

# ARMORED DESCENT





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*While sitting down at your computer one day doing whatever, you suddenly hear a massive explosion coming from your backyard followed by a small earthquake. You rush outside to find what you can only describe as a drop-pod from some sci-fi game sitting in a small crater in the middle of your property. As you slowly approach it, the pod lights up and scans you with an aqua blue beam.*

*\*SCANNING, ORGANIC LIFE-FORM DETECT.\* \*LEVEL OF SENTIENCE, ACCEPTABLE\* \*BRAIN WAVES, ACCEPTED\* \*BIOLOGY, ACCEPTED.\* \*SCAN COMPLETE, NEW PILOT, ACCEPTED\**

*The pod's scanner deactivates and a holographic computer screen appears on the surface of the object  
\*250 RESOURCES TO ASSIGN, PLEASE ENTER NEW USER SETTINGS NOW.\**

*Before you can fully process exactly what is happening, you hear several loud explosions coming from above you. You look up and see more pods exactly like the one in front of you falling from the sky. A voice in the back of your head says that it might be a good idea to use this computer right about now.*

**Welcome to Armored Descent, a revised, grittier version of the Power Armor CYOA made by an anonymous individual. This revision converts the CYOA into a separate, stand-alone TRPG and aims to accomplish a few tasks:**

- 1.) Adjust the gameplay and fluff to match a more gritty, believable adventure. No leaps into space, ion cannon satelliting people. No (overly powerful) plasma shields. Nothing that would be too extreme, following a theme of "Near-tech", or believable technology not farfetched from our current tech.
- 2.) Provide balance adjustment to weapons and abilities, apply motion deterance for heavier armor, provide an initiative-based round system for combat, and adjust story and item/armor fluff for a harsher world.
- 3.) Input additional content and material that allows more variety in playstyle, seperate the armor variants to a proper 5-set system (3rd halfway, 1-2 low, 4-5 high VS. the 1-2 low, 3-4 high system), use semi-realistic values (not realistic enough to suck the fun out of the game, it's still a tabletop, but where applicable for easy thinking/comparisons), and make everything nice looking





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# LIFE IN THE NEW WORLD

*Lucky you, you just had a drop-pod slam smack-dab in the middle of your backyard. No injuries, no one's bothering you about it as they're all googly-eyed at the pods still falling from the sky.*

*This pod happened to see you first, it figured you weren't completely braindead, and it gave you the chance to customize a power suit to whatever specs your fragile little heart desires. You won't be the only one though, so you better start thinking quick.*

## Where we are Now:

*The world's about to go to hell, if it hasn't already. Pods from the sky, without warning, fell across the Earth. Where they came from, who the hell knows. Why NASA or the Hubble Telescope didn't notice them before they reached us? Maybe they did, maybe we just weren't told. In any case, the important part is to think where we are now.*

*Before you is a pod, containing inside some material converter and crafting machine that can only work so much before it gives out. For user-interface sake, it labels the workload to make each "change" to the baseline a cost in "Resources". Simple and easy to understand, right? You want better materials, or a bigger suit, it's going to wear out how much the pod can work, and eventually, it won't work no more. So keep in mind how much points it told you were available, you were listening, weren't you?*

*However, this is quite a tall order. Your own powered suit, that's quite a lot to take in. You could be super strong and heavily armored, maybe you got more firepower than the army has in a tank, or maybe you run or move so fast even the cop cars can't chase you.*

*So where to start? Let's start concepts. You a heavy type? Big suit, strong armor, maybe a good deal of firepower? Or is your cup of tea a light suit? Running faster than some cars get on the highway, or maybe a sneaky infiltrator? Maybe you're a jack of all trades, you like a little of everything, incase you need to adapt. Speaking of adaption, the whole world's gonna need to adapt, so it ain't a bad place to start.*

*From there, wittle down what your aiming for, there's a lot of options on that little holographic interface. User interfaces on how you and the suit will work together, HUD and vision adjustments, communication suites and radar, it's quite chalk full of possibilities.*

*Oh, and don't forget your locomotion, how you move around the world and terrain. Your form, if you want something different from the bipedal walker. Even up to having a cute little companion AI chipper in to your conversations. Well, that part might just end up annoying.*

*Once you got a generalized concept, moesy on over and start building. Select options and choose what you want, it's not finalized until you go through and specify to the machine you're all ready. Just remember: Once you've specified your build, it'll be hell and high water to change it, so be damned well certain you like what you got.*

## Armored Descent Credits

*Producer, Lead Designer, and Storywriter:  
HardTarget*

*Proofreader, Idea Bouncer, and General Brit:  
Chamto*

*Original Power Suit CYOA:  
Dr. Divergant*

*Ideas, Balance Issues, Concepts:  
/tg/*

*Special Thanks to: Nobody In Particular  
(no, not the artist. Go back to /d/)*



# SUIT VARIANTS

Select one Suit Variant, each Variant determines values such as how much damage a suit can take, how much it boosts your strength, and how quick it can move

## MESH



**Resource Cost: None**  
**Recharge time: None**  
**Pressure Resistance: 2**  
**Strength: 600lbs**  
**Armor Design: 1**  
**Height: Pilot's Height**  
**Weight: 100lbs/45.4 kilos**  
**Mobility: 45m**  
**Air Supply: 30m**

## LIGHT



**Resource Cost: 5**  
**Recharge time: 30m daily**  
**Pressure Resistance: 4**  
**Strength: 1200lbs**  
**Armor Design: 2**  
**Height: ~1.8-1.9m**  
**Weight: 200lbs/90.7 kilos**  
**Mobility: 35m**  
**Air Supply: 1h**

## MEDIUM



**Resource Cost: 10**  
**Recharge time: 1h daily**  
**Pressure Resistance: 6**  
**Strength: 2000lbs**  
**Armor Design: 3**  
**Height: ~2.1m**  
**Weight: 400lbs/181.4 kilos**  
**Mobility: 30m**  
**Air Supply: 2h**

## HEAVY



**Resource Cost: 20**  
**Recharge time: 2h daily**  
**Pressure Resistance: 8**  
**Strength: 3000lbs**  
**Armor Design: 4**  
**Height: ~2.5m**  
**Weight: 800lbs/362.9 kilos**  
**Mobility: 25m**  
**Air Supply: 3h**

## SUPERHEAVY



**Resource Cost: 40**  
**Recharge time: 4h daily**  
**Pressure Resistance: 10**  
**Strength: 4000lbs**  
**Armor Design: 5**  
**Height: ~3m**  
**Weight: 1600lbs/725.7 kilos**  
**Mobility: 15m**  
**Air Supply: 4h**

Values based on the following equivalents:

Strength: How much suit can lift unaided, \*potentially aided by pilot

Height: Based on 1.7-1.8m of average human male

Weight: 200lbs (90.7 kilos) threshold, independant of pilot

\*If pilot's limbs are inside-attached to suit limbs

Examples of values:

A Mesh helps the pilot lift 600lbs, a Superheavy can lift a truck\*

A Mesh is same height as it's pilot. A Superheavy is 3m~

A Mesh adds only 250lbs, a Superheavy weighs 1.6tons

\*A 2003 model truck weighs around 4 metric tons.



# ATTRIBUTES

*All Suits have a stat of 50 "Physical", or HP.*

## Recharge Time

Recharge time is how much time it takes for a suit to fully recharge it's battery. All suits are equipped with batteries powerful enough to provide energy for 24h before needing recharging. All suits recharge via detachable solar array, which must receive direct sunlight or AC outlet.

## Pressure Resistance

Pressure Resistance (PR) accounts for the forces that the suit encounters in combat. Every bullet, cannon shell, or missile applies a Pressure Value (Pi) which must be resisted. The higher your PR, the more likely you can take multiple sources of attacks.

## Strength

How much your suit's limbs will aid you in tasks. Lifting off ground capacity is 2x lifting capacity, and dragging/pushing capacity is 4x base cap

## Armor Design

Displays the thickness and general layout of your armor. This affects how much of a beating the armor can take before it begins to become damaged. It is modified by the armor material (Design + Material = Armor Value (AV)) chosen. More armor means a tougher time harming the power armor, and an easier time dealing with potential penetrators. (see Combat section)

## Height

Determines how large the suit is. Mesh suits are considered skin-tight and negligible in height variation from the user's base. Superheavy suits by themselves tower at around 3m tall. Thus, a Mesh suit can fit through a door, a Superheavy has to create its' own entrance (or crouch down to fit inside). Multiply all multipliers together with the base to determine value.

## Weight

Determines how heavy the suit is. Most Superheavy suits are incapable of staying on any surface that is not considered "ground" (concrete, pavement, dirt) due to the surface ratio of their limbs. Multiply all multipliers together with the base to determine value.

## Mobility

How quickly the suit can accelerate, it's max speed, and turn rate are all determined by this attribute. A suit's mobility measurement is converted directly into how far they can move in combat (A medium of 30m can move 30m, or 6 squares (5m per square), Superheavy of 15m can only move 15m in combat. See: Combat section). Multiply all multipliers together with the base to determine value.

## Air Supply

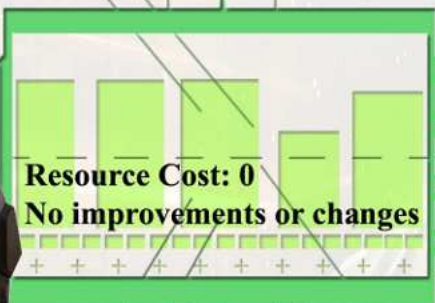
All suits are equipped with their own tank of oxygen for the pilot and can maintain the pilot in any atmosphere the suit can handle (a mesh suit cannot give oxygen for a pilot in the deep sea as the pressure will crush both the suit and user)



# SUIT CONSTRUCTS

Select one Construct form to determine the shape, starting locomotion, and other quirks about your suit.

## BIPED



## TAURIC



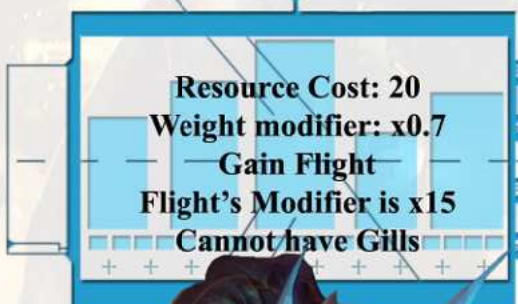
\*(Can stack one time (Tauric + Mobile, but no further))

## QUADRUPED

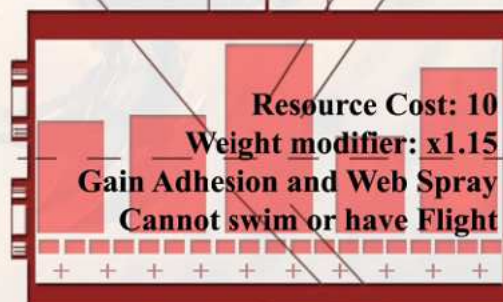


\*(Can stack one time (Quad + Armored, but no further))

## HARPY



## DRIDER





# EXOTIC FORMS

## MERMAID

Resource Cost: 5  
 Grants: Gills, Sonar  
 Swim speed doubled  
 Land Movement - Crawling  
 Cannot have: Flight, Wheels, Adhesion

## LAMIA

Resource Cost: 10  
 Grants: Adhesion  
 Cannot have: Gills, Wheels  
 Max Length - 4.2m

## SAHUAGIN

Resource Cost: 10  
 Grants: Gills, Sonar and Double Swim Rate





# CONSTRUCT VARIANTS

Construct Variants change features about certain forms, and are optional.  
You may select multiple variants that do not overlap in features (No double tails)

## BIPED

### Angelic

Gain non-functional pair of wings  
They look nice

### Reptilian

Gain a functional tail that at player discretion can house/hold a hardpoint (Must spend resources/Hardpoint points normally)

## TAURIC

### Centaur

You have the lower body of a horse, and the upper body of a humanoid. The arms are capable of lifting the suits' strength threshold and/or attaching hardpoints.

### Tauros

All four limbs can be used for movement, but you can also stand upon your hind legs and walk like a bipedal humanoid.

## QUADRUPED

### Predator

Your four walking limbs are treated as sharing the same hardpoint for purposes of mounting melee (Cutting Blade/KSM) weapons. This gains no additional attacks or mechanical benefits, and is purely visual.

