

## UNIT

By default, your unit consists of about 15 violent bastards with field weapons and combat armor, and no fucking discipline at all (2-harm unit small savage 2-armor). Then, choose 2:

- your unit consists of 30 or so violent bastards. Medium instead of small.
- your unit consists of 6 pilots, their mech and their 10 or so tech retinue. Mech-unit instead of unit. A mech-unit is one step larger than its size except vs. other mech or mech-unit.
- your unit's well-armed. +1harm.
- your unit has powersuits or better armor on their mech. +1armor.
- your unit's well-disciplined. Drop savage.
- your unit has a mobile C&C and a UCH-70 Werewolf combat carrier. It gets +mobile.
- your unit's elite and get rewarded with luxury and leisure. It gets +rich.

And choose 1:

- your unit's in bad shape. Vulnerable: breakdown.
- your unit's mech and vehicles are lacking a-pods. Vulnerable: grounded.
- your unit's subject to the Aeon War Syndrome. Vulnerable: desertion.
- your unit is part of a larger taskforce. Vulnerable: obligation.
- your unit is superstitious and secretive. Vulnerable: taint.

| UNIT  |       |
|---|-------|
| TAGS  | SIZE  |
| +1harm/shock vs. smaller units,<br>-1harm/shock vs. bigger, per 1-size difference |       |
| HARM  | ARMOR |

## YOUR MECHA

By default, your mecha is a Claymore, Gladius, Maelstrom or Tornado (mecha medium 2-armor). Choose 2 weapons:

- charge beam (3-harm close loud)
- laser canon (2-harm close/far loud)
- missile pod (3-harm far area reload messy)
- flamethrower (4-harm hand area messy)
- hyperedge weaponry (3-harm hand)

Choose 1:

- your mecha is a Broadsword, Scimitar or Blizzard. Large instead of medium.
- your mecha is heavily armored. +1armor.
- your mecha is mean. +1 weapon.
- your mecha has advanced sensor system. +1 when reading sitch.

Then choose 1:

- your mecha is a Centurion, Crusader, Eclipse or Hurricane. Small instead of medium.
- your mecha is old and battered. Vulnerable: breakdown.
- your mecha lacks A-Pods or jump pods. Vulnerable: grounded.

| MECHA |         |
|-------|---------|
| Name  | Weapons |
| Tags  |         |
| HARM  | SIZE    |
| ARMOR |         |

## THE SQUAD LEADER

You're knee-deep in the mud of the Aeon wars. You fight with your men to defend the New Earth Government. Heavy assault mech unit, antiterrorist squad, mobile infantry, special forces, counter-esoterrorism, arcology defense forces, doesn't matter: your men are violent bastards armed to the teeth and you're their alpha. Lock and loaded for the next bug hunt.

Your directives: get the job done, bring back your men alive and sane, and don't loose your shit. In that order.



## ADDITIONAL RULES

### UNITS

When a character makes an aggressive move using her unit or mech unit as a weapon, her unit inflicts and suffers harm, she doesn't. A unit inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.



When a unit suffers:

- **1-harm:** a few injuries, one or two serious, no fatalities.
- **2-harm:** many injuries, several serious, a couple of fatalities.
- **3-harm:** widespread injuries, many serious, several fatalities.
- **4-harm:** widespread serious injuries, many fatalities.
- **5-harm and more:** widespread fatalities, few survivors.

With a strong, present leader, a unit will hold together if it suffers up to 4-harm/shock. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm/shock. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm/shock. If it has no leader, it'll hold together if it suffers 1-harm, but no more. If the unit leader is a PC, she can hold the unit together with **leadership** or by imposing her will on it with **authority**.

### MECHA DAMAGE

When a character uses a mecha as a weapon, it pretty much works as a unit. Compare sizes, weapons and armor. A mecha can deal 1-harm just by punching things.



# THE SQUAD LEADER

## CREATING A SQUAD LEADER

To create a squad leader, choose name, look, stats, moves, unit and gear.

### NAME

Choose.

### STATS

Choose one set:

- Cool+1 Hard+2 Hot-1 Sharp+1 Other=0
- Cool+1 Hard+2 Hot+1 Sharp=0 Other-1
- Cool+1 Hard+2 Hot=0 Sharp+1 Other-1
- Cool+2 Hard+2 Hot-1 Sharp=0 Other-1

### MOVES

You get all the basic moves. You get **authority** and choose either **field logistics** or **medic**.

### Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' name.

Go around again for Hx. On your turn:

- Tell everyone Hx+1. You're not that complicated.

On the others' turns:

- One of them has stood up to you, unit, rank and all. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. By default, you don't really care much about, y'know, people.

At the end, find the character with the highest Hx on your sheet. Ask that player which stat is most interesting, and highlight it. The Keeper will have you highlight a second stat too.

### LOOK

Human, Nazzadi or Xenomix.

Man, woman, ambiguous, or trans-gressing.

Battle dress, regular uniform, distinctive uniform, riot gear, casual wear.

Weathered face, strong face, rugged face, narrow face, or busted face.

Narrow eyes, scorched eyes, calculating eyes, weary eyes, or kind eyes.

Squat body, rangy body, wiry body, sturdy body, or fat body.

### GEAR

In addition to your unit and mecha, detail your personal fashion, worth 1-armor or 2-armor, your choice. Choose 2 service weapons:

- CS-40 Defender medium pistol (3-harm close reload loud)
- MP15-9 light smg (2-harm close autofire loud)
- M-6 combat shotgun (3-harm close reload messy)
- ESR-99 silenced sniper rifle (3-harm far reload)
- stun baton (2-harm/s-harm hand)
- ceramic blade (3-harm hand messy)

### IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off, you can't choose it again.

## NAME

## DESCRIPTION

## COOL

HIGHLIGHT

Act under fire

## HARD

HIGHLIGHT

Take by force • Go aggro

## HOT

HIGHLIGHT

Seduce or manipulate

## SHARP

HIGHLIGHT

Read sitch • Read person

## OTHER

HIGHLIGHT

Open to the other side

## Hx

Help or interfere • Session end

## LEADER SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

## IMPROVEMENT

Experience: IMPROVE

- get +1hard (max hard+3)
- get +1sharp (max sharp+2)
- get +1other (max other+2)
- get +1other (max other+2)
- get a new squad leader move
- choose a new option for your unit
- get 2 jobs (detail) and **operation**
- get a company (detail) and **command**
- get a move from another playbook
- get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



## SQUAD LEADER MOVES

● **AUTHORITY:** when you try to impose your will on your unit, roll+hard. On a 10+, all 3. On a 7-9, choose 1:

- they do what you want
- they don't fight back over it
- you don't have to make an example of one of them

On a miss, someone in your unit a dedicated bid to replace you as squad leader.

◊ **FIELD LOGISTICS:** when you have your unit search their pockets and backpacks for something, roll+hard. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is a-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that it's been misplaced or some asswipe stole it from you.

◊ **MEDIC:** you have a well-stocked and high-quality first aid kit. It counts as a healer kit (cf) with a capacity of 2-stock.

## GEAR

## OTHER MOVES

## BUDGET

## HOLD

## BUDGET

If you're army, the NEG wages cover each month's living expenses if your tastes aren't too grand, even if you're off duty. When you're on duty, you get a bonus worth 1-budget for each successful mission you and your unit have been assigned.

If you're private contractors, 1 budget is the going rate for one successful mission or one week as on-site guards. 1-budget will cover a month's living expenses, if your tastes aren't too grand.

As a one time expenditure, 1-budget covers the price of : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an engel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.