

RULES REFERENCE 1

ACTION ROLL

- 1d for each Action rating dot.
- +1d if you have Assistance
- +1d if you Push yourself
- +1d if you accept a Collateral Die

Each time you roll a desperate action, mark a tick of xp for that attribute.

CONTROLLED

You act on your own terms. You exploit a dominant advantage

Critical: The action is a success with **increased Effect**.

6: The action is a success.

4/5: The pilot hesitates. They can withdraw and try a different approach, or else succeed with a **Controlled** consequence.

1-3: The pilot falters. They can press on by seizing a **Risky** opportunity, or withdraw and try a different approach and action.

RISKY

You go head to head, act under fire, or take a chance.

Critical: The action is a success with **increased Effect**.

6: The action is a success.

4/5: The pilot does it, but there's a **Risky** consequence.

1-3: Things go badly. They don't succeed, and experience a **Risky** consequence.

DESPERATE

You overreach your capabilities, or you're in serious trouble.

Critical: The action is a success with **increased Effect**.

6: The action is a success.

4/5: The pilot does it, but there's a **Desperate** consequence.

1-3: This is the worst outcome. They don't succeed, and experience a **Desperate** consequence.

The gm sets the consequences according to the situation. You may suffer one, some or all of the listed consequences. You may attempt to **avoid or reduce consequences with a resistance roll**.

PILOT RESISTANCE ROLL

- 1d for each Attribute dot.

You reduce or avoid the consequence and take 6 Stress minus your **highest die result**.

When you roll a **critical** on resistance, **clear 1 stress**.

PILOT ACTIONS VEHICLE ACTIONS

- ❖ **Command** to force immediate obedience. Lead a fire team in combat; strike fear in others.
- ❖ **Consort** to mingle with allies and acquaintances. Gain access to resources, intel, people, or places
- ❖ **Engineer** to build or tinker with an object. Develop a non-contagious strain of the flu. Fix a broken door.
- ❖ **Finesse** to handle an object with agility. Secretly draw a pistol; hand off a key to a prisoner.
- ❖ **Hunt** to track targets and attack over great distances. Follow a squad through a ruined city.
- ❖ **Interface** to make electronics an extension of your body. Hack into a technologically advanced vehicle; understand how strange tech works.
- ❖ **Prowl** to move with grace and precision. Climb a mech in the middle of battle; sneak past a security camera; stab an unsuspecting foe.
- ❖ **Struggle** to employ lethal or less than lethal violence. Restrain a panicking civilian; exchange gunfire across rooftops.
- ❖ **Study** to meticulously examine details for better understanding. Read technical manuals to find a weak point; determine a statement's truth by scrutinizing the speaker
- ❖ **Survey** to observe your surroundings and predict outcomes. Spot trouble before it happens; discover an attacker's vulnerabilities
- ❖ **Sway** to persuade with guile, wit, & charm. Negotiate better ceasefire terms; convince a guard that you belong in a restricted area.

- ❖ **Battle** to engage in vehicular close quarters combat. Lash out with your scoop arm; fire your gatling gun in a dog fight.
- ❖ **Bombard** to use vehicular weapons designed to attack targets beyond human sight. Designate long range missile targets; shoot a railgun through a skyscraper at an enemy.
- ❖ **Destroy** to employ overwhelming destruction through your vehicle. Carpet bomb a military base; smash a building with a wrecking ball
- ❖ **Maneuver** to move your vehicle with skill and agility. Fly through the valley between skyscrapers; creep across an unsteady bridge.
- ❖ **Manipulate** to deftly move things with your vehicle. Remove a primed warhead from a missile; pick up a baby in its carriage.
- ❖ **Scan** to discern the truth around you through your vehicle. Identify the model of approaching vehicles; spot the heat signature of an active generator.

VEHICLE

RESISTANCE

No dice are rolled for vehicle resisting consequences. Instead, a vehicle resisting a consequence must exhaust 4 Quirks minus the appropriate Attribute rating to a minimum of one.

