FantasyCraft

MECHACRAFT

GIANT ROBOT ACTION FOR THE MASTERCRAFT SYSTEM

WARSTRIDERS

Who doesn't love giant robots, piloted by frail humans and fighting each other to the detriment of the surrounding (often urban) battlefield? Well, if you don't, this isn't the Mastercraft supplement for you.

CONSTRUCTION RULES

Building a warstrider (or simply "strider") is a fairly simple process, consisting of five steps.

STEP 1: CHOOSE WEIGHT CLASS & DRIVE UPGRADES

There are five weight classes for striders – scout, light, medium, heavy, and assault. Each class assumes a level of minimum operations that is already built in. A scout class strider that had had none of its 15 design points spent is still a working robotic vehicle – it can move (due to its inherent power plant and speed & handling), and perform basic operations – it's practically something akin to the power loader from the movie Aliens. It's the addition of Drive Upgrades, Limbs, Features, Armor, and Systems that really makes a basic strider into a specific combat model admired around the world.

Basic Strider Attributes

Each weight class determines a number of attributes for the strider due to frame space, engineering tolerances, and weight limitations. These are all listed on Table 1.1.

After you choose your strider's weight class, remember to consider purchasing any Drive upgrades you desire for your new strider. Drive upgrades can boost the strider's Speed or Handling which not only enhances the strider's basic performance, it also affects the strider's defense (if the pilot's Dextery mode is higher than the strider's Handling, you use the lower of the two).

Design Points: This is the number of basic design points that a strider of the given weight class can utilize. This acts both as a pool of points granted for modifying the strider and as a limit to the number of modifications or additions that may be made to the strider.

Maximum Armor: This is the maximum number of design points that can be assigned to armor for striders of this weight class.

Power Plant: This determines the number of power points the strider gains at the start of its initiative count. Unused power points are transferred to the power storage system at the end of the round. The maximum number of power points the strider may store is 7. Power points are not used for basic operation, but are required to activate some energy-hungry gear and weapons.
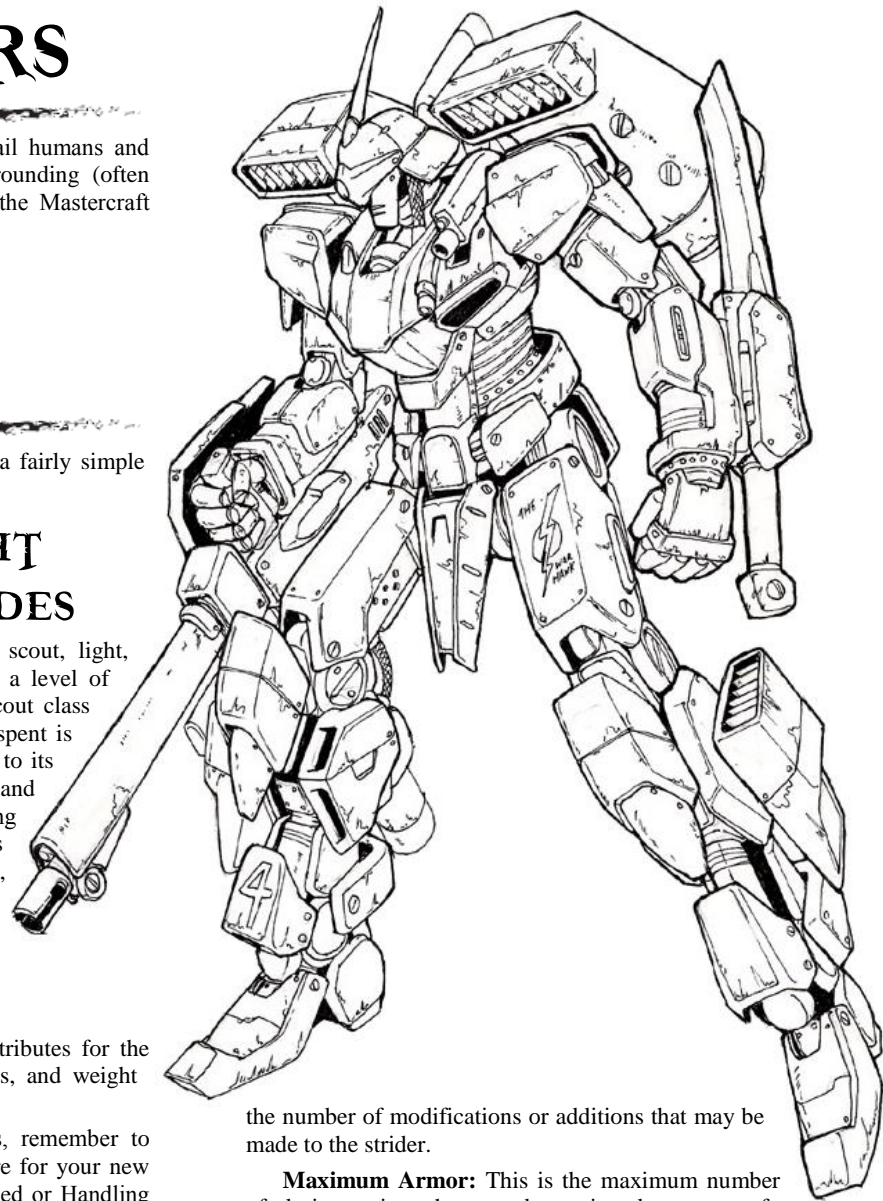
Table 1.1: Strider Weight Class

