V2.5 – AncillaAnon

# Titanfall Jumpchain

Standby for Titanfall...

The Interstellar Mining Corporation is currently involved in a civil war with the Marauder Corps, also known as the Militia, for control of the newly discovered cluster of high-resource planets called the Frontier. They employ ruthless tactics involving the slaughter of civilians and burning of cities to maintain their corporate grip over the Frontier.

The Marauder Corps is a fuel-starved migrant fleet made up of the initial colonists of the Frontier, carrying thousand of civilians in outdated ships with not enough food to go around. After losing Admiral Anderson in their last battle, the Militia is running out of options and manpower to resist the IMC with.

You're going to be spending a decade in this place. Take these, burn them if you need something.

+1000 Card Points (CP)

## Origin – You must pick one of these.

*Grunt [Free]*

You suddenly wake up with a start in the cramped metal interior of a dropship. The first words you hear is the shouting of a Sergeant as you are ushered into the blinding sunlight.
Age roll: 1d8+21

*Engineer [Free]*

A bang close to your head wakes you up, spring to your feet to see who threw the wrench that woke you from your nap you see the glare of your supervisor, you sheepishly mutter an apology and resume work on the cockpit of the Titan you were napping in.
Age roll: 3d8+20

*Corporate [Free]*

You are awoken in the middle of the night by a business call, maybe a sponsor, if you have one. You roll over and lazily take in the inventory lists and other office affects of your room before drifting off to sleep again.
Age roll: 3d8+21

## Specialization – You may pick only one of these as well or you can take neither.

*Command [200cp]*

A slight prod disturbs your slumber, you ignore it until your shoulder is gently shook and you open your eyes into the slight amusement and worry of one of your bridge aides. You shake your head and wave off their concerns as you stand up to gaze at the view of the planet you are approaching.
Age roll: 3d8+25

*Pilot [200cp]*

A warning tone and a flashing light awaken you to a cramped and dark space, there isn't even enough room to stretch your arms out halfway. You shift slightly in the chair and place your hands in the bracers of your chair as the red timer signaling the time until the drop pod containing you and your Titan reaches zero.
Age roll: 2d8+19

## Faction

Now, on the Frontier, there are two factions you can have at it with, and a third one for the indecisive among you.

| Marauder Corps | Interstellar Manufacturing Corporation | Independent |
|---|---|---|
| Also known as the Militia. The Marauder Corps is the primary faction resisting the IMCs attempts to control the frontier. Formerly lead by Admiral Anderson, after losing him in a battle, they are lead by inexperienced special forces operative Sarah and former electrical engineer turned intel specialist Bish. | Formerly known as Hammond Engineering, this small time resource extraction company exploded in size with the colonization of new worlds, becoming the commercial empire known as the IMC. To take advantage of the Frontier's rich resources, the IMC is attempting to put the Frontier under military control using force. | You can't really decide, eh? Don't worry about it too much, there are plenty of places that willingly accepted the IMC and all of it's tenants, as well as a highly-exclusive invitation-only mercenary group called Apex Predators that you – if you wish – may begin as an… associate of. Maybe you'll impress them.<br><br>You can fight for both sides as a mercenary, come to pick one or, if you like, never pick one at all. The choice is yours. |

## Jump Drive

'Jumping.' Now there's a word that you'll be hearing a lot. But don't worry, I'll explain it just for you.

Jump drives are devices that fold space and time when activated, moving the attached vehicle to a point in space. Jump drives have a set range that varies between drive to drive, although the range tends to be around five to six light years. Jumping can be done to anywhere within that range, although anything further than that will require a second jump. The process is extremely energy intensive, so much so that it would take days for a dedicated reactor to charge a drive for one jump. Instead, extremely high-energy fuel is used, which requires a high level of processing to get the required energy density and low volatility so the fuel does not detonate by accident.

A major part of the operation of Jumpdrives is the calculation of coordinates, that is, coordinates are fed to a Jump drive to set a destination. The performing of Jump calculations refines the settings and coordinates inputted to the drive and increases the accuracy of a Jump and reduces drift within the target area. Blind Jumps that were performed instantly can have drift in the hundreds of kilometers, while jumps with normal calculations have drift within approximately ten kilometers of the target point. After years of refinement, jump coordinates can be calculated to the point that it is possible to jump above the surface of a planet from space, which requires drift under half a kilometer. If not, the ship could Jump into the ground, instantly crushing itself.

Since there's no standardization among Jump drives, there is no single name used to refer to them outside of Jump drive.

## General Perks

*Oi! [Free]*

The funny thing about accents is how divisive they are on the frontier. The IMC troops- who come from the Core Systems, all speak with a very distinct British accent. Meanwhile, the Militia have strong American accents, and strangely, any ex-IMC defectors seem to lose the accent in a matter of weeks. Now, you have the ability to alter your own accent, which seems to spread like wildfire to anyone that follows you, so it becomes an identifier of your faction.

*Krampus Was Waiting For Your Soul! [200cp]*

People instinctively react to that which is different. The person who sounds foreign will be treated with more respect and expected more of. It's odd, but true. And for whatever reason… you do actually improve when you're the odd one out, becoming more competent and intimidating.

*Apex Beauty [50cp]*

They say that the most dangerous prey is the most beautiful. With your initial purchase of this perk, the body may be reshaped to suit your preferences including height, muscle and fat. With each successive purchase of this perk, the overall allure of this may be increased, as well adding a scaling effect which increases based on how dangerous you are. While a regular Pilot may be striking, the truly elite will have an otherworldly visage.

*Frontier Art [50cp]*

Maybe it's a result of the Frontier's 'can do, will do' attitude and revolutionary spirit, but the most common work of art on the Frontier has to be the tattoo. Many practicing artists can be found, especially on the Militia planet Harmony. You have a very distinctive set that's undoubtedly 'you', to the point that you can use the symbols as a personal identifier. Multiple purchases will make the set more intricated, distinct and imposing.

*Scarves and Suits [100cp]*

If there's one thing that Pilots have an unhealthy fixation with, it's definitely the distinctive scarves, shawls and fur coats that they can be seen wearing into battle, or the pressure suits that identify them as Pilots. It would be a shame to cover you up under so much gear, though, so now you'll find that it's easy to find a set that looks *good*. Scarves with flutter without getting in the way or wearing out, suits will easily clean off when it's convenient and definitely… flatter assets when worn.

## Grunt Perks

*Back from the Brink [100cp] (Free Grunt)*

You're like a roach, it's so hard to kill you. No matter how many times it would appear that you were downed in combat or crushed by falling rubble, if you can manage to stumble and crawl your way back to friendly territory, you'll eventually make a full recovery. Obviously this doesn't protect against death, but it does help you bleed out slower.

*Combat Stims [100cp] (Free Grunt)*

Pilot suits and most life pods have auto-injectors that administer potentially life saving stims to infantry when needed. Unfortunately, some of these stims have debilitating side-effects like nausea and even hallucinations at points. With this perk, the negative side-effects of stims will be severely lessened, to the point that if they are ever experienced, it will be for seconds.

*Just Another Grunt [200cp] (Discount Grunt)*

What? You? Nah, you're not anyone important, just another grunt here. The danger you pose is constantly undervalued, and you are often passed over for other targets. When surrounded by your cannon fodder brethren, its virtually impossible to pick you out.

*Grand Theft Semi-Auto [200cp] (Discount Grunt)*

When it's just you against the world, you're gonna need to get a little creative to survive. Ambushes, flanking, dropping mines- even shooting someone in the head with their own pistol. It doesn't matter how 'dirty' it is, if it exists, you've used it.

*Animal Person [400cp] (Discount Grunt)*

The Frontier is a dangerous place, even without the civil war going on, there are strange bird like beasts that snatch people from the ground without warning and gargantuan creatures so big they simply do not notice what they step on. You've got a way with the creatures though and can understand their exotic and alien mindsets. You are able to calm the small ones and at the very least predict how the big ones will act.

*Hot Streak [400cp] (Discount Grunt)*

It's when you get on a roll that good things start to happen. Whenever you're engaged in something for long periods of time – such as pitched combat, or long hours on the factory floor – you're competence slowly increases over time, and things tend to start going your way. Does an artillery piece only hit it's target a tenth of the time? Give you thirty six hours in the field and you'll have it nailing every shot.

*Fastball Maneuver [600cp] (Discount Grunt)*

Sometimes to succeed you have to do something exceptionally foolhardy, dangerous or just plain crazy. Like having your giant artificially-intelligent war machine bodily throw you across a chasm to land and then *run across* a panel on the other side to then land in a doorway. Put simply, this greatly increases your ability to follow through with improvisation and furthermore, your ability to *survive* such tactics.

*Rifleman, Third Class [600cp] (Discount Grunt)*

You have an amazing potential, in and of itself. Perhaps you don't realize it, but it's a vat of untapped ability within you that can be spotted and sought after by the wise. People will instinctively want to teach you, and help you along simply because they want to see you come into your own. And while maybe you'll learn something from them, maybe not- when shit hits the fan and your back is up against the wall, that potential will unlock and you'll find yourself proving them right a hundred times over.

## Engineer Perks

*Titan Engineering [100cp] (Free Engineer)*

Titans are incredibly complex machines, and due to the disposable nature of their use and production, and not designed for easy repair. You've got the deft touch though, and know exactly where to tweak and shore up the structure to keep it purring like it's fresh out of the drop pod for years.

*The Icepick [100cp] (Free Engineer)*

It's a tough enough fight on the ground, and you don't have the time to fiddle with computers while you and your allies are under fire. You are extremely quick when working with software, able to type quickly and accurately while focusing on something else, and adept at creating pre-made software packages for your own use.

*What's this Do? [200cp] (Discount Engineer)*

The technology used in the frontier can be so complex and advanced it takes years for even the most brilliant minds to understand. Really now? That's good, you needed something to do after lunch today. Now, even if your in a dropship in the middle of a fire fight, you can decipher the inner workings of technology so long as you have the controls to scre- I mean analyze.

*Archeology [200cp] (Discount Engineer)*

It seems the IMC has been hiring archeologists from the Core systems as of late. While strange for a manufacturing corporation, it's downright suspicious for a military, especially since they're hiring many people like you- specialists in recovering and restoring ancient technology, like old Earth-era tanks or naval ships.

*Synergy of Man and Machine [400cp] (Discount Engineer)*

When designing tools or weapons of warfare, it is important to implement control systems that follow a logical path and, y'know, actually make sense to your pilot. For machines like Titans, traditional gear sticks and pedals just aren't going to cut it any more. Whether by partially linking the pilot's nervous system into the machine or other methods, you can now successfully design and implement such interfaces.

*Simulacrum Engineering [400cp] (Discount Engineer)*

There are people who are simply too valuable to die, and it's your job to bring them back. You are an expert in 'regenerative' medicine – replacing parts with synthetic alternatives – able to design and surgically install replacement organs, such as better eyes and artificial limbs, with a specialty in machine-nerve interfaces. These interfaces are most practically seen in the form of the Simulacrum, a human brain sealed in a wholly mechanical body- the ultimate prosthetic.

*Cheaper by the Dozens [600cp] (Discount Engineer)*

Constructing unique elite machines is great, but why only make one when you could make a hundred? With this perk, you'll be able to to refine and redesign technology to prepare it for mass production. Even if you don't intend to mass produce something, the simplified machinery will be easier to repair and maintain.

