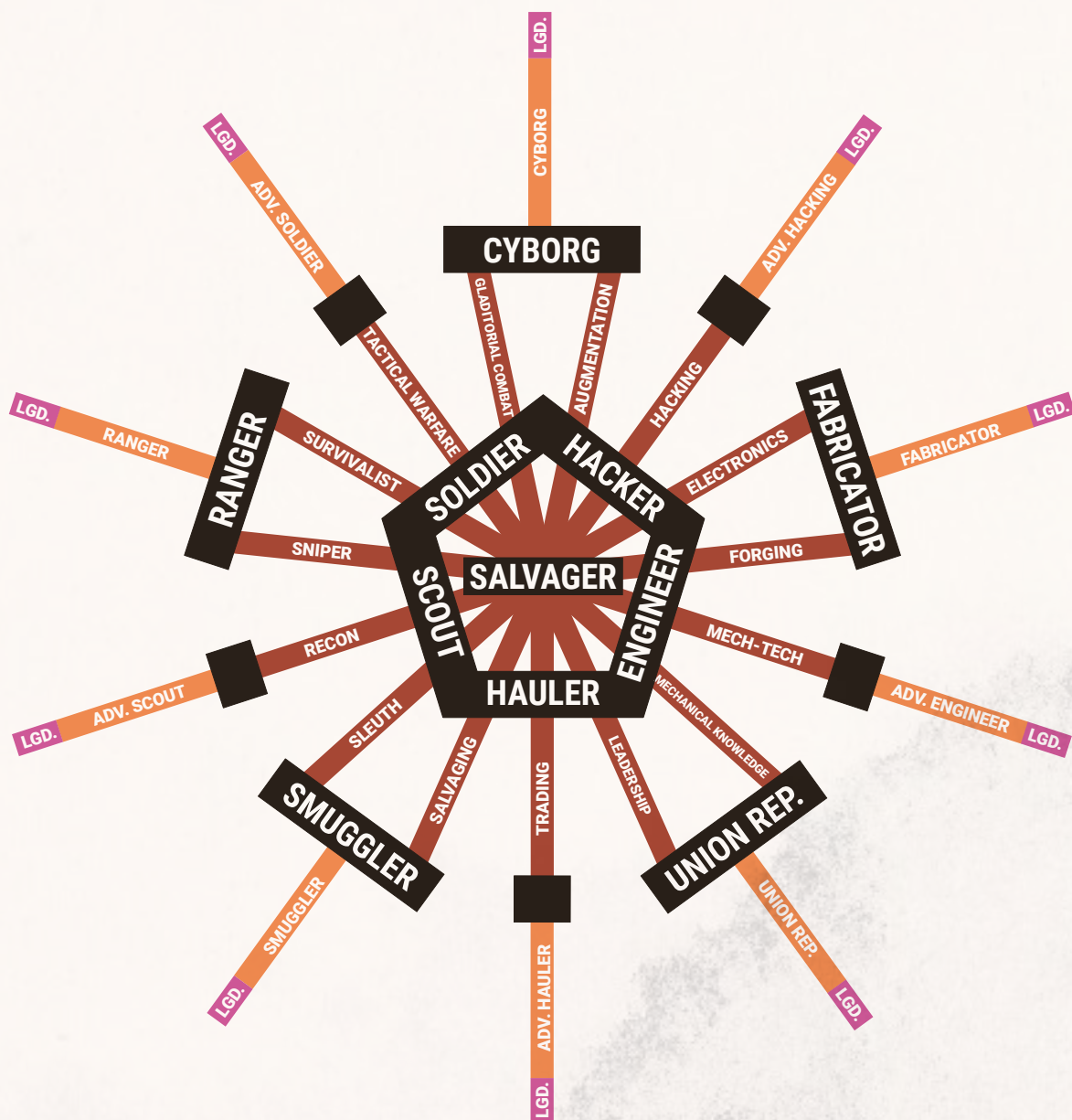


Pilot Classes

There are six Core Pilot Classes in Salvage Union. Each provides a wide range of unique Abilities which suit many different play styles. Beyond their Abilities, each class has its own narrative archetype and role in play, which you can use to further inspire you and your actions during the game.

Hybrid Pilot Classes

Hybrid Pilot Classes allow you to advance your Core Class into a new Class, accessing a gamut of new Abilities and other Class trees. When you choose a Hybrid Class you gain access to all Abilities within the Hybrid Class Tree. You may also take Abilities from two other adjacent trees as noted in each respective entry.



Gaining Abilities

As you play the game, you can train your Pilot. Eventually this lets you advance their Abilities. You can choose to focus on your Core Class and unlock powerful Advanced Abilities for them. Alternatively, you can advance into one of the Hybrid Classes which grant you Abilities from their unique Ability trees and allows you to branch into Ability trees from other classes.

You may choose one Ability from your Pilot's trees during character creation.. Abilities must be chosen in consecutive order, so you cannot choose a second level Ability unless you have the first Ability in the tree.

All Pilot Classes, except for the Salvager, can have up to 10 Pilot Abilities. The Salvager can have a total of 12 Pilot Abilities.

Your Pilot can gain new Abilities by training in a Pilot Bay on your Union Crawler during Downtime. When your Pilot has trained 6 Core Abilities, they may choose to spend their Training Points (TP) to gain their Core Class Advanced Abilities OR become one of the Hybrid Classes, allowing them to choose from the Hybrid Class Ability Tree, and branch into Core Classes adjacent to it as noted in each entry.

Training in the Pilot Bay during Downtime provides you with 1 Training Point, which you can spend on new Abilities. Full details on the Crawler Pilot Bay can be found on p. 223.

Core Abilities

Core Abilities cost 1 Training Point (TP) to train. You must have the preceding skill in a Core Ability Tree to train the next Ability. For example, to train the Soldier Ability 'Overpower' you must take the Ability 'Charge' first.

Advanced and Hybrid Class Abilities

Advanced and Hybrid Class Abilities cost 2 Training Points to train. You must have training in 6 Core Abilities and 3 Abilities in the Core Ability tree linked to your Advanced or Hybrid Class to advance into the Class. For example if you are an Engineer and wish to advance into the Fabricator Class you must take 3 Abilities in the Forging Tree.

You must have the preceding Ability in the Advanced or Hybrid Ability Tree before you train the next Ability.

Legendary Abilities

Legendary Abilities cost 3 Training Points to train. You must have 6 Core Abilities and 3 Advanced or Hybrid Class Abilities trained before you train a Legendary Ability. You may only have one Legendary Ability.

Unlearning Abilities

You may also spend 1 Training Point to forget any Ability you have learned to make room for another Ability. This must be done for each Ability you wish to unlearn and the cost to learn the new Ability to replace it must be paid for in full.

Pilot Abilities Symbol Legend



Ability Points cost. XAP represents a variable cost detailed in the Ability.



Pilot Equipment



Range // C: Close // M: Medium // L: Long // F: Far



Action Type // P: Passive // F: Free // R: Reaction // T: Turn // S: Short // L: Long
// D: Downtime

PILOT


Callsign	Motto	<input type="checkbox"/> Used
<div></div>	<div></div>	
Class	Keepsake	<input type="checkbox"/> Used
<div></div>	<div></div>	
Appearance	Background	<input type="checkbox"/> Used
<div></div>	<div></div>	

HP
Max <div></div> Current
AP
Max <div></div> Current
TP
<div></div>

Abilities



<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>
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<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>	<div>AP</div> <div></div> <div></div>

Abilities

AP

AP

AP

AP

AP

AP

Inventory

ENGINEER



Engineers form an integral component of the Union, the grease that keeps our Mechs and Crawlers trundling across the great wastelands. They can take apart and put back together a Mech Chassis in the blink of an eye, and keep their salvage crew operational out in the wastes.

Choose an Engineer if you want a character with a breadth of engineering and mechanical knowledge; who can repair and support you and your allies' Mechs, mount Mech parts significantly faster, and allow you to craft Mech parts in the field.

Engineers can advance into the Fabricator p. 62 or Union Rep Class p. 74, or focus their talents and take Abilities from the Advanced Engineer Tree p. 30.