ASSETS

GENERAL SQUAD UPGRADES

- **Airfield:** The first level provides 1 Supply Point at the start of Downtime Activities. The second level provides an additional 1 Supply Point (total 2).
- **Barracks:** Choose one of your Fire Team Cohorts. It get **+1 Scale**. *Extra room means larger fire teams.*
- **Blacksite:** **+1d to Command** on-site. *Grisly business, but effective.*
- **CCTV Network:** **+1d to Survey** on-site. *With cameras and audio bugs everywhere you've got the advantage.*
- **Cohort:** Gain a fire team (a group of agents) or specialist (an especially skilled agent) that works for the squad. Requires 2 Squad upgrades to purchase.
- **Collection Agency:** Once per Downtime, roll dice equal to your Tier. You earn Materiel equal to the highest result, minus your **most negative Faction status**. *Some of the locals are terrified of you and will gladly pay for "protection."*
- **Commissary:** You get **+1d to Consort** rolls on-site. *Some rationed items and friendly conversation can go a long way.*
- **Cover Business:** You reduce **trust** lost from a mission's target by 2. *The cover of a civilian operation helps deflect some of the attention from those you've hurt.*
- **Factory:** You get **+1d to Fix** rolls. *Any factory can churn out military parts.*
- **Forgers' Workshop:** You get **+1d to the engagement roll** for **deception** plans. *False identities help confuse the opposition.*
- **Guerilla Hideout:** You get **+1d to the engagement roll** for **assault** plans. *The independent fighters around here help you out now.*
- **Hack Lab:** You get **+1d to Interface** rolls on-site. *A hack lab provides tools, both physical and digital, for making superb AR works.*
- **Hidden FOB:** The squad's FOB is hidden from even intensive searches. If it's discovered a Long Term Project will be required to once again conceal it.
- **Holo-grid:** You get **+1d to Consort** with AR entities on-site. *This room simplifies communication between humans and AR entities by bridging their differences.*
- **Infirmary:** You get **+1d to Recover** rolls. *The infirmary has beds for long-term convalescence and medical automation.*
- **Lighthouse Satellite:** Safe passage in space. *When you head into the dark and can contact this satellite, you can't become lost.*
- **Loyal Bar:** You get **+1d to gather information** about the current or upcoming mission. *Your eyes and ears on the streets are always on the lookout for you.*
- **Luxury Venue:** **+1d to Sway** rolls on-site. *Silks, paintings, and crystal impress the clientele.*
- **Mastery:** unlocks 4th action points. Requires 4 Squad upgrades to activate.
- **Motor Pool:** A first level Motor Pool means you pay half the Materiel cost (rounded up) when acquiring new vehicles. At second level the Squad and its Cohorts gain access to Load 3 temporary vehicles for free.
- **Personal Clothier:** You get **+1d to the engagement roll** for **social** plans. *You always arrive on the scene in the most current and alluring fashions.*
- **Propaganda Radio:** You reduce **trust** lost from a mission's employer by 2. *Factions don't want any trouble from you; they look the other way.*
- **Public Works:** You get **+1 Heart** on your Rep track. You can have up to 6 Public Works. *This location supports the locals, so they have your back.*
- **Quality:** Choose a type of item. Those items are better Quality in addition to the Quality bonuses from the squad's Tier and the fine descriptor. Options are: Documents, Gear, Programs, Supplies, Tools, Pilot Weapons, and Vehicle Weapons.
- **Quarters:** Your FOB has comfortable sleeping space for everyone. Otherwise the squad's pilots sleep away from the FOB in vulnerable locations.
- **Radar Station:** **+1d to Scan** rolls on-site. *Tapping into a much larger sensor array gives you the advantage.*
- **Refit Station:** One of the squad's vehicles may remove a piece of gear, changing Load slots occupied by it to undeclared at the start of a mission for free. *This automated arrangement of catwalks and cranes make swapping parts easy.*
- **Regional Records:** You get **+1d to the engagement roll** for **stealth** plans. *You can use blueprints and other documents to determine a good approach for infiltrations.*
- **Scrapyard:** One of the Squad's Vehicles may refresh 1 Quirk at the start of a mission for free. *Spare parts on the cheap!*
- **Secret Routes:** You get **+1d to the engagement roll** for **transport** plans. *You might have access to long-forgotten underground subways, little known mountain paths, or some other route of your choosing.*
- **Secure FOB:** Your FOB has perimeter defences such as automated turrets, trip wire explosives, or a sturdy wall. This helps protect your Squad against attacks while at home. This can be taken twice, with the defenses becoming more effective with the second upgrade.

GENERAL SQUAD UPGRADES

- **Side Business:** Once per Downtime, roll dice equal to your Tier. You earn Personnel equal to the highest result, minus your **most negative Faction status**.
What kind of legitimate business is this? How do you get paid in secret?
- **Storage:** The first level of this upgrade allows the Squad to store up to 8 of all Supply point types. The second level increases the storage to 16.
- **Supercomputer:** You get **+1d** to the **engagement roll** for **scientific** plans. *Its running simulations for you.*
- **Testing Facilities:** when taking the Enhance Downtime Activity the vehicle mark 2 boxes on the Enhance track instead of 1.
- **Training:** Choose Insight, Prowess, Resolve, or Playbooks. When taking the Train Downtime Activity in the chosen category take 2XP instead of 1.
- **Training Course:** Choose a type of Fire Team. All your Cohorts are that type in addition to their normal type. *Now there's never a shortage of pilots.*
- **Transmitter Array:** **-1 Stress** cost for all digital powers and app usage. *This effect applies to the entire Squad, everywhere. You don't have to be at the array to benefit from it.*
- **Trophies Room:** You get **+1 Rep** per mission. *Word of your accolades, earned or "collected," gets around, and your boldness boosts your Rep in the military.*
- **Tunnels:** **+1d** to **Prowl** rolls on-site. *These hidden passages allow you to move around unseen.*
- **Warehouses:** You get **+1d** to **acquire asset** rolls. *You have space to hold all the various spoils you end up with after your battles. It can be useful on its own or for barter when you need it.*
- **Workshop:** The FOB has a space filled with tools, materials, and a database such that the Long Term Project, Salvage, and Fix Downtime Activities can be worked on without leaving the FOB.

COHORTS

A Cohort is a fire team or a specialist that works for the squad and is directed by the pilots. Acquiring a new cohort costs **2 squad** upgrades.

Creating a Cohort:

1. Choose to make a **Fire Team** (Fire teams have quality and scale equal to the squad's Tier.) or **Specialist** (Specialists have quality equal to the squad's **Tier+1** and **Scale of 0**).

2. Choose your Cohort's expertise.

- Fire teams can be **Adepts** (Academics, scientists, mechanics, etc.); **Rooks** (spies, con artists, socialites, etc.); **Rovers** (drivers, astronauts, urban spelunkers, etc.); **Skulks** (thieves, scouts, infiltration, etc.); or **Toughs** (killers, bouncers, warriors, etc.).
- Specialists can be any type of expert. Doctor, assassin, chemist, sniper, and navigator are all acceptable but far from the only options.