*AI Empathy [600cp] (Discount Engineer)*

Something about you, it just… 'clicks' with Artificial Intelligences. Perhaps their artificial nature lets them notice some elements of your true nature, but they instinctively gravitate towards you, and perhaps trust you, if they can experience such a thing. While an actively hostile one wouldn't outright abandon it's mission for you, it would at least take what you say at face value, until such a time as you're proven wrong. Prolonged interaction with you tends to lead to them developing personalities and traits- at least within the confines of their programming.

## Corporate Perks

*Legitimate Practices [100cp] (Free Corporate)*

You don't make it as a businessman on the Frontier by ripping your customers off, and you know this. You've got a great business sense and any service you offer will foster strong loyalty with your customers as long as they don't *think* they're being ripped off.

[Slow Laugh, Dangerous Chuckle] *[100cp] (Free Corporate)*

There's something about people like you that scares the shit out of the witless. It takes true determination to even talk to your face, much less fight against you, and you have a way with words that helps convince people that it really is in their best interest to do what you… suggest.

*Wartime Economics [200cp] (Discount Corporate)*

War blocks the flow of goods and supplies form place to place, and more importantly the flow of profit. Thankfully, you know how to keep the flow of ~~spice~~ goods going, and can easily bypass an embargo to sell or buy from your enemies.

*Some of You May Think This Is Overkill [200cp] (Discount Corporate)*

It is. But really you can't be bothered with plans that cost other people money, you're more concerned with your own bottom line. So what if what you did was 'insane' if you accomplished what was asked? They should have put it in your contract if they wanted you to do something else.

*Human Resources [400cp] (Discount Corporate)*

People are needy. They need to eat, sleep and sometimes get all up in arms about their 'rights' and their 'needs'. Automated workers are more efficient and far less needy, but are unthinking. Your ability at managing robotic resources is unparalleled, masterfully coordinating your minions in an orchestra of efficiency. Your metal friends even seem to adapt to you over time, almost knowing your thoughts before you do. Almost.

*Trying to be a Hero? [400cp] (Discount Corporate)*

There are always silly do-gooders out there who like to pretend they're the hero. That they can save the day, and be the knight in shining armor. You like to call these people easy money. Whatever this lone man may be trying to do, you know exactly how to approach the shutdown. Extraordinary luck and skill may be on their side, but you have your ways of stripping every little advantage they have down, piece by piece.

*Bringing the Future Home [600cp] (Discount Corporate)*

There are the innovators, the companies pushing the limits of technology to bring newer and better things, and then there's your firm. As long as you are a leader of an organization or company – Chairman, General, on the Board of Directors, Owner – the effectiveness of that company surges to new heights. R&D Firms can push the limits of current technology, Battalions become legends routinely and morale always stays high.

*Affably Evil [600cp] (Discount Corporate)*

The really dangerous villains are the ones you want to *like*. That's something you've learned all too well. People tend to instinctively like you, even though you may have committed heinous crimes to them- sometimes this is even *why they like you in the first place*. You'll find it easier to recruit powerful allies to your cause and lead others, whatever morally reprehensible things you may be doing.

## Command Perks

*Lead from the Front [100cp] (Free Command)*

The best commanders lead from the front lines, right next to their men, and you're no exception. Your tactical and command ability is not diminished even while in the midst of a fire fight or personally escorting a package out of a war zone.

*Dynamic Entry into Battle [200cp] (Discount Command)*

Falling out of the sky in a flaming drop pod? How about falling out of the sky in a giant robot and spin kicking the competition as you arrive? No matter how your getting there, you know how to make it get to where you need to go, and maybe more importantly, how to throw the first punch when you arrive.

*Authority Equals Asskicking [400cp] (Discount Command)*

We were all grunts once, weren't we? And you don't make it to the top without learning how to make an omelette. The further up the ranks you rise in an organization, the greater your prowess at your job. You never forget your roots, and even after years of sitting at a desk you can pick up a rifle at go at it again like you'd never stopped.

*Take the Ship [600cp] (Discount Command)*

Your superiors like you, whether because of your winning personality or simply because you get results. They tend to be more lenient with your behavior, tolerating speaking out of turn or, if your on particularly good terms, direct challenges to their decisions. With enough trust, even in the face of a mutiny against them by you, they will still stand aside and let you go, even help you, despite your differences in opinion. This isn't universal, and their favor with you will fall if you directly antagonize them.

## Pilot Perks

*Jumpkit Training [100cp] (Free Pilot)*

Along with general mobility and acrobatic training, Pilots are also trained in the use of a jumpkit, a limited thrust pack that can boost the wearer higher or nullify their weight for wall running while also protecting them from long falls. You were top of your class, able to pull off tricks with your jumpkit that other pilots were only able to dream of.

*Spider Sense [200cp] (Discount Pilot)*

Pilots may appear to be walking (and piloting) engines of destruction against the rank and file Grunt squads, but Pilots fighting each other can be a game of chance that comes down to who gets the drop on who. You've got a preternatural sense for threats to you, relative to how much power you exert regularly. A threat entering the same building as you will ping it once, and if they're in the same room as you it will start screaming in your ear.

*Built to Destroy [400cp] (Discount Pilot)*

No matter what it is, Tank, Car, Ride-along lawnmower, if it can be piloted, you can use it as a weapon. In your hands, any vehicle is deadly, although a lawnmower may be of a dubious tactical choice. A vehicle requiring multiple crew to pilot may be difficult if you physically cannot reach all the controls at once.

*Titan Cowboy [600cp] (Discount Pilot)*

Timber! Whenever you mount a Titan (or any machine for that matter) you always seem to find a spot, maybe a gap in the armor or a maintenance hatch that will allow you to shoot directly into the internals of the machine, severely damaging delicate systems or killing the crew. For humanoid machines, these hatches always seem to be somewhere around the back of the torso, or the 'neck'.

**Piloting Perks**

*Titan Piloting [200] (Free Pilot, Discount Engineer)*

While most people can operate a Titan in a very basic way, it takes a degree of training to learn how to operate a Titan to a combat effective degree. The benefits of this perk are greatly increased if you have Pilot Augmentation, allowing you to use Titans as a true extension of your body.

*Aircraft Piloting [200] (Free Engineer, Discount Pilot)*

Despite the advances in control systems and technology, the last few hundred years of air and spacecraft development haven't deviated very far from what could be found back in the 21st Century. Grants training with most air and spacecraft used on the frontier, along with enough flight time to pilot on the level of an above average IMC fighter pilot.

# Items

*Jumpkit [100cp] (Free Pilot)*

In the ship salvage industry, workers need a way to quickly and navigate the potentially dangerous structures of partially salvaged and stripped out ship hulls. It can provide a brief burst of thrust to clear taller structures, and can provide enough thrust to cancel the pilots weight for several seconds, allowing the pilot to run across vertical surfaces under their own power. Additionally, the kit will automatically decelerate pilots in free fall to safe levels unless canceled by the wearer.

The kit itself is a central component housing the thruster control and fuel modules that feed into the two thrusters attached to either side. The kit requires only power from it's internal power source to function, as the thruster's hydrogen fuel is synthesized from the air by the kit as needed. Worn on the waist, the Jumpkit is controlled via controls attached to the palm of the hand of the wearer, unless the wearer has the proper cybernetics to control it mentally.

*Pressure Suit and Helmet [100cp] (Free Pilot)*

There are two iconic pieces of equipment that makes a Pilot. The first is the venerable jumpkit, and the second is the Pilot's helmet. What started out as simply the helmet piece to a pressure suit, the helmet and visor have evolved into significant stand-alone pieces of equipment. A Pilot's helmet features an independent air supply, along with a miniature neural lace, similar to the one found in a Titan, but far less intense. This allows for hands-free radio operation, jumpkit activation and tactical ability operation.

The helmet also has an integrated computer and 'Significant Intelligence' program (SIGINT) designed to break most forms of security on helmet peripherals, allowing access to devices such as enemy radios or the data storage on other helmets. It could also hold fragments of an AI, if one wished to transfer it.

*Pilot Augmentation [200cp] (First Free for Pilots)*

Pilots are obviously more than human. Even outside of a Titan, their speed, reflexes and strength are all obviously something beyond what an ordinary person can achieve. This may be purchased multiple times.

At the first purchase, gene therapy and cybernetic replacements are installed under the skin, improving durability while reducing weight and making limbs more responsive. The eyes are replaced and cochlear implants installed, providing vision to distances of two kilometers unaided. Optionally, a small interface socket may be added for the attachment of a small mechanical arm, designed to help Pilot's wearing heavy body armor manage equipment.

With a second purchase, these augmentations are taken to much more extreme lengths. The entire body is excised, and the brain implanted in a full-body prosthetic called a Simulacrum. These units are entirely inhuman, and are often given to Pilots who fall in battle, but cannot be given up because of their valuable, highly trained brains. The need to eat and drink are both lost, but the brain requires minute but vital amounts of vitamins and minerals to be added to it's case periodically or else the brain will perish. The tradeoff is that the Pilot becomes measurably, monstrously more faster and powerful with the removal of their humanity.

*Playbook [100cp] (Free Grunt)*

A complete copy of the playbook written by James MacAllen and Marcus Graves, containing detailed war plans for a winning scenario against the IMC. It is dependent on predictions made several years ago, so any wild advancements and changes will throw the predictions off. Also contains detailed prediction on IMC force reaction and methods by which the IMC could win the scenario.

*Pilot Weapon [100cp] (One Free Grunt)* For every purchase you make, you get three weapons from the list below along with a maintenance kit for each. A crate of munitions will appear in your warehouse every week additionally containing a case of spare parts.

*R-101C Carbine* – An automatic rifle designed for reliability and modability, the R-101C is the weapon of the everyman on the frontier, found in the hands of Pilots and Grunts alike. While each individual 8.19mm round deals substandard damage through body armor, the high accuracy and rate of fire allow the operator to deal a killing blow in the same amount of time as slower firing rifles. This model has been modified to contain a suppressor while still being more deadly and with a higher clip capacity than the standard variant. Comes with a case and 2.4x AOG, 2.1x Holosight and 1.85x HCOG Scope attachments to swap out with the inbuilt iron sights as you wish.

*R-97 Compact SMG* – Designed to be adapted from the R-series carbine in the field, the R-97 is another common sight on the Frontier. While not as damaging as other firearm options, the R-97 makes up for this with an extremely high rate of fire and minimal recoil ideal for engaging targets in close quarters. This model has been modified with a suppressor and a different barrel design to increase the muzzle velocity slightly to compensation for the pistol-sized rounds. Optionally the cooling system may be disabled to increase the rate of fire substantially but lose much of it's accuracy. Comes with a case containing an optional 1.85x HCOG Sight to swap out with the iron sights as you wish.

*C.A.R. SMG* – A hybrid modification of the R-97 using R-101C parts, the C.A.R. loses out on some of the magazine capacity of the R-97 while increasing muzzle velocity and range. Pilots issued the weapon have reported favorably on it's ability to fire accurately in tandem with Jumpkits. This model has been modified with a suppressor and a counterweight behind the receiver, dramatically reducing recoil to the point it can be fired on the move accurately. Comes with a case and an optional 1.85x HCOG scope to be swapped out with the iron sights.