Weight Class	Design Points	Maximum Armor	Power Plant	Speed & Handling	Drive Upgrades	Melee Damage	???
Scout	15	3.5	2/7	6/2	1.5 each (max 6)	1	?
Light	25	7.0	3/7	5/2	3.0 each (max 5)	2	?
Medium	35	10.5	4/7	4/2	4.5 each (max 4)	3	?
Heavy	45	14.0	5/7	3/2	6.0 each (max 3)	4	?
Assault	55	17.5	6/7	2/2	7.5 each (max 2)	5	?

Speed: This is the Strider's basic movement points. *See page XX for more about strider movement.*

Handling: The strider's Handling is the maximum number of 45 degree turns the strider can make during a round and is also used in calculating the strider's defense.

Drive Upgrades: Each drive upgrade costs the listed number of design points and can boost either Speed or Handling by 1. You may only purchase a total number of drive upgrades for a given weight class as listed on *Table 1.1*.

Melee Damage: The strider's base damage value for melee attacks made with the Punch point black attack *(see Table 1.4: Strider Weapons)*.

STEP 2: CHOOSE LIMBS

Most striders are humanoid with 2 arms and two legs, but other combinations exist. Strider legs, in particular, come in a variety of styles, each with their own advantages.

STRIDER LEGS

Strider legs come in a variety of styles and configurations, each with their own advantages and additional qualities. Choose one from the following list for your strider.

BIPED

- *Battler:* A relatively thick legged design often with a wide at rests stance accounting both for its high carrying capacity and its ability to easily sidestep/strafe in combat. The strider gains design points equal to its power plant and the *Crab* quality.

- *Chaser:* Long thin legs, possibly digitigrade as this machine is built for pure speed. The rest of the body is likely to incorporate streamlining and air-guides that are evocative of formula racers. The strider gains +2 Speed.

- *Dancer:* Slightly slender legs, generally accompanied by vane-like structures on torso or arms that assist in precision. Because of their elegant movement they are often considered the most beautify strider type. The strider gains +1 Handling and the *Stable* quality.

- *Stocky:* Even thicker than the battler and often appearing squat overall, the stocky design is the most likely to evoke the fantasy dwarf: - short, dense, and imperturbable. The strider gains the *Braced* and *Stable* qualities.

- *Upright:* Medium thickness legs. This type is as much defined by the carefully centered upper body mass as by the slightly oversized feet. Good traction and balance are emphasized. The strider gains +1 Handling and the *Braced* quality.

QUADRUPED

- *Hound:* a quadruped body with a narrow forward aspect. Possibly digitigrade but less common than on Dancers. Built for speed and it shows. Found in both strict quadruped and centauroid designs. The strider gains +1 Speed and the *Stable* quality.

- *Quad:* A heavy-set quad leg often with a nearly square at-rest footprint. This is the bear to the hound's dog or horse, able to

lateral shift freely. The strider gains the *Crab* and *Stable* qualities.

VEHICULAR HYBRID

- *Hover:* Built on a single-skirt or rarely dual-skirt ground effect platform, they are often likened to hover-tanks with the torso/arms package acting as a very elaborate turret. The strider gains the *Crab* and *Hover* qualities.

- *Tracked:* More akin to a tank than a strider strictly speaking. Just like the hover option, the torso/arms package acts as a very elaborate turret. The strider gains design points equal to its power plant and the *Braced* quality.

LEG DESIGN QUALITIES

Braced: Unless *sprawled*, the strider is always considered *braced*.