1 Mass Field Maintenance
Repair 4 SP on target Mechs or Vehicles in the field.
p. 29

XAP **C**

1 Jury Rig
Craft improvised equipment from everyday items.
p. 29

2AP

1 Engineering Expertise
Ask questions pertaining to mechanical and engineering topics.
p. 28

1AP

2 If I cut this wire...
Damage Systems and Modules on target Mech.
p. 29

2AP **C**

2 Mech-Gyver
Craft Mech Systems and Modules from Scrap in the field.
p. 29

3AP

2 Talk Shop
Build rapport, and ask favours of other mechanics, salvagers, and workers.
p. 28

3AP

3 Mass Field Repair
Repair target Systems and Modules in the field.
p. 29

XAP **C**

3 Auto-Turret
Construct an Immobile Auto-Turret that can be fitted with Systems and Modules.
p. 29

3 Mech Acquisition
Track down and acquire specific Mech parts and Chassis.
p. 28

2AP

1 Union Engineer
Improved repair; gain an additional 4SP when using Repair abilities or Systems.
p. 30

1AP

2 This one goes to 11...
Overcharge a Reactor beyond it's initial capacity to gain additional Pushes.
p. 30

3AP **C**

3 Mass Energy Recharge
Restore 10 Energy Points to target Mechs in the field.
p. 31

4AP **C**

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Tip Top Shape

Your Union Crawler no longer needs to pay upkeep and does not deteriorate.
p. 31



The Full Works

Fully repair and restore a target Mech and all attached Systems and Modules.
p. 31

3AP

C



FABRICATOR

UNION REP

HYBRID CLASSES

Mechanical Knowledge Tree

1 Engineering Expertise

1AP Turn Action

You are able to answer questions pertaining to mechanical and engineering topics. You may ask the Mediator two questions that cover these areas, and they must answer truthfully. You can use this Ability to ask for the full stats of any Mech Chassis, System, Module, or Pilot Equipment that you can see and interact with, as one of these questions.

2 Talk Shop

3AP Turn Action

You can easily converse and build rapport with other mechanics, salvagers, workers, and similar wasteland folk. You invent a local saying to exchange with the person you are talking to, something like, "The only thing that overcomes hard luck is hard work" or "Get the show on the road". Explain what this means.

You are now friendly with this NPC and can ask them for three of the following favours. You may choose the same option multiple times.

- Restore up to 4 SP on a single Mech or Vehicle with at least 1 SP.
- Answer any question about the local area, Mechs, and mechanical & engineering topics.
- Repair a single damaged System or Module to Intact Condition. This must be of a Tech Level the wastelander could reasonably repair as decided by the Mediator.
- Provide food, shelter, and lodgings for you and the other salvagers in your crew.
- Provide a favour within their power and ability to grant as adjudicated by the Mediator.

If you meet that same person again you may repeat the phrase and they will offer you a single favour.

Mech Acquisition

2AP Long Action

3

You are able to use your intimate knowledge of engineering to track down and acquire specific Mech parts within wasteland settlements and trading hubs.

You may use this Ability in the field when you are in a settlement within the wastelands or any location that has access to Mech parts. Name any Mech Chassis, System, or Module of a Tech Level less than, equal to, or one level higher than the settlement you are in. The Mediator decides the Tech Level of the settlement. This now becomes available for purchase for an amount of Scrap equal to its Salvage Value of its Tech Level. It is in the Intact Condition.

- Wastelander Settlements typically have a Tech Level of 1-2
- Corporate Settlements typically have a Tech Level of 3-4
- Corporate Arcos typically have a Tech Level of 5-6

During Downtime this Ability may instead be used once, at no cost, to allow you to choose any Mech Chassis, System, or Module of a Tech Level less than, equal to or one level higher than your Union Crawler.

This becomes available to purchase in Intact Condition within your Trading Bay as per the normal trading rules (see p. 222).

Mech-Tech Tree

1 Mass Field Maintenance

XAP Long Action // Range: Close

For each Ability Point you spend when you activate this Ability you restore up to 4 SP amongst any number of target Mechs or Vehicles within Range, as long as they have at least 1 SP.

For example, if you spend 3 AP you may restore up to 12 SP between all target Mechs or Vehicles. You may distribute this SP however you wish amongst the targets.

2 If I cut this wire...

2AP Turn Action // Range: Close

You can work out exactly where to target a Mech in order to disable its Systems or Modules. Describe how you do this.

Pick a System or Module on a target Mech within Range. It becomes damaged and cannot be used until repaired.

3 Mass Field Repair

XAP Long Action // Range: Close

You repair any number of damaged Mech Chassis, Vehicles, Systems, or Modules within Range to Intact Condition. They must be of a Tech Level equal to or lower than your Union Crawler.

This Ability costs 1 AP per target that you repair.

Forging Tree

Jury Rig

2AP Turn Action

You are able to hastily craft improvised equipment from everyday objects taken from your surroundings.

When you are in an area with everyday objects at your disposal, you may craft any Pilot Equipment of your choice of a Tech Level equal to or lower than your Union Crawler.

This Pilot Equipment gains the Unwieldy Trait, and is destroyed on any roll of 1-5 when used, in addition to any other setbacks.

Mech-Gyver

3AP Short Action

Your ability to improvise extends to being able to craft mech parts from scrap in the field.

When you are in an area with Scrap at your disposal, you may craft any System or Module of your choice of a Tech Level equal to or lower than your Union Crawler. You must spend 1 Scrap of the Tech Level of the System or Module or higher to use this Ability.

This System or Module gains the Unwieldy Trait, and is destroyed on any roll of 1-5 when used, in addition to any other setbacks.

Auto-Turret

Pilot Equipment

You construct an immobile Auto-Turret and train yourself in using it. Only you may use the Auto-Turret. It is powered by a simple reactor and controlled by a rudimentary A.I. It can be used to defend an area and obey simple commands. It acts independently of you, and has its own turn in the round.

An Auto-Turret uses the same rules as Mechs for attaching Systems and Modules; taking damage and being repaired; as well as Heat and Heat Checks. Your Auto-Turret cannot Push.

You may deploy your Auto-Turret in a location you are in as a Turn Action.

Your Auto-Turret has a unique personality. Choose this or roll on the A.I. Personality Table p. 91. Name your Auto-Turret if you want to get especially attached.

Your Auto-Turret has a Tech Level equal to your Union Crawler. Your Auto-Turret is upgraded along with your Union Crawler, it gains additional stats as shown for each Tech level above the first. If your Auto-Turret becomes destroyed or is misplaced you can acquire a new one during Downtime. You may only ever have one Auto-Turret at a time.

Auto-Turret

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE
9	2	4	9	1	-	1	2
+3	+2	+2	+3	+1	-	+1	-

Bonus per Tech Level

Immobilized: Your Auto-Turret cannot move, even if you attach a Locomotion System, it will be unable to move

Portable: Your Auto-Turret takes up 2 Pilot Inventory Slots

Advanced Engineer Tree

Union Engineer

1

You have specialised in getting your hands dirty, you can patch up even the most brutally damaged Mechs with ease, even in the midst of conflict.

Mender

Passive

When you, or a Mech you are piloting uses any Ability that restores Structure Points, the Ability restores an additional 4 SP each time you use it. For example, if you use the Welding Laser's 'Weld' Ability, it restores an additional 4 Structure Points when used.

Quick Fix

1AP Free Action

When you activate this Ability, you may use any Turn Action Ability you have access to that restores Structure Points as a Free Action. For example, you could use the Welding Lasers 'Weld' Ability as a Free Action instead of a Turn Action. This allows you to use the Ability multiple times in a turn.

This one goes to 11...

3AP Short Action // Range: Close

2

You are able to overcharge a Mech Reactor far beyond its usual capacity. Risky, but if anything goes wrong you've got the skills to repair it.

You overcharge the reactor on a target Mech. For the next hour, this Mech can Push twice on any of its attacks or actions, re-rolling the same die twice. In addition, it can Push to take an additional action on its turn. This follows all of the normal rules for Pushing.

3 Mass Energy Recharge

4AP Long Action // Range: Close

You have gained mastery and intimate knowledge of how a Mech reactor performs, to the point you are able to recharge limited amounts of their energy in the field.