## DRIDER

### Scorpion

Gain 2 additional legs (visual/does not affect stats)  
Gain a functional tail that at player discretion can house/hold a hardpoint (Must spend resources/Hardpoint points normally)

### Arachnid

Gain 4 additional legs (visual/does not affect stats)

## HARPY

### Wyvern

Gain a functional tail that at player discretion can house/hold a hardpoint (Must spend resources/Hardpoint points normally)

## UNASSOCIATED

### Exposed

Resource Cost: -5 (Gain 5 points)  
Lose 1 (-1) to Armor Design  
Risk direct pilot damage (?)  
You look cool and badass while showing yourself off

### Mobile

Resource Cost: 10  
Improve mobility by 1 Suit level (Heavy gain Medium, Medium gain Light, etc)  
-Clarification for Mesh: Mobility increases from 45m to 60m  
-Clarification for Tauric + Mobile as Mesh: Increases from 45 to 60, then further to 75m

### Armored

Resource Cost: 5  
Gain +1 to Armor Design  
Can be taken with Exposed

### Lightweight

Resource Cost: 5  
Reduce weight by modifier x0.5

### Gun Platform

Resource Cost: 15  
Your suit's design is created for stability and integrity of firing weapons, granting a +5 to your dice roll (d20 + 5)



# USER INTERFACE

Determines how you interact with the suit.  
You may select only one (unless stated otherwise)

## CONTROLS

**Resource Cost: 0**

**Gain a basic and intuitive set of controls for your suit**

- Can be customized to accommodate additional limbs and attachments, or to work solely for specific limbs/attachments
- You feel no pain or pleasure from the suit
- The suit carries its own weight
- Anyone can use the power armor/attachments
- Can be taken with additional interfaces, usable only when in suit

## NERVE SUIT

**Resource Cost: 5**

**Gain a nerve suit that will wirelessly read and interpret your nervous signals**

- Your suit will be akin to a second skin, you can feel pain and tactile feedback from the suit (can be toggled)
- Extra limbs will feel and work functionally as if an innate part of yourself
- You will have access to all senses via the suit
- Anyone can use the power armor if they possess the nerve suit

## SPINAL COLUMN

**Resource Cost: 5**

**Undergo an intricate and painless surgery that attaches an artificial, external spinal column to your pre-existing spine**

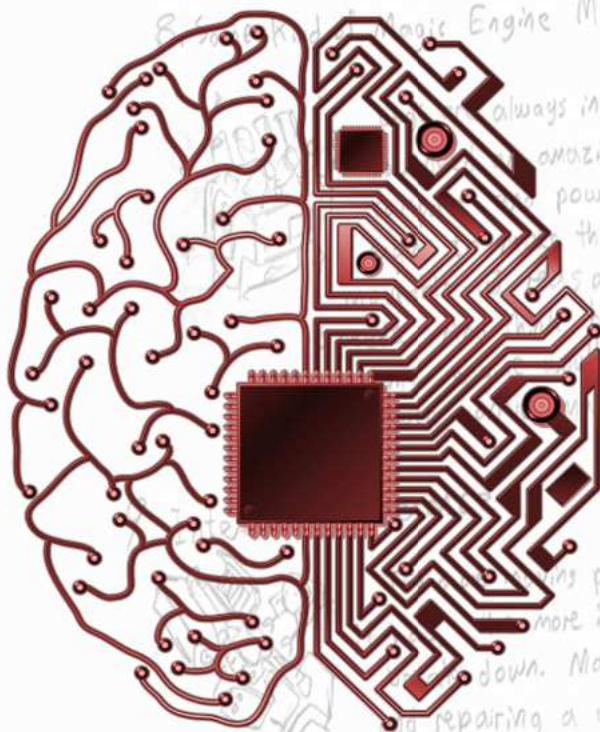
- You can link-up to your suit, your suit will be akin to a second skin, and you can toggle pain and tactile feedback.
- Extra limbs will feel and work functionally as if an innate part of yourself
- You will have access to all senses via the suit
- Only the user can uplink with the power armor

## BRAIN IMPLANT 1

**Resource Cost: 10**

**Undergo an intricate and painless surgery that injects a microchip onto the surface of your brain, merging it with your grey matter**

- Gain all benefits akin to Nerve Suit, but that only the user can uplink with the power armor
- The armor can be called to you while you are not in it
- You can use communications telepathically while not wearing the armor
- Only the user can uplink with the power armor



## BRAIN IMPLANT 2

**Resource Cost: 15**

**Gain all prior benefits from Brain Implant 1 plus:**

- All associated HUD elements can be displayed wirelessly on your vision by mental imaging
- Can remotely pilot the suit



# DEFENSIVE ADDONS

Additional customization options for your suit. You may select multiple from any category unless specified; Cannot take multiple of the same item unless specified.

## ARMOR MATERIAL

**Choose only one type of armor material for your armor**

**Basic - 0 Resources:** All suits start with this unless otherwise specified. A light aluminum-like alloy that while very light is stable. Gives a Material Value of 0. Does not modify weight

**Functional - 5 Resources:** Material Value of 1. A somewhat denser alloy comprised of steel that is shock resistant. Weight modifier: x1.05

**Tempered - 10 Resources:** Material Value of 2. A sturdy alloy of stainless steel hardened to withstand potential impact. Weight modifier: x1.1

**Industrial - 15 Resources:** Material Value of 3. A hardened, diamond-plated steel composite that is usually used for industrial work. Weight modifier: x1.2

**Composite - 20 Resources:** Material Value of 4. An extremely dense composite material commonly used for military application. Weight modifier: x1.35

**Experimental - 25 Resources:** Material Value of 5. Hardened Chobham-relative armor with small platelets imbedded into a metallic matrix composition. Extremely resilient to potential penetrators. Weight modifier: x1.5

## DEFENSE

**Invisibility - 10 Resources:** Stealth generator that conceals 1/2 suit's mobility. Disables if combat is initiated for the user. Does not disable from movement (visible if moving too fast). Recharge rate is 3m/ 5 turns.

**Infiltrator - 10 Resources:** Gain a light-refractory generator that makes you appear as a normal, humanoid shape or person. Does not deceive X-Ray.

**Temperature Resistance I - 5 Points:** Armor shields wearer from all natural temperatures.

**Temperature Resistance 2 - 10 Points:** Armor can operate in absolute zero and lava-like conditions.

**Self-Repair I - 10 Points:** Power Armor can maintain and repair itself automatically, granting Regen 1 (1 Physical regen per round).

**Self-Repair II - 15 Points:** Power Armor can maintain and repair itself automatically, granting Regen 2; Does not stack with Self-Repair I.

**Improved Hull - 5 Resources:** Reinforces the material of the power suit with additional layering, conferring a +1 material bonus (no weight modifier).

**Pressure Shielding - 15 Resources:** Adds +4 to the armor's Pressure Resistance (PR).

**Physical Shield - 5 Resources:** Gain a deployable or permanent shield on a limb to gain a directional forward/left/ or right AV bonus of +2. Can be taken multiple times. Cannot stack directionally (Cannot get 2 shields for the front. Can get one for either side). Can move to front/etc.

**Chaff Explosive - 10 Resources:** Create a 15m radius cloud of chaff particles which disrupt targetting and vision, increasing DC to hit targets through the cloud by +3. Cloud lasts 2 turns/ 4min. Recharges in 3 turns/ 5 min.

**Flares - 5 Resources:** Disrupt targetting systems or emit a blinding flash. Enemies attempting to attack the target receive a -3 penalty to hit until the user's next turn. Recharges 1 use per 5 turns/10 minutes. Can store up to 5 uses. Use is a swift action.

**Electron Shield - 25 Resources:** An experimental shield that forms a dense layer of electrons around the user. Enabled by a standard action, and lasts until the user's next turn, blocking all forms of damage and pressure. Requires 6 rounds/10min to fully recharge.

## LOCOMOTION

**Kinetic servos - 10 Resources:** Improves mobility by a modifier of x1.5.

**Adhesion - 10 Resources:** Allows movement across any solid surface so long as surface can hold armor's weight.

**Thrusters - 15 Resources:** Hover-based propulsion technology that allows for short-height levitation and 'skating' over ground. Difficult terrain does not reduce user's movement speed. Grants a x1.5 modifier to mobility. Does not stack with Kinetic servos.

**Teleport Beacon - 15 Resources:** Deployable beacon that allows the user to return to it via teleportation. Requires 15 seconds of start up time. Cannot be used while actively moving. 1 Beacon only limit. Swift action to use; Standard to deploy.

**Deep Sea - 10 Resources:** Suit is modified to handle extreme depths and volumetric pressure. Comes with hydro thrusters that allow movement up to 75m in water. Comes with re-breather capable of converting water into oxygen.

**Space Module - 10 Resources:** Suit is modified to handle vacuums and space. Comes with ion thrusters that allow 225m of movement in vacuum. Sunlight converter creates oxygen for use.

**Flight - 20 Resources:** Built in propulsion system allows the suit to take off, land, and fly at a maximum of x10 their mobility (not counting ground locomotion options).

**Gills - 10 Resources:** Built in water/oxygen converter removes the air limitation on a suit in bodies of water, allowing it to stay submerged indefinitely. Comes with free sonar.

**Web Spray - 10 Resources:** Capable of spraying up to 6squares (on grid) of surface with a reactive, sticky fiber. Grants adhesion on all applied surfaces to any unit; units with Adhesion gain free movement on said surfaces. Can create pathways up to 30m across so long as both ends are anchored on a solid surface. Fiber lasts up to 3 rounds in combat, or 5m out of combat. Swift action to use.

**Hopper Legs - 10 Resources:** Can leap up to a unit's mobility in distance. Ignores difficult terrain. Stacks with Kinetic Servos and Thrusters for determining mobility for jumping distance.

**Burrow - 15 Resources:** Dig just underneath the surface to circumvent solid barriers. Leaves a notable fragmented trail on the surface terrain. Moves at 1/2 base mobility. Does not stack with other mobility options. Takes a move action (15m) to begin burrowing, free to return to the surface. Enemies firing on a burrowed unit take an additional 5 to their DC check. Ignores difficult terrain. Cannot dig deeper with the module.

**Wheels - 15 Resources:** Advanced circular motors, granting a mobility modifier of x2. Cannot stack with Kinetic Servos, Thrusters, Hopper Legs or Adhesion.



# ADDONS

Additional customization options for your suit. You may select multiple from any category unless specified; Cannot take multiple of the same item unless specified.

## HUD/VISUAL

**Enhanced Vision - 5 Resources:** Can zoom up to 10x magnification. Gain Night Vision.

**Navigation - 5 Resources:** Precise GPS Navigation

**Thermal Vision - 5 Resources:** Standard thermal vision

**Passive Sonar - 5 Resources:** An infrasonic sound detector that actively relays noise and converts it into an image. Due to low frequencies, it cannot see through solid objects further than 30 meters. It can see normally otherwise.

**X-ray Vision - 5 Resources:** Standard X-ray capable of seeing through Infiltrator's disguise at up to 30m.

**Radar - 5 Resources:** Microwave signals are sent, bounced off objects, and returned to a transceiver, displaying their relative location.

**Internal Status - 5 Resources:** See your health, the well-being of your suit, and all relevant conditions

**External Status - 10 Resources:** As Internal Status, but also gain visuals such as estimated status of enemy suits or targets, target locks, direction of fire, electromagnetic readings, etc

## COMMUNICATIONS

**Vocal - 0 Resources:** A built-in device that projects your voice outside of your suit up to 100m, or by microwave to other systems in 300m

**Universal Translator - 5 Resources:** Translates any language and has lip reading capacity

**Communicator - 10 Resources:** Capable of transmitting audio and visual (camera) to any location on Earth which can receive satellite signals. Only received by others if signal is accepted. Untraceable.

**Wi-Fi - 15 Resources:** Allows multi-media communications over Wireless networks. Armor can function as a Wi-Fi router. Incapable of being hacked or hijacked by anything less than armor-tech. Grants access to the World Wide Web.

**-Additional:** When combined with External Status, it grants Augmented Reality, gaining info on any scanned object

**Command Suite - 15 Resources:** A C&C module that feeds real-time information on the position and well-being of suits who uplink to the user. Allows the user to share HUD and Communications options between all uplinked suits, as well as act as comm and virtual (Wi-Fi if available) nodes.

## BIOLOGY

**Canvas Nanites I - 0 Resources:** Nanobots are injected and allow you to change your gender, height, weight, skin, hair and eye colors. Takes one day per alteration to finalize. One use.

**Canvas Nanites II - 5 Resources:** As Canvas I, but allows indefinite use, granting shapeshifting. Takes one day per alteration.

