of an AoE Attack) may choose to join in on the attack.

Any number of players can choose to join in a Group Attack, but each can only contribute one Weapon or Mount.

Each player, including the leader, rolls an attack against the Target. The highest roll amidst the group's attacks counts as the result of the Leader's first attack for their Skirmish or Barrage.

For every **1-3** rolled, the Leader takes 1 **STRAIN**. For every **4-6** rolled, that player can contribute a damage roll against that enemy, dealing half **DAMAGE**, **BURN**, or **HEAT**.

A Player who has been **TRAUMATIZED** this scene cannot Lead a Group Attack.

HARM

Some players would rather not worry about tracking HP or their stats, and would instead abstract the damage that they're taking in a **Narrative** format.

HARM is the damage that you take physically. It's the bullet in your shoulder, the las-burn across your side, or the blade through your leg.

- Whenever you suffer a consequence as a result of a partial success or as part of a failure, you might suffer HARM for your troubles.

- Depending on the nature of the HARM, it might be labeled from **Level 3** (Reduced Effect), **Level 2** (suffer -1d on your checks) or **Level 1** (Severe/Requires Aid Now), with **Level 0** being *Fatal* Harm.

- *Exhausted* or *Winded* counts as Level 3, Lesser Harm
- *Concussed*, *Panicked*, and *Seduced* count as Level 2, Moderate Harm
- *Broken Limb*, *Shot in the Chest*, *Irrational* count as Level 1, Severe Harm
- *Shot in the Head*, *Exposed to the Vacuum of Space*, *Castigated* count as Level 0, Fatal, Harm.

HARM may be lessened by **Resisting an Effect**, which may raise it to the next level higher, or allow you to avoid taking it entirely. *(These have been edited to unify with the additional mechanic below:)*

SPIKES & RUIN

Reactor **SPIKES** and Structure **RUIN** replace the core book's **structure damage checks** and **overheating checks**. **SPIKES & RUIN** do not disappear off of your mech until a **Full Repair**, even if their *effects* are undone on the field.

SPIKES & RUIN are described in **Stages** and **Levels** respectively -- the higher their number, the more **superficial** they are to repair.

After you take Structure or Stress damage, Roll **4(-Structure/Stress)×d3**, minimum of **1d3**; keeping the **lowest** result. Reference the result on the tables below. *However*, when you roll a result, you may instead **RESIST** it, and shift it **up** one stage. This is the **only way to achieve the same result multiple times in a mission**.

Otherwise, if you would roll the same result for **SPIKES** or **RUIN**, you instead shift **down** to the next stage, potentially to **Stage 0**.

When suffering **SPIKES & RUIN**, your FC should ask you to depict how the damage manifests on your mech -- examples will follow the tables below. This isn't necessary, nor should it feel forced, but it certainly helps.

SPIKES & RUIN serve as a narrative tool to depict the lasting damage dealt to a pilot's machine over the course of a mission, and to lend more gravity to the scars your machine bears. Even after they are repaired, they may still serve as plot hooks or story beats in the future.

STAGES OF STRUCTURE RUIN

(Lowest result on 4[-STRUCTURE]xd3)

Stage	Example RUIN	Mechanical Impact
3	<i>Your mech's knee jams up; unresponsive Your EVA Module cuts out, leaving you utterly adrift and at the mercy of others Actuators on multiple limbs go limp Your IFF reader can't tell enemies from friendlies, leaving you to target on your own Your external cameras are disabled, leaving you to trust your senses through the thick armor of your cockpit etc.</i>	Your mech is IMPAIRED and SLOWED until you next STABILIZE .
2	<i>A shot pierces through your cockpit, narrowly missing you and your reactor An explosion rocks your comms suite A lucky round goes through your grenade bandolier, almost setting them off Your computer suffers a critical failure, and you must reroute power to whatever systems are bleeding the least etc.</i>	Choose 3 rules-distinct Systems on your mech (or as many as possible) and roll randomly to determine which is destroyed.
1	<i>Your mech's manipulators are forced backwards, cracking the superstructure that causes its joints to bend "the right way" The mounting for your over-the-shoulder heavy weapon is blown off, forcing you to improvise There's no "hand" left to hold the revolvers Your mech's leg is shattered, and you need to bring an arm down to stabilize it, lest you be rendered immobile etc.</i>	You destroy all Weapons on a randomly-selected non- INTEGRATED mount. You may spend a Full Action to make a GRIT check to try and repair a single destroyed weapon. On a success, you may immediately fire it as a free action .
0	<i>A round whizzes through the cockpit, and you, for a moment, thought you saw it come right at your head. Luckily, your cameras weren't lined up with your face. Where your HUD was, you see the battlefield with your own eyes, in all of its splendor. This was your brush with death.</i>	Your mech is immediately destroyed .

You cannot RESIST to shift **RUIN** upwards to a stage whose effects you are currently suffering, or if there is nothing left to be destroyed.

If you roll **the same number twice** on multiple dice during a **RUIN** check, the end result is shifted **down** to the **next stage unsuffered**.

Ex: If you roll double **3s**, but only suffered **Stage 1 RUIN** earlier this mission, you would instead suffer **Stage 2 RUIN**.

Ex: If you roll two **3s** and a **1**, you would then shift downwards from the lowest result, to **Stage 0 RUIN**, requiring a **RESIST** lest you be destroyed.

STAGES OF REACTOR SPIKES

(Lowest result on 4[-STRESS]×d3)

Stage	Example SPIKES	Mechanical Impact
3	<i>Cooling rods jam, and you can feel the reactor behind you grind to a halt. The emergency systems aren't responding, and you watch as the warning symbols blare across your cockpit. The gauges aren't lowering -- can you take the risk?</i>	Instead of clearing all HEAT , you only clear enough to still be in the DANGER ZONE .
2	<i>It's worse; the worm didn't just start cooking your engines; it's directing heat in and starting overclocking routines every time you're activating the thrusters. Your computer is telling you everything's alright, but you know better. It's getting hotter in here.</i>	Until you next STABILIZE , you suffer AP ENERGY damage when you take or generate HEAT .
1	<i>All emergency sirens are blaring. It's not a pretty sight. You're going to be losing some control rods for sure, not to mention the gallons of coolant you'll need to replace. But those are thoughts for later. You've seen how enemies look when this happens, see how the thinnest points of the armor start looking painted from the inside, just begging to have rounds put through them. You need to act, and fast.</i>	You become EXPOSED as your reactor gushes out excess heat; your vents and heat sinks glowing red-hot and giving enemies clear weak spots to aim for.
0	<i>Your fingers twitch on the sidebar keys, near your cockpit's interface. The command runs itself through your head three separate times. It's a trick you picked up, to keep in the fight just that little much longer. Someone in a bar, or some hot-shot boasting about it on the omni. It's a stupid idea. But if it means you're not going to be bailing from a radioactive slag heap, then it's worthwhile, right? You can hear your breath in the cockpit as you punch the command line in. The heat hits you like a wall, through your hardsuit. Then, the only thing you can hear is your own screaming.</i>	Your reactor suffers a catastrophic spike, and is set to SELF-DESTRUCT at the end of your next turn. <i>Unless</i> , you shunt the excess reactor heat <i>directly into the cockpit</i> , causing your pilot to take half their total HP as AP ENERGY damage and your mech instead becoming EXPOSED .

You cannot RESIST to shift **SPIKES** upwards to a stage whose effects you are currently suffering.

If you roll **two of the same number** on a **SPIKE** check, the end result is shifted **down** to the **next stage not yet suffered**.

Ex: If you roll double **2s**, and suffered a **Level 3 SPIKE** earlier this mission, you would instead suffer a **Level 1 SPIKE**.

As the **SPIKES** table only serves to replace the table used in **overheating checks**, you would still clear **HEAT** and then take any that exceeded your **HEAT CAP**. Depending on what pushed you over, even a **Stage 3 SPIKE** can be dangerous.

NOW TESTING

Lock-On!

The changes to Lock On are new with v1.04, and I think they're necessary to give (mainly the NPCs) a chance at hitting High Evasion builds, but they also help by making Hornets and Witches possible to hit/hack by dedicating part of your action economy! This also means there is a notable drawback to Rainmakers & Scouts to "hold" their Lock-Ons on someone.