Crab: The strider may move directly right or left without changing facing for 2 speed points.
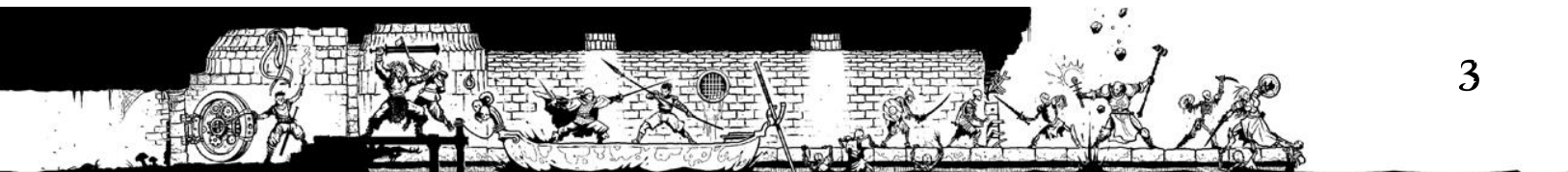
Hover: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Stable: Has greatly improved chance to avoid falling over/becoming *sprawled*. Blah, blah, blah. Blah, blah, blah.

STRIDER ARMS

Striders may be designed with 2, 1, or even no arms. Arms provide the strider with additional space for systems *(see page XX)* and are helpful for getting the vehicle's feet back under it when it becomes *sprawled*. However each arm also requires its own armor.

- *Armless:* The strider has no arm slots and does not require armor to be dedicated to the arm locations. Hits on the arm locations instead hit the Core or Back as appropriate. The strider suffers a –X penalty on attempting maneuvers that require arms, such as climbing steep hills or righting itself when sprawled. The strider does not automatically gain the Punch point black attack *(see Table 1.4: Strider Weapons)*.

- *Flippered:* The strider has no arm slots but does require armor to be dedicated a single arm locations. Hits on the arm locations instead hit the Core or Back as appropriate. The strider suffers a –X penalty on attempting maneuvers that require arms, such as climbing steep hills or righting itself when sprawled. The strider does not automatically gain the Punch point black attack *(see Table 1.4: Strider Weapons)*.

- *One Arm (left or right):* The strider has arm slots for only the 1 arm and does not require armor to be dedicated to the absent arm location. Hits on the absent arm location instead hits the Core/Back. The strider suffers a –X penalty on attempting maneuvers that require arms, such as climbing steep hills or righting itself when sprawled.

- *One Arm (centered):* The strider has arm slots for only the 1 arm and does not require armor to be dedicated to the absent arm location. Hit locations on Table 1.5 for center-armed striders replace results on the Front/Back column with 4-7 as Core/Back and the 3 and 8 as being Center Arm. On the Side column a 2 becomes an additional Back result and Near Arm hits being Center Arm. The strider suffers a –X penalty on

attempting maneuvers that require arms, such as climbing steep hills or righting itself when sprawled.

- *Two Arms:* Normal operation. The strider has arm slots for both arms and may require armor to be dedicated to both arms (if desired). The strider suffers no penalty on attempting maneuvers that require arms, such as climbing steep hills or right itselfing when sprawled.

STEP 3: CHOOSE FEATURES

Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Each Strider may include up to 3 common features or 2 common features & 1 trademark feature.

COMMON FEATURES

- *Advanced Sensors:* The effective grade of this strider's Sensor gear increases by I (i.e. a Sensor II acts like an Sensor III without increased design point cost or taking up a Core slot). Also, the range of its Sensors increases by 5.
- *Cockpit Comforts:* Long term operations & increased pilot survival rate. Also enhances tail gunner stations.
- *Command Strider:* Rigged as squad leader.
- *Crossfire AMS Logic:* AMS points can be spent to protect allies in the same or adjacent squares.
- *Drone:* Remote operated. Rudimentary AI guidance when fully jammed.
- *Fine Manipulators:* Strider has working hands.
- *Firebrand:* Roll d10s instead of d6s for damage with the Burn quality.
- *Fire-safe:* The strider is heat and flame resistant and gains Burning Resistance 5.
- *Full Pivot:* Wider firing arcs.
- *Gladiator:* Optimized for Melee combat. The strider's base melee damage increases by +2 and it gains Melee Resistance 2.
- *Hardened Actuators:* Retains 1 additional movement point when legs are disabled.
- *Hardened Armor:* The strider is ballistic weapon resistant and gains Kinetic Resistance 3.
- *Hardened Comms:* Difficult to jam communications.
- *Headhunter:* Concentrates ranged fire on specific area.
- *Hyperlasers:* The Strider may include hyperlasers in its weapon systems payload.
- *Large Plant:* +2 power points generated by the power plant per initiative count.
- *Maintenance Friendly:* Faster repairs and fewer accumulated faults.
- *Modular Weapons:* Can vary weapon/gear load out between missions.
- *Precise Weapon:* One weapon gains attack bonus.