When you activate this Ability you can restore up to 10 Energy Points, distributed among any number of target Mechs in Range.

Legendary Tree

Tip Top Shape

Passive

You have learned every inch of your Union Crawler, and know it better than the back of your own hand. The team of onboard engineers you work with are at peak efficiency when you are on board.

Your Union Crawler no longer needs to pay Upkeep as long as you are on board during Downtime, and it does not deteriorate.

The Full Works

3AP Long Action // Range: Close

Your engineering abilities are unparalleled, you can take apart and put back together a Mech at an incredible speed, repairing any faults or issues that may exist within its behemoth Chassis.

When you activate this Ability you fully restore the SP and EP of a Mech. The Mech's Heat is reduced to 0, and its Chassis is repaired to the Intact Condition if it was damaged. In addition, any damaged Systems or Modules on the Mech are repaired to the Intact Condition.

HACKER


Electronic warfare is a reality of the world we live in, and Hackers are at the forefront, delving into the cybersphere to discover new and ingenious ways to hack into Mech infrastructure, tap into corpo networks, and use corpo tech against their owners. Hackers are constantly experimenting with new ways to craft Mech components, and many augment their bodies with a range of modifications, finding their flesh as dull as a long system update.

Choose a Hacker if you want access to specialised hacking Abilities, to play a character with a wide range of knowledge about technology, or are interested in augmenting your character beyond the flesh.

Hackers can advance into the Cyborg p. 58 or Fabricator p. 62 Classes, or focus their talents and take Abilities from the Advanced Hacker Tree p. 36.




1 Hacking Kit
Versatile tool for allowing Mech Module hacks on foot and vice-versa.
p. 34



1 Well actually...
Ask questions about Systems, Modules, or Technology.
p. 34

1AP





1 Bionic Senses
Gain integrated Thermal Optics, Zoom Optics, or IR Night Vision Optics.
p. 35



2 Systems and Software Hacker
Attempt to destroy Systems and Modules on target Mech.
p. 34

2AP

2 Techno Babble
Build rapport and ask favours of other Hackers and technophiles.
p. 35

2AP





2 Bionic Arms
Gain a set of integrated Bionic Arms. Gives an improved base attack.
p. 35



3 Denial of Service Attack
Attempt to Shutdown target Mech in Range.
p. 34


XAP

3 Holo Companion
Construct an intelligent, holographic A.I. companion, projected from a device on your person.
p. 35





3 Bionic Legs
Gain a set of integrated Bionic Legs. Gives improved base movement.
p. 36





1 Trojan Horse
Gain control of a Mech in Range as if it were yours for 10 minutes.
p. 36

4AP



2 Counter Hacking
Attempt to use an Ability with the Hacking Trait as a Reaction to being hacked.
p. 36

1AP

3 Worm
Hack multiple Mechs in Range with a complex worm virus.
p. 36

XAP



CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES



Network Takeover
Hack the entire network of a settlement in range. Control it as you wish.
p. 37

5AP

Spyware
Permanent and undetectable spyware you can install on a settlement's network.
p. 37

5AP

FABRICATOR

CYBORG

HYBRID CLASSES

Hacking Tree

1 Hacking Kit

Pilot Equipment // Hacking

You acquire and train in the use of a Hacking Kit that only you can use. Add this to your Pilot Inventory. This has a basic suite of hacking transmitters and tools that can be utilised by programming hacks into it.

When you acquire the Hacking Kit you may program a single Ability with the Hacking Trait from any System, Module, or Mech Chassis Ability you have access to into your Hacking Kit. The Hacking Kit can store a number of Abilities equal to the Tech Level of your Union Crawler, additional Abilities can be added during Downtime.

Once programmed, you can use the Abilities stored on your Hacking Kit as your Pilot, and can spend AP instead of EP when using them.

In addition, any Pilot Ability you have with the Hacking Trait may be performed from your Mech. You can spend EP for this Ability instead of AP.

If your Hacking Kit is misplaced or destroyed you can acquire a new one during Downtime, it still has all your stored abilities backed up.

2 System and Software Hacker

2AP Turn Action // Range: Medium // Hacking

You attempt to hack into a System or Module in order to disable, damage, or destroy it in some way. Choose a target System or Module in Range.

ROLL THE DIE:

20: The System or Module is destroyed.

11 - 19: The System or Module is damaged.

6 - 10: The System or Module is inoperable and cannot be used until the end of the next turn.

2 - 5: The hacking attempt fails.

1: The hacking attempt fails and the target cannot be targeted by any Abilities with the Hacking Trait for the next 10 minutes.

Denial of Service Attack

XAP Turn Action // Range: Medium // Hacking

This allows you to flood any number of Mechs or Vehicles in Close Range with numerous false signals, overwhelming them with so much information that they temporarily Shutdown. This costs 1 AP per Mech or Vehicle you target.

ROLL THE DIE:

20: All targets Shutdown for 10 minutes.

11 - 19: All targets Shutdown for one round. They are active again at the end of their next turn.

6 - 10: All targets must choose to either move or take an action during its next turn.

2 - 5: The hacking attempt fails.

1: All Mechs within Close Range of your Mech Shutdown for 10 minutes. This includes your Mech and those of any allies.

Electronics Tree

Well actually...

1AP Turn Action

You can casually answer questions about Systems, Modules, Mechs, or technology even if you do not actually know the answer.

ROLL THE DIE:

20: You can ask the Mediator five questions about it and they must give you true answers.

11 - 19: You can ask the Mediator three questions about it and they must give you true answers.

6 - 10: You can ask the Mediator two questions about it. One of these answers must be true, but the other can be false.

2 - 5: You do not actually know, and must make up a convincing answer to save your pride.

1: You do not know the answer, and everyone realises this.

2 Techno Babble

2AP Turn Action

You can effortlessly enunciate a stream of esoteric and mostly incomprehensible thoughts about technology. When you talk to luddites and other such regular folk whilst using this Ability, you distract them for at least 10 minutes as they try to comprehend or at least politely nod and smile.

When you talk to any other Hacker or technophile, this Ability can be used to build rapport with them making them friendly to you. During this conversation you can request a single favour from them which they will do as long as they have the ability to, and it does not put them in significant danger, or go strongly against their moral or personal code.

3 Holo Companion

Pilot Equipment

You have created an intelligent, holographic, A.I. companion that only you can use. Describe your Companion's appearance, and name them. They project from a small, portable device which you can hold on your person. Add this to your Pilot Inventory.

Your Holo Companion cannot interact physically with the material world, but can see, be seen, speak, and traverse it. You can project or un-project them as a Turn Action, and they can appear anywhere within Medium Range of the device. Nominate another player at the table to voice your companion.

Their personality develops over time, based on a learning algorithm. During Downtime,

they gain an A.I. Personality Trait based on their recent experiences. You can use the A.I. Personality Trait Table p. 91 for this or consider your own.

If your projection device is misplaced or destroyed you can acquire a new one during Downtime. Your A.I. is downloaded onto the device from a backup stored on your Union Crawler.

Augmentation Tree

Bionic Senses

Passive

1

You gain your choice of integrated Thermal Optics, Zoom Optics, or IR Night Vision Optics. This is installed in your cranium via surgical procedure, and grants your Pilot all of the Abilities of the chosen Module. You must spend AP instead of EP to use any of these Abilities. During Downtime you may undergo a further surgical procedure in a Med Bay to remove your current integrated optics and install another one of your choice from the list above.

Bionic Arms

Passive

2

You gain a set of bionic arms, surgically installed to any specification you desire. They provide you the following weapon attack, where X is equal to the Tech Level of your Union Crawler.

Range: Close // Damage: X SP // Melee

In addition, you can heal a Minor Injury during Downtime by spending 2 Tech 1 Scrap at any Crafting Bay.

You also increase your Pilot's Max HP by 2.

3 Bionic Legs

Passive

You gain a set of bionic legs, surgically installed to any specification you desire. This allows you to move an additional Range band during your turn as a Turn Action.

In addition, you can heal a Major Injury during Downtime by spending 4 Tech 1 Scrap at any Crafting Bay.

You also increase your Pilot's Max HP by 2.

