

Your Mech

Designation:

Name:

Systems:

-**Sensors:** Allow the use of

Read the Field and *Evaluate Target*

-**Targeting:** Allows the use of *Give 'em Hell*.

-**Turbojets:** Allows the mech to continue flight.

-**Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

-Fast as Sin: Gain the *Fast* narrative trait.

-Armoured: The Mech gains 2 Armour.

-Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.

-Advanced Targeting: The mech does +1 harm with all attacks.

-Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.

-Adaptive: Gain the *Adapted to Extremes* narrative trait.

-Reflex Boosting: Even when surprised, this mech will usually react faster than the enemy. Gain +1 forward when they enter an engagement.

And Choose 1:

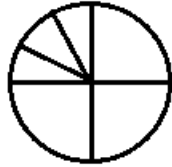
-Exotic: The mech is high-tech and hard to repair.

-Frail: The mech shies away from injury. If you take harm or have a system go offline, take -1 forward.

-Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.

-Haunted: Gain the *Strange Phenomena* narrative trait.

-Power Hungry: Gain the *Short Operational Lifespan* narrative trait.

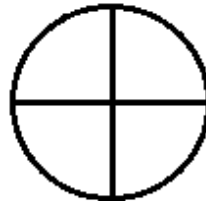


The Alpha

Some leaders are born, others are made. You can't tell why it was you were chosen, but Command selected you to lead the new pack straight out of the academy. They drilled you harder, doubled down on your lessons, demanded more; and at the end of it they gave you more to do. It works, though. You don't panic. You plan and coordinate well. And above all, when you tell someone to do something, they know better than to think about questioning it.

MECHAPOCALYPSE
Powered by the Apocalypse

Strain



Mech Loadout: Choose before leaving HQ

-Annihilator Lance (Harm 3, long range) and Combat Claws (2 harm, close)

-Phase Sweeper (Harm 2, mid range, area) and Combat Claws (2 harm, close)

-Phase Rifle (Harm 2, mid range), Hellfire Missile (4 harm, blast, one shot), Combat Claws (2 harm, close)

-Phase Rifle (Harm 2, mid range), Demolition Blades (3 harm, close)

-Raptor Rapid Demolition Rig (Harm 4, close)

THE

ALPHA

<input type="checkbox"/>	COLLECTED
<input type="checkbox"/>	BRUTAL
<input type="checkbox"/>	TACTICAL
<input type="checkbox"/>	EVOLVED

C: +1, B: -1, T: +1, E: -1. Add 1 to stat of choice.

Creation

-Someone questioned one of your orders, and were proven right. They gain 1 Lock on you.

-You have been granted the power of life and death over your squaddies, and have access to their psych files. You gain a Lock on each of them, and each should tell you one secret as play begins.

Locks

Name:

Sharpe, Locke, Tam, Minh, Saki

A hard sounding or militant name

Callsign:

Spectre, Nomad, Frogmouth, Eyeline

Look:

Girl, Boy, Ambiguous

Military, Medical, Rebel, Scrounged, Religious

Cold Eyes, Calculating Eyes, Sad Eyes, Hard Eyes

Improvement

+1 Collected (max 3)

+1 Brutal (max 3)

+1 Evolved (max 3)

+ new Alpha move

+ new Alpha move

+ other playbook move

+ other playbook move

After 5, you start Growing Up

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Moves: Choose 2

Field Officer: Can impart your bonus from Read the Field and Evaluate Target to friendly pilots in addition to normal Lock actions.

Intelligence Redoubt: When entering an engagement, roll+Tactical. On 7-9 hold 1, on 10+ hold 3. Spend hold 1-1 on any of the following options for any friendly pilot.

-Cover Optimization: Avoid harm from a single incoming attack.

-Targeting Info: Deal one extra harm on an attack.

-Killzone: Force an enemy away from an objective.

-Overwatch: Open a clear route to the objective.

Deep Blue: gain +1 Tactical.

Hot Extraction: When things get too hot, you can order your team to make a tactical retreat and roll+tactical. On a 10+, you all get clear. On a 7-9 either they get clear or you do.

On My Authority: you may use Collected instead of Brutal when you Suppress.

Your Mech

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-**Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

-Fast as Sin: Gain the *Fast* narrative trait.