- *Reactive Armor:* The strider is explosive/missile weapon resistant and gains Explosive Resistance 3.
- *Spoilsport:* Strider features an explosive self-destruct system.
- *Second Seater:* The Strider may include a WSO seat in its systems.
- *Wild Weasel:* The effective grade of this strider's EW gear increases by I (i.e. an EW II acts like an EW III without increased design point cost or taking up a Core slot). Also, the range of its EW increases by 2.

TRADEMARK FEATURES

- *2×4 Conversion:* The strider must have either the hound or upright leg type chosen as it primary leg type. The strider may alternate between hound & upright leg types, gaining the benefits of the leg type currently in use. Changing between leg types is a FREE ACTION? HALF ACTION? FULL ACTION?.
- *Amphibious:* Can operate while fully submerged.
- *Capacitor Banks:* The strider's power storage system can store up to 10 power points instead of only 7. Also, Gauss weapons gain a +1 bonus to attack checks.
- *Direct Neural Interface:* Thought control system.
- *Extra Arm Systems:* Each of the strider's arms has an additional system slot. (max +2 slots total)
- *Extra Core Systems:* The strider's Core has an additional system slot.
- *Fire-Blossom:* The strider gains an advanced action.

FIRE BLOSSOM

1 Full Action • Attack Action • Hyve Missiles

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- *Gloss Armor:* The strider is energy weapon resistant and gains Energy Resistance 4.
- *Stealthy:* The strider is difficult to target at long range. The strider's defense rises by X against Long Range attacks and by XX against Extreme Range attacks.

STEP 4: DISTRIBUTE ARMOR

Design points are spent to buy a pool of **Armor Points** according to Table 1.2, below. The strider's weight class also limits the number of points that can be spent on armor as seen in Table 1.1. This process suffers from diminishing returns (each point translates into slightly less armor than the point before it) so doubling the design points does not double the protection.

This Armor Point pool is then distributed into up to 6 locations: core, rear, left arm, right arm, left leg, right leg. Striders with less than two arms may not have armor assigned to the missing appendage(s). Quadruped striders have 4 leg locations and may or may not include arms.
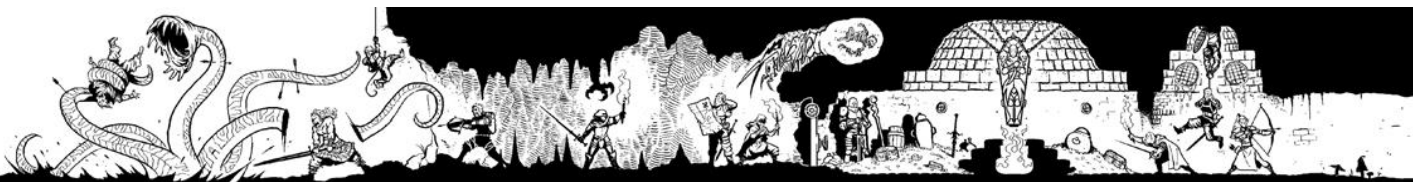
Some otherwise armless striders include "flippers" instead of arms. Flippers are treated as a single armor area and assist the strider in regaining its feet in the same fashion as a single arm, but do not provide system slots (see Step 5, below).

Table 1.2: Armor Points

Points	Armor	Points	Armor	Points	Armor
.5	12	6.5	128	12.5	228
1	24	7	147	13	234
1.5	36	7.5	156	13.5	240
2	47	8	164	14	245
2.5	58	8.5	174	14.5	250
3	69	9	180	15	255
3.5	80	9.5	188	15.5	260
4	90	10	195	16	264
4.5	100	10.5	202	16.5	268
5	110	11	209	17	272
5.5	120	11.5	216	17.5	276
6	129	12	222		

STEP 5: CHOOSE SYSTEMS

Each strider has 7 slots to carry systems - 2 Left Arm, 2 Right Arm, & 3 Core. These systems can include both weapons and the larger gear choices.

GEAR SYSTEMS

Gear is selected by spending design points and takes up a system slot only if the is an entry in the slots column.

The gear table consist of the following columns.