>v1.06 TK: *best decision I made for the game.*

Save-Targets

V1.05; I've been trying to figure out what to do about these since we started. Originally, giving them Risky/Desperate positions was too abstract, and I didn't really know what to do with them over the fact that saves were part of the same binary success/fail system as the rest of the game. I think more action economy crimes is an interesting way to go, but this *absolutely* requires testing.

>v1.07: *These have been SO MUCH FUN and have dictated where several frames' rebalances have gone. I'm very glad that we added something which allows more people to fill the void that Overcharging has left in the game. It's incredibly satisfying to Get More Turn when an enemy screws up.*

FC NOTES, For Real This Time

V1.06; we're really coming along, aren't we? Everyone I've been sharing this with has given me the OK to add it to the doc, so I'm going to put it in. Hopefully this gives people a better idea of how I visualize the otherwise rigid construction of Lancer's combat flow, and hopefully it helps you run the game, too!

KTB-Bonds-in-Combat

They're like Talents, but... *not*? To bridge the gap more I'm experimenting with these since KTB came out and threw my plans for v1.06 into disarray. I've had to rewrite some to have "alternative combat rules" that keep the general idea, but we'll see if they're too powerful or not.

>v1.061: *OH YEAH BOY THEY'RE BUSTED FOR ADDING NO ACTUAL RP VALUE. I've removed them from the document, but I'm linking the changes... [here](#), if you want to play them.*

Spikes & Ruin

An alternative to the Structure/Stress tables, specifically trying to give player counterplay and involvement; making them hurt both players and

NPCs a little bit more to make them less of things you just "shrug off". The more I can make you care about what's happening to your characters, the better.

>v1.1.0: *Testing was conclusive: Spikes & Ruin are BRUTAL, and definitely have a place in a grungier campaign. For most people used to Lancer however, this is not entirely necessary. They'll fit fine in the Optional Rules.*

NPC-HP/Structure-rebalance

V1.1.1; we've done some... *systemic reworking* internally. 60-90% of current HP values, but contrasted by all NPCs having 2 Structure/Stress base. The benefits have been amazing; halfway through killing something you have some dynamic mechanics! It feels intuitive too. Expecting to make it a notable portion of 1.1.2.

>v1.1.3 TK; *yeah this is staying. We've run a bunch of games with these and they've all been great. Rewarding not killing an NPC outright makes combat more engaging and less binary.*

Round-Structure-Rework

V1.1.1; This one might be slightly controversial, but I've been yearning for **years** to make LANCER faster to play in combat. The working title so far is SIRS -- Second Impact Round Structure -- that reads as follows:

At the start of each round, the FORECAST and its players will decide which characters amongst their number will take **QUICK** turns and who will take **STANDARD** turns this round. FCs and Players ideally would come to these consensus independent of each other and reveal them simultaneously, but this cannot always occur. The intention is for the FC to act as the situation implies, rather than to "get one up" on their players.

All characters are then made aware of the turn choice of all others, marking them for easy clarity.

All Players who are taking **QUICK** turns go first, but **must either sacrifice their Standard Movement or a single Quick Action.**

All NPCs who are taking QUICK turns go next, with the same stipulation.

All remaining Players take their **STANDARD** turns next, followed by all remaining NPCs.

In addition to this; *any "takes two turns per round" rule for Ultras and Elites is instead changed to*

This character takes both a **QUICK** and a **STANDARD** turn each round.

> // v1.1.3 TK; too much pushback, not a big enough improvement to justify playing the game 'more differently' than we already are. Popcorn order is either too ingrained or we haven't played with the new systems to get quick enough with them, but this one's shelved firmly in "optional rules" for now.

ASYNCHRONOUS (New Tag)

V1.1.3; Since the beginning, we've been struggling with how to make FULL TECH systems enjoyable to use. Making them more powerful didn't change the high-risk nature of them. Despite Hacker reworks, tech attack reworks, and everything we can do to make techs more enjoyable, these systems are still placed in the byway. So, I'm proposing the following tag to be added in **1.1.4** to nearly all PC FULL TECH systems:

ASYNCHRONOUS X

Systems with the **ASYNCHRONOUS** tag can be used as a **quick tech** option, but only when used as the **first system activated** with a **non-protocol action** during your turn. Due to the massive strain they place on your mech's hardware during execution, any tags that follow the **ASYNCHRONOUS** tag (e.g. *ASYNCHRONOUS (ORDNANCE, HEAT 1 (Self), INACCURATE) .etc*) only apply when the system is used in this fashion.

NARRATIVE CHANGELOGS:

(Deprecated as of v1.1.0 "BIG COMBO Update")

Nv1.06

- ! Added in the missing Overcharge change that makes the game work (*Oops*)
- ! Added in FC Notes tips for "how to visualize the theater of the mind."
- ! Added in Mech Consequences: "Exceeding Targeting Range to inflict Consequences on Artillery"
- Added LCP Link.
- Changed Gorgon Metastatic Paralysis to reflect vTK Overhaul.
- Added in Empath 3 to Specific Errata
- Clarified Save Target 16+ Reaction
- Added in Blades' Group Actions.
- Added Changelog!

Nv1.07

- ! Changed the **SAVE TARGET** ranges to **10-13 | 14-17 | 18-20**. This is important because it means that ST 11 and 12s will gain the Failed Save Reaction at LL6, but ST 10s will not, but by LL7, *everyone* will have access to it. Only ST 12s gain the half-damage reaction natively, at LL11. Everyone else needs Lesson of the Open Door to access it. I think this is a really cool way to handle Saves.
- Open Door now adds **+3 SAVE TARGET** in LitD
- ! Added that **LOCK ONS** are a *choice* between removing negative DPM or adding **+1 ACCURACY**.
- Patched info about vices being used to make checks between missions, which is contradicted by Theater of the Mech's announcement that Pilots just *clear Strain* during downtime.

Nv1.08

- ! Soft Cover buffed to grant **+2 EVA/E-DEF** and Hard Cover grants **+1 DIFFICULTY**.
- ! **SYSTEMS** can offset Negative Tech Attack Modifiers on your mechs, but not grant bonuses.
- ! **Massive** rewriting/reorganizing of the document. Group Attacks and Load are put in "Optional Rules." For some reason the Legwork section refuses to play nice with columns. I apologize.
- Goblin Liturgicode allows it to push for 1 STRAIN instead of add an extra Accuracy. Pay for it.

Nv1.09

- ! Now testing replacements for **OVERHEATING** and **STRUCTURE DAMAGE tables**: SPIKES and RUIN, which are more dangerous, but allow players to **RESIST** them using STRAIN. Spikes & Ruin are firmly in **TESTING**, but are written as Optional Rules until I am confident enough to hard-write them into the system.
- ! **Removed perfect RESIST rolls**. No more net negative on Strain generation if you get a result of 6.
- Rewrote the Legwork section entirely so it would work with columns; something about the fact that the next page led into the single-column THEATER OF THE MECH title was screwing with it.
- Rewrote a bit of the pilot section, specifically telling players that when I tell them to "Roll xd6" it means "roll a dice pool and take the highest" because I can't expect everyone to know what k1 means as short-form off the bat.
- Found and fixed a lot of spelling mistakes, ugh.

REBALANCE CHANGELOG:

(Deprecated as of v1.1.0 "BIG COMBO Update")

Rv0.57

- Added this Changelog!

SSC EMPEROR

- Swap Ayah of the Syzygy w/ The Imperial Eye (Syz to Emp 2, Eye to 3)
- Increase Imperial Eye to 3SP & Shahnameh to 4SP respectively.
- (LitD Specific): Add the following to Imperial Vestment (Trait):
[...] it **can** increase its current OVERSHIELD instead of replacing it. [...]
[...] and then at the end:]

If for any reason the Emperor **would** exceed the amount granted by Storm Shield, its pilot suffers **1 STRAIN**.

SSC White Witch

- Rewrite Fluid Burst for clarity

1/attack, when an allied character in Range 2 of this mech takes damage, it can reduce that damage by any amount and deal it as AP to itself.

- Add to Passive - Ferroreactive Armor

For every point of ARMOR provided by this system, the White Witch's EVASION drops by 1, and for every two points of ARMOR provided, its SPEED drops by 1, to a minimum of 2.