An additional expertise can be added to a cohort by spending 2 Squad upgrades. A Squad can have a maximum of 2 types of expertise. A Cohort will have items appropriate to its expertise and quality.

3. Choose 1 or 2 Edges for the Cohort from the following:

- Fearsome (terrifying in aspect and notoriety)
- Independent (able to make good decisions and take action without direct orders)
- Loyal (can't be bribed or turned against the Squad)
- Tenacious (won't be deterred from a task)

4. Choose as many Flaws for the Cohort as it has Edges from the following:

- Brutal (excessively violent and cruel)
- Eager (will act without orders for "the squad's best interests")
- Principled (has an ethic or value it won't betray)
- Obligation (not always available due to other responsibilities, illness, etc.)
- Wild (drunken, debauchery, and loud mouthed)

When a Cohort is sent to achieve a goal covered by its expertise, it rolls its **Quality** to determine the outcome.

- ❖ If the action is outside its expertise, it counts as having a quality of **zero**.
- ❖ If a pilot directs the Cohort with orders, roll **Command**.
- ❖ If a pilot participates alongside the Cohort, they make an **Action Roll** with the Cohort's Scale and Quality affecting the Position and Effect.

If a Cohort suffers Harm, its Harm level increases from 1 to 4 in the following manner.

- **Weakened:** the Cohort has reduced Effect.
- **Impaired:** the Cohort has reduced quality (-1d)
- **Broken:** the Cohort cannot act until it recovers.
- **Dead:** the Cohort is destroyed

If a Cohort's environment is suitable for healing, it removes a level of Harm during a Downtime phase. A pilot can help them recover by spending a Downtime action. Only **Rovers** and **Specialists** with an appropriate expertise start with vehicles. They have vehicles that suit their expertise and the squad's playbook. Cohort vehicles have Load equal to their Tier if that becomes relevant.

A Cohort can be reformed if destroyed. The Squad must spend personnel points equal to the Squad's Tier + 2 to restore it, and also spend two Downtime Activities

STANDARD VEHICLE GEAR

When changing your vehicle's load slots from undeclared to a specified item you can select from the items of your playbook and from the following:

- ❖ **A directed energy weapon [load 1]:** A device that coalesces a highly visible beam of thermal energy useful for melting through targets but prone to overheating.
- ❖ **A flamethrower [load 1]:** A nozzle that fires a stream of burning liquid and is terrifyingly effective against unarmoured or lightly armoured targets.
- ❖ **A heavy cannon [load 2]:** A large bore cannon designed for penetrating heavy armor that has a low rate of fire but a long range.
- ❖ **A holo-projector [load 1]:** Can be used to visualize the AR or specific images.
- ❖ **A machine gun [load 1]:** A heavy machine gun effective against vehicles, and devastating against infantry, at relatively short ranges.
- ❖ **A melee weapon or two [load 1]:** A vehicle mounted melee weapon such as tire spikes, a plow, or hand held blade.
- ❖ **A rack of missiles or rockets [load 1]:** A case full of guided or unguided self-propelled explosives that often cause unintended destruction.
- ❖ **A shield or forcefield [load 1]:** A pilot directed thick alloy plating, or electromagnetic barrier held at a distance from the vehicle's body to protect from incoming attacks. Does not count as Armor for reducing Damage.
- ❖ **A spotlight or flare mortar [load 1]:** A source of illumination mounted on the vehicle; the former offers directed light while the latter illuminates a wide area for several minutes by launching into the air.
- ❖ **Anti-infantry defences [load 1]:** A close range shrapnel launcher that shreds flesh and light materials but does little to sturdy objects.
- ❖ **Armor [load 2]:** Spend to reduce Damage by 1 level. Armor is restored at the start of downtime at no cost. Armor can be taken multiple times, & can be spent once per mission.
- ❖ **Cargo space [load 1]:** A contained area suitable for moving a large amount of objects or a few large objects.
- ❖ **Coding Program [load 0]:** Some vehicles come with a limited code editor as part of their OS.
- ❖ **Destruction tools [load 2]:** Tools for smashing large objects (buildings, vehicles, etc).
- ❖ **Intrusion Countermeasures Program (ICP) [load 1]:** Dedicated computer systems for preventing hacking.
- ❖ **Grapnel anchor tool [load 1]:** Harpoons that stabilize a vehicle to prevent it from shifting position, or allow it to rappel and slowly climb vertical surfaces.
- ❖ **Mobility Suite [load 2]:** A full flight system, dash thrusters, all terrain suspension, or some other modification providing extra mobility to the vehicle.
- ❖ **Modding tools [load 1]:** Tools for modifying large objects on the fly.
- ❖ **Passenger space [load 1]:** A contained area suitable for a few to travel in comfort, or many to travel in cramped conditions. A vehicle without passenger space can uncomfortably fit two people, including the pilot, in the cockpit or equivalent.
- ❖ **Retrieval Program [load 0]:** Some vehicles have programs for searching through connected databases.
- ❖ **Supply reserves [load 2]:** Allows the squad access to their supply points during downtime even if the fiction says that they should be unable to access them.