**Progenitor Nanites - 10 Resources:** As with Canvas Nanites, but also change your DNA, chromosomes, genetics and anatomy from human to elven. Lifespan is increased to 200 years and all physical and mental disabilities are cured. Appearance can only be changed once on acquisition.

**Hydra Nanites - 10 Resources:** A small platelet factory is imbedded into your body, creating nanites which accelerate healing and allow the regrowth of limbs.

**Stasis - 10 Resources:** Your suit is filled with bio-sustaining liquid, putting your body into stasis. Slows aging and removes need for water and food but not air. Armor recharge does not interfere with stasis. You can leave at any time, but requires 1 month of rehab. Requires Brain Implant I or II. Extended use over time causes muscle deterioration. Hydra Nanites lack the bio-electricity from the nervous system during stasis, as the body is put into a coma-like state, rendering compatibility impossible (Hydra Nanites do not work while user is in stasis).

**Fusion - 20 Resources:** You are injected with recombine nanites which fuse your natural body and entwine it with your suit. You lose the need for sleep, water, and food so long as it is charged. Your pilot health is attached and treated as an addition to your suits' physical points. Requires Brain Implant I or II.

## UTILITY

**Tentacle - 5 Resources:** Gain a small tentacle that can interface with any computer

**Pigeon - 10 Resources:** Computer trojan that reports data to the user about the infected system.

**Octopus - 10 Resources:** Computer program that reports material composition and schematics on power armor. Allows user to repair armor manually for 5 Physical on Standard action; Can repair other armor suits with External Status. Cannot be used to create new power armor or other objects; Can only repair.

**Spider - 15 Resources:** Computer rootkit that will inject and sabotage any computer system it is installed on. Cannot affect power armor.

**Collapsible - 5 Resources:** The armor can be collapsed into a state for storage or transport. Collapsible form is also considerably lighter than standard form, weighing only 1/2th. Suit functions aside recharge do not work while collapsed.

**Additional Form - 10 Resources:** Your armor can be created to have both a human form and any functional animal shape with up to 4 additional limbs. Changing forms takes 3 seconds.

**Dummy AI - 5 Resources:** Helps manage suit functions. Has no emotion or sentience. Appears as a sprite or hand-held hologram. Capable of autonomously controlling a drone. Cannot stack with Sentient AI.

**Sentient AI - 15 Resources:** Advanced AI that is capable of learning, develop a persona and display emotions. Sentient, and heavily influenced by user's behavior. Can use a holographic, human-sized body for physical interaction with the world. Cannot fight with hologram. Capable of autonomously controlling up to 3 drones. Cannot stack with Dummy AI.

**Towing Cable - 5 Resources:** Retractable cable that allows user to drag objects without using their limbs. Can also be thrown or ejected to grab targets up to 30m.

**Healing Salve Kit - 5 Resources:** A small medikit that manufactures a regenerative salve that heals up wounds in 3 hours, or stabilizes an individual for 30 minutes. Recharge 1 charge per hour. Total of 5 charges.



# OFFENSIVE WEAPONS

Combat Weaponry and Offensive Capabilities for your Armor.

You may select multiple from any category unless specified

## HARDPOINTS

Every suit starts with a set of 10 “free” Hardpoint points to allocate as they please (Does not detract from Resource count).

Cannot convert the HP points to normal Resources. Can use resources as normal to gain additional Hardpoints.

Hardpoint levels are the following: Hardpoint level 1 (Light Ballistics), Level 2 (Medium Ballistics), Level 3 (Heavy Ballistics), Level 4 (Colossal Ballistics), and Level 5 (Experimental Tech).

Each Hardpoint costs it's corresponding level in Resources. Hardpoints can be mounted on additional limbs, shoulders, or any other joint as applicable.

Hardpoints can be upgraded by detracting their base cost by the existing hardpoint (A Hardpoint Level 2 can be converted to a 5 for 3 points).

Every weapon has a corresponding Hardpoint requirement that must be met. A Class 3 weapon cannot be mounted on a HP1/2 mount. A weapon however can be mounted on a hardpoint level above itself (A Class 1 Weapon can be mounted on a HP3 mount).

Weapons are interchangeable and modular (can be removed and replaced) so long as you have the weapons to replace it with and so long as the mount can handle the weapon being placed on it.

As a narrative note, calibre size only correlates to giving an estimate on the round the guns fire. It does not directly translate to applicable, real life weapons (A mosin nagant does not do DV 6, Pi 5). Suit weapons are considered more advanced technologically and mechanically to compared counterparts.

## CLASS 1 WEAPONS

**Class 1 Weapons can be mounted on any Hardpoint level 1 or above; Cost 5 Resources per**

**Non-Lethal Set:** 1 of any weapon: Concrete Foam, Taser, or Tranquilizer. Causes no damage but disables organic targets for 3 rounds/5min (Power Armor and vehicles remain unaffected). Requires 3 turns to be effective against a prior target. Range of 15m.

**Cutting Blades Rank 1:** Includes extremely sharp and near-unbreakable saws, blades, or molecular wire. DV 7, Pi 6. Can only be used to attack targets adjacent from your square.

**Kinetic Strike Module Rank 1:** This limbs upgrade allows your suit to strike with powerful kinetic force. Same stats and rules as Cutting Blades. Cannot stack with cutting blades (Seperate Weapons)

**Light Ballistics:** Any handheld Assault Rifle, Shotgun, Battle Rifle, LMG counts in this category. Selection is up to player. DV 6, Pi 5.

**Scout Drone:** Small reconnaissance drone capable of sharing it's vision with the user. If uplinked with a suit user who has Command Suite, it can utilize all visual modules as well. You can give a scout drone a Tracer bolt weapon so long as you expend resources normally for the Hardpoint and weapon.

## CLASS 2 WEAPONS

**Class 2 Weapons can be mounted on any Hardpoint level 2 or above; Cost 10 Resources per**

**Medium Ballistics:** MMG's, Powered Rifles, and other additions count in this category. Selection is up to player. DV 7, Pi 6

**Combat Drone:** Small combat drone pre-equipped with a non-lethal set and Light Ballistics. You can improve the Drone's Hardpoints and weapons up to level 2 and class 2 respectively. Doing so detracts the weapon/HP resource cost from the new weapon/HP.

**-Additional:** Cannot put a drone on any Drone Hardpoint (no, you cannot stack drones with drones, dawg)

**Repair Drone:** Small drone outfitted with a torch and welder, and capable of repairing objects, items, and more. Can repair power armor if aided by Octopus and a Pilot or Sentient AI.

**Medi-Drone:** Small drone outfitted with a healing salve kit.

**Electro Pulse:** Emits a small shockwave of non-lethal electrical energy that disables organic targets for 3 rounds/5min in a 15m range. Requires 3 turns or 5 minutes out of combat to recharge.

**Cutting Blades Rank 2:** DV 8, Pi 7.

**Kinetic Strike Module Rank 2:** DV 8, Pi 7

## CLASS 3 WEAPONS

**Class 3 Weapons can be mounted on any Hardpoint level 3 or above; Cost 15 Resources per**

**Heavy Ballistics:** HMG's, .50cal rifles, and small 20~40mm cannons count in this category. Selection up to player. DV 8, Pi 7

**Proximity Mine Launcher:** Proximity mines can be deployed at up to medium range and will await enemy movement before triggering. Can also be set for manual or timed detonation (must set before firing). Regains 1 mine every 3 turns, or five minutes out of combat, up to a total of 6 capacity. DV 8, Pi 7 for each mine.

**EMP Cannon:** Capable of scrambling optics and targeting subsystems of a target until the player's next turn; Disables range bonuses. Requires 3 turns to be effective against a prior target.

**Missiles:** Launched missiles which are either guided or follow lock-on by targetting systems. Affected radius is 10m for full damage. Charges 1 missile every 5 turns, or 7 minutes out of combat, up to a total of 4 missiles. DV 8, Pi 7.

**Tracer Bolts:** Sticky tensile bolt that latches onto a target and relays it's position to allied targetting systems, conferring a +5 benefit to all rolls (d20 + 5) against the target. Lasts 3 turns. Recharges 1 bolt per 5 combat turns, or 7min. Holds 3 bolts.

**Cutting Blades Rank 3:** DV 9, Pi 7.

**Kinetic Strike Module Rank 3:** DV 9, Pi 7



# OFFENSIVE WEAPONS

## CLASS 4 WEAPONS

Class 4 Weapons can be mounted on any Hardpoint level 4 or above; Cost 20 Resources per item

**Colossal Ballistics:** 30–40mm auto-cannons, 80mm barrelled to 120mm short-barrelled cannons, and other additions count in this category. Selection is up to player. DV 9, Pi 7.

**Plasma Torch:** Torch of superheated plasma capable of cutting nearly any material. Requires direct contact to be effective (must be adjacent to target). DV 12, Pi 8.

**Plasma Flamethrower:** Allows the welder to spray a 15m line of superheated plasma from their position. DV 10, Pi 6.

**Plasma Gun:** Fires bolts of superheated plasma at a target. DV 9, Pi 7

**Railgun:** High-powered, rail-driven and recoilless rifle cannon fires extremely accurate kinetic slugs at targets. It reduces range threshold by one. It cannot be fired consecutively (one round must be spent not using the weapon). DV 12, Pi 6.

**Micro Missile Pod:** Missile pod system that fires a myriad of missiles at one time. Fires up to 5 missiles a turn, holds 8 missiles at one time. Recharges a missile every 2 turns. Missiles do 2 DV, 3 Pi to a target.

**Cutting Blades Rank 4:** DV 12, Pi 8

**Kinetic Strike Module Rank 4:** DV 12, Pi 8

## EXPERIMENTAL WEAPONS

Experimental Weapons can be mounted only on Level 5 Hardpoints. Technologically advanced, their intricate systems and mechanics are typically under top study by scientists. Cost 25 Resources per item

**Particle Laser Cannon:** Particles are driven along an acceleration ring inside the barrel and back before being emitted at hyper-kinetic speeds, effectively breaking apart the atomic makeup and composition of it's target upon impact. You can retain and power the charge for a bonus +2 DV per round charged up, up to a DV of 18. Requires a swift action to continue charging. DV 8, Pi 8.

**Ion Cannon:** Ion particles are gathered and condensed into a single structure in the rear chamber of the weapon before being forcibly erupted. These ion particles proceed to bombard a target, ripping it apart. DV 8, Pi 12.

**Fusion Missiles:** Launched missiles that must be locked on to a target (Cannot be dumb-fired). Armed with powerful warheads, these missiles decimate any normal target. DV 12, Pi 8. Charges 1 missile every 10 turns, or every 20 minutes out of combat, up to a total of 4 missiles. Due to the complex missile structure and launcher, this weapon cannot be fired consecutively. Affects a 30m radius area, applying full DV and Pi in this affected splash range.

**Cutting Blades Rank 5:** DV of 14, Pi of 8

**Kinetic Strike Module Rank 5:** DV of 14, Pi of 8

## TARGETTING

Targetting Systems assist with aiming weapons at a target, improving the range the user has for hit ([x,20]) chance. Multiple systems can be taken and overlapped unless stated otherwise.

**Assisted Aim - 5 Resources:** This system helps give relative speed and distance of the target, conferring a +3 range (if [1,20]; becomes [4,20]) boost

**Guidance System - 10 Resources:** Only works with missiles. Provides consistent and updated info on a target's current position through advanced algorithms, conferring a +5 range boost to one particular target. Requires a swift action to select target.

**Target Lock - 15 Resources:** Tracks and updates a target's position while adjusting the power armor's stance to assure optimal chance of hit, conferring a +5 range bonus and removing penalty for attacking a target who is in melee combat.

**Full-Range Accurate Motion - 15 Resources:** Requires nerve suit or greater control. Utilizing pinpoint input from the user, the suit adjusts it's limbs and weapons precisely to the desired target, conferring a +5 range bonus and removing penalty for attacking a target directly adjacent to you.

**Dedicated Mental Tasking - 20 Resources:** Requires Brain Implant I or II. The user's mental inputs and facilities are tied to the weaponry of the suit, allowing precision normally impossible for conventional control. Confers a +10 range bonus. Cannot be taken with Full-Range Motion, Target Lock, or Assisted Aim



# COMBAT

## The Basics

So let's get that head of yours wrapped around the aspects of combat. Movement, hitting enemies, getting hit, and seeing how much it ruins your (or their) day, all the simple stuff. A lot of the rules are created to be simple and not take a player the length of a Shadowrun turn to figure out if their hits actually do anything, so don't stress yourself, you should catch on quickly enough.