GMS SP1 Everest

- Nerf the core Active to the following:

You temporarily push your mech past its limits: until the start of your next turn, you may Boost once as a Free Action, and gain +1 ACCURACY on attacks, checks, and saves. (Efficient Tag)

-Did all of the NPC Base stuff (Optionals for scrutiny at a later time)

- Nerf Atlas and Nelson's Damage Output to 3/round *additional* damage instead of bonus damage.

- Increased Last Argument of Kings' heatgen to 3, comboing with Tear Down now.

- Redo Brawler Talent

- New Enkidu Core

- Make Plasma Gauntlet... better.

-Add Archetechs

- Buff Heavy Melee Weapons:

HMW: Threat **2**, 2d6+4kn

HCB: Threat 1, 2d6+3en AP

NCS: Threat 2, 2d6+5kn, Reliable **4**

KnH: Threat 1, 3d6+2, Reliable **5**

NbW: Threat **4**, 2d6kn+4 **Burn**, 1 SP, Smart

Tag Reshuffling

- Move **IPS-N Tortuga**, **SSC Metalmark**, **HORUS Pegasus**, and **HA Sherman** to "Generalist"

- Remove "Artillery" from **SSC Emperor**

- **IPS-N Kidd** and **SSC Swallowtail (Ranger Variant)** given "Artillery"

- **SSC Mourning Cloak** given "Controller"

Rv0.59

Added little acronym codes for Talents!

ACE	--	Ace	--	--	HvG		Heavy Gunner	
BT		Black Thumb			HsG	--	House Guard	--
BRL	--	Brawler	--	--	HNT		Hunter	
BND		Bonded			INF	--	Infiltrator	--
BRU	--	Brutal	--	--	JUG		Juggernaut	
CRK		Crack Shot			LDR	--	Leader	--
CNT	--	Centimane		--	NkC		Nuclear Cavalier	
CA		Combined Arms			PAN	--	Pankrati	--
DUL	--	Duelist	--	--	SSp		Siege Specialist	
DC		Drone Commander			SKR	--	Skirmisher	--
ENG	--	Engineer	--	--	SPB		Spaceborn	
EMP		Empath			SPT	--	Spotter	--
XCT	--	Executioner		--	SB		Stormbringer	
XMP		Exemplar			TAC	--	Tactician	--
GUN	--	Gunslinger		--	TCN		Technophile	
GM		Grease Monkey			VAN	--	Vanguard	--
HKR	--	Hacker	--	--	WA		Walking Armory	

- **Exemplar** rewritten to function more as a Melee Control option, granting damage output and expanding Engagement range.

- **Pankrati** rewritten to be more usable round-to-round, while having minor support effects and Action Economy Boosts.
 - **House Guard** rewritten to be a pure Defender's Talent. Tanking hits for adjacent friendlies and gaining Overshield for doing so. Rank 2 punishes melee NPCs and offers some control elements, but is not meant to be game-breaking.
 - **Executioner** rewritten to focus more on bruising and bullying enemies while they're already hurting.
 - **Stormbringer 3** rewritten to be a turn-wide bonus damage!
 - **Tactician 1** reworked to work from range!
 - **Saladin's** Shield upgraded to GRIT+2.
 - **Everest's** core upgraded to the *end* of its next turn.
 - Corrected **Impact Lance's** Line from 1 to 3.
 - Corrected misspelled **D/D 288** "Unlikely".
 - **Anti-Material Rifle** damage bumped to 3d3+1 (Sienes' suggestion)
 - Added **GMS Automatic Shotgun**, a heavy CQB! (Sienes pitched the idea, I thought it was a neat thing to add)
 - Added **BLINDED** Status to clear repeated verbiage.
 - Added **Shifted** verbiage to clear repeated clauses (Sienes)
- In the LCP, every instance of "pushed, pulled, or knocked back" has been reworded to "Shifted"

Rv0.6!

- **Exemplar 3's** Dance of Death can be used while Grappled
- **Reactor Stabilizer** becomes 1SP, loses Unique, instead allows you to **reroll any single d6** from each **Overheating Check**.
- **Andromeda Heavy Laser Rifle** is now a **Rifle** type weapon.
- **Stasis Shielding** Core Bonus text changed to: "Until the first time in a mission that you resolve an **OVERCHARGE**, overheating does not reduce a point of **STRESS** from your mech, but instead you stay at your **HEAT CAPACITY** after making your **OVERHEATING** check."
- **Drake** Core Power reworded to have PRONE drawbacks (without being PRONE), +1ST (11)
- **Balor** must Overheat to turn off regen, and has its Heatcap lowered to 5 to make it slightly more possible.
- **Minotaur** nerf to Localized Maze (triggers if the enemy moves into *Engagement* rather than Threat), buff to Metafold Maze based on Tom's FAQ.
- **Displacer** now completely overworked by Sienes, I merely looked over the numbers.
- Corrected **Nanocarbon Sword's** threat which had been mistakenly set to 1.
- Clarified **STUNNED** to only disable your standard Move, as was intended.
- **Saladin's** Warp Shield moves with the Sal.
- **Sherman** receives a complete rework rather than taking a hammer to the Barbarossa, now making it the de facto heat criminal in the game.
- Added Old Man Maz' **Brace** rework!

Rv0.6.1

- **Stormbringer** completely reworked to create Lock On synergies and to give you the feeling of being a proper missile boat.
- **Siege Specialist** completely reworked to be a terrain-killing talent to clear out terrain around your targets.
- **Drone Commander** 2 and 3 rewritten to make Drones easier and more viable to play.
- **Kobold** Slag Spray changed to be a **Core Passive**, and it gains a new trait: "Natural-Born Climber", which allows it to choose to "Count as up to Size 3 when interacting with terrain." Important for the new SSp1, while also allowing it to simply *walk over* most Terrain, scaling it effortlessly.
- **Monarch** core power updated (again), this time to make it deal 1 Heat regardless if you make the Save or not. This Core Power Clears Grunts. It's absurd that for a Full Action Core Power, Grunts can ignore it.
- **Blackbeard** changes and buffs, and a new Core Power! Become a Katamari, drag up to size 24 if you stack things. You can do it, I believe in you. "Lifting and Dragging" in the core book, if you forgot about those rules (it's okay, nobody really used 'em anyways).
- **Dusk Wing Rework**, Defender/Support, aimed at being a dodge tank, gaining Overshield on misses, and being able to use support techs at the cost of 2-for-1. Core Power now allows you to play Controller for a little bit.
- **Hydra Rework**, Artillery/Controller, can now pawn off its guns to its Orochi Drones, and gains Action Economy Crimes during Core Active. Guide the Flock and let the Resistance chain through them!
- **Calendula un-renamed back to WRAITH, rewritten.** Description updated to depict the different perspectives that cause people to refer to it as the Horus Wraith PG or the RKF Calendula frame. Now serves as HORUS's Main/Aux Melee Striker, having some fun play based around "Lingering Effects"!
- **Neurospike** changelog error has been corrected, accurately reflecting the FAQ change.
- **Minotaur Full Techs** (Aggressive Systems Sync / Law of Blades) gain the **ACCURATE** tag.
- **Total Strength Suite 3** deals +1 damage against someone else you hit with it. Because it feels fun.
- **Displacer** shifted to allow talents to work with it, excepting Walking Armory (which gives you a system).
- Errata'd **ACCURATE** and **INACCURATE** to be variable, as well as to work with techs.