STANDARD PILOT GEAR

When declaring items that your pilot is carrying during a mission, you can select from the items of your playbook and from the following:

- ❖ **A blade or two [Load 1]:** A big 1-handed blade or a smaller (but no less deadly) pair.
- ❖ **A heavy weapon [Load 2]:** A large 2-handed weapon such as a sledge or wood axe.
- ❖ **A pistol [Load 1]:** A semi-automatic pistol or revolver.
- ❖ **A rifle or shotgun [Load 2]:** A semi-automatic rifle or pump action shotgun. Useful at distance or close up, respectively
- ❖ **An unusual weapon [Load 1]:** A stun baton, nerve-whip, or something stranger.
- ❖ **Armor [Load 2]:** A tactical vest with matching gloves, boots, and pads.
 - **Heavy armor [Load +3, Load 5 total]:** Trauma plates added to the vest, and a helmet added to your head.
- ❖ **Burglary gear [Load 1]:** Lockpicks (both mechanical and electronic), thin wire and hooks, a mister, and other intrusion tools.
- ❖ **Bribe [Load 1]:** The liquid assets a pilot has on hand. Each Supply Point is 1 Load.
- ❖ **Climbing gear [Load 2]:** Ascenders, descenders, fast rope, harnesses, and more. Everything you need to climb a wall or rappel down one for a dynamic entry.
- ❖ **Demolition tools [Load 2]:** Power tools suitable for destruction.
- ❖ **Documents [Load 1]:** Digital and printed files on diverse topics, along with the tools to create or annotate files.
- ❖ **Environmental suit [Load 0 if worn, Load 2 if carried as a secondary outfit]:** A bulky suit that protects the wearer from lack of oxygen, vacuum, radiation, and has maneuvering thrusters for use in microgravity.
- ❖ **Flashlight, flares, or glow sticks [Load 1]:** A simple form of illumination that can be activated when needed.
- ❖ **Intel [Load 0]:** Information provided to the squad that you can access. Spend 1 personnel point to get +1d on a Gather Information roll while on mission.
- ❖ **Intrusion Countermeasures Program (ICP) [Load 0]:** A program that provides some limited protection to electronic devices against hacking.
- ❖ **Long range transmitter [Load 1]:** A device that can send data over great distances.
- ❖ **Palm computer with useful programs [Load 1]:** A small, book-sized computer with handy but simple programs.
- ❖ **Parachute [Load 2]:** A large backpack containing a parachute providing some maneuverability and protection while falling from great heights.
- ❖ **Placed explosives [Load 1]:** A brick of moldable explosive putty with a timer or remote detonator. Never quiet.
- ❖ **Remote vehicle control [Load 1]:** A tool allowing a pilot to remotely control a vehicle but it's not as effective as being in the cockpit.
- ❖ **Smartphone [Load 0]:** A pocketable tool providing many different digital functions but with a reliance on a probably compromised infrastructure for sending and receiving data.
- ❖ **Subterfuge supplies [Load 1]:** A set of actors' props and makeup with accompanying documents for making disguises.
- ❖ **Throat mic transceiver [Load 0]:** A device pressed against the throat that can transmit the wearer's voice over short distances.
- ❖ **Throwing knives [Load 1]:** 6 light blades made for throwing & unwieldy to fight with.

MISSION PLANNING

ENGAGEMENT ROLL

- Take 1d for plain old luck.
- Is the Mission bold? Take +1d.
- Is the Mission especially complex? Take -1d.
- Does the Mission exploit the Target's vulnerabilities? Take +1d.
- Is the Mission's Tactic ineffective against the Target? Take -1d.
- Does the Squad receive external support for the Mission? Take +1d.
- Is anyone interfering with the Mission (other than the Target)? Take -1d.
- Are there any other factors that affect the Mission? Take +1d for each one that benefits the Squad, and -1d if it hinders them. This might include differences in Squad Tier, specialized equipment, unusual terrain, or something else entirely.

EXAMPLE RULES OF ENGAGEMENT

- Firing upon or presenting as a clearly marked medical transport or facility. Medical facilities and transports are generally filled with civilians and wounded, so attacking them is often seen as criminal. Likewise using such a facility as a hiding place or disguise may make the enemy more likely to attack non-threatening versions of such facilities.
- Permission to attack only specific group(s). Sometimes there are multiple non-ally squads operating in the same area, but not all of them are hostile or mission targets.

EXAMPLE RULES OF ENGAGEMENT

- Looting, requisitioning, stealing, and/or destroying civilian, commercial, and/or governmental property. Provocative interaction with non-military property may be restricted to certain groups or certain methods.
- Threatening, or employing force against civilians. The Squad may not be allowed to use force or its threat on civilians, or only use it under certain circumstances.
- Pre-emptive use of force against hostile or potentially hostile targets. The Squad should only attack if they have already been attacked, and not initiate violence themselves.
- Use of disproportionate force. If the Squad are attacked with fists and feet, they should not respond with gunfire.
- Escalation of force. The Squad should never be the ones who increase the deadliness of a conflict.
- How to handle detained civilians, deserters, hostages, partisans, spies, POWs, and wounded enemy soldiers. The Squad may be required to provide or refuse support to any of these groups, and the level of that support may vary.
- Deployment of chemical, biological, explosive, and/or poisonous weapons. These types of weapons are often seen as needlessly cruel due to their lasting Effects and broad collateral damage, so Factions often have restrictions on if and how they are used.
- Use of “enhanced interrogation.” Commonly known as torture, many Factions have restrictions on if and how it is employed.