## Combat Turn Sequence

To start, everyone has "initiative". No, you won't roll a dice on this, it's just basically you'll take turns sequentially, and repeat the process until combat is done. Those who move relatively faster start up on the list, those who move slower end up on the bottom of the initiative table.

Following that, everyone has a set of actions on their turn, which is 1 Standard, Mobility (seperated into move actions), 1 Swift, and 1 Intercept. Mobility translates directly to the grid for determining movement (15m of Mobility is 15m of movement on grid). For every movement up to 15m, it is a Move action. So, if a character moves 75m, that's 5 actions (15,15,15,15,15) of movement. Every turn a character can perform one standard action at any point in their turn. So a character that has 90m of Mobility can move 80m (15,15,15,15,15,5; 6 Move Actions), perform a standard, and continue for the rest of their movement (10m, or 1 Move Action). You are not required to use all your potential movement, and can stop making move actions at your leisure.

Standard actions are complicated actions whittled into a single term. Things like firing a gun, repairing a broken servo, lifting and hurling a car are all slated into this category. Basically, so long as it is not a form of movement, it is a Standard Action unless stated elsewhere (See: Intercepts). Characters are granted only ONE standard per round. Swift and Intercepts are extrapolated on later in the special actions section.

Once you have exhausted your standard and move actions (or chosen to end your turn), your turn ends and the next player/character in the initiative table begins their turn. This continues until all characters have had a turn, and then the round ends, and resets from the top.

## Shooting, Scoring Hits, and Damage

Now that we covered the actions available, let's cover performing actions. Namely: Trying to hit something with a gun (or cannon. Or laser. Basically, if you're trying to hit something). Hit variance works in a modified range, to give things a better chance. Roll a 1d20, and anything below your modified range is auto-rounded up (ex: [5,20] means any roll below 5 is auto rounded up to 5). Compare your roll against the Difficulty Check threshold against your target. DC Thresholds are: 5 CQC, 10 Medium Range(50m~150), 15 Long Range(150m~400), 20 Extreme Ranges(500m+), and anything beyond 2km is impossible.

Threshold can be changed by modifiers such as movement speed of target, difficulty in vision, etc. Each threshold modifier adds to the threshold by 1 for each degree of severity (a very difficult to see area may be +2 to DC Threshold, and a target moving fast<sup>1</sup> may be around +3 DC Threshold to hit). GM's decide modifiers.

Range modifiers<sup>2</sup> are things like steady limbs, shaky hands, guided systems, target locking, etc. Can be positive or negative modifiers, but base cannot be less than 1.

You cannot fire at a target you do not have Line of Sight to. You can fire at a target that your targetting systems (Ex. Sonar) have highlighted for you, at a penalty to hit of -4 per solid object (buildings, vehicles, etc).

The order of operations for a roll is bonuses, rangeband, penalties, then applicable modifiers. So if someone has a range band of [10,20], and a +5 on a roll, it is r20+5, then roll up if applicable (<10), then penalties and modifiers.

## Example Initiative Round

*Chris finds himself up against a pair of soldiers. Chris is a base light suit user, while the soldiers are simple infantry. Chris starts, while the soldiers start after his turn.*

*Chris decides to move his full movement (45m), taking two Move actions. He then fires at one of the soldiers with a basic gun, hurting the soldier pretty badly but not killing him. Chris no longer has actions available, and forfeits his turn.*

*Soldier 1 moves his full speed (15m) to cover, and fires at Chris. Chris's armor is strong enough to handle the force. Soldier 1 no longer has actions, and forfeits his turn.*

*Soldier 2 is very wounded and opts to open fire at Chris immediately, scoring hits but no damage. He then limps 5m to cover. He chooses to end his turn there. Now the round will reset, and it will be Chris's turn.*

Once you have determined a hit, find the Pressure (Pi) of the weapon, and add it to the Target's total Pressure. If the target's Pi is greater than their Pressure Resistance (PR), reduce the target's AV by the remainder (AV - [Pi - PR]). If the Pi is less than the PR, do nothing. AV cannot be reduced below 0.

The target retains their Pressure value until they have had one complete round (starting from their turn and ending on the start of their next turn) without being hit (ingoring enviromental effects).

Next, find the Damage Value (DV) of the weapon hitting, and compare it against the target's Armor Value (AV). If the DV is greater or equal to the AV, you deal damage normally (DV-AV = Damage dealt). If it is less than AV, it does not do damage.

This means focus-firing a target, and firing on the same round as your allies can be an effective means to deal with targets who have high Armor Value points.

<sup>1</sup> Movement of Target is relative movement. It does not account for if the target is moving at, away, or perpendicular to your position. If the target is moving, he is harder to hit.

<sup>2</sup> Some of these are situational (Height advantage, Pilot well-being, target is not facing you, if target is locked on) while others are constant (Guidance systems, Assisted Aiming systems). Range modifiers bought during customization with resources are considered constant unless stated otherwise in the item's description.



# COMBAT

## Example Damage Applications

Following the previous example, Chris had shot at a soldier, while both had fired back at Chris.

Chris's gun, a basic Class 1 Ballistic, had more DV than the soldier's piddly 1 AV, meaning the hit went clean through for unaffected damage (5 physical).

Both soldiers fired at Chris with AR's, with Pi of 5. Chris is a light, and decided to get Pressure Shielding, which is  $4 + 4 = 8$ . His PR is greater than the first value of Pi, so the first shot does  $6 - AV$ , which Chris has 6 AV ( $2 + 4$ ), meaning it does no damage.

However, the second shot brings his Pi to 10, which is 2 greater than his PR. Chris's modified AV value is now 4 ( $6 - [2 \text{ Unresisted Pi}]$ ), and the DV of 6 is reduced by his new AV (4), dealing a total of 2 damage.

Chris is barely hurt but if he takes consecutive hits next turn, he might be in trouble. If he disengages, he can wipe his Pi value if he isn't hit for a round, or he can attempt to finish off the soldiers now.

## Intercepts, Swift Actions, and Special Actions

Intercepts are a special type of "interrupt" action, and can be taken only once per round. Interrupt actions can act whenever they are called, irregardless of the turn order. An intercept is a move to negate Pressure (not DV) on an ally. This can be from standing in the line of fire, pushing an obstacle in the way, or using suppressive fire of your own on the individual firing. So long as you specify how you are negating the pressure and are capable of the action, you negate that particular modifier of Pressure (An Assault Rifle of 6 DV, 5 Pi will still try to deal the DV as normal, but will not deal Pi if intercepted). Each character only has 1 interrupt per round. An unit cannot receive more than one intercept from other units each round. This special interrupt gives characters agency to assist one another and deal with growing Pressure values.

Swift actions are another special type of action, that work outside of the normal Move Actions + 1 Standard. Any action considered a "swift" action does not affect, reduce, or otherwise alter the choices of actions a player has. The action is considered simple and quick enough for the character to perform without great effort. This can be something simple as pulling an item from a sheathe (retrieving a stowed item is a standard action), dropping an item, or going prone (if locomotion allows), or a myriad of modules which use a swift to activate/function. Each player can perform 1 swift action on their turn.

When attacking an enemy, you may elect to call your shot before attacking. Doing so reduces your DV/Pi values by half (rounded up), focuses a spot of your choice on your target, and applies conditions to your opponent on hit. Hitting in the leg reduces the target's mobility by 10m, hitting an arm reduces their strength by 150lbs, and hitting their weapon incurs a -5 penalty to any attacks they make with that weapon. These conditions stack with W.E.P. conditions while applying modifiers (not ranking); They do not stack multiple times on their own (you cannot fire on two legs for -20 mobility). The conditions last only two rounds.

Finally, a character at the start of his turn may "burn" half his mobility, to gain a second attack-only standard. This attack can hit any target, use any additional (not same) weapon, and does only 1/2 DV (rounded up), with no Pressure (Pi). The attack can be used at any point in the player's turn, but suffers double movement penalties to hit, and the movement penalties begin after 1 move action.

### List of Basic Actions

Standard Action	Mobility	Swift Action	Intercept
- 1 Per Turn	- Translates directly to grid movement	- 1 per Turn	- 1 per Round
- Used to Attack	- Determines movable distance	- Commonly used with modules	- Removes Pi from a single attack
- Used to Manually Repair w/ Octopus and/or repair drone	- Every 15m is considered a "move action"	- Can describe or be used for quick actions like dropping prone	- Unit cannot receive more than 1 intercept per round
- Some modules or actions require a standard			

## Firing While Moving and Shooting into Melee

Now that we have all the bases covered, let's get into some more advanced rules. These are a little more complex, but are implemented to provide variation in combat and deal with special circumstances.

First, is firing while moving. When you take two move actions and then a standard, the hit resolves normally. However, if you take three or more move actions before you fire your weapon or attempt to shoot, you suffer a growing penalty to the particular action. For every move action after the first two, the player takes a consecutive -1 penalty.

So, if you move three times (45m) and fire a ranged weapon, you incur a -1 penalty to hit. If you move 4 times (60m), a -2 penalty. 5 times (75m), -3 penalty, so on, so forth. This is to represent the difficulty of firing at a target while moving at extreme speeds. To incur a -4 penalty, you have to move 6 times, for a total of 90m.

As a second rule for firing while moving, after firing a shot (taking a standard to shoot), characters can only make 1 more movement action (assuming they have enough movement actions to take another; Their movement action amount is reduced to 1, if applicable) before their turn is considered completed. Firing at the beginning of your turn before moving does not invoke this clause. Swift and interrupts are not affected by this clause.

A character attempting to fire a gun on a target in melee (adjacent square) suffers a +5 to their DC Check (from 5 to 10 DC Threshold). Allies attempting to fire at a target in melee combat with another target suffer this penalty as well, and if they fail the threshold will hit the other combatant instead of their intended target.



# COMBAT

## Additional Combat Rules and Actions

Combat is more than just trying to get the most damage, sometimes position or actions can play a huge role in determining the flow of battle. This section will cover some additional actions and rules, while touching on some of the methods used by former actions.

An individual which has an enemy at every major direction (North, South, East, West, or depending on grid orientation up/down/left/right) is considered surrounded and every attack against him gains an additional 1 DV, and 2 Pi (So a Colossal Ballistics attack of 9/7 becomes 10/9). If the individual manages to move to in a manner (or conversely moves an enemy in a manner) to force one direction to be unoccupied, s/he is no longer considered surrounded (Running past the enemy, knocking an enemy in another direction, etc).

Depending on the situation, defense for an ally might be more useful than attacking the enemy. An individual at any point may elect to burn their standard for their turn (if their turn has yet to come up, their next turn's standard is used for burning) to immediately standard intercept an attack upon an ally provided they can explain a logical method of hampering the enemy attack (using a shield for defense on a nearby ally, shoving cover into the line of fire, etc (same method as normal intercepts)). The attack does no Pi and its DV is halved for the purpose of calculating damage. This special, standard burning intercept (denounced as Stnd. Intercept) does not interfere with the total of normal intercepts an ally can receive as it is treated as a separate type of intercept. It however does follow the same rules aside the formerly listed exclusions (cannot use more than one Stnd. Intercept on an ally per round, cannot gain more than one Stnd. Intercept per round, etc).

A Lockdown Action is an action to attempt to actively suppress an enemy to prevent their actions. Using a standard, a unit designates which target he wishes to lockdown, and immediately ends his turn. The target is now considered suppressed and under fire from the original unit, reducing their mobility by 20m (reduced to 0 at most), and a -5 to any attempts to attack any unit other than the suppressing unit during their turn; Other non-attacking actions or an attempt to attack the suppressor are not hampered during their turn. If they attempt to attack or move, they also provoke an attack from the unit suppressing them, and the suppressors' attack resolves first; If the unit does not move or make an attack during their turn, they do not provoke the attack.

Lastly, there are three additional attack options usable only by those with a melee weapon (Kinetic Strike Module, or Cutting Blades). First is the slide action, and is invoked the same way as the move burn action. The unit reduces their mobility by half, and attacks normally, but the unit attacked may be slid or shoved (up to the unit's discretion) a distance up to the burned mobility, (a unit who burned 20m of mobility may slide an enemy target 20m, or shove the target with them for 10m each). The direction of the slide or shove must be in the direction opposite the position of the attacker in relation to the target (I.E. You may only shove/slide forward, not left/right or backwards). Second, a unit may knock another unit prone, provided their strength is greater than the weight of the enemy unit. Doing so only deals 1/2 Pi and DV (rounded up), but forces the unit prone, reduces it's mobility by 10m and disables any activatable modules (AIC, Momentum Disruptor, etc; Passive modules such as Self Repair are unaffected).