Advanced Hacking Tree

1 Trojan Horse

4AP Turn Action // Range: Medium // Hacking

You have learned how to hack into the root control systems of a Mech in order to pwn them.

When you activate this Ability you gain full control of a Mech within Range for 10 minutes. You learn all of its Stats, Systems, Modules, and Abilities, and can control it as though it was your Mech. Whilst it is under your control, you cannot take any actions as a Pilot or with your Mech except for free actions such as talking.

You can choose to end control of the Mech at any time as a Free Action. If you are reduced to 0 HP, or your Mech is reduced to 0 SP, you also lose control of the hacked Mech.

2 Counter-Hacking

1AP Reaction // Range: Medium // Hacking

Your firewalls are bristling with multiple worms which can create backdoors directly into an opposing hacker's Systems. Now the hunter becomes the hunted.

You may activate this Ability as a Reaction in response to any other Ability with the Hacking Trait that targets you or an Ally within Medium Range.

ROLL THE DIE:

20: You stop the hacking attempt. In addition, you can activate any of your Abilities with the Hacking Trait in response as a Reaction, without paying their EP or AP cost.

11 - 19: You stop the hacking attempt. In addition, you can activate any of your Abilities with the Hacking Trait in response as a Reaction.

6 - 10: You can choose to stop the hacking attempt, or activate one of your Abilities with the Hacking Trait in response.

2 - 5: Your counter hacking attempt fails

1: Your counter hacking attempt fails, and the opposing hacker can activate any Ability with the Hacking Trait in response to your attempt.

Worm

XAP Turn Action // Range: Medium // Hacking

You have programmed a complex worm virus that can traverse through a network of multiple Mechs, causing havoc and chaos amongst their installed Systems and Modules, and even potentially disabling their Chassis entirely.

Choose any number of target Mechs within Medium Range. This Ability costs 1 AP per Mech you target.

ROLL THE DIE:

20: The Chassis of all targeted Mechs is damaged and inoperable until repaired.

11 - 19: A System and Module of your choice on each Mech is damaged.

6 - 10: A System or Module of your choice on each Mech is damaged.

2 - 5: A System or Module on one targeted Mech of your choice is damaged.

1: The Worm fails to upload to the targets and has no effect.

Legendary Tree

Network Takeover

5AP Turn Action // Range: Far // Hacking

You no longer even see the code, you simply see, corpo, construction mech, redhead, base defences.

You can hack into the entire network of a settlement in the wastelands within Far Range, and gain full control of it for 10 minutes. This can be an entire corporate arco, a Union Crawler, or a wastelander settlement. Whilst in control, you can take any action that would make sense for the network, for example, you can activate or deactivate any of the defence systems in the arco, disable the reactor of a Union Crawler, or disable the life support systems of a wasteland settlement. You can also send corpo mercenaries towards a fake distress signal, disable base defences, and turn off all of the lights and scanning systems in a settlement.

You can only have your Spyware installed on one settlement at a time, but it remains permanently installed on the settlement's network.

Spyware

5AP Turn Action // Range: Far // Hacking

You have developed advanced Spyware which is able to access confidential information from an entire settlement and permanently spy upon them.

You can hack into any settlement network in the wastelands within Far Range, and install your spyware onto their systems. This allows you to permanently spy on them. This can be an entire corporate arco, a Union Crawler, or a wastelander settlement. You gain knowledge of all of their communications, any troop or Mech movements, any logs or data reports, and can view information from any scanning or radar devices they have and anything else that would make sense to be recorded on their computer or electronic systems.

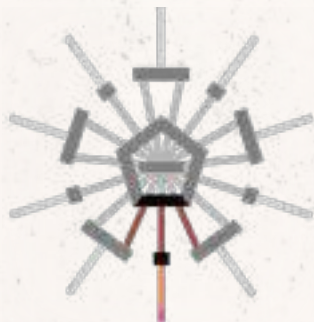
HAULER

If you need a job done in the Union, no matter how dirty, you call a Hauler. There is never a job too big, or a deal too messy, that they won't shake your hand with a smile to do. Whether it is hauling a leaky reactor through a hot zone or


salvaging from a buried arco in a toxic waste dump. This can-do attitude makes them a shoo-in for leadership roles, as other salvagers look up to them for their sheer tenacity.

Play a Hauler if you want to play a hardy character who can haul large amounts of cargo, make tough deals, and protect and inspire their allies.



The Hauler can advance into the Union Rep p. 74 or Smuggler p. 70 Classes or focus their skills and take Abilities from the Advanced Hauler Tree p. 42.




1 Read a Person
Learn information about an NPC you're conversing with.
p. 40

1AP 


1 Squeeze it in
Temporarily increase the cargo capacity of a Mech.
p. 40

1AP  


1 Folk Song
Sing a song to set a mood for an audience of NPCs.
p. 41

1AP 



2 Let's Make a Deal
Attempt to force a deal through on your terms using leverage.
p. 40

1AP 


2 Expert Salvager
Gain additional salvage when Area Salvaging. Bypass the die roll when salvaging a Mech.
p. 40

1AP 


2 Behemoth
Intimidate opponents and force them to accept your demands or flee.
p. 41

2AP  


3 No Job Too Big
When reduced to 0 HP or your Mech is reduced to 0 SP, take a Turn Action or Reaction.
p. 41

2AP 


3 Emergency Salvage Drop
Retrieve Chassis, Systems, Modules, Scrap, and Equipment from your Crawler.
p. 40

3AP 


3 Valiant Speech
Inspire you allies with a rousing speech which heals and provides them with bonuses.
p. 42

3AP 

1 Beefcake
Increase your size and strength, as well as the size and strength of your Mech.
p. 42



2 Mechapult Master
Improve your ability with the Mechapult System.
p. 42

1AP 

3 Can't Stop, Won't Stop
Gain a special charge attack. Damage is based on cargo carried.
p. 42

3AP  

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Master Salvager

Restore destroyed Systems, Modules, and Mechs to Damaged Condition.
p. 43

2AP  

Hauling All Day

Any Mech that you Pilot doubles its Structure Points and Cargo Capacity.
p. 43



SMUGGLER

UNION REP

HYBRID CLASSES

Salvaging Tree

1 Squeeze it in

1AP Turn Action // Range: Close

You always find a way to squeeze that last bit of cargo into a Mech. When activated, you may temporarily increase the Cargo Capacity of a Mech in Range by 4. This effect lasts for 12 hours. You may activate this Ability multiple times on the same Mech.

2 Expert Salvager

You are a dab hand at scouring the wastes for every piece of salvage.

Area Salvage

Passive

When you Area Salvage you gain one additional Scrap of the Tech Level of the area, and always find at least 1 Scrap. If you roll a 20 when you Area Salvage you find an additional Mech Chassis, System, or Module of the Tech Level of the area in the Damaged Condition. This is chosen randomly or by the Mediator.

Mech Salvage

1AP Free Action

When you Salvage a Mech you may activate this Ability to choose to Salvage the Mech Chassis or any attached System or Module of your choice without rolling the die. The rest of the Mech is unsalvageable as per the normal salvaging rules.

3 Emergency Salvage Drop

3AP Short Action

You can call in an emergency salvage drop that deploys from your Union Crawler.

When you activate this Ability, choose one of the following options and it will be delivered to you from your Union Crawler in 10 minutes. You

must be in the same region as Union Crawler.

- Any Mech Chassis you currently have stored in your Union Crawler.
- Any System or Module you currently have stored in your Union Crawler.
- Up to 10 Scrap of any type you have stored in your Union Crawler.
- Up to 5 of any Pilot Equipment you currently have stored in your Union Crawler.

Trading Tree

Read a Person

1AP Turn Action

You have a knack for being able to read people during a conversation. Choose an NPC that you are in conversation with.

During the conversation, you can spend 1 AP to learn one of the following options. You can do this as many times as you wish during the conversation.

- You learn something the target intends to do soon.
- You learn something the target wants.
- You learn what the target is currently feeling.
- You learn what internally motivates the target.
- You learn one of the target's weaknesses or flaws.
- You learn if the target is telling the truth or not.