MISSION COMPLETE

After the mission is complete, resolve Reward, Trust, Entanglements, then Downtime (in that order)

1. REWARD

1. Take a Supply Roll from the Employer Faction, unless the mission was Independent. Roll dice equal to the Target's tier + Employer Faction Status, to a minimum of zero (roll 2d and take the lowest). Gain Supply Points equal to the highest die. If a crit is rolled, take 9 Supply Points.
2. Take your Employer Faction's supply roll bonus
 - Autocracy: +1 Materiel, +1 Trust
 - Corporatocracy: +2 Materiel
 - Democracy: +1 Personnel, +1 Materiel
 - Independent: +2 Rep
 - Oligarchy: +1 Trust, +1 Personnel
 - Theocracy: +2 Personnel
3. Assign the Supply Points as Materiel, or Personnel. Any Supply Points beyond the squad's maximum storage capacity must be used by the end of the next downtime phase or they are wasted.
4. Each pilot checks to see if they did something that furthers their Drive. If they did, add 1 tick to a Drive clock.
5. If the mission supports the Patron Faction's goal add a Tick to the goal's Clock. If the Clock is filled, all squads patronized by the Faction gain a benefit, then choose a new goal for the Faction.
6. The squad earns 2 rep. If the target of the mission was higher tier than the squad, take +1 Rep per tier higher. If the target squad was lower tier, take -1 Rep per tier lower (minimum zero). If the mission was completely hidden, take zero Rep instead of the above.

2. TRUST

1. If a squad benefited from the mission, consider giving +1 to that squad's Status.
2. If a squad was harmed by the mission, consider giving -1 or -2 to that squad's Status depending on how bad the damage was.
3. For every Squad Status point above or below zero, add a descriptor that expresses how that squad views the players' squad.
4. Adjust the Trust of the Faction targeted by the mission.
 - Important infrastructure damaged. -2 Trust
 - A VIP was killed. -2 Trust

- Civilians died. -1 Trust
- Their corruption was exposed to their citizens. -2 Trust
- At least one of their squads took casualties. -1 Trust
- The mission's target was high profile/well connected. -1 Trust
- The Faction was attacked in a region they control. -1 Trust
- You have Vendetta with one of their squads at the start of the mission. That squad does not have to be involved in the mission. -1 Trust

5. Adjust the Trust of the employer's Faction for the mission.

- Civilians died. -1 Trust
- The ROE was broken. -2 Trust
- Important infrastructure damaged that was not the mission's target. -2 Trust
- A squad that was not the mission's Target and belongs to the Employer was harmed. -2 Trust
- The mission was successful. +Trust equal to double the Target's tier, minimum 1.
- At least one secondary objective was completed. +2 Trust
- You have Vendetta with one of their squads at the start of the mission. That squad does not have to be involved in the mission. -1 Trust

6. Adjust the Trust of the squad's Patron Faction.

- Another Faction Was Aided. - 1 Trust
- The Patron's interests were harmed. -2 Trust

7. Adjust Faction statuses.

- When Trust reaches 9, that Faction's Status gets +1, Trust rolls over to 1, and any remaining Trust is then added.
- When Trust reaches zero, that Faction's Status gets -1, Trust rolls over to 8, and any remaining Trust is then subtracted.

3. ENTANGLEMENTS

Look at the Faction that the squad has targeted during the mission to determine the Entanglements table that will be used. If the last mission targeted an Independent squad, use that squad's status. Roll a number of dice equal to 3 minus the squad's Relationship level with their Patron Faction (or the Faction with the highest Relationship if they lack a patron) and take the highest result. If the total is 0 or higher, roll 2d and take the lower result.

Faction is at -3		Faction is at -2 or -1		Faction is at 0+	
1	Flipped or -2/-1	1	AI Attention or 0+	1	New Recruit
2	Missing Supplies	2	Fire Team Trouble	2	Civil Unrest
3	Toxic Gear	3	Lowest Bidder	3	Cooperation
4	Desperate Refugees	4	Rivals	4	Embedded Favorite
5	SCRAMBLE!	5	Debriefing	5	Letter From Home
6	Show Of Force	6	Requisition	6	Brass-holes

- **AI Attention OR roll on Table 0+:** An AI takes notice of your squad's actions & offers to cut a sinister deal with the squad. Accept the bargain, hide until it loses interest (forfeit 3 Rep), or deal with it another way.
- **Brass-holes:** Your superiors issue mission objectives that don't make sense to the squad. The squad takes **-1d** on their next **Engagement Roll**. Additionally, roll **1d** to determine the **Tactic** for the next mission (1: assault, 2: deception, 3: social, 4: transport, 5: science, 6: stealth). If the squad decides not to use that tactic, **take -1 Status** with the Faction that assigned the mission, unless the mission is independent.
- **Civil Unrest:** spend Supply Points equal to the number of FOB Squad Upgrades you have, make a Fortune Roll using your Tier to put it down (1-3: Pilots take level 1 Harm "Roughed Up"; 4/5: Cohorts and Personnel points can't be used in the next downtime and mission), or let it run its course (Regions your Patron controls lose 1 Wealth to a minimum of 0).
- **Cooperation:** A Squad with +3 Status asks for a favour. Agree to do it, or forfeit **1 Rep** per **Tier** of the friendly squad, or lose **1 Status** with them. This favor must be completed by the end of the next mission, & may take the form of a long term project, mission objective, or secondary objective. If you don't have a +3 squad status, you avoid entanglements.
- **Debriefing:** One of your Squad is questioned by your superiors. One of the pilots or a cohort is taken in to be grilled. Make a **Fortune Roll** to see how well they resist the pressure (1-3: level 2 Harm, which can be resisted as normal, 4/5: -2 Trust) or bribe the grunts grabbing the person with **1 Personnel**.
- **Desperate Refugees:** A group of civilians mob the Squad demanding supplies. Give them **4 Supply Points**, or make a **Fortune Roll** (1-3: Everyone takes two **Level 1 Harms**, 4/5: lose **2 Supply points**) to see how bad things get.
- **Embedded Favorite:** The Squad is burdened with an NPC that a superior is fond of. The NPC must accompany you on your next mission & get out intact. If you refuse to take the NPC along, take **-2 trust** with the Faction pressuring you to break them in. If the NPC dies, take **-3**

Trust, & if they are injured, take **-1 Trust**. The NPC is a temporary Specialist Cohort with Quality equal to the squad's Tier -1.