HOTFIX 0.6.11

- After a *spectacular* display of dealing 47 damage in a single activation before armor, something that I knew was possible, we are tuning down **Brawler 3**. It was a laugh, and it was fun.
- We removed the "First time per mission auto 5-6" on the Structure Table, and changed the cost of a 5-6 to Impaired and **Slowed**

Rv1.0.0

*>|| With this update, there is nothing 1st Party-Player Facing that we have not touched or edited in some way. Every license, every Manufacturer, everything. From here on out, 1.0.1 and onwards will be handling small fixes, balance, ~~NPC Templates~~, and then eventually the content contained in the Dustgrave, "A Siren's Song, A Mountain's Remorse" & Operation: Solstice Rain campaign modules. These are made by Community Creators on behalf of Massif Press as 1st Party content. **We will not be rebalancing any homebrew frames or manufacturers.***

*>|| I realized that orange boxes are for **Protocols**, not **Core Powers**. Oops.*

*>|| BEFORE OUR LAST PLAYTEST I WENT AND DID ALL THE TEMPLATES ANYWAYS! **HAH!***

- **Biological** tag has been rewritten to maintain them both as possible wrenches in hacker's plans, but also to allow them to see some fun use!
- **LITD-Specific Rules Changes** added before Talents. These should help inform players reading the document for the first time how contextually things changed up!
- **Added LitD-Specific Notifiers for rules changes** so you're not blindsided when you check things in the LCP! Changes are to! *Universal Compatibility / Lesson of the Open Door / Heatfall Coolant System / Brutal 1 / Empath 1 & 3 / SSC Death's Head / H0R Goblin / H0R Gorgon & SISYPHUS-class NHP*
- **Drake** gains a Core Passive that solidifies it as a Bracing mech!
- **Lancaster** gets its Combat Repair buffed, spending only 3 (out of its natural **10**) to return someone to the realm of the living *at the start of their turn*. No "I rez you and the enemy immediately taps and kills you."
- **Dusk Wing** gets slight adjustments; passive *had* to be 1/round and only target allies. Turn 1 Hastes on the entire party (including yourself!) was *ROUGH*.

- **Metalmark** gains Carapace Adaptation wording in the lcp: *"While the Metalmark benefits from Soft Cover, ranged attackers treat it as if it had Hard Cover."* This is to clear up things like Skirmisher 1 or Combined Arms 1 working on it.

- **Monarch** rewrite! We've fiddled around with it a lot, but we've determined that the Monarch and the Death's Head were playing far too similarly, which was dissonant from what the Monarch was *supposed* to be. So, we've rewritten it to be closer to a "Speedy Artillery", lovingly joked as being an "Artillery Nelson" Core Power, while limited to how many people are on the field, can stack damage on individual targets now. I think this is the best we can do to make the Monarch *feel* good.

- **Mourning Cloak** can trigger its damage trait an extra time (3/round total), to grant it parity with Nelson and Atlas!

- **Orchis** loses the Controller tag; it's good enough and giving it Tear Down was stepping too much on the Black Witch's mechanized toes.

- **Emperor** has been a thorn in my side for a while.

>// *Power Creep, an inability to play around its gimmicks outside of brute force, and if you apply too much pressure to the player they fold like paper. Either the FC can hardly do anything, or the player is having a terrible time mechanically. After trying to mediate the issue, we decided on just coming at it from a different angle. Damage buffs for all friendlies is a no-go, lest it invalidate every other support outside of Sunzi and Swallowtail, and the fact that it **demand**ed all Overshield systems in the game to be balanced around its access was horrid for exploring creativity. In the end, we determined that its instant regeneration was too strong, and removed most of its ability to add Overshield on top of other Overshield to friendlies. It was a bit much. However, addressing its weakness to FC pressure gave us a delightful opportunity to knock it down a few pegs without losing its role and vision.*

- **White Witch** gets reworked! Armor cap down to 4, new core passive/active that allows it to gain or shed armor for *effects*, and it now has increased synergy with **SHIELD** systems! This one is **IN TESTING**. Expect more changes in future versions, and a thorough looksie at the entire WW license!

(Small aside: How does your internal voice pronounce 'WW'? Personally, I hear "WehWuh" in my head)

- **Goblin** rework; INSTINCT RIG now gives you more benefits for the price of sharing heat and conditions: namely, you're able to share each other's talents!

- **Gorgon** core is nerfed to allow counterplay, and to not ruin the FC's plans immediately.

- Hydra's OROCHIs in Core Power can no longer activate systems. The Hydra pilot doubled their deployed Drone count *ONCE* to make me realize that it slipped through. Oops.

- **Worldkiller** Becomes a **Defender/Controller**, and replaces **Insulated** with a new controller trait, **PROMETHEAN RESPONSE**. Gains **Sensors 8**. Its role now is an anti-reaction defender, with the ability to force enemies it heats up or burns to target it with their reactions. For the vast majority of NPCs this will likely be their **Overwatch**, but being able to force a Ronin to use its **Rebound** or an Assault to **Hunker Down** is a boon in itself. In some cases, like Bastion's **Fearless Defender**, you might even force the NPC to come closer to you!

- **Bonded 3**, following Tactician 3's buff, is changed now to be a sniper-friendly Overwatch that can cause someone to *miss* their attack on hit! Cover your friends.

- **Brutal 2** now allows you to apply Lock On to a character when you land a Critical Hit! This ignores SENSOR range, and is a way for low-sensors mechs to contribute to the rest of the team! Think Babe Ruth, pointing at the next enemy before a Tungsten Rod blows them sideways.

- **Crack Shot 2** was janky and held rifles back across the board. It has been replaced with a fluffy and mechanically interesting **RICOCHET** mechanic that also buffs Line Rifles!

- **Hacker 2's Jam Cockpit** option changed to make Checks more difficult to be the counterpart to Disable Life Support.

- **Hacker 3** has been reworked, to get the die mechanic that Stormbringer shed. The **Hacker Die** ticks down when you *Apply Invade Effects*; meaning that Tech Crits, Invade Quick/Full Techs, and Goblin Reaction can be good ways to tick it down multiple times per round. Resetting it to 6 means that Tech Attack will **deal double damage, heat, or burn** from both its hit and effect. Kobold's Immolate then would deal **4 BURN** per space, to a maximum of 12.

- **Pankrati 1** updated to reflect that it's supposed to be a single movement; no breaking that up.

- **Pankrati 2** updated to reflect that you need to take your action after the movement is completed; no Skirmisher into delayed overheads.

- **Stormbringer 1** is now 1/Attack, because Derecho can prone an entire OpFor and is arguably a Core Power-level of True Combo.

- **Stormbringer 3** must now consume the Lock-Ons of characters it targets. It's very fun to use, but also eats up a lot of playtime.
- **HMG down to 2d6+2 damage.** It's been the measuring stick that invalidated most other heavy weapons since the game has come out. We have bumped up enough *other options* that if you're upset about losing 2 damage from the gold-standard heavy, then please pick up literally anything else.
- **Rifle Rebalance!** Increases across the board! Thanks to Sienes.
GMS AR: Reliable 3 / GMS AMR: 4d3+2 / GMS Thermal Rifle: Range 8 /
IPS-N Blackspot Targeting Laser: AP / SSC Vulture DMR: Remove Heat (Self) / SSC Railgun: 2d6+4 /
SSC Rail Rifle: 1d6+1 / H0R Fusion Rifle: Range 7 / H0R Smartgun: 1 SP /
HA Sol-Pattern Laser Rifle: +2 Burn / HA Andromeda Heavy Laser Rifle: Heat 2 (Self)
- **Kidd-License Shuffle!** FABI Mods are absurd, and belong at Rank 3.
- **Smokestack Heatsinks** can now be carried and placed like Sunzi blink anchor; now included in Kidd 1! Go wild, ye high rollers! **PEBCAC** has been moved to Rank 2 with the Omnibus plate.
- **FORGE-2 Subalterns** have undergone a rewrite, and (upsettingly) are the first system I cannot contain in a single column in this document: They are a BLAST 2 template that you use as a drone, affecting characters and terrain in their area. Each protocol gives them different effects. Hopefully they're all useful and they are *fun* to use.
- **Webjaw Snares** are now simultaneously **Mines** and **Deployables**! They also now trigger like proper Mines, but everyone caught in them can break the same one and free everyone else.
- **Stabilizer Mod** now gives its bonus to the *first weapon that is fired each turn* to synergize with the rest of Monarch's License and frame.
- **TLALOC-Class NHP** is buffed to only Immobilize you *after* you begin firing your weapons, and now does not drop you out of the sky like a rock if you're flying!
- **H0r_OS III** (Goblin 2) reworked to be a **Full Tech** system. We've pulled Last Argument of Kings from Hacker 3 to put it here, and changed it so that it forces an *Overheating Check*. For normal NPCs this means they auto-expose. For Veterans/Ultras, they may start to melt down under pressure, or at least possibly expose. Celestial Shackles is now a worse Charged Stake, but for Hackers who can apply it from Sensors 20.
- **Metahook** follows the Goblin change, to be less punishing on players for using it.
- **Forge Clamps** slightly buffed so you can use them on anything Size 1 or larger. Oops, that was an oversight.
- **Slag Cannon** edited to now be a funky Blast 1 that can only deal direct damage to one person. *However*, it can then still hit things around it, triggering **Siege Specialist 1** and exploding your cover automatically.
- **Wandering Nightmare** is *not* FAQ'd to be Unique, because it's fun *and* funny.
- **Antilinear Time** removes "other than STUNNED" from its rules.
- **Stay of Execution** now gives friendlies a stronger Custom Paintjob effect for the cost of a Quick Action.
- **Smite's** Sear option deals 1 AP Energy and 1 Heat per character adjacent to the target, which combos with and can get absurdly strong when combined with our hacking changes.
- **Lightning Generator** can now zap a single target within range 3, instead of everyone adjacent.
- **Auto-Cooler** changed to be a Quick Action passive buff like Hyperdense Armor; if you start your turn not adjacent to cover or another character, you clear **3 Heat**.
- **Clamp Bombs** rewritten to be a grenade/mine hybrid system that deals the highest damage of any in the game, but requires saves to get there. Enjoy blowing up friends and enemies alike!
- **NOAH-Class NHP** no longer requires reactions to trigger; it was getting in the way of Tachyon Loop.
- **Final Secret** is now a support tool to help your defenders and squishy supports! This is to contrast with Realspace Breach's ability to support your Strikers and Artillery. Someone get dragged away by a Cataphract, let your Defender take care of it! Now the bane of Specters everywhere.
- **All Biological NPCs must choose between their Listed SENSORS, or 0.** Bios with SENSORS can be teched, and can use tech actions too. They still take Heat as Burn, but now you can apply templates or make monsters that can be fought pseudo-psychically with your Blinkspace Magic Hacking!
- **NPCS HAVE BEEN REBALANCED.** I kinda skipped over the stuff I intended to do for 1.0.1 and just took some of the middling-players and bumped them up or down here. Oops.

