

## COMPANY

By default, your company is:

- 150 soldiers strong
- objectives: recon and raiding (asset: 1-budget, want: judgement)
- about 30 soldiers ready for battle (2-harm unit medium unruly 2-armor)
- an armory of field weapons (2-harm) and combat armor (2-armor)
- a dozen military vehicles including a tank, a couple copters, trucks and jeeps
- security and defenses worth +1armor when defending the base

Choose 4 :

- your company is huge. 200-300 soldiers. Asset: +1budget, want +taint.
- your company is small, 50-60 soldiers. Want: anxiety instead of want: judgement.
- your company is stationed to defend an archology. Asset: +1budget, want +idle.
- add an intelligence department. Asset: +Intel, want : +reprisal.
- add a mech ranch. Your company has access to powersuits (3-armor) and five or so Broadsword, Gladius, Maelstrom or Tornado-type mech (2-harm mech unit medium 2-armor). Want +obligation (maintenance).
- your company is stationed on a A-pod carrier. -1budget, +mobile.
- your forces are well trained. Unit is large, about 60 soldiers.
- your forces are well disciplined. -unruly
- your armory is large and SOTA. Unit does +1harm.
- your security is tight and your defenses are strong. Your unit gets +2armor instead of +1 when defending the base.

Then Choose 2:

- morale is lacking. Want +depression.
- your company lacks discipline. Want +idle.
- your unit is losing it. +savage.
- youe company is unruly. Want +savagery
- your company is under command from another company. -1budget, want +reprisal.
- your unit is small instead of medium, only 10-20 soldiers or so.
- your armory is a mess, your platoon gets -1harm.
- security is low and defenses are for shit, no armor bonus when defending.

### COMPANY

SIZE	ASSETS
OBJECTIVES	WANT
BUDGET <input type="text"/>	

### UNIT

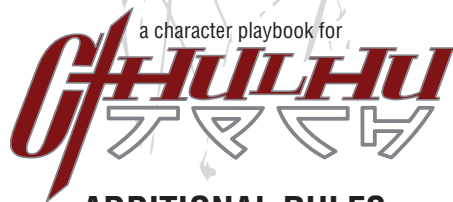
TAGS	SIZE	HARM <input type="text"/>
		ARMOR <input type="text"/>

+1harm/shock vs. smaller units,  
-1harm/shock vs. bigger, per 1-size difference

## THE MAJOR

You're too old to be on fighting the Aeon war knees-deep in the mud and too young to go political. While others give their orders from a cosy war room back in the heart of an archology, you're out there with your soldiers. You manage your base, you make the hard choices and you try to keep your soldiers from spiraling down the Aeon war syndrome.

Either you're protecting an archology or out there in the arctic or some remote location fighting the Rapine Storm, the Migos or the Deep Ones. You're the last line of defense the New Earth Government has against the end of times.



## ADDITIONAL RULES

### BUDGET MOVES

When you **give 1-budget to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **negotiate the acquisition of heavy, A-tech or illegal stuff**, looking for some particular thing to buy, and it's not obvious whether you should be able to just like go buy one like that, roll+sharp. On a 10+, yes, you can just go can buy it like that. On a 7-9, the Keeper chooses one of the following:

- it costs 1-budget more than you'd expect
- it's available, but I have to introduce you to that shady Mr. Karpow.
- damn, I used to sell that stuff but no more. Maybe if you go to that guy Aaron, he still have some.
- sorry, I don't have that, but maybe this will do instead?

When you **make known that you want a thing and drop some notes to speed it on its way**, roll+budget spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

### UNITS

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

few survivors ——— injuries, some serious  
many fatalities ——— many injuries, some fatalities  
serious injuries, fatalities ——— many injuries, some fatalities

When a unit suffers:

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



# THE MAJOR

## CREATING A MAJOR

To create a major, choose name, look, stats, moves, company and gear.

### NAME

Choose.

### STATS

Choose one set:

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

### MOVES

You get all the basic moves. You get both major moves.

### Hx

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

List the other characters' name.

Go around again for Hx. On your turn :

- Choose whether you are by nature generous with your trust and resources, or reserved. If the former, then tell everyone Hx+1. If the latter, then tell everyone Hx=0.

On the others' turns, choose 1 or both:

- One of them you asked for him to be at your command, either as a soldier or a consultant. Whatever number that player tells you, give it +1 and write it next to the character's name.
- One of them has be forced on to you by your hierarchy and you don't like it. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

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

### LOOK

Human or Nazzadi.

Man, woman, or ambiguous.

Field uniform, formal uniform, showy uniform, custom uniform.

Strong face, stern face, cruel face, soft face, aristocratic face, or gorgeous face.

Cool eyes, commanding eyes, languid eyes, sharp eyes, forgiving eyes, or generous eyes.

Massive body, soft body, wiry body, fat body, or tall spare body.

### GEAR

You have access to pretty much anything your base contain, but losing military hardware is frowned upon by your chain of command, as is giving it freely to civilians.

Detail your personal fashion. You can have, for your personal use and with the Keeper's approval, a few pieces of non-specialized gear or weapons from another playbook.

### IMPROVEMENT

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

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

**NAME**

**DESCRIPTION**



Act under fire



Take by force • Go aggro



Seduce or manipulate



Read sitch • Read person



Open to the other side

**Hx**

**MAJOR SPECIAL**

When you and another character have sex, assign the other character something worth 1-budget.



**IMPROVEMENT**

Experience: **IMPROVE**

- get +1hard (max hard+3)
- get +1other (max other+2)
- get +1cool (max cool+2)
- get +1hot(max hot+2)
- get +1sharp (max sharp+2)
- choose a new option for your company
- choose a new option for your company
- erase an option from your company
- get a move from another playbook
- get a move from another playbook

## MAJOR MOVES

● **LEADERSHIP:** when one of your units fights for you, roll+hard. On a 10+, hold 3. On a 7-9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your unit:

- make a hard advance
- stand strong against a hard advance
- make an organized retreat
- show mercy to their defeated enemies
- fight and die to the last

On a miss, your unit either deserts or turns on you or tries to hand you over to your enemy.

● **COMMAND:** If your company is secure and your command unchallenged, at the beginning of the session, roll+hard. On a 10+, you have asset at hand and available for the needs of the session. On a 7-9, you have asset, but choose 1 want. On a miss, or if your company is compromised or your rule contested, your company is in want. The precise values of your asset and want depend on your company, as follows.

**GEAR**

**HOLD**

**OTHER MOVES**

## BUDGET

The NEG provides for your day-to-day living on site, so while you're there commanding it there's no need for you to concern yourself with that.

When you assign budget, here's what might count as worth 1-budget: a month's hospitality, including a place to live and meals in common with others; a night in high luxury & company; any weapon, gear or fashion not valuable or A-tech; repair of a piece of A-tech gear by your fave archanotech; a week's bestowal of the protective service of one or two of your soldiers; a month's maintenance and repairs for a A-tech vehicle, a mech or an Engel on heavy duty; a half-hour's worth of your undivided attention, in private audience; one time access to a couple vehicles or mechs for a punctual assignment, with or without someone to operate them; or, of course, some cash worth 1-budget. In times of abundance, your company's assets are yours to spend personally as you see fit. (Suppose that your soldiers' lives are the more abundant too, in proportion.) You can see what 1-budget is worth, from the above.

For better stuff, be prepared to make unique arrangements, probably by treating with some influential character.