- **Fire Team Trouble:** One of your fire teams (or other cohorts) causes trouble due to their flaw(s). You can lose face (**forfeit Rep equal to your Tier+1**), make an example of one of the fire team, or face reprisals from the wronged party.
- **Flipped OR roll on Table -2/-1:** A Rival squad arranges for one of your contacts, sponsors, clients, or a group of your customers to switch allegiances due to the attention on you. They're loyal to another faction now.
- **Letter From Home:** One of the squad's pilots receives a personal message with bad news. They must use a Downtime Activity to **Cut Loose** or suffer **3 Stress**.
- **Lowest Bidder:** Your Squad's gear was manufactured by the lowest bidder. All vehicles immediately suffer **level 2 Damage "Busted"** & **level 1 Damage "Low On Ammo"** (both can be resisted separately), or each pilot can pay **1 Materiel** to get replacement gear.
- **Missing Supplies:** Your supplier didn't give you the supplies you were supposed to get. Lose **3 Supply points** of any type, or try to browbeat logistics into giving you what you deserve and make a **Fortune Roll** (1-3: -2 Trust with the Faction that last gave the squad a Supply Roll, 4/5: -1 Trust instead, 6: no Trust lost) to see if they squeal.
- **New Recruit:** Someone the squad wants safe at home is assigned to them as a new recruit. Describe who this person is & the details of their bond with the squad. **Gain a Specialist** with **Loyal** and **Eager**. Their Quality is equal to the squad's Tier -1 (minimum 0).
- **Requisition:** A cohort, squad upgrade, or acquired asset is requisitioned by another squad. Give up the item (take **+2 Trust** with that squad's patron Faction), bribe the caller with **Personnel** equal to your tier +3, try to hide the object or fight back and lose **1 Status** with that Squad AND their Faction. If you don't have any cohorts, upgrades, or assets you must select an option other than giving up the item as the caller doesn't believe you don't have it.
- **Rivals:** A squad with Status zero throws their weight around. They threaten you, a friend, a contact, or other ally. Forfeit **1 Rep** or **1 Personnel** per Tier of the Rival, or stand up to them & lose **1 Status** with them.
- **SCRAMBLE!:** A Squad you have a negative Status with makes a move against you. The attack comes suddenly; prepare to fight OR scatter. If you prepare to fight, immediately start a mission where the Squad's FOB is under attack. Take into consideration the Hidden and Secure FOB upgrades for the Engagement Roll. This mission cancels the previous mission's downtime phase, and upon completion follows the normal mission completed process, including Entanglements. If you scatter, lose **2 squad upgrades** as the attackers destroy large sections of your FOB.
- **Show of Force** A Faction with whom you have a negative status has decided you need to be dealt with. Give them 1 Claim or gain Vendetta (drop to -3 status) with 2 of their Squads that you currently do not have Vendetta with. If you have no claims, lose 1 Hold instead.
- **Toxic Gear:** Scuttlebutt is that some of the gear you've been issued is unhealthy to be around. Choose to spend 1 Personnel for +1d or don't, but either way make a Fortune Roll using the squad's tier (1-3: Everyone takes **Level 1 Harm** which can be resisted as normal, 4/5: Everyone spend 1 Materiel point to trade it away or take **2 Stress**, 6: It's not toxic)

4. DOWNTIME

During the time between missions pilots can have freeplay scenes (where pilots talk with each other and NPCs) and perform **3** Downtime Activities. If a pilot or cohort assists with a Downtime Activity (except for Cut Loose), describe how they help, and take +1d. This costs no Stress and no Downtime Activities for the pilot or cohort assisting. Allies and Contacts do not provide +1d when helping with Downtime Activities but likely provide access to resources that would otherwise be unavailable. Additional Downtime activities can be gained by spending **1 Materiel** or **Personnel** depending on the activity.

- **Manufacture:** Roll Engineer or Interface as appropriate for your chosen design. The result indicates the quality of the product (1-3: Tier -1; 4/5: Tier; 6: Tier+1, Crit: Tier+2). You can spend 1 Materiel to increase the Quality by 1, beyond even the results of a Crit. The GM will tell you what the required Quality level is to successfully produce the design.
- **Acquire Asset:** Gain temporary use of an asset. Roll the Squad's Tier. The result indicates the quality of the asset you get (1-3: Tier-1, 4/5: Tier, 6: Tier+1, Crit: Tier+2). You can spend Materiel to raise the result of this roll beyond Crit by spending **2 Materiel** per additional Tier level added.
- **Collect:** Choose a Region to Collect from, and roll dice equal to its Wealth rating. Gain an amount of Supply Points equal to the highest die rolled. However, those supplies aren't meant for you. If any of the dice come up as a 1, gain the Supply Points, but then immediately roll an Entanglement on the table determined by your Relationship with the Faction that controls that Region. If a Faction does not control the Region, use your Status with the Squad that has the strongest presence in the Region. If a Crit is rolled, take 9 Supply Points instead of 6. After the first, every subsequent Collect takes a cumulative -1d (min 0). This can be supplemented by trading Supply Points at a rate of **1 Materiel** for **1 Personnel** or **1 Personnel** for **1 Materiel**.
- **Cut Loose:** Spend time with another pilot and describe what you do. Roll dice equal to the Ticks in your relationship Clock with the pilot joining you, heal Stress equal to the highest die result, then add another Tick to the relationship Clock. If the result would heal more Stress than you have, then you've overindulged. Choose one way you overindulge from the following:
 - ❖ **Attract Trouble:** Roll an additional entanglement.
 - ❖ **Brag:** Take -2 Trust with your patron faction
 - ❖ **AWOL:** Your pilot vanishes for a few weeks. Play a different pilot until this one returns from their 'vacation'. Your pilot returns with full health.
 - ❖ **Impropriety:** Reset your relationship with the pilot that joined you to 0. If your relationship is already at 0, take **Level 1 Harm** "alone".
- **Fix:** When you fix a vehicle roll **Engineer**. If you lack a Workshop, it costs **2 Stress** to repair your vehicle as you lack the proper equipment to do proper repairs. The damaged vehicle marks segments on its mend Clock according to the Engineer result. (1-3: one