-Armoured: The Mech gains 2 Armour.

-Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.

-Advanced Targeting: The mech does +1 harm with all attacks.

-Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.

-Adaptive: Gain the *Adapted to Extremes* narrative trait.

-Reflex Boosting: Even when surprised, this mech will usually react faster than the enemy. Gain +1 forward when they enter an engagement.

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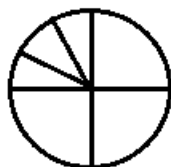
-Exotic: The mech is high-tech and hard to repair.

-Frail: The mech shies away from injury. If you take harm or have a system go offline, take -1 forward.

-Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.

-Haunted: Gain the *Strange Phenomena* narrative trait.

-Power Hungry: Gain the *Short Operational Lifespan* narrative trait.



The Monster

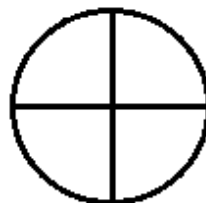
You don't talk about what the Enemy did to you. In the end it doesn't matter. A burning pyre of rage fuels you from within, stripping away weakness and impurity and leaving you the perfect engine of destruction.

There is no space for mercy or empathy for these monsters. The only way you can live with yourself is to kill them all.

MECHAPOCALYPSE

Powered by the Apocalypse

Strain



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-Annihilator Lance (Harm 3, long range) and Combat Claws (2 harm, close)

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-Raptor Rapid Demolition Rig (Harm 4, close)

THE

MONSTER

<input type="checkbox"/>	COLLECTED
<input type="checkbox"/>	BRUTAL
<input type="checkbox"/>	TACTICAL
<input type="checkbox"/>	EVOLVED

C: -1, B: +1, T: +1, E: -1. Add 1 to stat of choice.

Creation

-Someone stared you down when you threatened them, and you backed off. Why? They gain two Locks on you.

-Someone knew you from before you changed, and wants to help you. You gain one Lock on them.

-One of them reminds you of someone you lost. Who? You each gain a Lock on the other.

Locks

Name:

Cage, Roxie, Kray, Nash, Sen

A fierce name, or one evoking loss

Callsign:

Mandrake, Demon, Jackal, Firebird

Look

Girl, Boy, Ambiguous

Military, Survivalist, Feral. Religious, Delinquent

Dead Eyes, Lost Eyes, Crying Eyes, Scared Eyes

Improvement

- +1 Collected (max 3)
- +1 Tactical (max 3)
- +1 Evolved (max 3)
- + new Monster move
- + new Monster move
- + other playbook move
- + other playbook move

After 5, you start Growing Up

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Moves: Choose 2:

Zero Mercy: When you launch an assault with no consideration for your own safety, gain +1 armour.

With Goddamned Brimstone: +1 Brutal.

Hamstring: When you inflict harm, you may opt to cripple a system of your choice rather than having the target choose whether to mark damage or lose a system.

Catastrophic: You may exhaust a weapon to give it the area quality, but may not use it again until it has been reconfigured and repaired. If your weapon already has the area tag, add +1 harm.

Bring the Pain: As long as you or your mech have suffered harm, you cause +1 harm with all attacks, and gain +1 ongoing on all attempts to damage, destroy or terrify.

Your Mech

Designation:

Name:

Systems:

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Read the Field and *Evaluate Target*

-**Targeting:** Allows the use of *Give 'em Hell*.

-**Turbojets:** Allows the mech to continue flight.

-**Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

-Fast as Sin: Gain the *Fast* narrative trait.

-Armoured: The Mech gains 2 Armour.

-Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.

-Advanced Targeting: The mech does +1 harm with all attacks.

-Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.

-Adaptive: Gain the *Adapted to Extremes* narrative trait.

-Reflex Boosting: Even when surprised, this mech will usually react faster than the enemy. Gain +1 forward when they enter an engagement.

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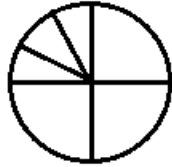
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-Frail: The mech shies away from injury. If you take harm or have a system go offline, take -1 forward.

-Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.

-Haunted: Gain the *Strange Phenomena* narrative trait.

-Power Hungry: Gain the *Short Operational Lifespan* narrative trait.