1. **Operators**, dreaded things, have had their **Trace Drives** moved to *Optional*, had their *Skirmisher* and *Fortress* Optionals removed (for giving awful play experiences), and replaced with a new **Base** Trait to

go along with a Raptor Plasma Rifle nerf to **RANGE 12: CHARON Drones**. Inspired by ULTRAKILL, the Operator can spend heat as a quick action and deploy 1, 2, or 3 of these drones nearby itself. At any point after its turn ends, they can be shot at (the Operator itself automatically hits them). If someone hits one, the attack is automatically ricocheted into the nearest visible enemy, **automatically scoring a critical hit**. Meaning, that with CHARON drones in play, the Rifle has effective range 15, but it's entirely viable to pop the drones and run backwards, effectively doubling its range. An additional, ULTRAKILL-inspired optional weapon is added, just as a treat to punish anyone who comes close and doesn't finish the job.

2. **Snipers**, while terrifying, are actually not terribly potent compared to the other Artillery options in the NPC roster. At best they fire off four shots per scene, reloading between them. At worst, they get hardly one shot off and have contributed a single Full Action to the combat. So, to lessen the sting, the **Anti-materiel Rifle** has an additional effect: *"When the Sniper misses with it, it may perform one Quick Action as a reaction, as long as that action cannot deal damage or force a save."* Quick, simple, easy, and lets it contribute to the rest of the game a little bit more without being as crazy as some options. Mercenary Snipers (see next section) can get very interesting because of it though. As a cherry on top -- **Climber** now allows Snipers to fire **ORDNANCE** weapons during turns where they've only moved vertically. If they're still underperforming, I'll look into giving them benefits for vertical superiority.
3. **Seeders** have received a **complete** overhaul. **Lay Mines** now is a Quick Action that gives the Seeder a *Reaction* that is usable multiple times per round. **SEARCHING** the Seeder forces a **SYSTEMS** save, and if they fail, they no longer get the reaction. I think it works well for minimizing overhead on the FC, keeps the flavor, and makes the Seeder actually sort of entertaining to field now. Optionals were adjusted to work with the new wording.
4. **Pyros** got looked at a tiiiiny bit more critically in the Optional department. **Inexorable Advance** has been great, but we felt like **Unshielded Reactor** (when people start their turn adjacent to the Pyro or move adjacent to it take a little heat) wasn't enough of an option to *want* to take anything. So we replaced it with **Incendiary Bulwark**, which inflicts Burn on people who pass through the FIREBREAK Shield. Much better, thank you.

- **NPC TEMPLATES REWORKED**. I felt for a while that a lot of templates either didn't make NPCs interesting enough to fight, or had weird unintentional difficulties that kept me from *wanting* to run them. This was notable in how many things *come with* Reinforced, which decisively changes how an NPC plays. With everything save for **Ultras** and **Veterans**, Reinforced is now an *Optional Trait*.

1. **Commanders** have two new Base Features: **Form Ranks!** and **Issue Order**. These are powerful abilities that change how the rest of an NPC composition plays by grouping them up into *Units* with passive bonuses. With additional Orders coming out TIER times per Round, Commanders will change as the players progress through their campaign, getting better at multitasking multiple Units at a time!
2. **RPVs** now have an optional trait to allow FCs to express administrative control, from a centralized AI or a single consciousness controlling them. This is another fluffy, gameplay-changing feature.
3. **Elites** were a difficult one, because by design they seem to just be *NPC+*, but I wasn't sure how to approach them. We have replaced Reinforced with a new Feature: **Honed Edge**. This allows them to use any and all 1/round Systems or Reactions 2/round instead. This only *technically* affects Chronoturus, but it's preemptive in case I do something else that gives a System 1/round. Who knows!
4. **Exotics** weren't weird enough. Now, until you Scan them, they have **+1 Accuracy** to everything for being an unknown variable. Hardened Target's an Optional now. Two new Optional Traits lean into the weirdness, with random mutations and apocalyptic visions. Enjoy the horrors!
5. **Grunts** are now my Grunt Groups. Since making them, I haven't looked back; they give bodies to kill, don't obliterate your players, and are cheap on the brain to field. I can run swathes of little groups of Grunts and be incredibly happy with them. The old Grunts were, for lack of a better term, "just" a Glass Cannon template and I loathed it.
6. **Mercenaries** lacked flavor, which was really weird. They had some teamwork stuff, but no optionals that actually warranted it. They felt like an almost non-template, a weird assortment of abilities. So, we

made them a little individualistic, a little opportunistic, and very, *very good* at what they do. They might not be any harder to kill than a normal NPC, but their output and accuracy is a threat in itself.

7. **Pirates** on the other hand actually have a significant flavor of “we are dangerous to you both in and out of your mech.” The issue I had with them was that two of their optionals, **Coreworm Rockets** and **Slaver Signal**, were just not fun to play against. They stopped player momentum or just told them that they could not play until a friend came to save them. Or they just had the potential to *waste turns doing nothing* and still die. Not exactly the best experience. So! Flavor maintained, rules rewritten.
8. **Ships** have my homebrew rule on disembarking passengers. *They sacrifice their movement or a Quick Action in order to get out.* This stops Ships from being too aggressive, dropping Specters 10 spaces away, and players not having a chance to stop them.
9. **Spacers** were the other half of the Mercenary template: Had a cool idea, but lacked flavor and substance. Giving them another base feature (**Sea Legs** from Spaceborn II) makes them play in a cool way, while gaining **Acrobat** from the Veteran Template is fitting and fun. Finally, they have a gun that screws around with mobility systems, which can be incredibly rough in space.
10. **Veterans**, while cool and thematic, had so much going for them and half of it just was *not* fun to play against. So, most of the “size of weapon” traits now refer to specific *types* of weapon, not their size. **Rodeo Master** now works like Black Thumb Rodeo, and **NHP Co-Pilot** is closer to Technophile 2.
11. **Vehicles** had a few drawbacks but no actual, real... benefits? So, +2 Speed seems about right, given that cars go faster than walking robots.

- PILOT OVERHAUL ADDED TO THE DOCUMENT

This is something we’ve been running with for a few months now, and while it’s been in its own document, now’s the time to get it in. Pilots can do things now, they get builds, they use their own Talents, and finally, oh *finally*, a template to use Lancer’s modular system for pilot encounters.

HOTFIX 1.0.01

- Codify that the **Veteran’s HEADSHOT** Optional inflicts the **BLIND** status.
- General Fixup to the Pilots Overhaul section to be more professional.
- Codified the upsizing of Multi-targeting weapons for Pilot’s Balance Sake. Everything except for the Barricade’s **Graviton Lance** is now a **Heavy Weapon**, meaning you’re sacrificing your second mount, and must fire them as part of a Barrage if you take them with your pilot. Also clarified that taking the Strider kit just... makes you a Strider. Please enjoy being a Strider.