segment, 4/5: two segments, 6: three segments, Crit: five segments.) When the mend Clock is full reduce each detail of Damage the vehicle has by one level, then clear the Clock. Any remaining segments roll over to the now empty Clock. Whenever the vehicle suffers any new Damage clear any Ticks on its mend Clock. You can spend **1 Materiel** point for +1d to the Fix roll, or to increase the result by 1 level.

- **Long Term Project:** When you work on a Project, describe how your pilot advances the Project and roll an appropriate action. Mark segments of the Project Clock according to your result: (1-3: one segment, 4/5: two segments, 6: three segments, Crit: five segments). You can spend **1 Personnel** for +1d to the Long-Term Project roll, or to increase the result by **1 level**.
- **Recover:** Get treatment for a pilot's Harm. To do this you need to get medical care from a medic, veterinarian, autodoc, or someone else with a good amount of anatomical knowledge. If none of the PCs can fill that need, and you don't have a contact who can either, an Acquire Asset action can get you access to the professional or machine that you need which can then provide for the whole Squad. Recovery is a long-term project. Your healer rolls (Engineer for a PC with the Doctor ability or the quality level of an NPC) and the patient marks segments on their healing Clock. (1-3: one segment, 4/5: two segments, 6: three segments, Crit: five segments.) When the healing Clock fills up reduce each instance of Harm by one level, then clear the Clock. Any remaining segments roll over to the now empty Clock. If you attempt to heal yourself and have the Doctor ability you take **2 Stress** after you roll. If you want to just wait to spend your Recover activity convalescing to heal naturally take **1 Stress** and roll Od. Healing a patient doesn't cost any Downtime activities for the healer. You can spend **1 Personnel** point for +1d to the Recover roll, or to increase the result by 1 level.
- **Salvage:** Take apart a vehicle (destroying it) and roll **Engineer**. Gain Supply points according to the result. (1-3: 1 Supply Point, 4/5: 2 Supply Points, 6: 3 Supply Points, Crit: 5 Supply Points.)
- **Schmooze:** Say what your pilot does to improve relations with a Faction and make a **Fortune Roll** using an appropriate Action. Increase Trust according to the result: (1-3: one, 4/5: two, 6: three, Crit: five). You can spend **1 Personnel** for +1d to the Schmooze roll, or to increase the result by 1 level.
- **Train:** Mark **1 attribute XP** or **1 playbook XP**. If you have the right Squad Training upgrade mark **2 XP**. You can only train each XP track once per downtime.
- **Enhance:** When you spend time to improve your vehicle add **1 mark** to the Vehicle Enhance track. If you have the Testing Facility squad upgrade mark 2 instead.
- **Upkeep:** Clear exhausted Quirk boxes on vehicles. Spend at least **one Materiel** and roll that many dice. Your vehicle refreshes a number of Quirks equal to the highest result. If the result is higher than the number of Quirk boxes filled, the remainder is wasted. Additional exhausted Quirks can be removed by spending 1 Materiel point per Quirk. Each pilot gets a free Upkeep action as part of their Reward.

SUPPLY POINTS

Your squad will get Supply Points, or one of its subtypes, through mission rewards, the salvage downtime action, or another fictionally appropriate means. However, Supply Points can't be used themselves; they must be converted to a subtype at the start of Downtime Activities. This requires no action to do so. If the fiction indicates that the squad wouldn't have access to their Supply Points during downtime, then they cannot be used. Fixing the problem in the fiction will restore access to the squad's Supply Points.

The different subtypes are Materiel, and Personnel.

4 Supply Points is the most that can reasonably be kept on hand. Excess Supply Points must be spent or they are taken by your superiors and disappear. With the Storage Squad Upgrade this can be increased to 8 and then 16.

Amount	Equivalency
1 Supply Point (SP)	A week's pay for a blue collar worker. Possibly a week's worth of rationed material on the black market.
2 SP	The weekly income of a small business; A full tailored outfit; a fine weapon; an exquisite luxury item.
4 SP	A blue collar worker's monthly income; the full cost of an older used vehicle.
6 SP	High end jewellery; a briefcase full of contraband.
8 SP	A monthly profit for a small business; a rare luxury commodity
10 SP	A significant asset ; a luxury vehicle; a small piece of property.

PERSONNEL

Various forms of labour and supplies that keep the pilots fit and equipped to complete missions. Spend Personnel to:

- Take an additional Collect, Cut Loose, Long-Term Project, Recover, Schmooze, or Train Downtime Activity by spending 1 Personnel.
- Replace destroyed Cohorts. The cost is equal to the squad's Tier+2 and two Downtime Activities.
- Have Flashbacks that utilize allied squads or Cohorts. Spend 1 Personnel in place of 1 Stress. The Flashback's cost can be paid entirely in Personnel, stress, or a mix of both.
- Add +1d to a gather information roll.