The unit who was knocked down must expend a swift action to stand back up on their turn; They may also elect to remain prone, using their swift for any other action of their choosing, but an unit which has been knocked prone cannot move until they stand back up. Third, a melee combatant may elect to charge an enemy, provided they are at least 50m away, have the mobility to make the distance, and have a straight line to attack the enemy from (The charge must be in an unafflicted, straight line of 50m total, not counting additional mobility loss from rough terrain). This special charge increments the pilot's condition following the pilot rules (see: Pilot Rules section), without causing direct damage via impact trauma (I.E., Damage is normal and does not afflict the pilot unless they are unprotected, it merely increments their condition). A unit affected by this attack cannot be affected by impact trauma again for 3 rounds.

### List of Special Actions

Standard Intercept	Lockdown	Slide (Melee)	Knock Prone (Melee)	Impact Trauma (Melee)
- 1 Per Round	- Standard Action	- Move Burn Action	- Standard Action	- Standard Action
- Burns Standard	- Immediately ends unit's turn	- Slide or Shove target by mobility burned	- Reduce attack by 1/2 Pi and DV (rounded up)	- Standard Action
- Negates Pi / Reduces DV by half (rounded up)	- Applies a -20m mobility and -5 to hit penalty to more than 1 target	- Target can only be shoved/slid forward from you, not left/right/behind.	- Disables active modules (AIC/etc)	- Requires 50m in a straight line
- A unit cannot receive more than 1 Standard Intercept per round	- Does not allow user to attack unless target moves or attacks	- Target does not suffer -5 to penalty if attacking suppressor	- Enemy is knocked prone from prone is a swift action	- Unit must be able to move at least 50m
- No interference with normal intercepts			- Target may elect to remain prone; cannot move while prone	- Increments Pilot condition by one

## Relative Speed and Evasion

Formerly listed under GM discretion was a call for the GM to denounce how much harder a unit was to hit depending on their relative speed. The following benchmarks have been added for GM/player use in determining difficulty to hit:

If a unit is moving 45m or more on the ground in one turn, their movement becomes quick enough that attempting to hit them is difficult. The DC to hit a unit moving at 45m is increased by 1. Every 10m beyond this incurs an additional 1 (55m is +2 to DC, 65m is +3, 75m is +4, 85m is +5, etc).

If a unit is moving 500m or more in the air (relative distance/Theater of the Mind), an attempt to attack them becomes difficult. At 500m, the DC to attack a unit is increased by 1. For every 100m beyond this incurs an additional 1 (600m is +2, 700m is +3, 800m is +4, 900 is +5, etc).

\_\_ SLATED FOR FURTHER REVISION/REVIEW \_\_



# COMBAT MAP

## The Basics

Movement in Armored Descent is separated into two planes: Ground, and Air (aquatic and space environments follow Air environment rules). Both of these have separate rulesets, and particular rules about acting between the two.

### Ground Combat - The Grid

The grid is a visual representation of the battlefield available to units. Buildings, obstacles, and other environmental detail is placed around by the GM while he also dictates the starting position of the players and NPCs tokens. Every square is a move of 5m (A grid of 40 squares supports up to 200m of movement in a straight line), including diagonally. Terrain that is difficult (ground is broken up or unstable, side of cliff, etc) costs double movement speed to cross. A unit's ability to move across the grid is dependant on their mobility, and is rounded up to the closest number evenly divisible by 5 (a mobility of 37.5m becomes 40m/ 26.5 becomes 30m).

Obstacles and difficult terrain can be used to the advantage of the players, considering it is plausible to be used for defense. An automobile or corner of a building can be used for a minor +1 Hit Threshold (+1 to DC check for being hit) boost. If the terrain can be used to the player's advantage (see: crouching/prone in a crater in the road), they can confer a +1 Hit Threshold bonus. Terrain and obstacle bonuses stack.

While obstacles do exist, they are not immutable: A Superheavy may lift up an automobile used for cover and hurtle it at an enemy, a Heavy suit may break through the side of a wall, or a powerful cannon may penetrate and destroy a fence on its way to the target. Affecting the environment calls DC's or modifiers for the appropriate action (Throwing a car is a DC against the strength of the suit, shooting through a solid object with a cannon confers a negative modifier to hit), and is resolved immediately (If the suit's strength (+pilot if applicable) is not high enough, it does not occur, if it is high enough, the action occurs normally).

Players move and advance around the grid attempting to achieve a particular objective, usually agreed upon by the GM and players. This may be sneaking into an armed facility, destroying an enemy suit, or rescuing civilians. Likewise, opposing units move and act about the grid following the combat rules and initiative tracker.

While the grid can be used for visualization of an area and non-combat scenarios, it is not a requirement. All movement on grid out-of-combat/while combat is not occurring is considered "free" movement, and units can move any number of squares without penalty or checks (Actions call the normal DC checks).

## Air Combat - Relative Distancing

Aerial combat does not use an official grid or visual representation to explain what is occurring (It is not forbidden to do so, however). Instead, any combat occurring in the air (+100m up) uses a relative table to determine the distances, checks, and modifiers to appropriate actions.

### Relative Distance Table:

<i>Melee</i>	<i>Close</i>	<i>Medium</i>	<i>Long</i>	<i>Extreme</i>
<i>1-50m</i>	<i>50m-1km</i>	<i>1km-3km</i>	<i>3km-5km</i>	<i>5km+</i>
<i>DC 5</i>	<i>DC 10</i>	<i>DC 15</i>	<i>DC 20</i>	<i>DC 35</i>

Unlike the grid, the relative distance for air combat does not take account of move turns (If used for ground combat, move turns are accounted as normal). Instead of using move turns to move across a grid, you use mobility to get closer (or further away) from a specific point. That may be the grid-battlefield (if there is ground combat occurring), a target in the air, or a particular environment area.

However, the two relative ranges you must keep track of are: Your distance from the 'main area' (Where you started from), and the distance you are from any targets. While you should have a general "direction" of where things are, the game simplifies it to "towards" and "away". If you move "towards" something, you reduce distance to that particular object by your movement. If you move "away" from something, you increase distance from that particular object by your movement. Your "distance" to other objects are unaffected (While this is not realistic, it keeps things from getting complicated such as tracking the air movement of one unit against multiple other targets).

You can divide your movement across different targets as well. You can use some mobility to "close in" on one target, and the rest to "disengage" from a different target (Ex.3 move actions away from one, 4 towards another, etc).

Transferring from the grid to the air or vice versa (landing vs taking off) are special "Standard" actions. Once you have transferred using such an action, your turn is considered complete and you must wait until your next turn to act.

Firing from one area to another (Ground to Air, Air to Ground) invokes a penalty of -3 including normal variables.



# DRONE COMBAT

## The Basics

Drones are specialty “weapons” that can be taken alongside your suit to perform a myriad of functions. From acting as potential repair drones, to initiating in combat, or scouting out an area, a drone is a platform that while weaker than power armor, is still quite capable for utility.

## Stats, Turn Order, and Combat

All drones have a total of 6 PR, 7 AV, and 10 physical. Their weight is a mere 20lbs, are capable of hovering (cannot fly above 100m), and can only lift up to their own weight in extra items/gear. They are capable of up to 45m of movement, and if autonomous (controlled by an AI), have one standard action per turn. If they are not autonomous (controlled by the player), they use the player’s standard(s) for performing actions. They start at the end of the initiative table (after all other character’s turns), and it takes a player one swift to deploy a drone; one standard to deploy all their drones (if multiple drones are available). They are capable of up to 8h of function before requiring a recharge from the power armor, which takes up to 30m from a dead battery.

Drones are capable, depending on outfit, of repairs, scouting, healing and/or combat. All combat drones (Class 2 weapon) start out with both a Class 1 Non-Lethal, and Light Ballistics mounted, with appropriate mounts. This can be upgraded (as stated in the weapons section) to a set of Class 2 Weapons and Hardpoints, using the appropriate changes (+1 to cost from HP, +5 to cost from weapon increase, hence +6 in total to upgrade one weapon + mount from Class 1 to 2; +12 for both weapons and mounts). You may not have more than 2 combat drones, due to intensive CPU calculations on part of the combat parameters.

You can purchase a reconnaissance drone (5 Resources) which has the same stats and functionality, but no mounts or weapons. It can spot and relay opponent positions, and use all respective visual modifications if coupled with a suit which has the Command Suite module. It can be upgraded with a tracer dart system.

Conversely, for 10 resources you can get a repair drone, which is instead mounted with the appropriate gear and tools to perform repairs. However, unless the suit has the program “Octopus” (Utility section) and either the player is controlling the drone or a sentient AI, it will not be capable of understanding the process on how to repair power armor (it can repair other items, vehicles, or objects applicable to GM discretion). In addition, any power armor can only be repaired so quick, and can only receive one repair action (+5) per round; This does not interfere with repairing other items, vehicles, or suitable objects. You can repair multiple power armor suits a round with enough standards and drones.

Finally, there is a medi-drone for the same cost as a repair drone.

## Rules, Scoring Hits, and Physical Damage

Drones have a modified targetting range of [5,20]. They cannot gain benefits from any other targetting system, but they can gain conditional benefits from the environment. They do not gain height advantage from hovering. As with characters, they roll normally to determine hit success.

Drones, due to their small silhouette and size, are not subjected to any deterrance of moving in an indoor environment unless the interior would be considered detrimental (a cramped hallway that would affect character’s ability to move or attack also affects drones).

Aside this, drones follow the same combat rules and methodology as characters in combat, aside starting at the end of initiative table as stated earlier. A drone that is dropped below 0 physical is considered decommissioned until repaired; Repairing a decommissioned drone takes about 1 hour. It will not be capable of hovering, movement, or attacking, and is for all intents and purposes incapable of performing any action until repaired. A decommissioned drone can be picked up and carried with ease; picking up a decommissioned drone does not hinder a character’s ability to fight, move, or perform actions. Picking up multiple drones however applies a -1 penalty to all actions per drone above 1.

### Example Drone Round

*Michael has four drones, 2 combat, 1 scout, and a repair drone. He has octopus, a sentient AI, and trouble has appeared. As a standard on his turn, he releases all his drones, and their turns appear on the initiative table.*

*He decides the order will be scout drone, combat drones, and then the repair drone. He assigns the scout and combat drones to his AI, and retains control over the repair drone. Michael then moves 30m and ends his turn.*

*The Heavy fires at one of the combat drones with a Class 4 Ballistic (DV 9, Pi 7). The Pi is 1 greater than the drone’s PR, which is 6, reducing AV from 7 to 6.  $9 - 6 = 3$ , and the combat drone takes 3 Physical damage, with a total of 7 Pi on it.*

*The scout drone is set (by Michael’s Player) to hover above a building in range, and ends its turn. The first combat drone is told to immediately fire, burning its movement but firing twice with a set of Class 2 Ballistics, dealing 7DV/Pi 6 and 4DV/Pi 0 to an enemy Heavy, which has an AV of 8 and PR of 12. None of the shots penetrate, and he has a Pi value of 6 now. The second combat drone which was hit by the Heavy fires once, with a Class 2 Ballistic for 7DV/Pi 6 and then moves to cover. Again, the Heavy takes no damage, but his Pi value is now 12.*

*The repair drone can move, but cannot perform repairs or actions as Michael had spent his standard on deploying the drones. It moves to go assist the hurt combat drone.*

*It is now to the top of the initiative table, and Michael goes before the Heavy. He may either save his standard for the repair drone, or spend it to attack.*



# PILOT RULES

## The Pilot and the Game

While the power armor suits are the main focus of the rules, pilots still play the pivotal role of acting as the player's character in the game. They are shaped, melded, and act by the player's discretion and choices. To account for this, pilots have some basic rules behind them.

First, is their "Health", or what is commonly referred to as HP. Each pilot has 15 Health points, and these follow the same damage rules (not Pressure rules) as a suit. A DV of 7 will do 7 physical damage to a pilot if a pilot is hit directly.

A pilot can only be hit by direct damage while in their suit if the damage amount exceeds the suits' physical. The excess "spills" over into the pilot's Health track. Ex. A suit taking 7 DV while only having 3 physical left takes 3, and then 4 spills into the pilot's Health, detracting their Health from 10 to 6.

