

-THE LOST SWORDS

CREATING YOUR LOST SWORD

By default, your lost sword has Power+2, Agility+1, 2-Armor, Massive=2. Choose its configuration and choose its systems accordingly.

LOST SWORD STANDARD MOVES

When you use your Lost Sword to **deal with bad terrain**, use its Agility for Handling. On a 7-9 or a miss, you have this additional option:

- *You smash through obstacles, inflicting 1-environ to whatever's in your way. Ask the MC what you destroy and whether you can, in fact, force a way through.*

When you use your Lost Sword to **outdrive another vehicle**, use its Agility for both Handling and Speed.

When your Lost Sword goes into **hard shutdown**, roll+Agility. On a 10+, all 3. On a 7-9, choose 2. On a miss, choose 1:

- *Your Lost Sword slows to a stop. Otherwise, it freezes immobile at this precise moment.*
- *Your Lost Sword lands in a stable, balanced position. Otherwise, it falls awkwardly.*
- *Your Lost Sword maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.*

USING A LOST SWORD AS A WEAPON

Against a person:

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + Massive.
- Ramming inflicts 3-harm ap + Massive + Power.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + Massive, minus your target's Massive + Armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + Massive + Power, minus your target's Massive + Armor, but suffer only the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit inflicts 2-harm.
- A direct hit inflicts 2-environ, minus the structure's Armor. You suffer 3-harm + your own Massive - your own Armor.
- Ramming inflicts 1-environ + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + your own Massive - your own Armor.

WHEN A LOST SWORD SUFFERS HARM

v-harm: stumble, skid, swerve out of the way. No harm to pilot.

1-harm: cosmetic damage. Bullet holes, broken glass, smoke. **0-harm can blow through** to pilot.

2-harm: functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. **1-harm can blow through** to pilot.

3-harm: serious damage. Functional damage affecting multiple systems, but can be field-patched. **2-harm can blow through** to pilot.

4-harm or 1-environ: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. **3-harm can blow through** to pilot.

5-harm or 2-environ and more: total destruction. **Full harm can blow through** to pilot, plus they can suffer additional harm if the Lost Sword explodes or crashes.

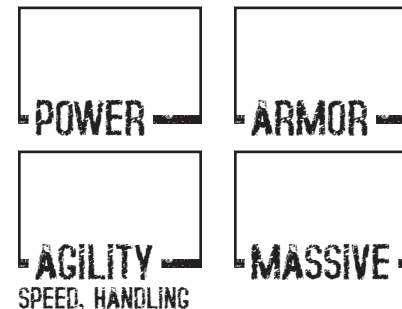
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CONFIGURATION

Choose 1:

- **Bishop:** 1 communication, 1 flight or stealth, 1 weapon, 1 of your choice.
- **Castle:** 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- **Knight:** 1 flight, 1 stealth, 1 weapon, 1 of your choice.
- **Queen:** 3 targeting or weapons, 1 of your choice.



SYSTEMS

Armor systems

- Heavy armor (+1Armor)
- Point-hardened laminate armor
Counters ap ammo.
- Ultra-light armor (+1Agility)

Communication system

- Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

- Jumpjets (+1Agility, loud)
- Glidewings
Allows high, quiet, slow-speed flight.

Life support system

- Integrated Ψ buffer rig
Protects you from Ψ-harm while in the cockpit.

Reactor system

- Improved reactor (+1Power)

Stealth systems

- Adaptive camo skin surfacing (stealth)
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
- Contact-deflective skin surfacing (stealth)
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

Targeting systems

- Target acquisition & lock system
Add +1 to **do battle**.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Handheld weapon adapter
Allows you to aim and fire handheld weapons.
- Mounted weapons:
 - Antipersonnel drone cloud
3-harm, close/far, area, loud, ap.
 - EMP shockwave generator
S-harm, close, loud. Disables electronic systems. Puts target Lost Sword into hard shutdown.
 - Long-range energy lance
4-harm, far, ap, dazzling, concentrated fire.
 - Missile pod
2-environ, far.
 - Twin pulse cannons
4-harm, close/far, burstfire, concentrated fire.

All Lost Sword systems are hi-tech.