UPDATE v1.1.0 “BIG COMBO”

- With this update, the Narrative Ruleset Document “Lancers in the Dark -- by TK” and the Rebalance Adjustments “LANCER REBALANCE -- by TK” are consolidated into one large document simply titled “LANCERS IN THE DARK” With it, I will be splitting up Changelog stuff into “Narrative”, “Rebalance” and “FORECAST” sections for easy documentation

Narrative

- **Pilot Mechanical Overhaul** moved to the Narrative section since that’s where pilots are being discussed. It also sets a much better indicator of *how much more fun it will be to be a pilot*. Jockeying remains in Rebalance’s errata section to save space.
- Playtester (you know who you are, thank you!!) pointed out that **I forgot to declare that pilots clear all Strain** during Full Repairs/Downtime. This is rectified.
- **Erased the “Combat Narrative Check”** that was originally in the document as an “LitD-lite” rule for people who didn’t want to jump completely into the deep end of a total systemic overhaul. Now, everything before **THEATER OF THE MECH** is the “Rules-lite” version of LitD, a complete narrative overhaul. Because making your pilots individuals with a “build” is actually an incredibly rewarding experience.
- Added lore-immersing terminology to refer to the person running the game as a **FORECAST** outputted by the Five Voices. FCs will now be pervasive verbiage and nouns in example texts.
- Adding **Example Turn** to Narrative Section.
- Move **The Back-Half** to the end of the document, titled **SECTION 03: THE BACK-HALF**
- Moved **Optional Rules** into Section 03, replaced them with a simple paragraph section **Additional Rules**, that makes mention of the Optional Rules and where to find them.

- How did I forget to codify what **Resisting an Effect** does in Mech Combat? That's been so integrally MASSIVE to how we've been playing. That is fixed now.

Rebalance

- Add **Stabilize** change to Errata Forward -- TIER check after Stabilize to get a Quick Action back! No RSUs allowed for that though!
- Add **Sidearm** to Errata Forward.
- Move **Jockey** to Errata Forward.
- Move **Hardsuits (Armor)** to Errata Forward
- Rewrite **Flight** to be a more fair version of the rule -- limited to 5 spaces above the ground, and must utilize movement to ascend/descend properly.
- Add **Reactions** rule to be.. The rule, not the exception. As-worded, you got some really weird situations where a Ronin would die from Damage but then retroactively gain Resistance from it ("reactions occur after the triggering action is **resolved**, meaning the Ronin would die). Now, all reactions immediately interrupt unless otherwise specified. Which, as far as I could find, was **JUST** Sentinel's.
- Added Movement section for squeezing into small paths.
- **STRIKER Archetech Added!** Now, Generalists truly are the only ones left out. My melee bias may be showing, but playtesting has still shown that melee needed a tiny bit of help, and something was seriously missing from making melee scraps feel scrappy.
- **Crack Shot 2**, Ricochet, had some slightly ambiguous wording that left it open whether or not the initial target took full damage from Line pattern attacks.
- **Executioner 1** gets slightly reworded. The Prone wasn't meant to be 100% reliable, that was my mistake, woops!
- **Executioner 3** rewritten to be less "Win More" and more "Interesting Utility that helps make S/Heavy Melee less overspill-y."
- **Grease Monkey** overhaul; It's now more proactive in-combat, allowing you to double-Stabilize yourself and a friend at the same time, but is also very Repair intensive; great Support Talent for High RepCap mechs like Lancaster and Swallowtail, without buffing Emperor, Sunzi and Lich!
- **Hacker 1** has had to change to **1/turn**. Turns out that Artillery Archetech was able to chain Hacker 1 heat to deal 12 heat in a single turn (with overcharge). Oops.
- **Pankrati 1** cannot be used to Schmoove while you're Prone.
- **Lancaster's** new trait, "**Your Friend in an Unfriendly Sea,**" replaces Combat Repair to give people Grease Monkey 3 back in a controlled manner.
- Lancaster 3 **Mule Harness** now allows you to self-immobilize without falling off.
- Swallowtail 1's **Markerlight** now changed to constantly re-apply Lock On during the course of the round. For some NPCs this will be a death sentence, since in LitD Lock-On effectively resets their Evasion/E-Defense back to 8.
- **Atlas** Core Passive changed to specify that it generates **STRAIN**. We're far past the point where we're making this document simply compatible with vanilla LANCER. You can omit STRAIN for HEAT if you decide to back-port the rebalancing.
- **Sherman** Core Active no longer references Overcharging, since, y'know, it doesn't generate heat anymore.
- Sherman **Redundant Systems Upgrade** clarified to not grant additional Stabilize benefits from LitD.
- **Demolisher's Dig In** now makes it immune to involuntary movement, rather than giving it a drawback. They're too slow to be slowed more, but being incapable of being moved by Mirages? That's fluffy.
- **Operator's Raptor Plasma Rifle** goes up to **Range 15**.
- **Spacer Template's Sea Legs** Trait moved to Optional, and is given **High-Stress Mag Clamps** as a Base System.
- **Vehicle Template's Transport** trait now matches the Ship's.
- **Pilot Overhaul** deleted from this section.
- ++ **SOLSTICE RAIN RELEASE** ++ the Chomolungma has been rewritten and loses the Support tag. SysOp has been rewritten. Demolitionist has new Talent Names-per-rank just because I like making thematic names. You can pay me to look at the Exotic stuff here. I'm not doing it.
- **Demolitionist** needed to not buff Iskander, so it's been a little reworked to be based around an indestructible "Underslung Launcher" system that the talent gives you.

v1.1.1 “The Delta Update”

>// From now on, things changed in the most recent update will have a **δ (Delta / ALT+235)** after them.

× | NARRATIVE

- **Resistance Rolls now subtract from 7 STRAIN. You will always suffer at least 1 STRAIN to RESIST.**

At higher tier play, PCs were freely resisting all effects that came to them, and it wasn't really contributing to the tension I think inherent to what makes the game fun.

- Clarify that Pilots cannot **AID** mechs, not that they cannot 'aid' them. You're able to help people if you so wish.

- Rewrite **Devil's Bargains** to be something that the FORECAST offers to you whenever.

>// We're working on some ideas for the rest of the Pilot Gear catalog. Giving gear tiny benefits that don't "solve" pilot combat but are just interesting and fluffy! No clue if it'll go anywhere?

× | REBALANCE

- Edited **INVISIBLE** to be less oppressive. For both players and FORECASTs. This *does* mean that Metalmark is going to receive a change and that Specters may return to being perma-invis next patch.

- Edit the **AI** tag to be the **COPILOT** tag, because NHPs aren't AIs and it's a holdover and a half.

- Add the **NHP** tag specifically to mention cascading, NHP **STRAIN** and **TRAUMA**. Also, it'll help integrate Dustgrave's "Iconoclast" talent once it's officially released.

- **Executioner 1** changed to apply all its effects on **Critical Hit**. It was fun, but too good.

- **Hacker 3** changed to something far more simple: Accuracy on All Attacks, Saves & Checks from Full Techs. This means double Quick Techs, Full Tech systems, Double Invades, Priest Sanctuary or Mirage Multiplicity, etc.

- **Siege Specialist 1** and **Siege Specialist 2** swap places. This is due to how *ubiquitously* SSp1 has been on any build that so much as *imagines* dealing damage to terrain. For the same reason we gave Dusk Wing the Ace 1 reaction, we don't want Zheng to get the easiest freebie in the world. Also this means that SSp is a Cannon Talent first and foremost.

- **Skirmisher 3** now gives you old Invisible vs Reactions. This incentivizes the FORECAST to *try* and hit you with them, rather than just withholding them for "Gotchas!"

- **Vanguard 1** and **Vanguard 2** swap places. VAN1 is such a universally good pick, and hopefully this makes it a little less ubiquitous.

- **Fomorian Frameno** longer has a cap. Sienes slipped it into the LCP so now it's here too. Someone break the Barbarossa and get back to me about it so I have reason to tell it to revert the change (I'm joking).