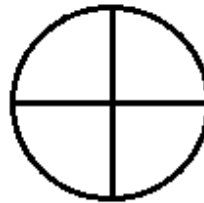
The Freak

The dreams won't stop. Every night you lie awake, and the strange messages have begun to follow you through the day as well. You know what people are going to say before they say it. You can make them obey you. You can make the universe obey you. You are pushing the boundary of human capability into a realm never seen before, into a space where you might tear down the Enemy, God, reality, make a path to anywhere you want.

The dreams won't stop.

MECHAPOCALYPSE
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Strain



Mech Loadout: Choose before leaving HQ

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-Raptor Rapid Demolition Rig (Harm 4, close)

THE

FREAK

	COLLECTED
	BRUTAL
	TACTICAL
	EVOLVED

C:-1, B: +1, T: -1, E: +1. Add one to stat of choice.

Creation:

-Someone is intrigued by you, and you have learned to bait their attention. You gain one Lock on them.

-You've heard the incessant yammering of this one's thoughts. Gain 2 Lock on them.

-The messages tell you how this one will die. Each of you gain one Lock on the other.

Locks

Name:

Weaver, Lorn, Jiao, Mist, Plum

An unusual name, perhaps mystic

Callsign:

Whisper, Nightshade, Raven, Tracer

Look

Girl, Boy, Ambiguous

Military, Medical, Shrouded, Rebel, Religious

Darting Eyes, Sharp Eyes, Piercing Eyes, Cold Eyes

Improvement

+1 Collected (max 3)

+1 Brutal (max 3)

+1 Tactical (max 3)

+ new Freak move

+ new Freak move

+ other playbook move

+ other playbook move

After 5, you start Growing Up

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Moves: Choose 2:

Sick Controls: Your bodies, meat or metal, obey you in ways they shouldn't. Roll +Evolved, and on a 7-9 choose 1, on a 10+ choose 2. You may take the same option twice if you wish.

-Take +1 armour until this move is used again

-deal +1 harm ap with your hands or close weapons until this move is used again

-repair 1 point of harm

-gain +1 ongoing on a move of your choice until you use this move again.

Puppeteer: you seize control of someone's mind and give them a command. Roll +Evolved, on a 10+ hold three and on a 7-9 hold 1. If they obey your command you lose all hold. You may spend the hold one for one to either inflict 1 harm or levy a -1 on one of their rolls. This harm is resolved against a pilot rather than their mech.

The Next Step: gain +1 Evolved.

The Message: When you Go Beyond, you may ask the MC a single question about the past, present or future that can be answered yes or no, and they will answer truthfully.

Out of Phase: You may force your body, through some quirk of science, into brief bouts of incorporeality. This can be very useful to bypass obstacles, or for creative *Evasive Maneuvers*.

Your Mech

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-**Turbojets:** Allows the mech to continue flight.

-**Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

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-Advanced Targeting: The mech does +1 harm with all attacks.

-Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.

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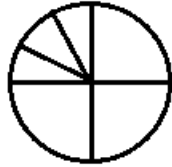
-Exotic: The mech is high-tech and hard to repair.

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-Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.

-Haunted: Gain the *Strange Phenomena* narrative trait.

-Power Hungry: Gain the *Short Operational Lifespan* narrative trait.



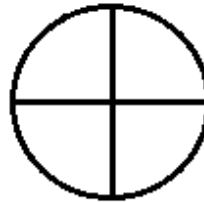
The Ace

You've never felt more alive than when you're in the air. You can tear through the clouds like a bird of prey, match the best in any dogfight, and look downright gorgeous doing it. You're a hero- scratch that, you're an icon, and each kill mark on your interface brings you one step closer to immortality. It started as a game, but now you don't know if you can stop playing. You don't want to go back to the drab civilian world. This is way too much fun.

MECHAPOCALYPSE

Powered by the Apocalypse

Strain



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-Phase Rifle (Harm 2, mid range), Demolition Blades (3 harm, close)

-Raptor Rapid Demolition Rig (Harm 4, close)

THE

ACE

	COLLECTED
	BRUTAL
	TACTICAL
	EVOLVED

C: +1, B: +1, T: -1, E: -1. Add one to stat of choice.