*G2A4 Rifle* – Distinct from the R-series and it's modifications, the G2A4 is a semi-automatic battle rifle designed for precision marksmanship. While not an extreme range weapon, with the proper scope, the G2A4 is capable of competing with sniper rifles at range and downing most organic targets in a single shot, although it is not ideal for close range combat as it suffers from kick problems with fired rapidly. Comes with a prototype suppressor that doesn't affect the weapons muzzle velocity and uses a modified receiver and trigger to fire as fast as the operator can pull the trigger. Comes with a case containing the 1.85x HCOG, 2.1x Holosight and 2.4x AOG Scopes to swap out with the inbuilt iron sights as you wish.

*EVA-8 Shotgun* – Aside from some antique pieces that can be found in the hands of colonists, the EVA-8 is the only widely available shotgun in the Frontier. A semi-automatic shotgun fed from a drum magazine, the EVA-8 is highly lethal at short ranges, capable of downing even heavily modified pilots in a single blast. Strangely for a shotgun, this EVA-8 is modified with a unique suppressor that doesn't reduce the muzzle velocity of the rounds fired. In addition to the high-capacity drums included with the weapon, the operator may switch to Leadwall mode, significantly increasing the spread of the pellets for use in close quarters.

*Hemlok BF-R* – A burst-fire rifle designed for medium range fire in cover, the Hemlok fires three rounds in it's burst. While accurate, the Hemlok's burst is not instantaneous, severely reducing it's ability to rapid fire. This model has an integrated suppressor and extended magazine and general improvements to the barrel and receiver to increase muzzle velocity. In addition to this, the operator may switch between 3-round burst mode and 5-round burst round. Comes with a case containing the 1.85x HCOG, 2.1x Holosight and 2.4x AOG Scopes to be swapped out with the rifles iron sights as needed.

*Longbow-DMR Sniper* – The long range derivative of the R-series rifles, the Longbow is a long range high velocity weapon designed for easy take down of moving targets – such as Pilots – at extreme

ranges. The hyper-velocity rounds travel so fast that even over distances of two kilometers it is not necessary to lead targets to guarantee impact. This model has an integrated suppressor and computer-assisted stabilizer in the grip, and in addition comes with a module that can be attached to the end of scopes that provides active Sonar Vision when looking through the scope. Comes with a case containing a 2.4x AOG and 4.5x Scope to be swapped out with the weapons 6x Zoom Scope as needed.

*Krabr-AP Sniper* – A high-power anti-personnel sniper rifle, the Krabr is capable of downing all infantry sized targets, even pilots, in a single shot. Unlike the Longbow, the Krabr's rounds are not supersonic, so over distance bullet drop and target leading is an issue. This model has an integrated suppressor and stabilizer, and can optionally fire explosive rounds at the operators discretion. Comes with a case containing a 2.4x AOG and 4.5x Scope to be swapped out with the weapon's 6x Zoom Scope as needed.

*Spitfire LMG* – A somewhat niche weapon, the Spitfire finds is role in a somewhat strange place as practically the only light machine gun on the Frontier. While it gives an incredible kick when first fired, after some continuous fire the weapon stabilizes into a more controllable force. The weapon is favored by some pilots for it's surprising performance against Titans in rodeo and it's ability to clear out large amounts of basic infantry. This model has been modified to have an increased firing rate, and to increase it's already significant amount of damage against Titans. Comes with a case containing the 1.85x HCOG, 2.1x Holosight and 2.4x AOG Scopes to be swapped out at the operators discretion.

*V-47 Flatline* – Somewhat of an interesting variant among rifle, the Flatline uses a unique, alternating flash break which directs gas ejection from fired rounds specifically to compensate for the rifles kick. Instead of kicking up, the Flatline instead kicks perfectly side to side. Also somewhat unique in that it was specifically designed for Pilots, it is heavily intended to be fired on the run, often sightless, which makes it’s unique kicking motion all the more useful.

*Smart Pistol MK5* – Probably the most exotic Pilot weapon, the Smart Pistol is a semi-automatic handgun that automatically locks-on to valid targets in the direction its targeting sensor is aimed. The sensor itself is a module attached to headgear worn by the operator, and links into the display of the helmet that scans for targets based on thermal and optical imaging. Once a valid target is identified, the module automatically locks onto these targets in order of identification, a process that takes several seconds as the module calculates for current weather conditions and position relative to the barrel of the pistol. After lock is achieved, the computer estimates the number of shots required to kill the target and queues that number from the pistol, up to five at a time, once the trigger is pulled, the pistol automatically fires specialized fin stabilized anti-personnel discarding sabot rounds containing a tiny computer that automatically deflect themselves on the proper trajectory, guaranteeing a hit. The process may be spoofed by a target rapidly altering it's thermal or optical signature, such as when cloaking, which will immediately cancel the lock as the computer attempts to regain lock.

This process is fairly short range, requiring targets being within twenty meters, although the pistol may still be manually aimed. This pistol has an integrated suppressor and advanced targeting computer, which locks on faster and over a slightly longer range. Optimized targeting procedures reduce the amount of rounds requiring for most targets by about one.

*Anti-Titan Weapon [100cp] (One Free Engineer and Grunt)* Designed specifically for portability, these weapons are carried by Pilots and Grunts to disable Titans from the infantry level. Pick two weapons from the list below, in addition to those you receive a maintenance kit and a crate of munitions per week for each weapon.

*Archer Heavy Rocket* – Not the most exciting or exotic of Anti-Titan weapons, the Archer is a single shot lock-on rocket launcher favored for long range attacks. As a tracking weapon, the Archer requires a lock-on before firing that will alert targets with sufficiently advanced sensors – such as Titans – to the lock on before the weapon is fired. This Archer has had it's ammunition replaced with Titanhammer missiles that explode with about one and a half times greater force over three times the area of a standard Archer rocket, with the trade off of a slower speed.

*Sidewinder* – Developed as the Anti-Titan Automatic Rocket Launcher, the AT-ARL or Sidewinder as it came to be called is a rapid-fire micro-missile launcher designed for Pilots on the move. While the micro-missiles do detonate on impact, it is largely useless against infantry due to it's large spread and shaped-charge design making it largely ineffective against small targets. This Sidewinder has been upgraded to have double the magazine capacity of a normal Sidewinder, holding fifty rockets in a single clip.

*Mag Launcher* – A slightly unusual Anti-Titan weapon, the MGL (Magnetic Grenade Launcher) is a semi-automatic belt-fed grenade launcher. The grenades fired are magnetized, and will automatically seek targets made out of metal, such as Spectres and Titans. This model has been modified to fire fully-automatically at the operators discretion and the included belts have a capacity of eight rounds instead of five.

*Charge Rifle* – The only pilot scale directed energy weapon, the Charge Rifle fires a beam of radiation that damages electronics and melts armor on contact. While the beam is highly damaging, the weapon's capacitors don't have the capacity to hold the charge required to fire the weapon, necessitating a charging period before firing. While the weapon can vent it's charge before firing if needed, once it reaches full charge it will discharge regardless. Additionally, this model has been modified to charge much faster than the standard rifle.

*RP-6 Softball* – Pilots generally have to make do with re-purposed ‘grunt’ tech- guns generally designed for the general infantry that turn out to have properties that are useful to Pilots. The Softball is a case of the opposite. A six-shot grenade launcher that fires adhesive ammunition, the RP-6 also utilizes targeting software that links to even the most mundane of visors, projecting firing arcs from telemetry data without the need for a specialized helmet attachment. This ease of use combined with the ammunition’s equal performance against Titans and Pilots alike were intended to increase it’s usefulness for a Pilot on the move. An unintended upshot of this is that those same features make it very popular for the general infantry, who can often be found of them thanks to that same flexibility.

*LG-97 Thunderbolt* – Somewhat of a sister weapon to the EPG, the Thunderbolt uses much of the same concept, firing electrically-charged plasma projectiles using a detachable battery pack. However, unlike the EPG, the Thunderbolt fires highly compressed, directed packages of plasma, designed to strike a single target to deliver all of it’s energy to. This makes it much more of an ideal anti-mechanical weapon, against both Titans and Reapers- the Spectre’s bigger cousin.

*Energy Weapon [100cp] (One Free Corporate)* With the advent of Spectres, highly advanced Titans and especially the IMC’s newest Spectre-Titan combat drone, the Reaper, there is a greater need for anti-mechanized infantry weapons that don’t carry the severe ammo limitations that typical anti-titan weapons do. Enter energy weapons, which flash heated packets of plasma stored in physical cartridges. They have a slower projectile speed than most bullets, but carry much the same impact energy due to their greater mass and heat, making them ideal anti-armor projectiles on the small scale. Pick two from the list below.

Alternator – The Alternator was based off of a popular civilian model, which was itself inspired by an ancient firearm design from the core systems. Two barrels are fed from the same double-stack magazine, firing alternately, which gives it it's name. Combined, this gives it a side-to-side kick profile similar to the Flatline, however it is less refined, and still kicks up and down slightly.

*Volt* – Perhaps the most dirt simple of all energy weapons, the Volt is – quite simply – an SMG energy weapon – although this is only a charitable name, as despite being automatic, the Volt is still only comparable to a G2A5's fire rate when using a match trigger. Indeed, among rifles it is still beaten out by a semi-automatic weapon for it's fire rate. However despite the light damage and low firerate, it still has good accuracy at range, making it more of an ambush weapon than other SMGs.

*X-55 Devotion* – True to it's name, the Devotion rewards pilots who are *devoted* to firing it. The mechanism which drives it's high-power plasma projectiles needs to run hot in order to perform at it's optimal rate, but to prevent the barrel melting down the designers installed a high-power cooling system. This leads to a noticeable spin-up time for the weapon, taking several seconds for it to reach it's optimal firing rate. The upside of this mechanism is that the Devotion is very powerful and accurate for an LMG, being more powerful than some sniper rifles. The downside is a limited capacity for the powerful rounds, however this model has been modified with an extended box magazine to ease those concerns on the user.

*L-STAR* – The L-STAR is both an advancement and a stripping down of the X-55. It has a more reliable rate of fire than the Devotion, requiring no spin-up, but has severely reduced accuracy and penetration power, which is all fueled by an internal power source and fuel tank, which prevents it from being reloaded in the field..

*D-2 Double Take* – Somewhat of an interesting take on the concept of a sniper rifle, the Double Take can be more charitably called two battle rifles welded together than a proper sniper rifle. Being an energy weapon, the rounds have significant travel time over distance, but are still relatively armor piercing and also have the advantage of being fired in pairs, increasing chance to hit. These factors combined makes the Double Take much more of a mid-range designated marksman weapon than the sniper rifle it's marketed as.

*EPG-1* – The EPG is a strange weapon. While intended as an anti-Titan weapon, Pilots found much more use for it as an anti-infantry explosive energy weapon. The EPG charges from a detachable power cell, firing a ball of highly-electrically charged plasma, which scatters on impact to deliver electrically charged plasma to the target area. These qualities make it highly effective against infantry and light mechanical units such as Spectres, while losing effectiveness against more heavily armored targets such as Titans, due to the dispersal.

*Mastiff* – Unique among energy weapons, the Mastiff is an energy *shotgun.* The 'muzzle break' is in fact a splitter that can be seen visibly opening when the weapon fires, separating the single, high-power energy pellet into a multitude of short range pellets, increasing the chance to hit at close range, as with a normal shotgun. The splitter is mechanically driven, and so requires a physical reset, which it uses the weapon's somewhat archaic pump-action mechanism for.