Let's Make a Deal

1AP Turn Action

You have a knack for being able to make a deal with the staunchest and most hard nosed folk, even in dire situations. When you use this Ability you use your leverage to negotiate a deal with a group of wastelanders, traders, corpos, or anyone else you can communicate with.

Choose your leverage

This is what you are bringing to the table for the deal and offering on your end. It could be an amount of scrap, a favour, a threat, your reputation, or something else substantial appropriate to the situation.

Name your request

This is what you are asking for as part of the deal. It could be aid, healing, salvage, repair, significant help, use of facilities, or anything else appropriate to the situation.

ROLL THE DIE:

20: The deal is accepted and you may ask for an additional request.

11 - 19: The deal is accepted based on your leverage.

6 - 10: The deal is accepted, but you must offer your leverage now. If it was scrap they want the payment in advance, if it was a threat you have to follow through on the threat immediately, if it was your reputation you must find a way to flex it now.

2 - 5: The deal is rejected.

1: The deal is rejected and the people you are making a deal with become hostile to you and cannot be negotiated with further.

Leadership Tree

Folk Song

1AP Turn Action

1

You sing a song that kindles strong feelings in NPCs nearby.

Read or sing the chorus of a song at the table, and describe your performance. You may write your own or use one from another songwriter.

Choose a mood to set for your audience:

Bright: Hearts swell with friendly enthusiasm, sparking joyful conversations.

Sombre: The audience falls silent, and begins a sorrowful reflection on their suffering.

Proud: Zealous feelings are ignited, making the crowd noisy and excitable.

Fear: You strike fear into those gathered around you, making them agitated, furtive, and itching for a solution.

Comfort: The crowd is calmed and comforted with warm feelings of safety, home, and rosy tinted memories.

3 No Job Too Big

2AP Reaction

You summon all your reserves in the face of death to finish what you started. Your reputation is all you have in the wastes and yours is that you get the job done no matter the cost.

Activate this Ability when you are reduced to 0 HP or a Mech you are Piloting is reduced to 0 SP. You may immediately take any Turn Action or Reaction of your choice.

Behemoth

2AP Turn Action // Range: Medium

2

You strike fear into the hearts of any number of targets within Range. The targets must be able to understand you. Explain how you do this, and ask for what you want.

ROLL THE DIE:

20: They flee from you or acquiesce to your demands. You may choose which and may demand something in addition to what you originally requested.

11-19: They flee from you or acquiesce to your demands.

6-10: They flee from you, but barricade themselves in or alert something stronger to your presence.

2 - 5: They stand strong in the face of you, ready to fight, and do not retreat or acquiesce.

1: They stand strong in the face of you, and are much stronger than you thought. The Mediator may add reinforcements to their numbers, or improve their strength or capabilities in some other way.

3 Valiant Speech

3AP Short Action

You inspire your Allies with a rousing speech. You can write your own or borrow one from a play or movie. It can be short; reading a few powerful lines is enough.

Give the speech at the table. When you complete it, each of your Allies can re-roll a single die within the next 10 minutes, accepting the second result. In addition, count a result of 19-20 for all rolls they make as a 'Nailed It' result for the next 10 minutes. Finally, each Ally heals 4 Hit Points, as long as they have at least 1 Hit Point.

Advanced Hauler Tree

1 Beefcake

Passive

Bigger is always better. Bigger than that is the best. Any Mech you Pilot increases its Max Structure Points by 3+X (where X is the Mech's Tech Level) and increases its Cargo Capacity by 6.

In addition, your Pilot increases their Max Hit Points by 2 and Inventory Capacity by 4.

2 Mechapult Master

You have become a master of the sacred art of scrap flinging, making you highly versed at

using the Mechapult System (see p. 166).

Let me double check that

1AP Free Action

You may activate this Ability when you make an attack with the Mechapult System. You may roll three times on the Mechapult Table and choose the result you want.

Load 'er up!

1AP Free Action

When you activate this Ability you may attack twice with the Mechapult System on your turn. Make each attack separately. You may only activate this Ability once per turn. This follows all other normal rules for using the Mechapult.

Can't Stop, Won't Stop

3AP Turn Action // Range: Medium // Melee

You have learned to use the momentum and bulk of the vast weight of cargo you can carry to crush your enemies and see them driven before you.

When you activate this Ability, choose a target in Range.

You make a special charge attack against the target. Roll to hit as normal. On a hit, this deals HP damage equal to the amount of Inventory Slots your Pilot has filled, for example, if you have 6 Inventory Slots filled, it deals 6 HP damage. Non-Bio-Titan or Meld creatures hit by this attack are knocked Prone and gain the Vulnerable Trait.

If you use this Ability whilst piloting a Mech, it deals SP damage equal to the amount of Cargo Slots you currently have filled on your Mech, for example, if you have 10 Cargo Slots filled, the attack deals 10 SP damage. Any target hit by this attack is knocked Prone and gains the Vulnerable Trait.

Legendary Tree

Master Salvager

2AP ▶ Short Action // Range: Close

You are able to take things that are long broken and make them whole again.

When you activate this Ability, a destroyed System, Module, or Mech Chassis in Range that you can interact with now has the Damaged Condition instead. This allows you to salvage it as per the normal salvaging rules.

Hauling All Day

Passive

You've been there, seen it all, and can take on just about anything thrown at you.

Any Mech that you Pilot doubles its Structure Points and Cargo Capacity. This is doubled after all other modifiers are applied.

SALVAGER

The Union runs on the backbone of Salvagers who come from all walks of life. This gives them a wide breadth of knowledge which they use to support the Salvage Union. An average day for a Salvager may see them out in the wastes, salvaging scrap in the morning, welding together broken Mechs

in the afternoon, and hacking into the corpo-net in the evening.

Play a Salvager if you want to be a jack of all trades who can draw from multiple different Abilities as suits your play style.

Salvagers can take a maximum of 12 Pilot Abilities, and can choose Abilities from any of the Core Ability trees from any Class. However they cannot advance into any of the Hybrid Classes, nor do they have any Advanced or Legendary Abilities.



1 Squeeze it in - p. 40	1 Read a Person - p. 40	1 Folk Song - p. 41
2 Expert Salvager - p. 40	2 Lets Make a Deal - p. 40	2 Behemoth- p. 41
3 Emergency Salvage Drop - p. 40	3 No Job Too Big - p. 41	3 Valiant Speech - p. 42
1 Well Actually... - p. 34	1 Hacking Kit - p. 34	1 Bionic Senses - p. 35
2 Techno Babble - p. 35	2 System and Software Hacker - p. 34	2 Bionic Arms - p. 35
3 Holo Companion - p. 35	3 Denial of Service Attack - p. 34	3 Bionic Legs - p. 36
1 Engineering Expertise - p. 28	1 Mass Field Maintenance - p. 29	1 Jury Rig- p. 29
2 Talk Shop - p. 28	2 If I cut this wire... - p. 29	2 Mech-Gyver- p. 29
3 Mech Acquisition - p. 28	3 Mass Field Repair - p. 29	3 Auto-Turret - p. 29
1 You Shot First - p. 50	1 Gather Intelligence - p. 48	1 Silver Tongue - p. 48
2 Spotter - p. 50	2 Tail - p. 48	2 Forked Tongue - p. 49
3 Custom Sniper Rifle - p. 50	3 Survey Drone - p. 48	3 Persona - p. 49
1 Wastelander Rapport - p. 54	1 Provoke - p. 55	1 Charge - p. 54
2 Resourceful - p. 54	2 Tactical Retreat- p. 55	2 Overpower - p. 54
3 Custom Missile Launcher - p. 55	3 Counterattack - p. 55	3 Duel - p. 54