Creation:

-Someone pulled your arse out of the fire when you got in over your head. They begin play with one Lock on you.

-Someone underestimates you. You begin play with one Lock on them.

Locks

Name:

Akako, Flynn, Lyre, Tsuki, Kim

A dramatic or theatrical sounding name.

Callsign:

Hunter, Murdoch, Raptor, Lightning

Look

Girl, Boy, Ambiguous

Military, Glamourous, Rebel, Scrounged, Tech

Laughing Eyes, Sharp Eyes, Bored Eyes, Fierce Eyes

Improvement

- +1 Brutal (max 3)
- +1 Tactical (max 3)
- +1 Evolved (max 3)
- + new Ace move
- + new Ace move
- + other playbook move
- + other playbook move

After 5, you start Growing Up

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Moved: Get *Aces High* and one more

Aces High: When entering an engagement, roll+Collected. On a 10+ hold 3, on a 7-9 hold 1. You may spend this hold to do one of the following.

- Evade an incoming attack.
- Catch up to a distant enemy
- Escape a pursuer
- Seize a strategic position in the face of return fire.

Quick Uptake: The Ace may roll to Read the Field Using Collected instead of Tactical.

Silver Tongue: If you Bring Someone Around, they gain +1 forward when pursuing your request. If they follow through, success or failure, you mark xp.

Sharp as a Tack: +1 Collected

Game Hunter: Mark the target you deem most challenging at the start of an engagement. You take +1 ongoing on any rolls aimed at targeting or hindering them.

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-**Turbojets:** Allows the mech to continue flight.

-**Comms:** Allow the use of *Locks* to assist friendlies, and communication with Command..

Choose 2:

-Fast as Sin: Gain the *Fast* narrative trait.

-Armoured: The Mech gains 2 Armour.

-Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.

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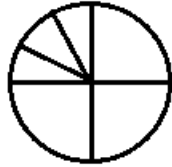
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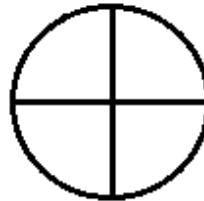
The Hacker

The company of machines makes you feel at home, and their electronic nerves sing in harmony to your own. The entire world is connected, and you can sprint along those connections like a mad sprite, humming the tunes of a wireless universe. The machines work for you, they're almost like friends. You help each other out. You grow to care for each other. You begin to forget where you end and the metal begins.

MECHAPOCALYPSE

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Strain



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THE

HACKER

	COLLECTED
	BRUTAL
	TACTICAL
	EVOLVED

C: +1, B: -1, T: -1, E: +1. Add one to stat of choice.

Creation:

-You found a terrible secret on one of your squaddies, but haven't spoken up about it yet. Name what the secret was, and take 2 Lock on that squadmate.

-You struggle with people, but one of them understands you. They take 1 Lock on you.

Locks

Name:

Kaneda, Mill, Turner, Cham, Anh

A quirky or pragmatic sounding name

Callsign:

Morlock, Digger, Seagull, Boneyard

Look

Girl, Boy, Ambiguous

Military, Tech, Scrounged, Rebel, Odd

Sharp Eyes, Laughing Eyes, Gormless Eyes

Improvement

- +1 Collected (max 3)
- +1 Tactical (max 3)
- +1 Evolved (max 3)
- + new Hacker move
- + new Hacker move
- + other playbook move
- + other playbook move

After 5, you start Growing Up

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Moves: Choose 2

Redline: You can push your machine past its normal limits. Roll +Collected. On a 10+, hold 3 forward that can be spent for a +1 on any roll for your mech. On a 7-9, hold 1.

Crash Reboot: By rerouting energy in your machine or a friendly you're touching you may conduct emergency repairs. Roll+Evolved. On a 7-9 you may repair one harm segment, on a 10+ you may repair two. You may choose to repair a damaged system rather than a segment of harm.

Signals Interference: You attempt to jam an enemy's sensors. Designate an Enemy, and roll+Tactical. On a 7-9, any friendlies may take a +1 forward against the target. On a 10+, they gain +1 ongoing.