### Example Pilot Damage

*Rachael has found herself on the wrong side of a confrontation, and is in serious trouble. Her suit is badly damaged, and she's not quick enough to evade the other suits after her. Her suit physical is 12, and her AV is being negated by Pi (after reduced by PR) by 3.*

*One of the enemy suits fires a PLC after having charged it up and waiting for Rachael's Pi to build up. It is fully charged, giving the full 18 DV and 8 Pi. The Pi buildup negates her full AV, causing the full slew of damage. The suit takes 12, before 6 of it spills over into her own Pilot Health, causing it to drop to 4.*

*Rachael has Self-Repair II on her suit, and on her turn her suit physical rises from 0 to 2. She initiates an Electron shield to reset her Pi, and give her another round of Self-Repair.*

*At the start of her next turn, her Pi value is reset and her suit's physical will be 4 along with her own Health. All her actions are impeded by a universal -2 penalty. She better hope help arrives or she finds a way out of the situation soon, or she'll be risking death or capture.*

Second, food and water, and all basic humandary means should be met to some degree (if applicable to the pilot). While there will be no direct rules on handling this (it's boring to put rules on how long before you have to use the lavatory), it is up to the players and GM to handle these things and determine how much of an impact in their game it'll have.

Third, Health is regained at a rate of 1 per every week naturally. This is accelerated by Hydra nanites to a rate of 1 per every day, and hydra also allows the regrowth of lost limbs at a rate of one limb every 2 months.

Finally, if a pilot's Health drops below 0, they risk death and all excess damage thereafter is life-threatening. If a pilot reaches 5 Health points, they suffer a minor wound. At 0, they suffer a serious wound that requires medical treatment to properly heal (if the pilot does not has Hydra Nanites) At -5, they lose consciousness and/or (up to player discretion) lose an applicable limb.

If the pilot Health drops below to a total of -10, the pilot is considered mortally wounded, and if immediate hospitalization and medical care is not recieved, will die. Hydra nanites can rejuvenate Health as normal, but cannot immediately correct any wounds or conditions suffered from falling below any life-threatening thresholds.

Minor wounds are healed within a couple of days. Serious wounds tend to take hospitalization (unless treated by a medical expert or emergency response unit), and about a week for recovery to negate. Limb loss is permanent unless the pilot has hydra nanites to regrow their limb. Mortal wounds require up to 2 weeks (depending on GM discretion and severity of wound) of rehabilitation and hospitalization.

Despite wounds, a pilot that continues combat and/or is in a situation that requires combat can continue fighting. If a minor wound, they suffer a -2 penalty to all actions they attempt, if a serious, a -5 penalty, and if suffering active limb loss (limb was lost in current encounter), a -10 penalty from the intensive pain. Loss of conciousness and mortal wounds prevent a pilot from being able to act further.

Beyond this, pilots have no other notable stats or function by rules. Performance of actions outside of the rules fall under player and GM discretion, and can be settled by boolean confirmation (happens or doesn't), d20 rolls, or dice pool checks depending on the groups' preference.

NPC units and pilots are simplified, and are treated as either dead or unconscious once their Health drops below 0, up to GM and player discretion. A party may choose to ignore this simplification and give NPC's the same pilot rules as Player pilots if they wish to create a more gritty and harsh universe to play in.



## War Emergency Power

In war, having a safety feature is not the wisest of decisions at times. From airplanes burning out their afterburners to tanks melting their own engines from being pushed too far, desperation can breed a need to gain every little boost you can squeeze out of a mechanical unit, even if in the long run the damage is substantial. Otherwise, that same tank could've been left in the open, or the airplane stuck to fight alone against a swarm of enemy fighters.

Pushing a suit beyond the normal limits inherently programmed in it is also not unheard of. Either for those few extra meters in a turn for your movement, smacking something harder with your fist, picking up something you normally couldn't or filling your shot with more explosive material than is reasonably safe, W.E.P. is the aim of turning off the safety barriers and going wild when you absolutely need to.

### Risk and Reward

Inherently, pushing a suit well beyond the intended limits is a risk that puts you, the pilot, in direct danger. The fact that physical damage spills over into pilot damage is a direct cause and use of W.E.P. in it's most basic form. To keep the suit from shutting down from safety limits, the pilot continues to force the suit along, risking their own health and well-being. A suit without a pilot directly in it (Controlled by an AI/remote controlled with a Brain Implant) will shut down instantaneously from safety programming if it reaches 30 or more physical damage. For a pilot actively in the suit, they may elect to power down or continue fighting without rolling.

The first use of W.E.P. is getting that extra damage to your attack. It can be ramming the kinetic strike module all the way and disregarding the impact force to lacing your shot with as much boom as possible. For every use of W.E.P., the weapon increases it's attack by 3 DV / 2 Pi.

You can also use W.E.P. two times to gain an additional standard action. You may use this standard as you like, except for firing weapons. To fire an additional weapon or fire a weapon again in one turn is 1 use of W.E.P. per the weapon's Class (Experimentals are counted as Class 5; Firing a Class 4 invokes 4 uses of W.E.P.). As an additional rule, a Class 1 weapon cannot gain more than 3 standards per round. These gained standards/additional shots suffer the same rules as any normal standard.

As well, a suit user can increase their mobility by 15m per each use of W.E.P. to gain a movement edge. A suit's strength can also be increased by 600lbs of lifting force for each use. You can use W.E.P. once to gain an additional swift action, but only one (you cannot use W.E.P. to gain two additional swift actions in one round).

### Risks, Conditions, and Dangers

If you fail a/multiple roll/s while using W.E.P., varying conditions may occur. The conditions and respective rankings range from minor, to moderate, major, severe and then catastrophic. For each increase of W.E.P. you wish to use, roll an additional d6 (so 1 increase is 1d6, 2 is 2d6, etc). Out of the dice pool, for every check you fail (4 or below on roll), increase your condition ranking by 1 as well as gain a respective condition. So failing 2 out of 3 applies a moderate condition and increases your condition ranking by 2, whereas failing only 1 out of the three applies a minor condition and increases your condition ranking by 1.

If at any point the total condition ranking rises above catastrophic, your suit completely defuncts, shuts down for 3 combat turns (10m out of combat), and can no longer perform functions.

You may not roll any amount of attempted W.E.P.'s that would potentially increase your condition ranking beyond 5; A condition ranking of 4 means you may only attempt 1 W.E.P. roll in total.

Incurring a condition from using W.E.P. does not inately end, halt, or otherwise prevent W.E.P. from being used. The action still performs normally and with the applicable modifiers, but after it is performed the unit immediately suffers the applicable condition gained from using W.E.P.

Each increase in condition causes a basic penalty applicable to the action. For first instances of the condition, the following occurs (for 3 rounds where applicable): If an attack, the user gains a -1 to hit; if to gain mobility, the user loses 5m (-5 penalty) of their mobility. If to strengthen up, the suit loses 50lbs of strength.

For failing checks for multiples of the same actions with W.E.P. (increased mobility and fail twice, increased attack and fail twice, etc), the following occurs (For 3 rounds where applicable): For attacks, a concurring -5 penalty to hits. For mobility, a concurring -10m penalty to movement. Strength is lost by an additional total of 150lbs per. For standards and swifts, an additional round must pass where you do not use a standard or swift respectively. Following this, you can attempt to use W.E.P. to regain standard or swift actions on your next round but doing so uses W.E.P. as normal.

You can stack up varying conditions, but your overall base condition ranking increases. For example, you can attempt W.E.P. to gain an extra attack, and upon gaining a condition in W.E.P. for doing so (say -5), use W.E.P. to gain additional mobility, and upon gaining a condition in that gain it's respective changes (a single failure would cause only -5m for mobility; Failing a check with mobility would not affect the condition for chance to hit).

On top of these, gaining a condition (not ranking) of major or higher incurs 5 physical damage per additional ranking (Major is 5 DV, Severe is 10 DV, Catastrophic is 15 DV).

Your condition ranking lowers for each condition lost (a moderate condition that you shake off reduces your rank by 2). Once all conditions are gone, your condition ranking is reset.

### Conditions Table:

	<i>Attack</i>	<i>Mobility</i>	<i>Strength</i>	<i>Standard</i>	<i>Swift</i>
1	-1 to Hit	-5m	-50	-	-
2+	-5 to Hit	-10	-150	+1 Rnd.	+1 Rnd.



# SCRAP MARKET

## Scrap and You

While the pod material converters are astounding, even they aren't complex enough to make everything under the sun. Some of the pods that fell didn't house power armor, they housed even more advanced tech. Gigantic tank-sized kinetic slug launchers, mortar/artillery cannons, and more crashed down in cargo pods similar to their power armor brethren.

Some items were picked up by people in power armor; Others by the government. Still more were obtained by the various suit factions that began to pop up across the globe. However, the issue was always the same ancient problem, someone wanted what the other had. While force worked for a time, it became inevitable that people needed a method to trade what they found for something else that they desired.

This is when the scrap markets' inception came about.

## Market Flow, Supply and Demand

No one's entirely sure who started the scrap market. Some argue it was a suit user, others say it's a ponzi scam by NATO. Still others say it was first made by pirates looking to gain the best tech and trade it amongst each other. The simple answer is, whoever made it is either long gone, or keeping his or her head low to the ground.

It's a simple step-back and forth using typical market understanding; You trade in suit parts, whether collected from a pod, cargo pod, or from force for "scrap", or the markets' currency. With it, you can buy your own parts up on the market, or for some willing-to-trade nations, swap it directly for solid cash.

For some, it's all about the money; The big prize though is the advanced tech from the cargo pods. They don't pop up often, but when they do, everyone who has a connection in the market begins scrambling to claim it with a fistful of scrap. It can be dicey, some sellers have some rather specific terms to be met when they put them up for sale, and those who don't follow the terms tend to get a bad rep pretty quick in the market; Some take the blow, others try to put up a good face with the public. In any case, when good tech comes around, the answer is you better have your scrap up and ready on the table, otherwise it'll be out in a flash.

If the big prizes aren't your thing, you can always trade in for some different parts. Sometimes people aren't completely happy with what the pods gifted them, and the market is a prime chance to turn in and swap out. Got a big cannon but much prefer that railgun you saw blastin' people out the backdoor? Trade in, swap out. Really feeling the need for repairs and construction with some drones? Trade in, swap out. The great thing about the suits is their adaptability to new items and functions.

## Suits, Upgrades, and Trade

If you're looking for a quick trade in, swap out deal, you're in luck: So are a lot of others. Trades that are simply a direct trade off tend to be 1:1 returns, the market doesn't cut a share from people doing a direct trade like that. When you're selling/buying with/for the scrap currency though, upkeep has to be made.

You can swap in any weapon or addon (minus armor material-related or nanite-related modules) for other modules or weapons of the same value. Colossal ballistics for a railgun, combat drone for electro-pulse, or electron shield and internal sensors for external sensors and stasis. The suits are adaptable enough to solidly spit out and take in modules on the fly, even adapt new hardpoints (Free hardpoints are innately tied to the suit that they were made with). They have limits though, it can't spit back the nanites it injected you with, nor can you rip it's armor off for similar; The science behind suits is getting close to figuring out the armor material enough to do this however.

Selling or buying comes at it's own price though. For weapons, you gain it's class in scrap (Experimentals are 5 scrap); Modules gain scrap equal to 1/5th their resource cost (Internal sensors are 1 scrap). To buy a module or resource, it's five times it's cost in scrap as it is resources (Internal sensors are 25 scrap).

Suits aren't all-powerful though, they have their innate limitation on how much junk you can slap on it. Scientists are still debating and researching why the suits seem to max out around that level, some say it's a processing limit, others argue a heat barrier; Whichever is correct, the answer remains that suits can only take so much before you just overload them.

Each government has differing return values on scrap if you're looking for quick bank. Their exchanges are listed separately by each government that's in support of the market, so pay attention unless you want to end up with less cash in hand than you expected.

Then there's the special tech, the cargo pods that fell without armor and with specialized items and technology. The prices on these vary wildly by seller, some are pretty fair about their trade, others try to get as much as they can out of it. The market doesn't offer it's own cover for the goods though, only a means to sell it through, so sellers tend to put up a good middleman of some sort to keep themselves safe. Be it hired suits, or amnesty and protection from a faction or government, the big bucks are always open to be earned in specialized tech trades.



# SCRAP MARKET

## Progression and The Market

The Scrap Market is the in-lore, usable progression system for Armored Descent. All items located in this section are not available for player creation; They must be obtained through playing the tabletop itself and earning it. How it can be earned is heavily dependant on the group and how they wish to progress, as well as how quickly.