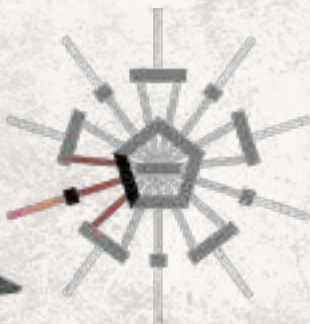
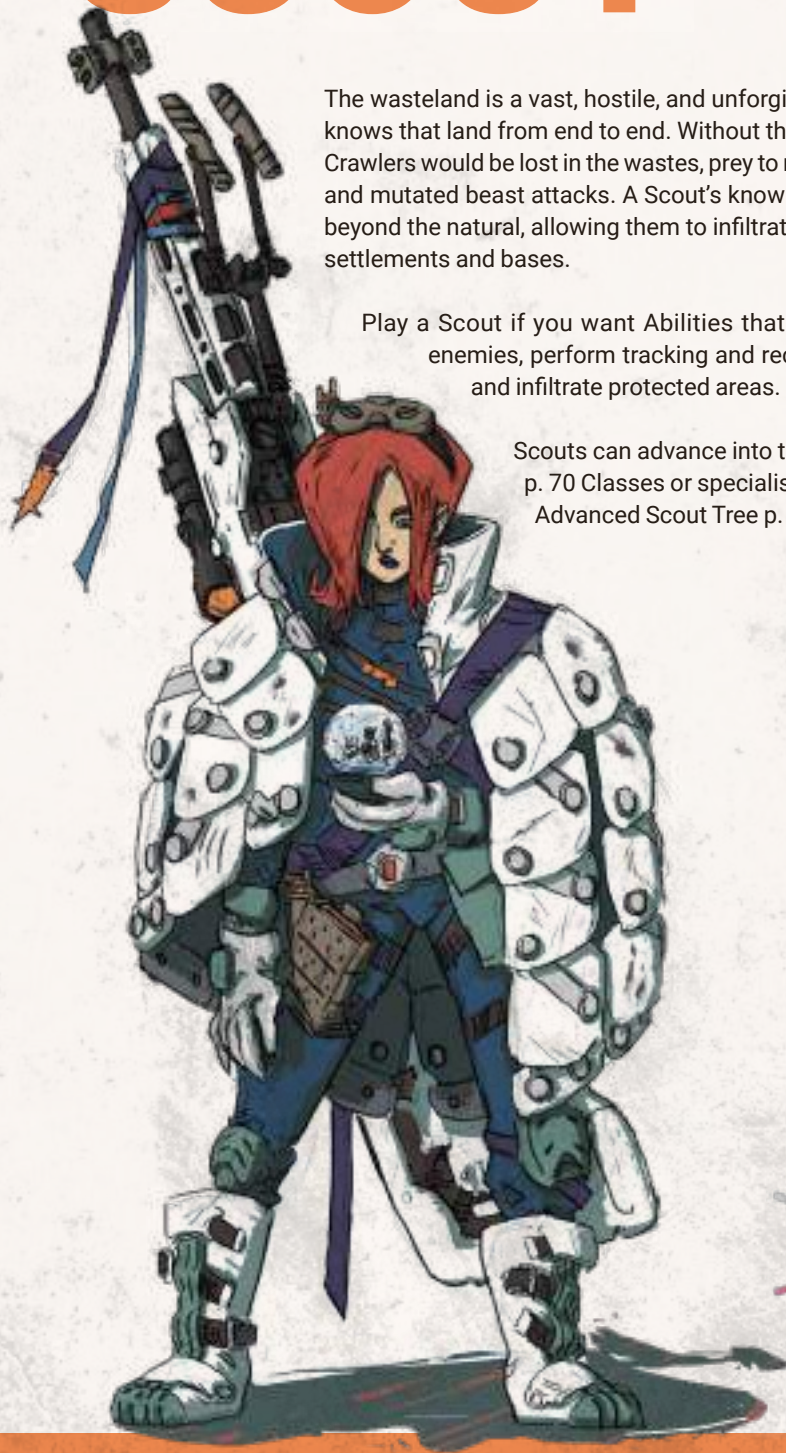
CORE ABILITIES

SCOUT


The wasteland is a vast, hostile, and unforgiving expanse; and the Scout knows that land from end to end. Without their guidance, our Mechs and Crawlers would be lost in the wastes, prey to raider ambushes, rad storms, and mutated beast attacks. A Scout's knowledge of the wastes extends beyond the natural, allowing them to infiltrate wasteland sites and corpo settlements and bases.

Play a Scout if you want Abilities that allow you to snipe at your enemies, perform tracking and reconnaissance in the wastes, and infiltrate protected areas.


Scouts can advance into the Ranger p. 66 or Smuggler p. 70 Classes or specialise and take Abilities from the Advanced Scout Tree p. 50.




1 Gather Intelligence
Ask two questions about an area and receive truthful answers.
p. 48

2AP 



1 Silver Tongue
Glean what motivates an NPC and use it to convince them to do as you wish.
p. 48

1AP 


1 You Shot First
Activate this to act first whenever initiative would be rolled.
p. 50

2AP 

2 Tail
Track a target without being seen.
p. 48

2AP  


2 Forked Tongue
Lie with confidence and great skill to fool even the most insightful.
p. 49

1AP 


2 Spotter
Choose a target in range for an ally to make a free attack against.
p. 50

2AP  

3 Survey Drone
Gain a Survey Drone that can be equipped with Systems and Modules.
p. 48




3 Persona
Disguise yourself and create a false identity.
p. 49

XAP 

3 Custom Sniper Rifle
Gain a specialised sniper rifle that only you can use.
p. 50



1 Flashback
Activate to retroactively have a solution in place for the current situation.
p. 50

3AP 

2 Camo Suit
Gain the use of an advanced Camo Suit that will make you invisible for short periods of time.
p. 51

3AP  

3 Wingsuit
Gain a Wingsuit which allows you to fly.
p. 51

1AP 

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Wasteland Celebrity
You are known and respected everywhere and can get assistance when required.
p. 51

2AP 

Teleport Beacon
Gain a beacon and controller. Activate the controller to be teleported to the beacon.
p. 51

2AP 

SMUGGLER

RANGER

HYBRID CLASSES

Recon Tree

1 Gather Intelligence

2AP Short Action

You safely investigate an area to gather information about it. This can be a specific point on the Area Map or a location such as a ruin, encampment, settlement, or base. Describe how you go about doing this, then ask the Mediator two questions about the area which will be answered truthfully.

2 Tail

2AP Turn Action // Range: Long

You are able to track and tail targets with expert skill. When you activate this Ability choose a target within Range. You are now able to follow that target without being seen by them.

You may safely get within Close Range of the target whilst tailing them. If you attack them or take a significant action that would get you noticed then they spot you, otherwise you follow them to their destination. You can also eavesdrop on any conversations they are having and see any activity they are engaging in.

3 Survey Drone

Pilot Equipment

You acquire and train in the use of a Survey Drone and Drone Controller that only you can use. Add the Drone Controller to your Pilot Equipment when using the Survey Drone. You may control the Survey Drone up to Far Range.

Sending a command to your Survey Drone via the Drone Controller is a Free Action. The Survey Drone acts independently of you, on its own turn. It can be set to do automated tasks such as defending an area, attacking a target, or alerting you when it spots a threat. Your

Survey Drone uses the same rules as Mechs for attaching Systems and Modules; taking damage and being repaired; as well as Heat and Heat Checks. Your Survey Drone cannot Push.

Your Survey Drone has a Tech Level equal to your Union Crawler. If your Union Crawler is upgraded, so is your Survey Drone. It gains additional stats as shown for each Tech Level above the first. If your Survey Drone becomes destroyed or is misplaced you can acquire a new one during Downtime. You may only ever have one Survey Drone at a time.

Survey Drone

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE
2	4	2	3	1	1	1	2
+2	+2	+1	+1	+1	+1	+1	-

Bonus per
Tech Level

Integrated Hover Locomotion System

Your Survey Drone has the Hover trait.

Sleuth Tree

Silver Tongue

1AP Turn Action

When you are in conversation with someone, you may appeal to something that motivates them in order to convince them to do something you want. The Mediator will decide what motivates them from one of the following options and secretly note it down.

Goodness: They are motivated by an intrinsic desire to do good and treat others with kindness.

1

Wealth: They are motivated by increasing their wealth in some manner.

Fear: They are motivated by fear of what might happen to them.

Power: They are motivated by what power and influence they can attain in a situation.

Obligation: They are motivated by social obligation, whether to family, community, or to an authority figure.

You must choose what you want from them, decide what you are appealing to and describe what you say in the conversation. If you choose the correct approach they will do what you've asked. Though you must do anything you've promised in the exchange.