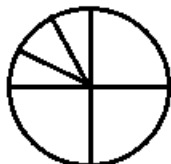
Being the Machine: Your mech is becoming more familiar to you than your own meat body. Choose 1 basic move. You gain a +1 ongoing while performing that move in your mech, but take a -1 ongoing while attempting it outside. You may take this move multiple times for different basic moves.

Comm Violation: The Enemy generally doesn't like to receive calls in the midst of a firefight, but the Hacker has learned to sidestep their defensive programming. The character can attempt the Beg move in combat, through a combination of invasive comm interfacing and electronic blackmail.

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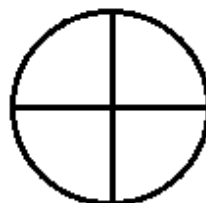
The Turncoat

You were one of the Enemy, once upon a time. You felt at home amongst them, fought with them, even loved them. But you understood them, and that was what made you valuable when you defected. You are not trusted here, not among these people. They make no secret what they think, that at heart you are still their enemy. You are not at home here. But you cannot go back.

MECHAPOCALYPSE

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Strain



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THE

Turncoat

	COLLECTED
	BRUTAL
	TACTICAL
	EVOLVED

C: -1, B: +1, T: +1, E: -1; Add 1 to stat of choice.

Creation:

-There was someone you care about that you left behind on the Enemy side of the lines. Give them a name. They gain two Lock on you.

-Someone is your friend, despite your outsider status. You each gain a Lock on the other.

-Choose who is the biggest threat to you. Take 1 Lock on them. Old habits die hard.

Locks

Name:

A name appropriate to the Enemy, or from another playbook.

Callsign:

Whiplash, Changeling, Redback, Raider

Look

Female, Male, Ambiguous, Transgressive

Military, Rebel, Strange, Prisoner, Tech

Haunted Eyes, Sad Eyes, Beautiful Eyes

Improvement

- +1 Brutal (max 3)
- +1 Tactical (max 3)
- +1 Evolved (max 3)
- + new Turncoat move
- + new Turncoat move
- + other playbook move
- + other playbook move

After 5, you start Growing Up

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Moves: Choose 2:

Memories and Messages: At the start of an engagement, Roll+Tactical. On a 7-9, hold 1. On a 10+, hold 2. You may spend a hold to intercept an enemy attack or action as it is in progress with an attack, maneuver or trap of your own.

The Lowest Circle: Roll + Collected. On a success, the targeted Enemy pilot will assault you to the exclusion of all others. On a 10+, you also take +1 ongoing against that pilot.

Survivor: To escape an engagement, roll +Brutal. On a 10+, great, you're outta there. On a 7-9 you can stay or go, but if you do go then something bad follows; a trail of carnage, loss or an unpleasant follower.

Where I've Been: At the start of the session, roll +Tactical. On a 10+, hold 2. On a 7-9, hold 1. You may spend hold at any time to ask one of the following questions of the MC.

-Where will the Enemy strike next?

-What are the Enemy working towards in this sector?

-What is the weakest point in the Enemy's current plans?

-Who could I turn from the Enemy?

Sheep's Clothing: If you have inflicted harm against an ally, you inflict +1 harm for the rest of the session.

Forgiveness: Sometimes, the Enemy sends you messages through some secure means. If they make a request that violates the orders and laws of Command and you carry it out, mark experience and cross off one of the boxes below. When you reach two, the Enemy will be willing to Negotiate with you before hostilities begin in an engagement. When you reach three, the Enemy may be willing to extract you.

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Your Mech

Designation:

Name:

Systems:

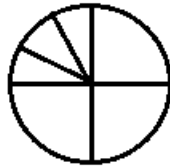
- Sensors:** Allow the use of *Read the Field* and *Evaluate Target*
- Targeting:** Allows the use of *Give 'em Hell*.
- Turbojets:** Allows the mech to continue flight.
- Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

- Fast as Sin: Gain the *Fast* narrative trait.
- Armoured: The Mech gains 2 Armour.
- Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.
- Advanced Targeting: The mech does +1 harm with all attacks.
- Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.
- Adaptive: Gain the *Adapted to Extremes* narrative trait.
- Reflex Boosting: Even when surprised, this mech will usually react faster than the enemy. Gain +1 forward when they enter an engagement.