- **Chomolungma** was a lil' too good stat-wise, even as an LL0 mech. Dropping the Evasion by 1 and also helping Solidarity *not* be cracked (you could activate first, apply it, then activate last *next round* so all your friends could get *two* free Tech Actions each.) Also! It turns out that naturally shortening the Chomolungma to 'Chomo' is some **real bad slang**. So! It's now the Tibetan romanization of **Qomolangma**. Enjoy playing with the **Qomo**, as that's how we'll be referring to it from now on.

- **Sagarmatha** finally gets in! After playing with it a couple times, I've determined that it both didn't have *enough* to differentiate it from the Everest, and also it didn't feel Tanky enough to feel like a proper Defender. Since the Qomo has less mounts than the Everest frame, we thought we could make a fun differentiation there! We also gave it +1 ARMOR, since that should hammer in really quickly how much tankier armor actually makes you for new players.

- **Metalmark's** Flash Cloak now stacks **DIFFICULTY** on people.

- **Swallowtail (Ranger Variant)** gets a buff to its **GROUNDED** core passive! It now has parity with how the base Swallowtail loses its Invisibility ("Until it **moves** or takes a **reaction**, and ends at the start of its turn.)

- **Gorgon** loses 1 point of **Save Target**. We've identified that the Gorgon is in a weird place here, and is just kind of awful to play against. Expect a rewrite soon.

- **Kobold** gains 1 point of **Save Target** to get to **12!** It actually *uses* Save Target stuff outside of its own base traits. Gorgon really didn't. Plus this makes it closer to the sapper/saboteur guerilla fighter it's meant to be. This is also due to the Invisible changes.

- **GMS** Receives some updates!

Stable Structure (left alone up until now as both a meme and a “we have zero idea what to do with this” now no-sells Rams and Knockback 1 weapons (making it a great Rainmaker counterpick!).

Expanded Compartment has rules that say the other person can act as a Copilot with the same Strain/Trauma rules as an NHP!

Assault Rifle returns to Core’s **Reliable 2** but goes up to **2d3** damage instead.

Howitzer loses **Inaccurate** and damage goes up to **1d6+4 EXPLOSIVE** since it’s still Ordnance/Loading and it *sucks* to play with.

Heavy Shotgun goes down to **2d6+1 KINETIC** so the HMG has a place still.

- **Tortuga 1 Deck-Sweeper Automatic Shotgun** gets an overhaul, as it was a completely-dominant Main Weapon. It loses Inaccurate, and goes down to 3d3 damage. Tighter damage window, but slightly less-oppressive. Tortuga also now has its own section! It’s a **Generalist**, as has been mentioned elsewhere.

- **Zheng 1 Tiger-Hunter Combat Sheathe** updated wording to bring it in line with NPC multi-attacking weapons -- when “FIRING” it makes two ATTACKS. Striker Archetype has you punch once.

- **Atlas 3 Terashima Blade** gains a buff to its **Lord’s Stance**. The reaction granted will **always** grant you RESISTANCE, with the die roll simply determining if the attacker shoots themselves or not.

- **Monarch 3 Pinaka Missiles** no longer **SLOW** you for delaying them. Small buff!

- **Swallowtail 3 ATHENA-Class NHP** has been reworked to apply Lock-Ons more reliably, to lessen the amount of information that is given to players (for game speed) and also to just **disallow** HIDDEN or INVISIBLE people benefitting while in its area.

- **Barbarossa 3 Siege Cannon**’s Siege Mode goes up to **Blast 3** and Reliable is down to **Reliable 3**.

- **Genghis 3 Plasma Thrower** is buffed considerably! Over 500 roll tests and the average heat from overkill was 2.

- **Napoleon** gains a new Trait! **Linebacker** lets it dive in the way of friendlies and take Saves for them! If it then fails the save, the hostile is *also* considered to fail a save caused by the Napoleon. This means that if you succeed, you take 1 damage, but if you think something isn’t too bad, you can purposefully fail the save and get your Save Target Reaction out of it!

- **Enkidu Core Active** now specifies that the Plasma Talons’ Threat is increased **by 2**, not **to 5**.

- **Sunzi License** adjusts **Warp Rifle** to **Sunzi 1** and **Blink Grenades** to **Sunzi 2**.

- **Sunzi 3 Final Secret** clarifies that it **Teleports** people.

- **Engineers’** turrets fire “at any point” during their turn. This is more or less how they already worked, but it came up as a question so we’re answering it. Much like Berserker’s Aggression, this transcends the action economy.

v1.1.2 “The Big Controller Update”

× | NARRATIVE

- **Natural Critical Hits** now trigger on any combination of two fives, two sixes, or one five and one six.

This one was one that we had the math for, and were a little concerned by, seeing how much someone could stack accuracy, and then seeing how clearly some builds (mainly Monarch) were capable of passively regenerating all their Strain purely by making natural crits.

× | REBALANCE

- **Stress Damage Table** is added! No more “I spent two turns overheating an NPC and all I got was this stupid Impaired out of it!” This is a slight nerf to Superior By Design, but it’s an amazing CB anyways. Exposed happens less (buff to PCs) but has a chance to immediately put characters back to the DZ (buff to hackers on both sides). Finally, Stress has parity with Structure.

- **Hacker 3** completely rewritten. The Hacker Die, while a fun concept, was not being used nearly as much as I would have liked, and we realized there was a glaring lack of support for **Full Tech** attacks and systems. Hopefully the new HKR3 helps those feel more like options!

- **House Guard** is overhauled. It was becoming a meta pick that completely negated a ton of options without counterplay from FORECASTs. It now gives you a **HEAVY SHIELD** system so long as you do not have a **Heavy or Superheavy Weapon** mounted on your mech! +1 Armor. *Finally* you can have your Shield Mechs feel tougher.

- **Siege Specialist 2** no longer stacks terrain explosions *on other terrain*. This is something we'd seen once or twice, but I'd mistakenly thought it was only possible when wrapping a Kobold Core Power around a Size 4 Ship. I was wrong, and Force Multiplying Kobolds can do a silly amount of damage.

- **Stormbringer 2**, while thematically fun, could *not* be allowed to grant +1-3 Accuracy on attacks just because. It's not been changed to only grant you +1 ACCURACY if you're targeting a locked on character larger than you. Sorry Monarch.

- **Tactician 3's FLANK** no longer Autohits. It can deal full damage (no bonus damage!) but on some contenders like Monarch or Death's Head, it was still doing crazy amounts of off-turn DPR.

- White Witch core now requires you to *actually* gain or lose ARMOR to trigger its effects. No double-dipping in the 4 Armor infinite Reliable 2 shenanigans.

- **HORUS LICH** reworked! It now chooses two Archetypes (+ their Archetechs) to gain at the start of each Scene, and Soul Vessel **erases STRAIN generated from an action as well**. Free Overcharges are BACK ON THE MENU!

- NPCs are getting a **MASSIVE** rework, notably all gaining **One Structure and One Stress!** Everyone's at 2/2 now! Most NPCs are getting a slight decrease in per-structure HP to balance this out.

- **BIG CONTROLLER UPDATE.**

There is... a significant lack of actual choices to be made by Controllers. Either "don't do this or take damage" or "get hit and suffer." We've done a *lot* to bring things back into being hopefully interesting from the Controller Angle.

Archer now has a bunch of different actions and effects to apply, and most of its reactions deal half damage, effectively turning its reaction hits into its reliable damage values. There's a lot more playing in the design space of "suppressing fire" and "keeping you pinned down" . I'm excited to see it in play!

Assassin joins the ranks of "Controller First, Striker Second", swapping out Assassin's Mark for Spinning Kick base! It is now a positioning disruptor who can still be loaded with damage-dealing hardware.

Barricade does away with some of its most annoying optionals, its Graviton Lance now properly messes with enemy positioning, *and* it now gets to print more cover that does more!

Cataphract is added to the Controller ranks, because it is one of the most reliable abductors in the game and I thought it deserved to have a toolkit specifically built for it. The cataphract may now **Boost and take Reactions** while Grappling, and replaces CHARGE (DPS gain) for CORDO-MUSCULAR WEAVE, a weaker version of Synthetic Muscle Netting. The lance goes down to 4 damage, but I'm not entirely sold on that change now that it doesn't have the ability to Charge. We'll see!