If you choose incorrectly, they won't do what you want. This may have additional consequences as decided by the Mediator depending on the context of the situation.

For 1 AP, the Mediator must offer you a narrative clue during the conversation that eliminates one of the incorrect choices. This can be something like, "You overheard this person saying she wasn't afraid of the local raiders, even if they were dangerous."

2 Forked Tongue

1AP Turn Action

You are able to weave tall and grandiose tales that can fool even the most wary, cynical, or insightful of wastelanders.

When you are in conversation with someone you may choose to do one of the following options during the conversation. You may further spend an additional 1 AP during the conversation to choose an additional option, or the same one again, until the conversation concludes.

Denial: You deny one fact, accusation, or that occurs within the conversation and your denial is believed to be true.

Omission: You carefully omit one fact about yourself, your allies, or the situation you are in and this omission is believed to be true.

Fabrication: You fabricate a fact about yourself, your allies, or the situation you are in and this fabrication is believed to be true.

Minimisation: You distort the truth by minimising something that has happened, or that you or someone else has done and this minimisation is taken to be true.

Exaggeration: You exaggerate the truth by taking something that is true and blowing it well beyond the bounds of reality and this exaggeration is believed.

Persona

XAP Long Action

3

You carefully prepare a convincing alternate identity. You cannot create a Persona of an existing person or the identity of someone who holds an exclusive position, like the known CEO of a corpo. Each persona consists of a wardrobe, credentials, and a backstory. You may create and describe each element of the persona. When you use your alternate identity, you must outwardly present yourself as that person by wearing their costume.

This persona lasts until you choose to remove it or reveal yourself.

2 AP: You create a persona of a wastelander of average means, like a scrap hauler, rad diver, rat farmer, travelling trader, mercenary, or guide. You can effortlessly blend into crowds and travel unnoticed in public spaces.

4 AP: You create the persona of someone in a formal position of power, wealth, or influence, e.g. a union representative, military officer, captain, wealthy business owner, prominent socialite, or politician. You can effortlessly mingle with such people and those 'beneath' you will treat you with deference.

6 AP: You create the persona of someone at the top of their respective social hierarchy and in an immense position of power and influence, such as a corpo executive, union leader, or general. You are able to access the highest ranks of society and the majority of people will treat you with deference.

Sniper Tree

1 You Shot First 2AP Free Action

You have a knack for being the first to act in an altercation.

When you activate this Ability you act first in the current situation. If using Group Initiative, assume you rolled a 20 on the Group Initiative Table, but you must be the first to act in the round and cannot choose to act later in the round.

2 Spotter 2AP Free Action // Range: Medium

You are able to identify targets and coordinate attacks against them with your allies.

Choose a target within Range. One of your Allies may make a ranged attack against the target as a Reaction. This follows all of the normal rules for attacking.

3 Custom Sniper Rifle Pilot Equipment

You acquire and train in the use of a Custom Sniper Rifle that only you can use.

Damage: 2 SP // Range: Long

Choose if it is a Ballistic or Energy weapon and it gains the respective Energy or Ballistic Trait.

In addition, choose a modification from the list below.

Rangefinder: The Custom Sniper Rifle increases its Range to Far.

Laser Guidance: You may spend 2 AP to automatically hit with the Custom Sniper Rifle. It also gains the Targeter Trait.

Pinpoint Targeter: You may spend 2 AP when you make an attack. If it hits, a System, Module, or appendage of your choice on the target is damaged. It also gains the Targeter Trait.

Dum Dum Rounds: The Custom Sniper Rifle gains the Anti-Organic Trait.

High Calibre Rounds: The Custom Sniper Rifle deals an additional 1 SP damage.

Anti-Matter: The Custom Sniper Rifle gains the Deadly Trait.

Flashy: The Custom Sniper Rifle gains the Flashy Trait.

Silencer: The Custom Sniper Rifle gains the Silent Trait.

Compact Design: The Custom Sniper Rifle is designed to fold down into a briefcase, making it easily concealable.

At each Tech Level you may choose an additional modification for your Custom Sniper Rifle. In addition, its damage increases by 1 SP per Tech Level after the first, e.g. a Tech 3 Custom Sniper Rifle would deal 4 SP damage and you would be able to choose three modifications for it.

Advanced Scout Tree

Flashback 3AP Reaction

You have a knack for preparing for situations in advance, allowing you to get out of all sorts of binds.

1

You can activate this Ability as a Turn Action or Reaction, to retroactively say that you have a countermeasure in place for such a situation as you find yourself currently in. Describe what you did during your flashback, and the effect it now has to change or improve the situation you are in.

For example, if you open a door secretly trapped with an explosive, you can use this Ability to describe how you already disabled the explosives in advance.

2 Camo Suit

3AP Turn Action // Armour
// Pilot Equipment

You acquire and train in the use of a specialised Camo Suit that only you can use. It has miniature optical refractors which bend light away from you, allowing you to be effectively invisible for short periods of time as long as you do not move too quickly, make too much noise, or take any sudden actions.

When activated, you are hidden from sight and sensors for the next hour. You are effectively invisible. You cannot be noticed unless you make a lot of noise or perform a significant action like attacking.

3 Wingsuit

1AP Pilot Equipment // Armour

You acquire and train in the use of a Wingsuit that only you can use. It is made out of an advanced, lightweight, polycarbonate mesh that allows for limited flight and propulsion.

When activated, the Wingsuit propels you into the air, and then allows you to fly. You can move freely over obstacles and terrain and see targets clearly from your bird's-eye view. All attacks made against you whilst flying are made as though you are always at Long Range. The flight lasts for an hour or until you land.

Legendary Tree

Wasteland Celebrity

2AP Turn Action

Your presence is now respected by people everywhere. Wastelanders and Corps alike will no longer attack you unless you mean to harm them. They will always provide you and any crew you are with, with food, lodging, safe passage, access to their settlements, and any other help within their means even if it puts them in danger.

When you activate this Ability you extoll your various accomplishments and remind those around you of your fame in order to coerce them to your will. Describe how you do this. You may make a demand of an individual, even a high profile one such as a corpo exec and they will acquiesce to it. Alternatively, you can make a demand of a group of people such as a band of wastelanders, a squad of soldiers, a salvaging crew, or a band of Mech pilots and they will do what you say, even if it puts them in harm's way.

Teleport Beacon

2AP Turn Action // Pilot Equipment

You acquire and train in the use of a Teleport Beacon that only you can use. Add this to your Pilot Inventory. It comes in two halves, a beacon and a controller. The beacon must be physically placed in a location when deployed.

When you activate this Ability via the controller, it allows you to teleport yourself and up to five other creatures of your choice to the location you placed the beacon in.

If the Teleport Beacon is misplaced, damaged, or destroyed, you can acquire a new one during Downtime.

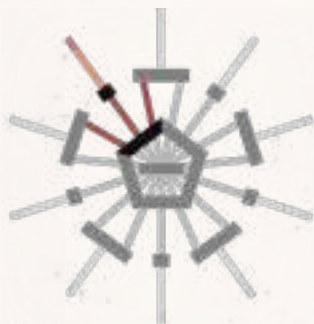
SOLDIER

War and conflict is an ever present factor in the wastelands and whether fighting with sharpened sticks or plasma cannons, soldiers have always been at the forefront of a conflict throughout human history. Union Soldiers join from many avenues of life.



Some are veterans of past wars, some are wastelanders who have earned their stripes by simply surviving out there, others defect from corpo merc life to the better one the Unions can provide. What they all have in common is a desire to fight for the Salvage Union which has provided them and their community with so much.

Play a Soldier if you want to play a combat focused character who can blow things up, engage in brutal melee combat, and survive out in the hostile wastes.



A Soldier can advance into the Ranger p. 66 or Cyborg p. 58 Classes, or specialise and take Abilities from the Advanced Soldier Tree p. 56.