And Choose 1:

- Exotic: The mech is high-tech and hard to repair.
- Frail: The mech shies away from injury. If you take harm or have a system go offline, take -1 forward.
- Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.
- Haunted: Gain the *Strange Phenomena* narrative trait.
- Power Hungry: Gain the *Short Operational Lifespan* narrative trait.



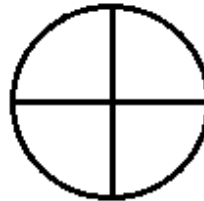
The Artificial

From the mechanical creche you have been raised, programmed and designed to serve Command in its time of direst need. They felt they could trust you; after all, you were a mere machine, a tool. A clever and terrifying weapon. But you look in at your creators, your commanders, your fragile little squadmates, and think they are more like you than they would ever admit.

MECHAPOCALYPSE

Powered by the Apocalypse

Strain



Mech Loadout: Choose before leaving HQ

- Annihilator Lance (Harm 3, long range) and Combat Claws (2 harm, close)
- Phase Sweeper (Harm 2, mid range, area) and Combat Claws (2 harm, close)
- Phase Rifle (Harm 2, mid range), Hellfire Missile (4 harm, blast, one shot), Combat Claws (2 harm, close)
- Phase Rifle (Harm 2, mid range), Demolition Blades (3 harm, close)
- Raptor Rapid Demolition Rig (Harm 4, close)

THE

ARTIFICIAL

<input type="text"/>	COLLECTED
<input type="text"/>	BRUTAL
<input type="text"/>	TACTICAL
<input type="text"/>	EVOLVED

C: -1, B: -1, T: +1, E: +1, add one to stat of choice.

Creation:

-One was involved in your early socialisation, and understands your programming better than most.

They gain 1 Lock on you.

-You spent time at the Academy with one of them, and have learned their various tics and idiosyncrasies.

Gain 1 Lock on them.

Name:

Spire, Chalice, X4, Enoch, Hex

A designation or symbolic name

Callsign:

Windjack, Rider, Solar, Archer

Look

Feminine, Masculine, Genderless

Human, Biomech, Holocloud, Machine

Emotive Eyes, Cold Eyes, Empty Eyes, Machine Eyes

Improvement

+1 Collected (max 3)

+1 Tactical (max 3)

+1 Evolved (max 3)

+ new Artificial move

+ new Artificial move

+ other playbook move

+ other playbook move

After 5, you start Growing Up

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Moves: Choose 2

Digital Ghost: You are not bound to a physical body; at least, not until you want to be. You may travel and observe through electronic systems as easily as the real world, allowing you to observe what you otherwise couldn't.

Hive Queen: You have grown adept at fragmenting your consciousness into a swarm of predatory drones. When they are with you, you inflict +1 harm at close range, and may sacrifice the swarm to avoid the harm of one attack. You may also send them after objectives of their own, controlling them remotely, though they can't harm mechs without you.

Unstoppable: You were not built to die. Your synthetic body is nigh indestructible, your electronic mind backed up. Even if your mech goes down in flames, you live on, either crawling from the wreckage or reinstated at HQ.

Observe, Document, Deploy: Every time another PC gets a Lock on you, mark experience. The more they watch you, the better you understand them.

Lab Born: Given the equipment of your creche, your capacity for analysis is amazing. If you can get an Enemy specimen (tech or meat) back to HQ, roll+Tactical. On a 7+, choose 1 of the following. On a 10+, choose 3.

-Gain 1 Lock on an Enemy of your choice.

-locate the heart of the nearest Enemy operation.

-Exploit an advantage, giving each squaddie +1 forward in the next engagement.

-Learn, and gain 1 experience.

Your Mech

Designation:

Name:

Systems:

-**Sensors:** Allow the use of

Read the Field and *Evaluate Target*

-**Targeting:** Allows the use of *Give 'em Hell*.

-**Turbojets:** Allows the mech to continue flight.

-**Comms:** Allow the use of *Bring 'Em Around* and *Locks* to assist friendlies.

Choose 2:

-Fast as Sin: Gain the *Fast* narrative trait.

-Armoured: The Mech gains 2 Armour.

-Chameleon: The Mech can attempt *Evasive Maneuvers* to avoid detection rather than avoid incoming danger. Gain the *Stealthy* narrative trait.