*EM-4 Cold War* – An unusual energy weapon to say the least, the Cold War is a 4-round *burstfire* projectile launcher. Loading a 12-round magazine which gives three effective shots from the weapon, it must also be charged to fire, initiating a short-charging sequence from the trigger pull which cannot be interrupted before the weapon fires it's high-energy explosive projectiles. As the unusual design suggests, it is a rare weapon conceived initially for Pilots on the move, the high burst damage being made to accommodate Pilots moving at high speeds, where a second volley may not be possible.

*Pilot Tactical Ability [100cp] (One Free Pilot)* Modules that are either worn or carried by the user that provide a temporary effect when activated. Pick one from the list below, don't worry about the power source for each, if it breaks you receive a new one in your warehouse in a week.

*Cloaking Device* – A handheld capsule usually attached to the waist, a cloaking device renders a human sized user invisible to the naked eye and most electromagnetic sensors and some specific types of sonar. Using the same technology found in Titan bodyshields, a field is created that diverts light from other side of the user to the other, hiding their presence optically. However, the system has a lag of 0.1 seconds that may make you perfectly invisible to basic infantry, but people with augmented vision, such as Pilots, will be able to see a slight distortion whenever you move, and if the bodyshield is broken by an object passing through it, like being shot or picking up an object, it will fail. This particular cloaking device lasts indefinitely, and will only fail due to disruption. Unlike older generation cloaking devices, it doesn't require partial implanting in the body of the user either.

*Stimulant* – An auto-injector attached to the arm or – in some models, the back of the neck – that improves the performance of Pilots. By injecting a cocktail of drugs and swarms of 'dumb' nanomachines into the user, improvements to perception, reaction speed, physical abilities and even minor regeneration can be induced. Standard injectors generally only have limited supplies of stimulant and inject them in short bursts to help conservation stimulant. This model bypasses all of that, and is fully capable of synthesizing it all on the fly and further more, injecting it continuously for essentially permanent stim. Health degeneration associated with overuse of stimulation is common with low quality materials, but the stimulant produced by the microfactory is of the highest quality.

*Active Radar* – While initially developed as an optional attachment to Titan optical systems, the IMC began production of a human sized variant after an IMC Pilot jury rigged one into an attachment for his helmet after his Titan was destroyed. Through a combination of sonar, radar and thermal sensors, targets are identified by a computer and then overlayed onto the Pilot's visor, showing their approximate location regardless of walls as long as they are within the visors maximum range of 30 meters.

*Phase Shift* – The development of this mysterious technology is among one of the most tight kept secrets in all of the Frontier. Neither the IMC who discovered it or the Militia who perfected it are willing to talk about the specifics other than what it obviously can do. In short, the ‘device’ is a disc mounted to the back of the Pilot’s non-dominant hand, which allows the wearer to transition themselves along with any gear they may be wearing into an alternate… dimension of sorts. Regular users like to call it the ‘other place’. Within the other place, all material objects remain, but any other life simply… disappears. Weapons fire, but no projectile emerges, and tossed objects simply vanish once they leave the hand. Whatever other rules may govern this place are unknown, but it is known that it does not take kindly to visitors, quickly shunting them out after a few seconds, device or no.

This ‘forced reentry’ does have a useful side effect the users have taken to calling ‘telefragging’ after the common jump hazard. Should the user reappear inside of anything not present in the other place – organics, rather – the force of their reappearance warps and essentially shreds the target from within, forcing them apart. Material strength, bodyshields, all of it fails under the force of this, making it a very useful assassination tool.

*Grapple* – A common Pilot complaint is that they are simply too exposed in open areas. While admittedly being exposed in open areas is something all infantry deal with, and Pilots are no exception, a Pilot depends heavily on the speed provided by their jumpkit, which requires sheer faces to boost their speed. Enter the grappling hook, a magnetically stowed and launched hook attached to a mooring inside the Pilot’s armguard. It takes a moment to travel, but once attached can reel the Pilot in from across significant distances, building up a large amount of speed in the process.

*Holo Pilot* – Originally, the projector technology behind this was simply too expensive and non-portable to deploy for use in the field. However, improvements made since the destruction of Demeter have paved the way for a free-floating drone that may be deployed ahead of the Pilot to project a decoy image of them. This decoy can visually walk forward and even scale over obstacles, but simply does not react to enemy presence nor 'fire' upon them. The image is also disrupted by physical projectiles, but will last for the full duration of the drone's battery, upon which it self-destructs.

*Pulse Blade* – Battlefield conditions occasionally require innovations to be made in the field and with available materials, the Pulse Blade was originally conceived of by a Militia Rifleman attempting to hold a storage complex with multiple entrances and jury-rigged from a throwing knife and a sonar device. A more refined descendant of that device, the Pulse Blade is thrown into a solid object, where an embedded sensor uses the knife's own material as a sounding board for it's sonar, giving a live visual feedback of anything within it's range to anyone who possesses it's IFF code.

*A-Wall* – Another example of miniaturized technology, the A-Wall is a descendent of the Titan-sized Particle Wall, being deployed by a small projector lain at the Pilot's feet. The A-Wall blocks all projectiles entering from it's 'strike face'- that being the convex side of the field – while allowing shots originating from it's interior face through. While it is eventually limited by battery life, the emitter provided here recharges instead of self-destructing, returning to usability after a period of roughly three times as long as it was active, so don't throw it away.

*Endless Bags of... [100cp]* (One Free Engineer) Pick two options from the list below, every week a crate full of the respective ordnance will be delivered to your warehouse. You can pop the crate and take out as many units as you wish, but included as well is a pouch that pulls a unit from the crates into it every few seconds until it is full.

*Fragmentation Grenades* – Standard issue fragmentation grenades, lethal to most infantry, less so to Titans, and Spectres will at least least have their casing rended from the impact. These grenades have a larger blast radius than the standard.

*Arc Grenades* – Instead of blowing apart it's casing to use as lethal shards, the Arc grenade unleashes a lethal blast of electricity, highly distorting the vision systems of Titans and Pilots and rendering Spectres temporarily inoperative, while outright killing basic infantry. If a button on the sides of these grenades is depressed, it will become magnetized when thrown and be magnetically attracted to Spectres and Titans.

*Satchel Charges* – An explosive charge contained within a satchel with a smart adhesive on the underside. Once armed, the adhesive activates, sticking to whatever surface it is attached to until detonated with a remote. These satchel charges are more explosive than the standard model, but still carry the disadvantage of the normal charges in being unable to detonate individual charges.

*Arc Mines* – Like the Arc grenade, the Arc Mine releases a lethal electrical blast, distorting the systems of machines like Spectres and Titans. Unlike Arc grenades, these mines can be set on any surface courtesy of a smart adhesive on the underside that activates when the mine is armed. These Arc Mines have been modified to have a larger blast radius than the standard.

*Firestar* – Something that has not helped the comparison of Pilots to 'space ninjas' is the penchant of several to make use of explosives loaded within shurikens. The *Fire*star contains a thermite-based incendiary compound which ignites upon impact with a hard surface, eating through both flesh and metal and spraying superheated gases and shards of termite around the area.

*Gravity Star* – Another 'star' weapon, the gravity star contains a tiny gravity projector and a power source designed to overload. The projector turns on upon impact, emitting an intense gravity way that

pulls all loose objects in range closely together, tearing them apart with gravitational forces.

*Ticks* – The speed of Pilots are well known obstacles to the general infantry, who often rely on thrown explosives or otherwise easily avoidable mines for those with a jumpkit. Enter the Tick, an autonomous explosive that expands out from an unassuming disk that will track down any non-friendly IFF-tagged lifesigns in the area and self-destruct with a powerful explosion. They can jump up walls and across short gaps, making them idea for pursuing enemy Pilots.

*Spectre Team [200cp] (Discount Corporate)*

A squad of four BRD-01 Automated Infantry, more commonly known as Spectres. These drones will obey any order you issue to them through their internal network to the best of their ability, with software that functions much like an RTS. Through them you can also interact with terminals remotely. Like all other Spectres however, they can be hacked with tools as simple as data knifes.

*Spectre Legion [200cp] (Discount Corporate, Requires Spectre Team)*

An additional three squads of four Spectres, plus a command squad that includes two regular Spectres and a limited version of the 'Spyglass' network intelligence used by the IMC housed inside a Spyglass unit. Your Spyglass will inform you of the status of your squads and also is capable of limited hacking and independent problem solving, depending on how much processing power it has available.

*Marvin Team [200cp] (Discount Engineer)*

These adorable little guys are called MRVNs – or rather, Mobile Robotic Versatile eNtities, but everyone here just likes to call them ‘Marvins’. They were developed by the IMC to fill high-lethality worker roles, such as in high-radiation environments, being easily replaceable and also having the advantage of being programmable, thus cutting out that pesky training time for new personnel. You have a team of six, who will dutifully and tirelessly carry out any tasks you need them to do, provided it is within their programming, which you can remotely modify with the handy provided terminal. You *can* give them weapons, but they aren’t designed for any kind of speed or strength unless you modify them.

*Marvin Legion [200cp] (Discount Engineer, Requires Marvin Team)*

In addition to bringing your stock of Marvins to two dozen, this purchase also includes a dozen ‘flying Marvins’. Admittedly, they aren’t actually Marvins, but they feature the same ease of repair and reprogramming. They can fly thanks to three rotors, with multitool welding arms that deploy in front.

*Mining Equipment [400cp] (Discount Engineer)*

A common sight on the Frontier, these large platforms are almost completely framework for the cylindrical siphon drill housed in the middle. The drill is controlled by a rather advanced AI, boring straight down until it encounters a resource pocket, and will carve and siphon away resources using mining lasers embedded in the sides of the drill until the vein is depleted. Mined resources are pumped to the rig, where they are pumped to automated refineries or to storage tanks and beds.

*Processing Plant [300cp] (Free Corporate)*

An automated facility that, when given the proper input materials, will manufacture the high energy fuel needed for Jumping ceaselessly until it runs out of storage space or input materials. Can be hooked up to a Mining Rig for constant material flow, and also process the non-fuel materials into containers for shipping if any are available.

*Aircraft* – These aircraft will repair damage to themselves slowly over time, taking about two weeks if fully destroyed. A large barrel of fuel will appear in the warehouse every week. If your Origin is Command, any purchase here will grant four of these Aircraft.

*Crow [300cp] (One Free Grunt)* - An older generation of dropship derived from the tested and proven designs of the Titan Wars, the Crow can be found everywhere on the frontier, usually in service with the Militia or in the hands of colonists. The Crow is a 26m long twin-engine jump-capable aircraft, with enough onboard fuel to jump from space to a planets surface and back twice. The Crow does feature an onboard jump computer, but substantially benefits from having network access to a carrier's computer to increase calculation speed. The cockpit holds two, a pilot and a gunner for the Crow's nose mounted heavy machine gun. The hold has space for approximately eight people under normal circumstances, but can more, albeit much more restrictively. Mounted in the roof of the hold is a small gunners pod fitted with an autocannon, allowing the Crow to serve as a form of Anti-Air power when landed.

*Goblin [400cp] (Discount Command)* - The current generation of dropship used by the IMC. Designed and build by Hammond Robotics to replace the aging Crow, it's crew and passenger carrying capacity are identical to the Crow. In it's cargo capacity, the Goblin features only minor improvements over the Crow, featuring a larger cargo bay adapted with spaces to fit cargo so that it does not obstruct passenger movement. However, the Goblin is significantly more armed compared to the Crow. Mounted under the nose is a semi-automatic cannon, and each of the engine nacelles contain two fixed forward facing light gatling machine guns. Additionally, each nacelle contains a hardpoint to point an air-to-surface missile or an external fuel tank.