Hive now disrupts Line of Sight, afflicts **Blinded**, but does less damage to compensate. Hunter-Killer Nexus no longer attacks three times at T3, but to compensate, its synergistic potential has gone through the roof: **The Hive's movement abilities now force movements that trigger reactions**. This is crazy strong with something like Moving Target, or running someone away from their friends and in prime location to be Specter Food. Also, the Razor Swarms can be killed like Lurker Shrouds.

Pyro also joins us in Controller alley. FIREBREAK shield was cool, but the Pyro was always too slow to really benefit anybody or to properly defend. So what if we instead turned the chonky lad into a positioning controller? Get away from that cover, Don't walk through the flames if you can help it, and don't stay too close to it or you'll start heating up! I'm very excited to see how this guy plays,

Along with this: Avenger => Defender, Witch => Striker, Spite => Controller.

v1.1.3 “DUSTGRAVE”

× | NARRATIVE

- **Changed how Pilots pick their gear!** As we wanted to have better control over what got in and what didn't. Adding in some NPC Optionals into the mix. The Compendium for pilot gear will be placed at the end of the NPC Rebalances, before “**The Back Half**”. Some things are taken out, and some options are altered to be better to play with/against. Also, **TIER 4** pilots may pick *two* pieces of NPC gear!

- **Pilots on the Ground deal +1d6 Bonus Damage** on Natural Crits! This bonus damage *does not* get halved when attacking mechs.

- **Added Example Consequence Table (Rollable!)**

This is a number of standard baseline consequences that should hopefully inspire FORECASTs to be able to think of their own on the fly. Whether you choose one from the list or roll for them, they're meant to be a crutch until you're comfortable making your own on the fly!

× | REBALANCE

- **Mech Skill Capstones** included. There are now benefits for exceeding **5 or more in any HASE** skill. These serve to reward players who undertake the otherwise suboptimal task of Min/Maxing their stats. To give people some kind of reward for it.

- **Inaccurate** has been changed! It now causes misses on 4s, which translates to a roughly 33% loss in accuracy, no matter how much accuracy you stack. Forever, it's been a tag that could just be ignored via talents or Auto-Stabilizing Hardpoints. No more!

Kraul Rifle (Atlas 1), **Terashima Blade** (Atlas 3), lose **INACCURATE**

Bombard Cannon and **Demolition Hammer** both lose in-built **DIFFICULTY**, but gain **INACCURATE**.

- **Black Thumb** rewritten. There were pilots popping out and contributing without any fear of reprisal due to the old 'personal shield' rules. It is now a combined Eject / Jockey / Support Jockey talent! For all of your high-octane needs!

- **Dustgrave is released!** Alterations to the **Field Analyst** talent are reminiscent of the pre-Pilot.NET revision talent “Gumshoe”, which had a lot of people who enjoyed it, myself included. It is now a talent that operates somewhat similarly to the Kidd's Jolly Roger, and synergizes either with tech-heads or melee brawlers, which is fun!

- **GMS Sagarmatha** didn't actually get changed here, but I *forgot to note something super important that got changed in 1.1.1: Guardian now blocks line of sight*. This affects both PCs and NPCs. With the Gorgon Rewrite (a little bit further down!) This affects the DRAKE, TORTUGA, BARBAROSSA, and SALADIN, and on the NPC side affects the AEGIS, BASTION, GOLIATH, SENTINEL, & SPITE.

- **GMS Heavy Machine Gun** goes up to **2d6+3** damage to adjust for the fact that Inaccurate makes it ~33% less likely to hit.

- **METALMARK 3** adjusted. **ACTIVE CAMOUFLAGE** has been removed, and replaced with the **GHOSTWEAVE GUNBLADE**, a Heavy Melee weapon in-license for the Metalmark that plays like the Cataphract's RAM CANNON, transitioning from Melee to Rifle as a Protocol! 1SP, Accurate, Overkill! 2d3+6 damage! Everything you could ever need.

- **SSC Metalmark** gets an updated kit. It drops back down to **5** Heatcap, but the new **BELLA CIAO REDUNDANCIES** helps it fit in with its lore as a long patrol and self-sufficient mech, synergizing better with its own internal license. Flash Cloak is rewritten to be more of a Ninja Smokebomb (but with strobes), and it can direct fire towards itself. A true jack of all trades. Core now allows the Metalmark's Invisibility to work up to adjacency, rather than the Range 3 of everyone else! Tests have shown that Invisibility's nerfed state has enough counterplay to it that it's nowhere near the volatile status that it used to be.

- **GORGON 2: //Scorpion v70.1** has been rewritten. It wasn't fun to play around, it was a 'gotcha' that made rolling bad even worse. Please enjoy a **non-reaction** 1/round Tech Rebound. The Witch missed you? It can eat its own Tear Down now.

- **Horus Gorgon** rewritten from the ground up. With an integrated Quick Tech, integrated Reaction, and keeping GAZE, it now serves as a playable Spite+, Its new Core Passive, “Windows of the Soul” allows it to play like the Eye of Sauron, putting down a BASILISK pattern that slowly cooks and inflicts **DIFFICULTY** on hostiles in it. The BASILISK also counts as being within your **SENSORS**, so please surprise us with all sorts of creativity!

- **MANTICORE 2: Arc Projector** receives some buffs for its unused state! Up to **1d3+4 ENERGY**, and adding an additional **5** to all other targets if you can loop the chain back to yourself! This looks like it's going to be a stupidly fun thing to make use of. Thanks to **Wiz** for these ones.

- **Bombard** Cannon loses its DIFFICULTY, and at T3 it even gains Accuracy! It does, however, suffer the ~16% less to-hit chance from being INACCURATE, which it has also gained.

- **Operators'** CHARON Drones have a TIER check associated with them to see if the Operator can use them immediately or not. These are funny, and I want to see them used more.

- **Assassins'** Explosive Knives correctly have ACCURACY to them now. Oop!

- **Pyros** have their flamethrower capped at **2** attacks per firing, rather than equal to TIER.

- **Bastions** have a Deathcounter rewrite! No more atrocious player experiences where their big hits get completely no-sold! Deathcounter now *delays* the damage, rather than nullifying it.

- **Demolishers** get an updated **Seismic Destroyer** -- inflicting a special *long PRONE* on people in the area. **Sap** is changed to inflict a penalty on actions the target can take next turn. This also affects the Assassin, but was moved down to the Demolisher so that the formatting didn't get super screwed up.

- **Sentinels** get a buff in Wrath-Lock. The system is now a Recharge 'Overcharge' system that allows them to expend their OVERWATCH to fire a weapon right now. This can combo with Eye of Midnight to give a SLOWED Sentinel the equivalent of an extra attack each turn (if their recharge roll is good enough!). *Incredibly funny* with Elite Sentinels.

- **Specters** receive a nerf to Drain Systems, turning it into an "almost-STUN" that doesn't lower the target's EVASION/E-DEFENSE. However, their Invisibility is returned to being permanent!

- **Squads** gain improved EVASION/E-DEFENSE to actually make use of their Soft Cover, and return to their original HP values since they can't gain Structure/Stress anyways.

- Along with them, several *other* NPCs get Evasion upgrades to benefit from soft cover!

(With Soft Cover)

T1 Assaults go to 11

T3 Berserkers go to 14

T3 Bombards go to 11

T2 Hives go to 11, T3 go to 14

T3 Hornets go to 11 *E-Defense*

T3 Mirages go to 17

T1 Sentinels go to 11/11, T2 go to 14/14

Squads go to 11/11, then at T3 go to 14/14

T3 Witches go to 17

- **The Diogenic Template's** ONLY HUMAN trait has been adjusted. Since COMP/CON won't allow me to hardcode an HP modifier of $x/4+6$, the next best thing we can do to get some variation in Diogenic HP is simply by *removing the Structure/Stress we gave all NPCs!*

- **The Pilot Gear Catalog is created.** This is a compendium of all NPC Weapons, Systems and Traits that are legal for pilots to take. If an option is labeled without any change, they exist as written in the LANCER core rules (or this document, if that supersedes). Any *additions* to an option will be listed or changelogs. Some, like the Scout's MARKER RIFLE, have different effects to ensure that they don't flip the balance on its head. Weapons are organized by SIZE, then NAME. You're not getting me to alphabetize the systems and stuff though. Those are just in order of the NPC they come from. Noooo thank you.