-Advanced Targeting: The mech does +1 harm with all attacks.

-Bloodthirsty: The mech practically champs at the bit, eager for battle. If you deal harm, take +1 forward.

-Adaptive: Gain the *Adapted to Extremes* narrative trait.

-Reflex Boosting: Even when surprised, this mech will usually react faster than the enemy. Gain +1 forward when they enter an engagement.

And Choose 1:

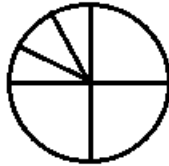
-Exotic: The mech is high-tech and hard to repair.

-Frail: The mech shies away from injury. If you take harm or have a system go offline, take -1 forward.

-Frenzied: The pilot must make *Evasive Maneuvers* to disengage after first blood.

-Haunted: Gain the *Strange Phenomena* narrative trait.

-Power Hungry: Gain the *Short Operational Lifespan* narrative trait.



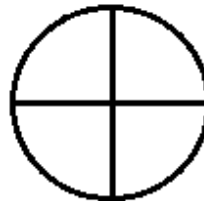
The Spy

Power corrupts. The folks at Central know that all too well, and under martial law Command has a whole lot of power under its bloody banners. And someone has to keep that in check. You were selected for your capacity to lie, dissemble and betray as necessary, and for the leverage they were able to exert over you. You made it through the Academy, with nothing to mark you for the better or worse. We need to win the war. And frankly we can't count on these meatheads to do it.

MECHAPOCALYPSE

Powered by the Apocalypse

Strain



Mech Loadout: Choose before leaving HQ

-Annihilator Lance (Harm 3, long range) and Combat Claws (2 harm, close)

-Phase Sweeper (Harm 2, mid range, area) and Combat Claws (2 harm, close)

-Phase Rifle (Harm 2, mid range), Hellfire Missile (4 harm, blast, one shot), Combat Claws (2 harm, close)

-Phase Rifle (Harm 2, mid range), Demolition Blades (3 harm, close)

-Raptor Rapid Demolition Rig (Harm 4, close)

THE

SPY

	COLLECTED
	BRUTAL
	TACTICAL
	EVOLVED

C: +1, B: -1, T: +1, E: -1, add 1 to stat of choice.

Creation

-You have a handler, keeping you connected with Central. Give them a name and 3 Lock on you. The MC will create their agenda as an internal threat.

-Central are sometimes loose with their chatter, and you were trained to observe. Gain 1 Lock on your Commander.

-One of your squaddies went through the academy with you, but doesn't know about your extracurricular activities. Gain 1 lock on them.

Locks

Name:

Jane, Tomo, Zhang, Weaver

A common or submissive name

Callsign:

Shadow, Corrale, Garrett, Spider

Look

Girl, Boy, Ambiguous

Military, Scrounged, Tech, Religious

Fierce Eyes, Calm Eyes, Focused Eyes, Cold Eyes

Improvement

+1 Collected (max 3)

+1 Brutal (max 3)

+1 Tactical (max 3)

+ new Spy move

+ new Spy move

+ other playbook move

+ other playbook move

After 5, you start Growing Up

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Moves: Take *Mole* and one more.

Mole: Whenever you send a secret to Central about Command or one of your squaddies, mark experience.

Infiltrator: You have a habit of appearing where you're not meant to be. When trying to slip by observation to reach your objective, roll+Collected. On a 10+ hold 2, on a 7-9 hold 1. You may spend your hold to

-Get past a perimeter undetected, in or out.

-Slip away from an aware character without them raising an alarm.

-Kill an NPC before the alarm is raised.

-Get right up close to the objective before the alarm is raised.

Surprise: You may roll+Collected to Give 'Em Hell as long as your opponent is blindsided; whether you're flanking, dropping from above, or making quiet conversation.

Non-Standard Issue: Occasionally Central will give you little, high tech odds and ends to help you out. At the start of session, roll+Tactical. On a 7+ hold 1 to be spent in a sticky situation to have just the right tools or intel on hand. On a 10, take +1 forward when you do so.

Knowledge is Power: When you succeed on an Evaluate Opponent roll, you may ask an additional question from the 10+ list.