1 Provoke
Taunt a target in Range to focus its attacks on you.
p. 55

1AP  

1 Charge
Charge a target within Range and make a Melee attack with bonus damage.
p. 54

1AP  



1 Wastelander Rapport
Ask questions of locals and gain assistance when required.
p. 54

1AP 


2 Tactical Retreat
Allow you and your allies to retreat safely to an adjacent Area.
p. 55

2AP 


2 Overpower
Put and hold a target in a compromised position so that they gain the Vulnerable Trait.
p. 54

2AP  



2 Resourceful
Find resources in the wastes and limit the effects of environmental conditions.
p. 54

1AP 


3 Counterattack
Use as a reaction to make a single attack against the target that attacked you.
p. 55

3AP 


3 Duel
Compel a target in Range to fight you in single combat.
p. 54

3AP  


3 Custom Missile Launcher
Gain a specialised Missile Launcher that only you can use.
p. 55



1 Critical Strike
Gain a 'Nailed it' result on attack rolls with a result of 19 - 20.
p. 56



2 Defy Death
When reduced to 0 SP activate as a Reaction to be reduced to 1 SP instead.
p. 56

3AP 

3 Whirlwind Strike
Make an attack against all targets in Range with an equipped weapon.
p. 56

3AP 

CORE ABILITIES

ADVANCED ABILITIES

LEGENDARY ABILITIES

Omega Strike

Coordinate an attack against a single target. You and each of your allies makes a free attack.
p. 56

XAP



Steel Pact

Form a bond with a weapon. Gain an additional dice roll when attacking with that weapon.
p. 56



CYBORG

RANGER

HYBRID CLASSES

Gladitorial Combat Tree

1 Charge

1AP Free Action // Range: Medium

You charge a target in Range, moving to Close Range of them. If you make an attack with the Melee Trait on the turn you use this Ability you deal an additional amount of damage equal to the Tech Level of the Weapon or Weapons System you are attacking with. You may only use this Ability once per turn.

2 Overpower

2AP Turn Action // Range: Close

You overpower a target creature. Describe how you overpower them. You put the target in a compromised position until they spend a Turn Action to get out of it. During this time they gain the Vulnerable Trait, and cannot move. If you use this Ability whilst piloting a Mech you may also overpower a target Mech, Vehicle, or Bio-Titan.

3 Duel

3AP Turn Action // Range: Close

You compel a creature in Range to fight you in single combat. They must be able and willing to fight. This plays out as regular combat, but nobody else can interfere. Whoever is reduced to 0 HP first loses the duel. The winner may choose to show mercy or murder. If they show mercy, the loser gains 1 HP and is stable after 10 minutes. If they show murder, the loser must roll on the Critical Injury Table.

If you use this Ability whilst piloting a Mech, you may instead compel another piloted Mech to fight you in single combat instead. This works in the same way, except whoever is reduced to 0 SP first loses the duel and the loser has to roll on the Critical Damage Table if the winner chooses murder.

Survivalist Tree

Wastelander Rapport

1AP Turn Action

You have an affinity with the people of the wastes. When you activate this Ability you become friendly with a wastelander who you can communicate with. Describe how you do this.

You may ask this wastelander up to two questions about the local area and they will answer to the full extent of their knowledge. In addition, they will provide you with what help they can as long as it does not put them in danger. For example, by providing you with food or shelter.

If you meet this wastelander again you may ask them one question and they will answer it.

Resourceful

1AP Short Action

You are hardened to surviving out in the wastelands. You are unaffected by any standard environmental effects and take half damage from any severe effects that you are unable to avoid. In addition, you are able to find food and water for yourself in the wastelands.

When you use this Ability you scour the wastelands for one of the following:

- You find healing herbs, plants, and poultices. These can be used to heal a Minor Injury, eliminate poison, heal a target 2 HP, or revive someone who is unconscious to 1 HP.
- You scavenge the area for salvage and find 1 Scrap of a Tech Level appropriate to the area as decided by the Mediator. You only may choose this option once per area unless the Mediator says otherwise.
- You find a safe shelter with enough food and water to sustain yourself and up to 10 people for 24 hours.

3 Custom Missile Launcher

Pilot Equipment

You acquire and train in the use of a Custom Missile Launcher that only you can use. It can be customised how you desire.

Its Tech level is equal to that of your Union Crawler. It has the following stats at Tech 1, in addition, choose a single modification from the list below.

Damage: 3 SP // Range: Medium // Missile // Explosive (1) // Heavy

Rangefinder: The Custom Missile increases its Range to Long.

Laser Guidance: You may spend 2 AP to automatically hit with the Custom Missile Launcher. This attack counts as having the Targeter Trait.

A.I. Tracking: You may spend 1 AP to give the Custom Missile Launcher the Guided Trait for the next attack. This attack counts as having the Targeter Trait.

Napalm Rounds: The Custom Missile Launcher gains the Anti-Organic and Burn (1) Trait.

Bigger Boom: The Custom Missile Launcher gains the Explosive (2) Trait.

Flashy: The Custom Missile Launcher gains the Flashy Trait.

Expanded Warhead: The Custom Missile Launcher deals an additional 1 SP damage.

Portable: The Custom Missile Launcher loses the Heavy Trait.

At each Tech Level you may choose an additional modification for your Custom Missile Launcher. In addition, its damage increases by 1 SP per Tech Level after the first.

e.g. a Tech 3 Custom Missile Launcher would deal 5 SP damage and you would be able to choose three modifications for it.

If your Custom Missile Launcher is misplaced, damaged, or destroyed you can acquire a new

one during Downtime of a Tech Level equal to your Union Crawler. You may only ever have one Custom Missile Launcher at a time.

Tactical Warfare Tree

Provoke

1AP Turn Action // Range: Close

You provoke any target within Range to focus their attention on you. The target must be able to understand your intent. For the next 10 minutes, the target focuses its attacks, Abilities, and hostilities on you, ignoring all others. This effect ends if you attack another target or if hostilities end.

Tactical Retreat

2AP Turn Action

You use your tactical knowledge to provide you and your Allies cover to safely retreat. Explain how you do this.

You and any willing Allies can safely and expeditiously disengage from any combat, fight, or engagement you are in and leave the situation safely to any adjacent Area or another location of your choice.

Counterattack

3AP Reaction

When you are attacked you may activate this Ability to make a single attack of your choice against the target that attacked you. This follows all of the normal rules for attacking. Your attack and all of its effects resolve first and then the target's initial attack resolves.

Advanced Soldier Tree

1 Critical Strike

Passive

You can identify points on an enemy that strike for the utmost amount of carnage.

When rolling attacks as a Pilot or in your Mech, you score a 'Nailed it' result on a result of 19 - 20.

2 Defy Death

3AP Reaction

You have the resilience and survival abilities to weather blows that would otherwise pulverise others into the dust.

You can activate this Ability when you are reduced to 0 HP, or when a Mech you are Piloting is reduced to 0 SP. You are instead reduced to 1 HP or 1 SP.

In addition, increase your Pilot's HP Max by 2.

3 Whirlwind Strike

3AP Turn Action

You have learned to deliver a flurry of attacks against your foes.

Choose a weapon you are equipped with or Weapons System on your Mech. You can attack all enemies in Range of that weapon with a single whirlwind salvo. If the weapon causes you to gain Heat or has any additional costs you must pay them for each target.

ROLL THE DIE:

19 - 20: You strike all enemies within Range of the weapon, hitting them for double damage.

11 - 18: You hit all enemies within Range of the weapon.

6 - 10: You hit all enemies within Range of the weapon. Choose one: you deal half damage to all targets or you deal full damage, but your weapon is damaged after finishing the attack.

2 - 5: You hit one enemy in Range of the weapon, then your weapon is damaged.

1: Your attacks miss. You spin wildly and then collapse, falling Prone.

Legendary Tree

Omega Strike

XAP Turn Action

You coordinate a team wide attack against a target, working perfectly in unison to destroy those standing against you and your allies.

When activated, you and any number of Allies can make a single attack against a target of your choice. Roll each attack separately. This Ability costs 1 AP per ally that is making an attack.

Steel Pact

Passive

Choose a Weapon and Weapons System that you own. You form an extraordinary bond with these weapons. They can never be broken or destroyed through use.

When you make an attack with either of these weapons you may roll two dice and choose the highest result. If you Push the roll you re-roll both dice. You also deal an additional amount of damage with both these weapons equal to their Tech Level.