MATERIEL

Everything necessary to keep a squad's vehicles running, if not operating at optimal levels. Spend Materiel to:

- Take an additional Acquire Asset, Enhance, Fix, Manufacture, Salvage, or Upkeep Downtime Activity by spending 1 Materiel.
- Add +1d to an Acquire Asset, Fix, Manufacture, or Salvage Downtime Activity, or increase the result 1 level.
- Change vehicle Load slots to undeclared during Downtime (this does not expend an activity).
- Acquire new vehicles.
- Take the Upkeep Downtime Activity, add +1d to the Upkeep activity, or increase the result 1 point.
- Increase the squad's Tier (see Squad Development section).
- Avoid certain Squad Entanglements.
- Purchase Personnel by spending 2 Materiel for 1 Personnel (buying on the black market), or by spending 1 Materiel for 1 Personnel during the Collect Downtime Activity (forcibly buying from locals).

- Have a Flashback to gather information. Spend 1 Personnel in place of 1 Stress. The Flashback cost can be paid entirely in Personnel, entirely in Stress, or in a mix of both.
- Add +1d to a Collect, Cut Loose, Long-Term Project, Recover, or Schmooze Downtime Activity, or increase the result 1 level.
- Increase the squad's Tier (see Squad Development section)
- Avoid certain Squad Entanglements.
- Purchase Materiel by spending 2 Personnel for 1 Materiel (buying on the black market), or by spending 1 Personnel for 1 Materiel during the Collect Downtime Activity (forcibly buying from locals).

GAME MASTER TOOLS

GAME MASTER GOALS

- Play to find out what happens.
- Fill the world with detail.
- Convey the world honestly.
- Ensure everyone at the table is safe.

GAME MASTER PRINCIPLES

- Be a fan of the Pilots.
- Let everything flow from the fiction.
- Address the pilots.
- Address the players.
- Fill the world with inequality.
- Make The War the enemy, not the soldiers.
- Make The War too big to defeat.
- Consider the risk.
- Hold on lightly.
- Make the Pilots feel small and the Vehicles feel POWERFUL.

EXAMPLE CONSEQUENCES

CONTROLLED CONSEQUENCES

- Adjust the Clock by 1 Tick
- Reduce Effect Level to a minimum of Limited. Only choose this on a result of 4-5
- Create a new Threat Clock and add a Tick to it.
- Move to a worse Position
- The action failed and the chance for that chosen action to work has passed. A different action must be used to overcome the obstacle or it can be attempted again at a worse Position. Only choose this on a result of 1-3
- Take level 1 Harm
- Take Level 1 Damage
- Spend 1 Personnel, or Materiel point
- Lose 1 Trust with an appropriate Faction

RISKY CONSEQUENCES

- Choose 2 Controlled consequences
- Adjust a Clock by 2 Ticks.
- Reduce effect by 2 levels to a minimum of Limited. Only choose this on a result of 4-5
- Take level 2 Harm
- Take level 2 Damage
- Spend 2 Personnel, or Materiel points
- Lose 2 Trust with an appropriate faction.
- Junk a piece of vehicle gear.

GAME MASTER ACTIONS

- Ask questions.
- Provide opportunities & follow the player's lead.
- Cut to the challenge.
- Telegraph trouble before it strikes.
- Follow through.
- Initiate action with an NPC.
- Tell them the consequence and ask.
- Tick a Clock.
- Offer a Collateral Die.
- Think off-screen.

DESPERATE CONSEQUENCES

- Choose 3 Controlled consequences
- Choose 1 Risky consequence and 1 Controlled consequence.
- Adjust a Clock by 3 Ticks
- Take level 3 Harm
- Take level 3 Damage
- Take level 4 Damage when appropriate
- Spend 3 Personnel, or Materiel points
- Lose 3 Trust with an appropriate Faction.
- Take level 4 Harm when appropriate

GAME MASTER TOOLS

END OF SESSION

After a couple of hours of play you'll probably reach a good spot in the narrative to stop and most people will decide that they've had enough for one day. Other groups will do marathon sessions that can last 8 or more hours! Whenever you decide to stop the current session follow these directions regardless of how the session ends.

These questions can be answered in character and/or out of character, whatever works best for your group.

IF A MISSION WAS COMPLETED

Ask the following questions to help prepare the next Mission.

- Are you following up on a previous Mission's outcome?
- Is your aim to seize a Squad Upgrade, hurt the Target, aid yourselves, or aid another Squad?
- Is there a specific Region you want to target?
- Is there a specific resource you want to acquire?
- Are you targeting a Squad weaker, stronger, or about the same as your Squad?
- Are you targeting a specific Squad or Faction?

ASK EVERY SESSION

- Check the Squad's XP goals and mark 1 XP for each item that occurred (or 2 XP if that item happened multiple times)
- Check the Pilot's XP goals and mark 1 XP for each item that occurred (or 2 XP if that item happened multiple times)
- Check on each player's emotional state. Sometimes sessions can get very intense and players don't always realize how emotionally off balance they are until they take a break. If anyone at the table is concerned about another player who says they are alright, consider asking them privately in a couple of days once they've had a chance to assess their emotional state.
- Ask the players what they liked about the session, and what they want to see more of in future sessions. If players can't think of anything, try asking in a couple of days after they've all had some time to sit with the session.
- Ask the players what they disliked about the session, and what they want to see less of in future sessions. If players can't think of anything, try asking in a couple of days after they've all had some time to sit with the session.