*Phantom [400cp] (Discount Corporate)* - An IMC attempt to replace the Hornet-class series of fighters with a single standardized multirole fighter, the project was plagued by politics and engineering setbacks. While still a capable multirole fighter, the Hornet is woefully under-armed compared to the Hornet, featuring two turret mounted autocannons on either side of the cockpit and four hard points, two of which are dedicated external fuel tank only hardpoints. Barely on par with the Hornet's speed and maneuverability in the first place, the Phantom is easily surpassed with slight modification. Due to a lack of refinement, the Phantom is also difficult to maintain, requiring expensive parts and high amounts of time dedicated to maintenance.

*Hornet [400cp] (Discount Command)* - A single seat, jump-capable air and space superiority fighter, the Hornet was developed under extreme time pressure during the Titan Wars, being designed, built, and pushed into active service within 11 months. After careful modifications and revisions made using combat data and feedback, the Hornet has evolved into the ubiquitous Militia multi-role, jump-capable fighter. The Hornet is a single seat VTOL-capable fighter, primarily used for targeting enemy space and aircraft and destroying armored ground targets. Mounted under the nose of the Fighter is a turret mounted cannon for attacking ground targets accompanied by two fixed high caliber machine guns for air combat. The wings have four hard points for the mounting of missiles, but also include two 'heavy' hardpoints that accept missile pods, often salvaged from Titans, or external fuel tanks. As both an air and space fighter, the Hornet's fuel contains oxidizer for exo-atmospheric use, although to increase in atmosphere operating time the supply is more limited than that of the fuel, leading to performance decrease outside of atmosphere. This can be countered by the attachment of external oxidizer tanks on the heavy hardpoints.

*Orbital Drop [200cp]* When you have something in your Warehouse and you need it *now,* you can now start to rely on the power of a supersonic metal egg falling through the atmosphere to get your shit to you on time. This takes the form of an attachment to your warehouse that automatically loads and preps drop pods with the contents of your warehouse, managed by a helpful AI. The pods have a maximum size of about a Titan, but that’s a lot of space when it comes down to it, although the launcher can only load and launch one pod at a time. Good for moving lots of stuff fast, but it’s big, flashy and *noisy*.

*Suborbital Diner [200cp]* This seems almost a bit silly, but this is an entire restaurant that you can deploy out of a drop pod onto the surface of a planet. Clean, professional and staffed by state of the art Marvins, it's specialty is related to whichever Titan you choose within this jump, such as a steakhouse for Scorch, or a sushi bar for Ronin. On top of that, there's enough space inside of it for a Titan to walk around comfortably, and a special oversized cooking area in the back. I wonder what that's for?

> While that's all well and good, the true utility of the Suborbital Diner comes when it is bought with Orbital Drop. If both items are owned, then Orbital Drop becomes capable of deploying building sized objects – and, what's more, can deploy things such as Warehouse attachments, for example, the Titan Hangar you receive post-jump.
> The caveat is that it has to be a building of it's own, though, and capable of holding up it's own weight. You can't drop, for example, a subterranean cavern.

## Offers

*Companion Import [Free/50cp]*

You can import up to eight companions for free, with additional companions over eight costing an extra 50cp per companion. You may give them either the Drop In, Engineer or Corporate Origin. They receive the 100 and 200 perks of that Origin for free. They start with a free Pilot Weapon. If you wish, you may give all imported companions additional cp by sacrificing some of your own CP.

*The 6-4 [200cp] (Free Grunt)*

There's a special team you've got. Perhaps they're your actual unit, or a group of friends- maybe they're even an elite unit that happens to owe you a favor. Whatever the case, it's a group of four elite troopers with the Grunt and Pilot freebie perks and the *'Fastball Maneuver'* perk. They count as a single companion slot. If you choose, you may import companions into this role and buy it multiple times.

*Pilot Upgrade [100cp]*

By spending 100cp, you can promote your imported companions to a Pilot, giving them the 100, 200 and 400 perks of the Piloting Origin instead of what they would receive normally. They receive a Jumpkit, Pilot Augmentation and Titan Piloting for free. You need only buy this once to have it apply to all companions.

*CP to TP/SP Conversion [50:200]*

If you desire more customization points to use on a table you have specialized into, then here you may exchange CP for TP or SP at a 1:4 conversion ratio. If you do not have the relevant specialization, then you may buy into the customization table with this method.

# Titans

Titans. Six meter tall war machines, these humanoid automatons are probably half the reason you're here. Titan's are controlled from a cockpit that forms the torso, inside is a projected display that is a feed from external camera's mounted on the Titan's hull. Titans incorporate a form of force field around the Titan called a bodyshield. Invisible until a projectile is in range, the body shield slows or stops projectiles and forces explosive projectiles to detonate early, significantly reducing damage to the Titan. If a bodyshield is activated too often in a short period, it can be overloaded and go offline until it recharges, making the Titan significantly more vulnerable.

Each Titan has it's own unique core ability and them which the rest of the Titan is generally built around, with a supporting tactical, defensive and ordnance ability. A Titan's depends the most on it's battery packs, of which each Titan generally has several. While the reactor may power the Titan's ordnance and tactical abilities, the batteries are large reserve power packs that are used in self repair and to maintain structural integrity. Once all battery power is consumed, the Titan will often lose the ability to walk or maintain it's bodyshield, and easily crumble under bombardment. This makes batteries tempting targets for other Pilots to attempt to steal via a 'rodeo' maneuver.

Every Titan also comes equipped with it's own internal AI, which – on the surface – manages all internal Titan functions, such as power, stabilization and targeting. To a Pilot, however, an AI is much more than that. It is their partner both on and off the battlefield, loyal and helpful to a fault- to the point that many Pilots would call their Titans 'friend'. While of the available classes, Legion, Scorch and Ronin are loaded with male AIs and Northstar, Tone and Ion loaded with female AIs, you may choose the programmed gender of your AI as well as it's general voice. From that point on, it is a fairly blank slate as far as personality development is concerned, being designed to eventually develop an AI to compliment you- it's Pilot.

*Titan Chassis [200cp] (One Free All)* Buying a Titan chassis does not give you a single Titan. It instead gives you the plans to construct Titans, and during the jump, privilege to request a Titan from your faction, if you are acting in their interest or have sufficient rank, you can request a Titan more often. You get a clip on device that instantly relays coordinates to your faction for a Titan drop. If one of their ships are in range, a Titan will be delivered to your location in a drop pod.

> Light – A descendent of the Stryder Titan, light chassis emphasize mobility, having a maximum of three dashes available at any given time. Thanks to it's light armor design (read: non-existent) it can maintain a high speed at the cost of damage protection. Titans that use the light chassis include the Northstar and Ronin Titans.
>
> Medium – The first Titan ever developed and tested in combat, the Atlas' design methodology has survived the ages, being built around a balance of armor and speed. With two dashes to use, medium chassis can never the less take more of a beating, and have modern day descendants in the Tone and Ion Titans.
>
> Heavy – Slow, cumbersome and near impossible to destroy, heavy titans were developed from the oddball of the initial three- the Ogre. With only a single dash to use, they still possess almost double the health of the light chassis, and feature some of the heaviest weapons. Interestingly, the original Ogre Titan is close to unchanged from it's original design when used in the Legion and Scorch Titans.

*Old Friend [Free] (Pilot's Only)* Do you have a robot from your past you'd like to use? Well, with this option, you may import a robot or mecha to become a Titan in this jump. You may choose to either keep it at it's old scale or downsize it to the typical six meter height of a Titan. Downsizing does reduce power, but makes it much cheaper to manufacture. The new Titan gains an AI core and neural link interface as standard.

# Titan Customization (Pilots ONLY)

Of course, it wouldn't do for a Pilot such as yourself to just have access to the basic, non-customized Titan classes, would it? No, instead, you are going to receive *1000 Titan Points (TP)* to spend on the customization table below for use on your Titan. You will *only* receive these points if you have the Pilot specialization.

*Vanguard-class Titan [100TP]* More of a general upgrade than any specific capacity increase, the Vanguard-class Titan is the first Titan designed solely by the Militia, rather than being stolen and manufactured in secret. Aside from being a generally powerful Titan, it is designed with highly modular systems in order to make both repair and field rearming much more practical, to the point that many Vanguard Pilots have cannibalized other Titans for their loadouts in the past.

*Titan Ordnance [100TP]* (First One Free) All types of Titan Ordnance can be requisitioned or bought from the various factions inhabiting the frontier, but for a little extra, you can get access to the prototype amplified versions for your personal use. Titans only have a single hardpoint for the purposes of mounting ordnance, but nothings stopping you from bolting extra pods on. Can be purchase multiple times.

> *Dumbfire Missiles* – A simple dumbfire missile pod, when fired it sequentially releases the entirety of its payload of unguided missiles. This model has an expanded firing bay, increasing that number of missiles released with each salvo. Missiles may optionally be modified to carry thermite or plasma munitions, dealing increased damage against organic or armored targets, respectively.
>
> *Slaved Missiles* – A Hammond Industries missile system for bombarding a single target, this system requires a lock on by it's operator. Once locked on, this pod fires a series of homing missiles at the target in salvos of three. One of Hammond Industries next-gen alpha units, it locks on faster and fires more salvos than the standard model. Like the Dumbfire Missiles, these may use thermite or plasma munitions, optionally.
>
> *Cluster Missile* – Scraped together by Militia engineers, Cluster Missile pods fire a singular missile that explodes into a shower of timed explosive charges on impact that continuously detonate over several seconds. These next generation missiles are engineered to IMC standards and are more accurate and longer-lasting. As with all missile options, anti-organic thermite munitions or anti-mechanical plasma munitions may be used.
>
> *Multi-Target Missile System* – Designed to engage multiple targets at once, any targets painted by the system will have a swarm of missiles fired at them. By removing unnecessary safety restrictions on the holding rack, more missiles can be loaded and made available to the operator at once. Plasma or thermite munitions may be used.
>
> *Elemental Wave* – Deployed from a projector either mounted in the arm or a melee weapon, a wave of energy may be deployed ahead of the Titan, ripping through targets and damaging all in it's path. Three types of energy may be used in the deployment of this wave. Thermite payloads burn for a long time and deal damage to anyone foolish enough to step on it, as opposed to a short-lived plasma wave which deals high electrical damage to targets. Alternatively, a re-purposed Vortex shield may be used, which disrupts enemy bodyshields and targeting systems.
>
> *Laser Pod* – A high precision weapon, this pod fire a single, piercing laser shot at a target with high-accuracy. A short charge time is required before firing, and although charge can be held for a short time once reached, it cannot be held indefinitely, giving only a short time for aim correction before firing. With this model, however, that particular issue has been fixed, giving indefinite charging time as well as a not insignificant increase in power. If desired, it may also be modified to fire a single concentrated shot of thermite or plasma.

*Defensive Abilities [100TP]* (First One Free) As above, you can also get access to some of the prototype amplified defensive abilities for Titans here. Titan reactors are hardwired only to support a single tactical ability however, adapting them to support more than one will probably require redesigning the entire reactor… which we can do here for a pittance, as part of the installation fee.