All progression items can be bought at a listed value of ten times resource cost, unless the GM wishes to adjust the values in total, or for a particular item. Conversely, depending on the group, the party may have to achieve particular goals or do missions to finalize the trade agreement (the 'terms' that the buyer has before selling the module). Finally, the GM may elect the item cannot be found on the market, and either must be found in their selected campaign (either through missions or as a reward for such), or simply it is unavailable (barred from gameplay). While the last option is recommended as a last resort, it is up to the group and GM to come to a consensus on what is allowed, how quickly they wish to progress, and how difficult it is to achieve.

As stated prior, all suits have a limit on resources of how far they can progress. That limit is no suit build can total an amount above 300 resources. Once the player begins play and progressing, they can opt to take modules either from the specialized Scrap Market list, or directly from the character creation list using the values listed beforehand (sell at 1/5th resource cost, buy at 5x resource cost). This limit goes under the assumption all items listed in the scrap market are available; Any changes to progression made by the GM and/or group will have to account for balances on their own.

Depending as well, the GM and/or group can choose how they wish to portray the Scrap Market in their campaign. Be it a legitimized marketplace, a dark blackmarket meant for illegal trade of suit parts, or some other variant is all up to interpretation. If it's a black market, the GM might elect that the party must have some sort of contact that can get connections from the market for trade. All changes that the group or GM elects to use does not reflect the function of the base ruleset and is merely semi-supported homebrew options.

## Progression Locked Items

The following is a list of items available only after character creation and the scrap market. Most are designed to be less about direct upgrades to pre-existing modules and weapons, but to add more variation and personalization up to the player's discretion.

Weapons listed in a "Class" denote the required Hardpoint to mount them; A class 1 requires a level 1 hardpoint, up to Class 5 requiring a level 5 hardpoint. Unassociated tend to have their own rules, so pay close attention to the specifics. Modifications (changes to existing weapons) do not affect the required Hardpoint unless stated otherwise.

## CLASS 1 WEAPONS

**Class 1 Weapons can be mounted on any Hardpoint level 1 or above**

## CLASS 2 WEAPONS

**Class 2 Weapons can be mounted on any Hardpoint level 2 or above**

**Indirect Artillery (IDA) Module - 10 Resources:** Arcing explosive launcher that ignores penalties for firing through solid objects that are under 100m tall. Attacks still require Line of Sight gifted from some other source (Drone, suits w/ Command Suite, etc). DV of 6, Pi of 5.

**Electric Arc Ballistic - 10 Resources:** Fires an electrically charged shell (or arcs lightning, up to player discretion of fluff) which discharges upon impact. DV of 7, Pi of 6. Affects all targets within 30m of the enemy target for 1/2 Pi and DV (DV is rounded up). Those enemies then arc an additional 30m to another unaffected unit; enemies cannot be hit more than once from this attack (an additional arc cannot hit an enemy that has already been affected by an arc).

## CLASS 3 WEAPONS

**Class 3 Weapons can be mounted on any Hardpoint level 3 or above**

**Metal Storm - 15 Resources:** Gaussian driven launcher that fires slugs laced with metallic shrapnel at high speeds. DV of 8, Pi of 7. For every range threshold increase from close combat, decrease DV and Pi by 1 each. Firing from adjacent melee range increases DV by 3, Pi by 2 and ignores ruling on firing from close range (DC check does not increase by 5 for firing into melee).

**Plasma Orb Launcher - 15 Resources:** A large plasma collector gathers up and launches an orb of plasma which deals DV 6, Pi 5. Upon impact, the orb destabilizes and becomes a puddle of 15m, which deals 2 DV and maintains Pi to all targets which start in it. Can be charged up to five times, for 1 DV and Pi each (up to 11 DV, 10Pi), and each charge increases the puddle's radius by 5m.

## CLASS 4 WEAPONS

**Class 4 Weapons can be mounted on any Hardpoint level 4 or above**

**Howitzer Artillery Cannon - 20 Resources:** Heavy duty artillery cannon that ignores penalties for firing through solid objects (shells are treated as traveling above solid objects). Attacks still require Line of Sight from some other source (Drone, suits w/ Command Suite, etc). Requires a standard to deploy, rooting the user in place and preventing movement; Disabled via a swift action. Reduces range modifier by one; CQC range DC however is 10 (not designed for close combat). DV of 11, Pi of 8 in a radius of 15m.

**Combat Adapted Sonic Amplification Unit - 20 Resources:** Vibrations are generated and directed towards a target or group of targets, stunning organic enemies for 5 turns, applying a penalty to hit of 5 (-5 to hit rolls) to all affected targets for 3 rounds, and shoves the enemies back in a line. Line reaches up to 30m, and units can be temporarily stacked upon each other (can occupy same square) from the attack. Terrain in the 30m line cracks and upheaves from the vibrative force. Requires 5 turns/7 min to recharge.



# SCRAP MARKET

## CLASS 5 WEAPONS

Class 5 Weapons can be mounted on any Hardpoint level 5

### Hyper Kinetic Slug Launcher (HK-SL) - 30 Resources:

Easily described as an oversized railgun, this cannon utilizes a multi-charge rail system coupled with a Gaussian drive kit to propel immense solid slugs or massive explosive shells. Due to its size, it requires a standard to deploy, rooting the user in place and preventing movement; Disabled via a swift action. DV of 14, Pi of 10. Cannot be fired consecutively.

## UNASSOCIATED

Unassociated Weapons have their own ruling on what hardpoints can mount them, depending on the situation or build.

**Visceral Grip:** A suit's hand/limb is configured for grasping and crushing objects and targets. Attacking with the visceral grip (standard action) grapples the target, preventing that target from moving (the target may still attack or use their standard); The user as well cannot move unless his strength allows him to at least drag the opponent (dragging is 4x Strength). To escape the grip, the target must attempt to break free against a DC 15 with a basic d20 roll. A target may opt to burn 15m of mobility to gain a +1 on the roll. DV/Pi and resource cost is dependant on class choice. A Class 1 is a DV of 6, Pi 5, and resource cost of 5. Class 2 is DV 7 / Pi 6, and resource cost of 10. Class 3 is DV 8 / Pi 7, and 15 Resources. Class 4 is DV 10 / Pi 7, and 20 Resources. Class 5 is DV 11 / Pi 8, and 25 Resources. Each turn the enemy is caught in the grip of the user, the DV and Pi increase by 3/2 respectively. Requires a standard to maintain the grip.

**Detachable Weapon - 5 Resources:** Add to a pre-existing weapon. The weapon gains the means to move and hover within 15m of the user (Can move indefinitely, but cannot leave 15m radius from user). The weapon is treated with the same rules as drones, except it cannot act or move of it's own accord (acts and moves on the same turn as the user). The weapon grants it's user Line of Sight on targets it can see, and only suffers penalties when the weapon is firing through solid objects (if Line of Sight is granted from another source).

**Suppression Conversion - 5 Resources:** Add to a pre-existing weapon with a DV value above it's Pi value. The weapon undergoes heavy modification for negating armor rather than damage. DV and Pi values swap (8/7 becomes 7/8) and cannot be changed back; The modification is permanently applied.

## UTILITIES

**Active Inertia Canceller (AIC) - 15 Resources:** Projects a dampening field 180 degrees in front of the user (including directly left/right). Enemy attacks that go through the field are slowed heavily, reducing their Pi by half and DV by 1/4th (DV 8 becomes DV 6) before affecting the user. While the field is active, the user's mobility is reduced to a maximum of 15m (is not affected by locomotion options or mobile variant). Requires a swift to activate, deactivate, or change direction of the dampening field

**Momentum Disruptor - 20 Resources:** Creates a containment field of 180 degrees in front of the user (including directly left/right) which halts motion in a 3x2 (30m (rotation up to player choice)) rectangle. Enemy units caught in the field halve their available mobility. Containment field lasts 1 round. All shots that collide with the field, excluding the user's are suspended and fail to connect. Requires standard to activate. Recharge is 6 rounds/ 10 minutes.

**Electronic Counter Measure (ECM) Field - 10 Resources:** Projects a disruption field which afflicts enemy targetting and sighting systems when viewing the user, increasing DC to be hit by a modifier of 3.

**Hydraulic Kinetics - 5 Resources:** High powered hydraulics are installed into the suit to increase the suit's strength by twice it's normal amount (Ex. 600lbs for Mesh becomes 1,200lbs).

**Mutually Assured Destruction (M.A.D.) - 10 Resources:** Nanite factory which produces nanobots which attach and direct more suit energy and resources to overdrive systems. W.E.P. uses count as double their normal amount (DV increase becomes 6/4 instead of 3/2 per use, mobility becomes 30m instead of 15m per use, etc). Requires a swift to activate, and each round activated results in 5 direct physical damage (unresisted). Gaining a modifier of moderate or above from W.E.P. use applies an incrementing 5 direct physical damage (Moderate becomes 5 damage, Major becomes 10, Severe becomes 15, and Catastrophic becomes 20).

**Precision Geodesy System - 20 Resources:** A small sect of three probes purpose built for scanning, triangulating, and creating a topographic view of the area are given to the user. These probes act with the same rules as normal drones and have no weapon of their own. To operate, they must be set up in a triangular fashion with no side less than 30m (each drone must be at least 30m apart from one another to enable scanning). Each probe must expend a standard to both deploy and disengage from deployment; A deployed probe cannot move, but is considered active for scanning. When every drone is scanning and active, they grant Line of Sight on every available target within a 100 meter radius from the center of the triangle (if no direct center is available, choose a square adjacent to the middle). May elect to purchase additional probes with the module at a resource cost of +5 per probe.



## By Your Powers Combined

Even with all the powerful weapons and utilities available, the development of greater and more powerful options didn't vanish. Aspects and technology of one weapon were played with and merged with others as well, both by those who made the armor pods, and humans.

Fused Weapons are weapons which take aspects and technology from two or more sources and condense them into a greater weapon, sometimes with large drawbacks. A GM or group may elect to ban or limit weapons at their choosing, following the same rules as all progression items (These are also progression-locked and unavailable from the beginning). To merge any set of weapons, condense both weapon's resource costs together and then multiply it by 1.5, and follow exchange rules as with all scrap market items. (A resource total of 40 resources for two merged items requires 200 scrap x1.5 for 300 scrap default for the fused weapon, excluding changes made by the GM or group)

Fused weapons require the player acquire both weapons, find a suitable in-lore method of merging them (either by human hands or by a converter potentially dropped by the Fae), and account for any discrepancies the weapon may have (Resource limits, Hardpoint requirement, etc).

As a general rule, fused weapons are incapable of using W.E.P. unless stated otherwise with their own special rules in the Fused Weaponry W.E.P. section.

## FUSED WEAPONRY

**Highly Experimental and prone to breaking, these new-tech weapons have their own unique requirements and functions.**

**Colossal Howitzer - 25 Resources:** Merge Colossal Ballistics and Howitzer to create. Easily described as a new-age Krupp nightmare, this humongous artillery cannon is nothing short of a sheer upscale of size. DV of 14, Pi of 9 in a radius of 30m. Due to the length of the barrel and size, this weapon cannot reasonably be brought to bear upon nearby combatants (cannot attack within 15m of it). Reduces range modifier by one, but CQC range DC is 10. Requires a standard to deploy, rooting the user in place and preventing movement; Disabled via a swift action. Mounted on two Level 5 Hardpoints.

**Chaff Field:** Merge any Ballistic option and Chaff Explosives to create. A quick, rapid fire succession of chaff shells completely obscure vision and provide concealment. For every increase in ballistics level, increase the amount of clouds you can produce at once (Light Ballistics is +1, Medium is +2, Heavy is +3, and Colossal is +4). Clouds can stack either directionally, or by area covered (can affect the same squares multiple times, or multiple squares in a line). Same penalties to firing through a cloud as Chaff Explosives (firing through multiple clouds compounds the difficulty). Requires a standard to use. Total of 10 charges, recharge 1 per every 2 rounds/4 minutes. Resource cost is Chaff Explosive + Ballistic choice; Requires no hardpoint.

**Drone Countermeasures:** Merge Flares and any Drone (or Godesy System probe). Your drone now gains flares for defensive purposes. Increase resource cost of each drone you merge with the flares by 5.

**Target Scrambler - 20 Resources:** Merge EMP Cannon and Tracer Darts. A disruptive, imbedding dart is fired onto a target, disabling its targetting systems and granting a bonus of +5 to any attack attempting to hit the target. Lasts 3 rounds. Requires Hardpoint level 5 to mount. Recharges a dart every 7 rounds/15 minutes; total of 3 bolts.