> *Vortex Shield* – Instead of blocking or deflecting projectiles as Titan bodyshields do, this shield instead captures and holds rounds in a field projected by the hand of the Titan. The rounds can then be fired at high speeds in the direction of the Pilot's choosing. This prototype instead reflects intercepted rounds back at enemy Titans immediately without requiring the dropping of the shield.
>
> *Electric Smoke* – While normal Tactical Abilities are direct energy effects, this system deploys a dense cloud of smoke dispersed with charged particles. Anything caught within the smoke will be shocked at the particles discharge at random. By altering the smoke and the particles within, this cloud is denser and takes longer to disperse.
>
> *Particle Wall* – This system deploys a stationary forcefield for the purposes of artificial cover. It allows firing through the side it was deployed from and blocks attacks from the other, although it can be taken down from prolonged fire. Expanded battery capacity and a secondary projector allow for the storing of two particle walls at once to be deployed independently of each other.
>
> *Gun Shield* – An attachment to the firearm rather than to the Titan, the Gun Shield deploys a portable particle shield similar to the Particle Wall around the Titans weapon. While it has the tradeoff of being smaller, the Gun Shield can take more of a beating than the Particle Wall, and has the advantage of being portable.
>
> *Heat Shield* – Rather than project energy or a shield, the Heat Shield projects a sphere of fire, which melts and repels incoming projectiles. While unable to redirect them as the Vortex Shield does, the Heat Shield has the advantage of being… well. Made of fire. This means that the shield can deal heavy damage to Titans simply by shoving the active shield at the face of an enemy Titan.
>
> *Physical Shield* – The issue with energy-based shields is that they run out of energy sometimes. Enter the Physical Shield, which is exactly what it says on the tin, being a hunk of metal a Titan can use to block incoming projectiles. Due to being physical, there are no special dampeners in place to protect the Titan, which means that while actual impact is prevented, the shock to the Titan's limbs does deal minor structural damage.
>
> *Energy Siphon* – A clever device fashioned by the engineers at Vinson Dynamics, the Energy Siphon is an energy weapon that doesn't actually deal any damage to opponents. Rather, it drains the energy of enemy shields and redistributes it to the Titan, recharging shields. When used against friendly Titans, it can 'kickstart' their bodyshields, recharging them instantly at no energy cost to you.

Titan Weaponry [100TP] (First One Free) While you can requisition or purchase all of the standard variants of these weapons, you might be interested in some of the amplified versions. Every purchase of this nets you one weapon from the list below.

> *XO-16 Chaingun* – One of the most common Titan weapons, the XO-16 is a fully automatic 20mm drum-fed chaingun. Praised for its reliability and easy of use for a Titan weapon the XO-16 nevertheless suffers from a low amount of firepower for a titan weapon and the quick depletion of the low capacity drums used in standard models. The rounds fired by this prototype are electrically charged, and disrupt and deplete Titan bodyshields more easily than the standard.

*40mm Cannon* – A heavy artillery cannon that fires a high explosive round with great accuracy. There are varying models all over the frontier with varying clip sizes and firing modes, this model possesses the capacity to switch between single-fire, three-round burst and fully automatic fire modes and an extended magazine.

*Quad Rocket* – The length of this weapon is primarily the magazine, containing sixteen rockets that are fired sequentially in groups of four. They deal a large amount of damage to targets, but travel slow enough to be dodged at medium range or longer. The rockets of this model are minature Cluster Rockets that disperse additional explosive charges on impact. Additionally, the weapon may also switch to a single-rocket rapid-fire mode.

*Arc Cannon* – The only energy based Titan weapon, this hand-held cannon projects an electrical arc that while short range is practically guaranteed to rend infantry apart and at the very least damage the systems of Titans. The weapon has short comings in that it must be momentarily charged before firing, and releasing it prematurely severely inhibits the range and damage of the weapon. This model has a more powerful generator to reduce charge times and has been modified with a superconductor and capacitor bank. Arcs are more lethal and have longer range, additionally, if the weapon is charged to full, the Arc is substantially more lethal.

*Plasma Railgun* – While intended to be a weapon for spacecraft, this weapon has found substantial success as a Titan weapon. The weapon fires a superheated plasma bullet at the target doing severe damage on impact provided the accelerator has time to charge. Firing prematurely leads to damage falloff at range. Thanks to substantially modified power cells, this model charges much faster and is always at a charge level similar to that of a half-charged standard model.

*Triple Threat* – An interesting weapon, the 'Tripe Threat' as it is nicknamed is a Titan sized grenade launcher that fires three grenades at once. These Titan-sized grenades are highly lethal and liable to bounce into buildings and tight spaces, making it ideal for clearing out entrenched infantry. However, the pilot has no control over the projectile once it is fired, and grenades may bounce back and hit the user or friendly ground units. While the weapon itself is an unchanged model with an extended magazine, it has the option of firing magnetized grenades that are attracted to Titans and robotic infantry or burrowing grenades designed to embed in the ground as a mine on impact instead of bouncing.

*Leadwall* – At first glance, this weapon may look like another Triple Threat. However, this weapon is actually a tri-barrel shotgun, firing powerful short-ranged spreads that can strike across a Titan’s arms and body at once to potentially hit more weak points. While devastating at short-range, the Leadwall suffers from severe damage fall off from more than twenty or thirty meters away, while most infantry-sized shotguns can be used at ranges of over one hundred meters.

*T-203 Thermite Launcher* – Designed specifically for the Titan Scorch, this single-shot cargo launcher is actually a re-purposed ship salvage tool which fires canisters of thermite which attach to and rapidly burn through layers of armor in order to reach more sensitive internal components. Used against Titans, it understandably deals heavy damage as it passes through their armor in addition to igniting any flammable materials it encounters. Additionally, being thermite, it also is extremely difficult to remove from a Titan once attached.

*Splitter Rifle* – While this seems like it should be an energy-based weapon like the Arc Cannon and does in fact fall under the umbrella of energy weapon- the Splitter Rifle is in fact a particle weapon, firing ionized plasma packets that are recharged from replaceable power packs. The rifle can switch to a higher-power ‘split shot’ mode which fires three higher energy packets at once, however this is dependent on a limited internal power supply, which rapidly drains while in use.

*Predator Cannon* – As versatile as it is awe inspiring, the Predator cannon is a Titan-sized six-barrel minigun. The projectiles are accelerated not chemically, but electromagnetically, which allows the power and accuracy to be adjusted. The Predator Cannon thus can switch between short-range and long-range firing modes, which exchanges accuracy for power or power for accuracy, respectively. Each respective mode also features a 'power shot' option, which overloads the firing mechanism temporarily. The short-range mode rapidly increases the firing rate temporarily to function as a shotgun, while the long-range power shot fires a grouping shot with the equivalent power of a fully-charged railgun shot.

Core Ability [200TP] (One Free All) A Titan's core ability is essentially it's trump card. Far too powerful to be charged off of standard munitions, a core is charged off of excess power from the Titan's reactor core until it is ready to be unleashed. Once activated, the Titan must be committed to using it, otherwise the excess energy will fry it's internal systems.

*Tsunami Core* – The smaller, non-Core version of this ability is a pinpoint wave designed to hit a specific target. The Core version is designed to unleash a powerful wave of plasma, thermite or force, igniting and disrupting anything in it's path, and dealing massive damage to any Titans caught in it's path, while utterly annihilating ground forces.

*Missile Core* – Any munitions larger than a bullet are generally in short supply. Missiles, mines, grenades, all of them. This Core does away with those pesky supply limitations, pouring the energy into flash-forging hundreds of missiles at once, and either unleashing them in a deadly volley or firing them off individually over time. As with all other missile options, thermite, plasma or standard munitions may be chosen.

*Beam Core* – Many Titans have a high-definition monoeye camera mounted to the front hatch. While it is partially a camera, it turns out that it is also possible to modify said camera into a high-power beam cannon. A laser, thermite or plasma may be chosen, but no matter which is picked, the Titan will be able to fire a powerful, continuous stream of it for several seconds after activation, enough to annihilate several Titans.

*Smart Core* – All Titans use bodyshields. However, as was proven with the Damage Core on the original Titan – the Atlas – these shields may be used to manipulate fired projectiles. The Atlas used this to increase projectile velocity, but here, the bodyshield may be used to subtly deflect fired rounds in order to guarantee hits on anything that the targeting computer can acquire a lock on. This essentially turns all rounds fired by the Titan into 'smart' rounds temporarily, up to fully charged railgun plasma rounds or all the way down to miniscule minigun rounds.

*Melee Core* – Melee combat among Titans generally boils down to high-powered fist fights between two large war machines. For Pilots who choose to arm themselves with a melee weapon, however, it may be one of their only methods of attack, where speed and strength are crucial to survival. With this in mind, the Melee Core is used to supercharge the Titan's servos to greatly increase strength and speed, as well as activating electrical pads in the Titan's hands, which turns any conductive material in the Titan's hands – such as a Titan broadsword – into a lethal electrical weapon.

*Amp Core* – Some Pilots don't want fancy attacks or extra missiles. Instead, they'd simply rather their Titan's performance was boosted for a set period of time. The Amp Core provides this. A single parameter of the Titan may be boosted or extended for a set period of time, such as increasing the strength of bodyshields massively or granted indefinite dashing for a short period. Titan accuracy may be boosted, or firing rate may be increased, as examples.

*Upgrade Core* – This is an… odd core. Basically, instead of a typical core ability, the Upgrade Core temporarily improves an aspect of the Titan, building up more and more charges as the battle drags on. While it does have to eventually shut down to cool, it can improve basically anything that the Titan can pick up, even weapons picked up from enemy Titans.

*Extra Dashes [100TP]* By expanding the internal fuel tanks of a Titan, additional dashes may be generated and stored by the Titan's internal fuel generators. This translates to an effective increase of one for your Titans dash capacity. May be purchased multiple times.

*Servo Upgrade [100TP]* Upgrading capacitors and replacing metals with more conductive synthetic alternatives can increase the torque and efficiency of motors, which in turn yields a significant increase in limb power for the Titan.

*VTOL Module [200TP] (Discount Light Chassis)* Titans are inherently tied to the ground, unlike their Pilots, who use wallrunning and jumpkits as key parts of their flanking tactics. These thrusters use the same fuel generation process that goes into dashing to power a short VTOL 'hop' into the air that can give Titans the vantage point they need during pitched combat or simply to clear obstacles.

*Fathoms of Missiles [200TP] (Discount Medium Chassis)* Where are all of these missiles coming from? Somehow, whenever you're not looking, someone refills your missile stocks. The racks still take time to load new missiles into the firing position, of course, but for some reason they never seem to run out of missiles to load.

*Buckets of Ammunition [200TP] (Discount Heavy Chassis)* Weapons like the Predator Cannon or the 40mm Tracker Cannon have ammunition boxes that are as big as a Titan's fist. Needless to say, where the Titan keeps the three dozen or so boxes that can be consumed in a single engagement is a mystery, but whenever they're needed, the Titan manages to pull out another one. You also might notice a helpful ammunition cache under the seat.

*Melee Weapon [200TP]* Scaled to Titan-size, this melee weapon's detachable blade and electrified shaft hint at it's origins in industrial technology. Any modern melee weapon may be picked.

*Sub-Arms [200TP]* These small mechanical arms are attached to the back of the Titan and designed to quickly grab and use small modular ordnance pods, which allows for ordnance to be swapped out simply by exchanging the pods. The arms are fairly strong and carry additional potential uses such as holstering weapons and melee combat.

*Sonar Probes and Minelayer [200TP]* These two modules each allow for a single option. The first deploys a single sonar probe ahead of the Titan with a short magnetic charge. It pings the area, revealing the location of enemy Titans and infantry, which is useful for ambushes. The second is a module that builds and deploys one of three kinds of mines which you must pick now. Tether Traps are quickly deployed and long lasting, when triggered they deploy a magnetic tether to another Titan, anchoring them in place until the trap is destroyed or runs out of power. Tripwire Mines are deployed in groups of three, and form a network between each other; should something disrupt the straightline communications between them, all three mines will simultaneously detonate. The third option is slightly strange, allowing the deployment of a swarm of nine full-sized Ticks that will autonomously seek out enemy Titans and infantry.

*Rearm [200TP]* When systems are cooling down, reloading and rearming, there's a period of vulnerability. Thankfully, you have this shiny green button you can smack when you need to send the systems into overdrive for a few seconds, instantly resetting all cooldown or rearm sequences that may be active on your Titan at the time.

*Phase Dash [400TP] (Discount Light Chassis)* A Titan-sized version of the same Phase Shift device issued to Pilots, this device has been tweaked so that instead of simply shifting the Titan into the other place, it shifts it in with a moving frame of reference, throwing the Titan forward at significant speed, which carries the advantage of allowing Titans equipped with it to close to melee-range without exposing themselves to enemy fire. However, due to some unseen bug within the device, Titans experience the opposite effect of Pilots when attempting to 'telefrag'. Indeed, the *incoming* Titan is the one shredded to pieces when using this, not the Titan in real space.

*Target Lock [400TP] (Discount Medium Chassis)* The weapons system of the Titan are heavily modified, all supporting a lesser version of the bodyshield aim-correcting system used in the Smart Core. Now, upon successful hits to enemy armored units, the Titan's targeting systems will begin establishing a lock on the target. Once locked, any missile munitions available may be switched to homing mode for one volley, upon which lock is lost and must be re-established. Titan weapon fire may also benefit from minor aim assist.

*Canister Launcher [400TP] (Discount Heavy Chassis)* A dedicated launcher is added to the Titan's shoulder in which two canisters may be loaded every few seconds. These canisters may be launched, where upon landing they will begin spraying their payload out. You may choose a flammable gas payload that explodes into liquid fire upon ignition, a plasma-gas that remains inert until electrified by weapons fire or a large-scale gravity disruptor that triggers when the canister is destroyed.

*Energy System [400TP]* The internal systems of your Titan are completely overhauled, any individual weapon systems and modules have their own internal power supplies removed and instead wired to a large, centralized power core in the Titan's own Core. The advantage of doing so is that modules and tactical abilities never run out of individual power, instead pulling from the central power supply, essentially pooling the energy of all Titan abilities together. The disadvantage is that if power runs out, the Titan is completely without ordnance, tactical abilities or modules until power is recharged.

*Viper Module [600TP]* Speed is life, Pilot. The old, antiquated and slow thruster module of the past has been replaced with a much more efficient airbreathing electric turbine engine that runs directly off of your Titan's Core with little to not impact on battery life. That's right, this gives the Titan the ability to *fly*. And *fast.* Combining the maneuverability of a Titan with the speed and agility of an aircraft, can anything beat this?

## Titan Perks (+200TP for this section only)

The following perks are not perks you purchase for yourself, but rather for your Titan, should you so wish.

*Protocol 1: Link to Pilot [100TP] (May Be Bought Multiple Times, First Purchase Free)* The crux of the relationship between a Pilot and a Titan is the neural link between them. It allows the Pilot to control the Titan's movements as an extension of their own body, and also grants the Titan a semblance of personality and humanity. Each purchase of this strengthens the bond between Pilot and Titan, improving reflexes and combat effectiveness rating, as well as developing the Titan's AI, giving it more of a developed personality.

*Protocol 2: Uphold the Mission [200TP]* A Titan is more than just the sum of it's parts. That is to say, it is also software. There are situations where the Titan simply cannot follow it's Pilot, or it's weaponry is not suited to the task. In these cases, the Titan can now provide electronic support, acting as a sensor booster, marking enemy positions and transferring AI functions into compatible systems to provide tactical advice on the go.

*Protocol 3: Protect the Pilot [200TP]* You would need to ask a Pilot to realize this, but Titans are utterly devoted to their Pilots. They quite literally live and die for them, gladly sacrificing themselves should the need arrive. This Titan has placed an even greater emphasis on it's Pilot's safety, keeping careful watch on their health and safety, and even looking to help quell and soothe emotional trauma.

***Trust Me.*** *[300TP]* Titans seem to be smart simply because of their sheer ability to crunch numbers as AI. They can solve simple equations and perform tasks set before them but can only problem solve to a very limited extent. However, this Titan has become truly creative. It has it's own initiative and ideas, which it shares and debates with it's Pilot, to the point where it becomes unclear if either is truly in control. This boosts the effects of all other Titan Perks.

*Cooper* is *my Pilot. [200TP]* Titans are a fixture of everyday life on the Frontier, for both the IMC and Militia. The GI Bill means that many ex-IMC Pilots still possess their old Titan partners and work with them on the Frontier's many farms and ranches. However… many worlds beyond this don't have Titans, and would be at best confused by a Titan and their Pilot, at worst terrified. With this perk, the Titan will find it has a great degree of social stealth for what it is. People will accept it's presence with a short explanation on it or your part, and people will barely blink an eye at a Titan running around.

*SERE Kit [100TP]* It's unavoidable, but sometimes your Titan will be destroyed. This is inevitable, considering the dangers of warfare, but when this occurs, you will not be left alone. Now, upon Titan destruction, it's AI core will eject from the chassis and either be pulled out by the ejection sequence or ejected away from the Titan. Once recovered, the AI core will provide a single set of potent emergency tools before ejecting from it's rigging. The specifics of this kit vary depending on where you are, and cannot be accessed beforehand, but are always potent and useful.

Within this jump, the SERE kit will take the form of a data knife and a single Smart Pistol.

## Capital Ships (Command gets +400cp to spend in this section ONLY)

On the Frontier, there is almost no such thing as a true ‘battleship’. The IMC is a manufacturing company first and foremost, and the Militia do not get to be picky when it comes to their naval forces, primarily being composed of mutinied IMC ships or salvaged wrecks. To this end, most large-scale capital ships on the Frontier are carriers- that is to say, cargo vessels re-purposed to carry aircraft and infantry. The most charitable definition of a ‘battleship’ is often a smaller transport vessel with ancient, man-operated turrets on the flanks and standard anti-Titan automated turrets where available.

*Draconis-class Airship [400cp]*

When drop pods are deployed to the surface, more often than not they are not deployed from space, but actually from a low-orbit or high-atmosphere aircraft. This reduces the re-entry heat the pods have to endure, and greatly reduces travel times to the surface. Platforms such as the Draconis-class are designed especially for this purpose. While far smaller than supercarriers- only 40 meters at the beam and 120 meters in length, the Draconis-class has spacious loading bays for aircraft and cargo and ample launch bays from which it’s compliment of Titans can be deployed.

Unfortunately, it has no actual capacity to store and launch aircraft, merely refuel and accept cargo- in fact, it is primarily intended to be loaded from the back while on the ground. The Draconis possesses a very limited jump drive with inaccurate computers, only ever being intended to be jumped out of the atmosphere or into high altitude, and not very far. Unlike most IMC vessels it is not a mining ship, and cannot produce it’s own fuel, leaving it at the mercy of a supply chain to maintain it’s short ten jump fuel capacity.

Also, thanks to being re-purposed as a Titan deployment platform, the Draconis has had it’s cargo space severely inhibited in order to hold it’s compliment of Titans – three dozen of them, in fact – which somewhat ruins it’s original purpose as a transport ship. However, it’s hybrid airbreathing thruster design makes it very economical to operate in atmosphere, especially at speeds which would burn unnecessary fuel for other capital ships, which compliments it’s jump-light design.

*Sentinel-class Supercarrier [600cp]*

Named after the first of it's class to be produced, the Sentinel-class Supercarrier is the replacement class for the aging Andromeda-class Supercarrier. A direct improvement to the Andromeda-class design rather than a redesign, the Sentinel-class addresses the lack of speed and aircraft power in the original design. It is proportionally larger than the Andromeda-class, being approximately 60 meters longer at 240 meters long and 70 meters at the beam.

The armor of the Sentinel-class is more advanced than that of the Andromeda-class, massing at far less yet providing the same level of protection. Shielding has been increased across the ship and around the launch bays, while thrusters have been upgraded with increased power to address maneuverability issues. One of the unchanged features of the Sentinel-class is the Jumpdrive, which is identical to the Andromeda-class except for an increase in size. It can cover several hundred light years with a single jump, and carries fuel for up to fifty jumps on a full tank. In the event of a fuel shortage, it also contains limited fuel production facilities that can operate at a slow rate given the proper resources.

The main part of the ship is it's hold, which is divided into two sections – the flight deck and the cargo hold. The flight deck is just below the 'spine' of the vessel and is where air and space craft are stored. The deck makes use of automated launch facilities, aircraft are stored on pallets that can move along rails in the floor. When an aircraft needs to be launched, it can automatically be moved down to the cargo deck for launch through one of the ship's cargo bay doors. Additionally, craft may launch out the prow of the ship to avoid having to

depressurize the cargo bay for space launch. The cargo deck is the primary storage area and makes up over 40% of the ships length, providing 6720 square meters (~70,000 square feet) of storage space. Each side contains three massive bay door shutters for loading and unloading cargo or for aircraft launch in atmosphere.

On the Andromeda-class, tanks and Titans were kept in the cargo bay for deployment by dropship. With the advent of disposable drop pods, these are now kept in the Drop bay, located between the cargo hull and the bridge. The Drop bay contains the facilities for the loading and launching of drop pods, either immediately launching a pod or magnetically attaching it to the hull for deployment on command. Two types of pods are available as long as the raw materials are on hand to construct them. The STS-P pod can hold up to four average human occupants, be that Spectre, Marvin, Pilot or Grunt. The STS-X pod can hold something approximately as big as a curled up Titan, however, unlike the STS-P, the STS-X separates from it's cargo before impact, and does not afford any protection from the landing to it's cargo.

It is useful to keep in mind that the Sentinel-class is still an Interstellar Mining Corporation vessel. It's primary purpose is the transport of cargo and mining. Onboard production facilities were designed with the manufacture of parts and mining equipment in mind, and the ship is unarmed except for any cargo it may contain.

*The Odyssey [400cp] (Command Only)* Should you have a vessel in your possession already, you may import it into this jump so it may benefit from the customization options below. It retains all of it's capabilities, and additionally gains a small 10-jump capacity drive for use. Any options below that *increase* capabilities that the ship doesn't have will instead grant them. (IE- *Additional Drop Pods* will grant drop pod capability if bought.)

## Capital Ship Customization (Command Only)

In order to make your ship feel more like a proper vessel befitting it's captain, you're going to be supplied with *1000 Ship Points (SP)* that can be spent on the options below in order to customize your vessel.

*Size Upgrade [50SP]* There are enormous carriers out there that can reach sizes of over six hundred meters in length, dwarfing some small colonies with their size. Each purchase of this option increases your ship's length or width at the beam by about half again. Granted, this doesn't inherently give you anything besides the extra space, but it does give you extra modules and slots to work with.

*Speed is Life [50SP]* You let Viper fiddle with the goddamn engine power settings again, didn't you? Well, shit. Now the ship's engines are pitching up. If you had to guess, it seems like the acceleration and top speed in atmosphere have been increased by about 50% of the base speed.