**Kinetic Shard Swarm - 35 Resources:** Merge Metal Storm and Kinetic Strike Module rank 5. Thought up by someone who thought bashing an enemy to death just wasn't metal enough, this unweildy fist cannon is designed to be used while giving a solid right hook to the face of your foes. DV of 14/ Pi of 8. For every range threshold increase from close combat, decrease DV and Pi by 4 each. Any melee attack with this weapon increases DV by 4, Pi by 3. Requires Hardpoint level 7. Every time you attack with this weapon, roll a d20 against a DC of 5. For each failure, your suit suffers 3 damage.

**Plasma Sword - 35 Resources:** Merge Cutting Blades rank 5 and Plasma Torch. Created to burn its way through the armor of suits, this weapon works better when used consecutively on a foe. DV of 14, Pi of 8. The target suffers 2 DV, 1 Pi each round for two rounds; Each additional hit increases the damage over times' DV by 2, Pi by 1, and increases the duration by 1. Requires Hardpoint level 7.

**Grip Launcher :** Merge any Visceral Grips and the Towing Cable utility. Add 5 on the Resource cost of the Visceral Grips. Gain the ability to launch (in a 30m line) your Visceral Grips to grab a target. You may attempt to either drag or pull the target to you, if your strength is high enough for dragging you succeed. Damage, Pressure, and hardpoint cost remain unchanged.

**DEO - Directed Explosive Ordinance - 20 Resources:** Merge Proximity Mine Launcher and Micro Missile Pod. Each missile launches a sect of 6 mini proximity mines to any square (user choice) in 5m of target area. Each miniature mine does DV 2 / 2 Pi. Hold up to 5 missiles, recharges a missile every turn. Requires hardpoint level 4.

**Metal Shard Fragment Barrage - 40 Resources:** Merge Metal Storm and HK-SL. Arguably the most terrifying weapon in use, the MSFB is considered by some a warcrime weapon. Accelerating a fragmentable shard round with Gaussian tech coupled with a multi-charge rail system, the impact of shrapnel from the round tears through all but the most durable targets. Deals 16 DV, 12 Pi in a straight line, reducing damage by 6 DV/ 4 Pi per target (Second hit does 10DV / 8 Pi, third does 4 DV, 4 Pi). Firing the weapon staggers the user until their next turn, debalancing the suit and risking the chance to fall prone. While staggered, mobility is reduced by 15m and any hit on the user causes him (the defendant) to roll a d20 against a DC 10. If the unit fails his roll, he immediately falls prone and follows rules on getting up as with the Knock Prone action. Cannot be fired consecutively. Requires 2 Level 5 Hardpoints to mount.

**Heated Blade Lasher - 35 Resources:** Merge Cutting Blades rank 5 and Flamethrower (Class 4). Swinging the blade lobs a line of plasma (or heated material, player choice) in a 15m line. Deals DV 14/ Pi 8. Requires Hardpoint level 7. Reduces damage by 4 DV/2 Pi per target hit.



# SCRAP MARKET

## Fused Weaponry and W.E.P.

To account for all the particular balances of W.E.P. and Fused weapons, fused weaponry is considered incapable of W.E.P. unless a particular exception is noted in this list.

Any exceptions only use W.E.P. with their noted particular changes in their respective description.

## **FUSED WEAPONRY W.E.P.**

**Colossal Howitzer:** Gaining a Standard with this weapon is counted as a Class 10 (Requires 10 uses of W.E.P. to gain an additional attack (Reasonably speaking, only capable of being done with M.A.D. and W.E.P. together)). All other rules remain the same.

**Kinetic Shard Swarm:** Gaining a Standard with this weapon is counted as a Class 5 (Requires 5 uses of W.E.P. to gain an additional attack). All other rules remain the same.

**Plasma Sword:** Gaining a Standard with this weapon is counted as a Class 5 (Requires 5 uses of W.E.P. to gain an additional attack). All other rules remain the same.

**Grip Launcher:** Treated the same as the normal Visceral Grip for determining W.E.P. use; All rules remain the same.

**Directed Explosive Ordinance:** Firing another missile requires 4 uses of W.E.P. and the individual mines cannot be incremented for damage (Damage increase not possible).

**Metal Shard Fragment Barrage:** Incrementing the damage done via W.E.P. threatens destabilization. Roll a d20, and for each use of W.E.P. increase the DC check by 5. If the user fails, they immediately fall prone from the blast, irregardless of stagger condition. Unit is still afflicted with stagger until stagger condition resolves normally. Cannot use W.E.P. to fire an additional time.

**Heated Blade Lasher:** Gaining a Standard with this weapon is counted as a Class 5 (Requires 5 uses of W.E.P. to gain an additional attack). All other rules remain the same.





# CLARIFICATIONS

These pages are used to address potential issues and confusion that may come about from rule use. If you are uncertain about something, consult these pages or your GM on how a particular item/action/etc works. As always, everything is subject to change.

If you have to sit there and use physics or realism to try and explain (or argue) something for longer than 10 seconds, you're being a "That Guy". Don't be a That Guy.

-Case in Point: Invisibility. Games make this simple, don't argue physics for it (Ex. D&D 4 Stealth skill success description: "You are hidden, which means you are silent and invisible to the enemy") No, we don't need to explain the science behind everything. That's what scientists are for. If it's unknown technology, then yes, it received a dose of handwavium.

-No, wikipedia is not the most credible of sources. Stop using it

The rule stands: it's GM Discretion for things that have no direct answer in the book

-This should be obvious, but apparently some people have mental breakdowns when things aren't defined.

No, the Pressure system is not "realistic", it's there to prevent armor from soaking damage from every last gun that isn't an Experimental.

If it's Fluff/Background related, I (HardTarget) don't touch it. Don't even ask me. Ask your GM or the IRC.

No, meters are not a measure of relative speed, they are merely for game mechanics and grid movement. Argue it however you want.

If your weapon concept involves proximity mines attached to it, you will need GM approval.

If your action in-game involves physics, it is up to GM discretion what it does

- Particularly if it involves the teleporter beacon
- Especially** if it involves the teleporter beacon

Recharge works by recharge. Call it a solar panel, active solar energization, or anything you want. It just works

- I will probably fluff this in time

Weight is up to GM Discretion for effects at this time

-Yes, you may fall through ceilings and/or floors. No, this will not always happen.

- Slated for rulings

Yes, a Kinetic strike module can be fluffed to cover all of your limbs. This does not give you extra attacks.

- Yes, I know you want to be cat. Buy another KSM then.

If it involves using the Kinetic Strike Module to pogo-launch yourself, stop

- Even if it's fun
- Especially if it's fun

Pilot info is not finished at this time

- Slated for revision

If you don't like the fluff on a particular item, re-envision it as you like, but it remains mechanically the same

- Yes, you can turn your Colossal Ballistic into a trio of chainguns if you really want
- No, this doesn't give you additional attacks

If you're using the towing cable for anything but dragging items, it is up to your GM to tell you what happens

- There is a reason you can fire it at people
- Yes, it is very effective against melee combatants

No, you cannot do the "fastball" trick with collapsible

No, you cannot grow fur or extra limbs (tails) with Canvas or Progenitor nanites

- You know the reason why this is here

No, you cannot hack other suits with programs

- Even if it's your ex
- Yes, even with the spider
- You can trace the wi-fi
- Yes, this can reveal their positions if they don't flip it off
- You can use Pigeon to get info on an enemy suit
- No, it does not give you the information on other suits connected to it

Yes, cutting blades and Kinetic Strike Modules are currently the same mechanically. This is on the list of things to be changed

- No, bringing it up won't make it change faster
- Yes, there is a list. It is long. I am working on it.

Yes, you can have a Hard Point anywhere that can make sense or be applied realistically

- Yes, you can have a cutting blade ponos
- Your group will still look at you funny

Yes, you can feel pain with most user interfaces at your discretion

- Stop trying to make additions on your armor so you can 'get off' while in your suit
- Stop being the 'whizzard' of the group. No one wants to see it.

Yes, you can make the Sentient AI your wAIfu

- She still can take over your suit if you treat her badly

You can take additional form in the form of any animalistic shape, as stated by limits

- Yes, you can take an additional form of a human with extra limbs

The Command Module can feed real time information on any data transferred to it

- No, you can't use this to give sim-sense level sexual pleasure to others. This is not Shadowrun

Just in general, using your suit to give or get sexual pleasure in anyway doesn't work. Stop trying.

Canvas Nanites I and Progenitor are one time use only

- Canvas Nanites II is the one with shapeshifting

If it says "As <insert>, but also [...]", it means it grants the benefits of the former, as well as additional benefits

No, super heavies don't get more guns than mesh.

- Yes, I understand why they would
- They still don't get more guns





If you are a Mesh and you are not using your mobility, you will die. Moving adds a relative bonus to related DC checks against you for hitting that round (GM discretion for amount). Page 15, Right side, Top right where the paragraph cuts off from the example box.

-Yes, it is relative

-Yes, you can run circles around an enemy and then attack for increased DC to not be hit.

-Why the fuck does no one use flares?

-If you want realism, go outside. Likelihood is the weather out there would be more kind than the response you'll get from IRC for dragging realism into a game.

Railgun's are slated for a checkup and crunch balance

-Colossal Ballistics is still better if you stand still

-No, not everyone bobs and weaves around in combat

-Though if you're a mesh user you should. See above.

All weapons are slated for diversity and changes to give them more unique and particular functionality

-Yes, we've heard it a thousand times, KSM and Cutting blades should be different.

Armor fluff/descriptions is/are slated for change

-Even if you like the fact the best armor is British/American

No, Thermal Resistance does not grant resistance to plasma, it is purely environmental

-We don't need to add too much complexity to the game

No, Self-Repair does not heal you, and Hydra Nanites do not heal your suit. They are separate.

-This will be explained when pilot stats exist

If you do something to startle or mess with people in invisible, even if it doesn't start combat likelihood is they are going to find you shortly after

-Especially if you are making loud noises

-Even if they're ghost noises

Infiltrator does make you appear like any normal person, even if your suit should by no means look that way

-People can still bump into you if you're too big/wide

-If you try to get into an elevator as a Superheavy you will find the space to be quite cramped

While you can get multiple shields, they should be attached to a reasonable limb.

-Your hyper weapon does not count, Ranch

-No matter how big it is

Mesh Quadruped is indeed a thing

-It will hurt

It's understood some options are merely for aesthetic choices (Armored + Exposed, or Angelic Variant). These were put in to allow people to get said things without having to argue with their GM. They only give the benefits listed.

-Having an angelic-looking suit does not make you more attractive, it only makes your suit look nice

Construct Variants and Suit Constructs are under serious revision and consideration. Balance and Player Agency are both being taken into consideration.

-The more you ask about it, the slower HardTarget works on changing it.

If you want to see pilots with a D&D-alike stat system (DEX/STR/CHA), you came to the wrong homebrewed Tabletop.

Yes, we know everyone takes Improved Hull to reduce weight. That is what it is there for as well as giving the really armored ones a bonus +1 to AV.

No, Drones will not get weapons above Class 2

-Even if it disappoints UN-Anon

-Especially if Trap-kun would've abused it

No, you cannot have a Combat Drone in the hard point of your Combat Drone

-This is self explanatory

Yes, you can use Wi-Fi to transverse the internet/World Wide Web at your leisure in your suit

-Yes, you can play games in your suit

-Yes, your suit can be hooked up to play most modern games at maximum graphics with no framerate drop

-Yes, you can play with your friends with enough controllers

-They may steal your suit

Yes, Line of Sight is a thing, you cannot fire on what you cannot see.

-No, couches or similar objects (cars, vending machines) do not prevent you from being shot, and are counted as cover.

-The general rule is, if it would only just put you out of the opponent's vision if you hid behind it, it's cover. If the opponent would have no hope of seeing you with the object in the way, it's solid

-You can shot at things if you are gifted vision from another source

-This includes: Recon drones, Command Suite from an ally showing vision, or Sonar

-It gives a -3 penalty to hit for each object shot through

-Mesh's should be ducking behind solid objects/walls in urban environments as much as possible

No, collapsible doesn't let you use vision or any suit modules while collapsed

- You can always keep your mesh/light suit in the trunk of your car

It is up to GM discretion if your size applies any benefits or disadvantages to being hit. This is not directly supported in the rules

Fusion does not prevent environmental or otherwise potential natural damage from afflicting you

- Ex. You still need Thermal resistance 2 to avoid burning to a crisp, and Thermal 1 to prevent overheating. You still have mushy physical parts, they are just also part of the suit

Fusion does not natively grant a control scheme. Use either Brain Implant 1 or 2