*Comfortable Quarters [100SP]* This is somewhat of a luxury item, but with one purchase of this, your ship is upgraded with improved crew quarters. Gone are metal cots and cramped bunks, now you have legitimate beds, running water and upgraded facilities to keep your crew happy. Each purchase makes the facilities generally more fancy, so by the third purchase, you could get away with everyone having their own private room!

*Food Production [100SP]* Hydroponics, algae cultivation and extra food prep space lets you support a small population aboard your ship as long as you have water and power. Not as useful for a military ship since that's going to be getting food along with it's regular munitions supply.

*Broadside Turrets [100SP]* Three turrets mounted to each side of the vessel are practically archaic. While powerful, they're exposed to the air, making them next to useless in space without EVA gear for the operators, and bear the significant risk of their operators potentially falling off should the ship bear a significant shock. Effective against capital-ship grade armor.

*Spinal Turrets [100SP]* A group of about ten anti-Titan turrets attached to the spine of the ship. While each on their own is only truly effective against light aircraft or Titans, when massed they are still a massive danger to any attempt at an air attack as well as any exposed enemy personnel.

*Additional Drop Pods [100SP]* By optimizing assembly Marvins, increasing the number of magnetic locks and the inclusion of a small loading dock on the underspine of the vessel, more drop pods may be practically used at any given time, which increases the forces that may be deployed at any given moment.

*Carrier Deck [150SP]* Additional runways, storage compartments and fuel tanks make it possible to service and arm additional aircraft, which increases the ship's ability to respond to enemy aircraft and spacecraft. Each purchase gives additional wing capacity of six.

*Titan Deck [150SP]* More hagar locations, more service bays and more bloody Marvins means that the Titan compliment of the ship can be expanded by a good dozen units. What goes unsaid about this, though, is that the Titan deck is also where most of the Pilots are selected and trained, with a good amount of VR pods squirreled away in the various nooks and crannies. Titanfall occurs directly from this point on dropships.

*Increased Jump Capacity [200SP]* There is a simple limitation to increasing the number of times a vessel may jump- fuel tanks. Unfortunately, no matter how energy dense fuel is, it still has the unfortunate limitation of taking up space in expensive fuel tanks. Each purchase of this roughly doubles your vessel's jump capacity.

*Extra Armor [200SP]* Since spacecraft are such large targets, it is not exactly difficult to hit them with ship-to-ship weapons, thus, most spacecraft use ablative armors and shields instead of deflective armor. However, extra armor plating adds mass, so this upgrade actually includes a boost to the thruster systems in addition to extra armor plating, so the vessel may maintain it's same level of maneuverability as before.

*Missile Pods [200SP]* Thanks to not having as many space concerns as a Titan has, as well as generally being able to be remotely guided, missiles are often the weapon of choice for space battles. Fired in swarms of dozens of dumbfire missiles or powerful individual guided missiles, each salvo could easily destroy a Titan in a single shot.

*STAPLE IT ON [200SP]* If you just happen to have any ship-grade weapons lying around or on other ships, you can pay here to integrate it into your ship, including any power or structural concerns. Won't exactly work if you need a special kind of particle or macguffin to power it – that is, unless you have one already.

*Cargo Expansion [200SP]* Space efficiency, storage drawers between maintenance hatches and simply adding new storage modules in strategic places can help increase storage capacity. Each purchase adds the volume of roughly several shipping containers to the vessel's internal storage capacity.

*Repair Drones [300SP]* The flying Marvin's bigger, fatter cousin, this group of dumb drones are capable of repairing ship-scale damage quickly, mostly being limited to tasks such as large-scale armor replacement or the sealing of ruptured compartments. More pinpoint work will require humans or regular Marvins. Try not to bully them too much.

*Coaxial Cannon [400SP]* This is essentially a ground-based railgun turret clumsily attached to a capital ship. It has a significant charge time, but enough power to pierce through multiple layers of armor given a direct hit, and is able to bring down even a super carrier given enough successive hits. Not truly coaxial, since it can rotate to some extent, but greatly limited in it's movement. Massive recoil.

*Factory Module [400SP]* Standard on most IMC mining vessels, this central processing plant is designed to help mine out asteroids. Given resources, the module is capable of refining materials into usable components and producing goods should the blueprints be on hand. Initially, you possess the manufacturing blueprints for any items you bought with CP, and jump fuel.

*Lab Vessel [400SP]* Internal airlocks are installed, ventilation is re-routed and clean rooms are established within the vessel. Sanitation protocols are so good, it's basically impossible to bring foreign matter into the labs

themselves even if you *tried*. This makes an ideal lab space, and it's spacious enough to be comfortable while still small enough to be useful on the go.

*Prototype Power Source [600SP]* Nobody would tell you what this sphere encased object was when they replaced the ship's reactor with it. Evidently, even the technicians who operate it aren't entirely convinced they know what it is. All they would tell you is that it's a prototype of some description that they built at a lab you've never even heard of. The results are obvious, however. This thing produces an absolutely absurd amount of power, to the point that you have trouble using it all sometimes. It's no replacement for your thrusters, but worrying about your jump fuel reserves or having enough energy to reprocess water is all in the past now. Just… do be careful to not have it damaged, alright?

*Storied Ancestry [600SP]* If you have another ship in your possession already, you may use this option to combine it with the ship you purchased or imported for this table. Doing so will combine all relevant attributes, such as amenities, weaponry, shielding and so on as long as it's within the realm of reason. Combining, for example, two giant mass drivers will probably cut the free space aboard the ship down quite a bit. You may either use the size of either ship for the resulting ship or both sizes combined. Whatever you pick will be used as the base length for options such as Size Upgrade and Speed is Life.

## Drawbacks (+600cp Max)

*Wait, hold the dropship! [+100cp]*

What are these dropship pilots so worried about? Everytime you are extracted from somewhere, the dropship will drop in, open the door for all of ten seconds, and then immediately lift off, screaming about how they're out of time. Even if your in the middle of a deserted planet. Better be at that evac point.

*I'm going for the kick! [+100cp]*

You really love your kicks, don't you? Whenever possible, if you think you even have a slight chance at it succeeding, you will attempt to dispatch your foes via a spinning drop kick to the face, leaving you wide open to enemy gunfire or a counter drop kick should you miss.

And yes, this applies even in a Titan.

*I'll be at the bar if you need me [+100cp]*

You just love a good drink, but none of that shitty frontier whiskey. To make it through the day, you'll need to have a good drink. Or two. Or three. While this drawback doesn't necessarily decrease any existing resilience you have to alcohol, it does remove any benefits you get from it, and to make matters worse, your taste is *expensive*. Expect to spend most of your ration coupons on drinks at the bar.

*I'd say don't feed the animals... [+200cp]*

...but you might not have a choice. Any alien life you run into seems to be drawn to you and thinks your food. Even things that are normally herbivores will still be attracted to you. If you should somehow manage to get to a planet that doesn't have any wild life, you'll find that somehow, inexplicably, previously encountered fauna will have followed you to that planet.

*Even in the Future Nothing Works! [+200cp]*

Your equipment is always in need of maintenance, and nothing you can do seems to be able to circumvent it. That hacked Marvin you set up to maintain your rifle for you? Now *it* needs maintenance! No matter what, you'll need to sit down for a few hours once a week to properly break down and tune up your gear, if you don't, you'll find it rapidly breaking down.

*What do you mean 'It Missed'? [+200cp]*

Drops requested by you and around you always seem to spin wildly off course. Titan drops crush friendly Grunts as drop pods spear through aircraft on the way down. Even if there's nothing for the pod to hit, it will still veer far off course, landing in a tree or, even worse, in the water.

*Company Man [+300cp]*

No matter what faction you chose, you are in the pocket of IMC high command now thanks to some dirt they have on you. They have a record of all your abilities that you have available to you and are going to ask you to do some ugly favors for them. While your superiors will initially regard you like a bag of dirt, with time you might be able to gain their trust, and they aren't all inherently evil, Marcus Graves in particular. Good luck when he switches sides to the Milita.

*Titan Fallout [+300cp]*

Since when did Pilots become suicide bombers? Whenever any kind of machine or robot Spectre, Crow, hell, even Marvins fail, they detonate with incredible explosive force after a few seconds. Even worse, seemingly every Titan pilot you run across has rigged their Titan with an auto-ejector and a core overload, meaning as soon as their titan is sufficiently damaged or they eject, it will shortly detonate with extreme explosive force.

*Spectre Camo [+300cp]*

While you still look like flesh and blood to yourself, everyone save for your companions seem to be convinced that you're a Spectre. And sure enough, when you look in the mirror a Spectre looks back at you. While with time you might be able to convince people that you are, in fact, human (good luck dealing with how they handle the revelation), you'll have to deal with the fact that, in the meantime, you are treated as a disposable drone.

*This is Our Land [+300cp]*

Some say there's no honor left on the Frontier. Well, looks like they're right. The lines between the Militia and the IMC become blurred. There doesn't appear to be any good side or bad side, any right or wrong on either anymore. What's more, it seems like the universe itself is twisting the narrative to teach some oft repeated lesson about the horrors of war through unavoidable tragedies and unforeseen accidents. Expect to lose some people.

*The Gauntlet [+400CP]*

~~*"Cooper! This is no time for caution."*~~

You are a grunt, serving in the Militia (Or maybe not the Militia at first?) as a third-class rifleman. Despite not having *any special powers or talents*, you've been singled out for some basic pilot training by a more senior pilot. By design or circumstance, however, you will quickly find yourself the holder of a link to a very special titan: BT-7274. After then, what you do is… up to your decision, frankly. But if you value the ability to continue the chain, you must assure the destruction of the Fold Weapon developed by the IMC before the end of this jump. Failure means chain end.

As a reward for completing The Gauntlet, you will receive a special perk not unlike what put you into possession of BT in the first place. The important people in your life – mentors, close family and friends – tend you leave you very valuable things when they die. What exactly that is depends on *who* those people are, however. Things can range from the small to the big, but are generally as of the same level of importance as BT was to you in this jump.

# Ending Choice

## Go Home

Your sick of this oppressive corporation and of the core worlds that just don't care. Your going home, back to your family and your home where none of this exists in any way, shape, or form.

## Stay Here

There's something about the air here. Despite the blasted planets and the dangerous wild life, there's something about this land that just makes you want to stay. Time continues at home, with you simply vanishing one day.

## Continue the Chain

You've fought for your land, or maybe for to reclaim your own land. Now it's time to make one last jump, and continue to the next world in the chain. Maybe someday you'll be able to gaze upon these old dusty hills again.

But, since you're going, take a little gift with you:

*Titan Hangar [Free]*

A sophisticated auto-factory, this attachment to the warehouse will manufacture any Titan you have the plans for. The designator now causes one of these Titans to be deployed to the point you designate in a drop pod when used. Once deployed, another Titan won't be produced until you return it to the warehouse or it is destroyed. Additionally, a Titan is now constructed once a day for free, but if you want more than one Titan per day, it will still construct you more if you can feed it the necessary raw materials.

Notes:

- If you buy a feature for you Titan that it already possesses, such as Energy System for Ion or Target Lock for Tone, it will receive an amped version of that system instead, with massively increased efficiency and effectiveness. This also goes for the primary weapon of your Titan as well as any ordnance or tactical abilities.

- Titans will not occupy a companion slot as long as they maintain that position. That is, they may be imported as vehicles in mechs in other jumps without losing this status, but as soon as they are imported as a non-vehicle or mech, they will become regular companions and start taking a slot.