Name: The name of the piece of gear.

Qualities: All the gear's gear qualities are listed here.

Ranges (Effective, Long, Maximum): The maximum respective range (in squares) for each of the gear's range increments. A value of (-) indicates that such a range is beyond the gear's maximum.

Slot: The location on a strider that the gear can be installed in.

Power: The minimum amount of power that the gear requires to operate each turn.

Cost: The cost of the gear in design points.

GEAR QUALITIES

Anti-missile: Provides the listed Anti-missile points against Missile Weapons. The incoming Missile Weapon's AM (I-V) weapon quality effect determines the Anti-missiles success.

Brace Effect: The effective range for this gear is increased by 10 while the strider is braced.

ECM: Electronic Counter Measures cancel the effects of or lower grades of sensors.

Feature: Fielding weapons with this quality requires that the appropriate Trademark or Common feature be a feature used on the strider.

Laser Designator: After this attack is resolved, all allied guided missile weapons ignore range penalties their attack checks to hit the target until this unit moves or the target breaks line of sight.

LL Ammo: May be loaded with less-than-lethal ammo for riot suppression/capture missions. Hitting a strider with the (non-lethal) water attack cancels pending Burn damage.

Networked: Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah.

Personnel Carrier: Each bay may carry a squad of 10 standard infantry or 6 armored infantry and their support weapons.

Table 1.3: Strider Gear

Name	Qualities	Effective	Ranges Long	Maximum	Slot	Power	Cost
AMS-B (24)	Anti-missile (1d6-1)	-	-	-	-	-	2
AMS-L	Anti-missile (1d6-1)	-	-	-	-	1	1
AMS-M (20)	Anti-missile (2d6-1)	-	-	-	C	-	3
AMS-P	Anti-missile (2d6-1)	-	-	-	C	2-	4
Blisters (6)	LL ammo, pop blisters	0	1	-	-	-	2
Campaign Pack	Solo mount	-	-	-	C	-	1+
EW I	ECM, Zoom and enhance	2	-	-	-	1	1
EW II	ECM, Zoom and enhance	4	-	-	-	1	2
EW III	ECM, Zoom and enhance	8	-	-	C	2	3.5
Network Node	Networked	-	-	-	-	1	1
Paint Laser	Laser designator	14	21	35	A/C	1	1
Personnel Bay	Personnel carrier	-	-	-	-	-	5 (max 2)
Sensor Array I	Brace effect, sensors, zoom and enhance	5	-	-	-	1	1
Sensors Array II	Brace effect, sensors, zoom and enhance	10	-	-	-	1	1.5
Sensors Array III	Brace effect, sensors, zoom and enhance	20	-	-	C	2	2.5
Smoke Screen (8)	Pop smoke	3	-	-	-	-	1
Tail Gunner I	Tail Gunner (2), WSO*	-	-	-	-	-	1
Tail Gunner II	Tail Gunner (5), WSO*	-	-	-	-	-	2
Turret I	Turret (5)	-	-	-	-	-	1
Turret II	Turret (11)	-	-	-	-	-	2
Turret III	Turret (18)	-	-	-	-	-	3
WSO Seat	Feature (common, WSO), WSO	-	-	-	-	-	3

* Limited use. See the Tail Gunner quality for limitations on this quality.

Pop Blisters: Each use totally messes up some infantry. Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah.

Pop Smoke: Each use draws a 3-square curtain of obscuring smoke. This smoke lasts Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah.

Sensors: Cancel the effects of equal or lower grades of ECM.

Solo Mount: This gear cannot be combined into clusters; each piece of gear occupies a separate system slot.

Tail Gunner: A tail gunner station may carry up to 2 or 5 points of weapons (as listed with the quality). Paint lasers and smoke screens may also be assigned to a tail gunner (other gear may not be associated with a tail gunner). Gear that require slots and Weapons assigned to a tail gunner still count against the strider's Core system slots, but use the turret firing arc instead of the Core arc. Tail gunner stations neither consume nor add to the number of Core slots a strider has.

If there a crewman is available to man the station they are treated as a WSO, but may only spend their actions to use weapons and/or gear mounted in the station. If it is unmanned, it is considered a normal turret.

Turret: Turrets may carry up to the number of points of weapons/gear as listed with the quality. Gear that require slots and Weapons mounted in a turret still count against the strider's Core system slots, but use the turret firing arc instead of the Core arc. Turrets neither consume nor add to the number of Core slots a strider has.

WSO: A WSO provides the strider with additional half actions during each round. These actions can only be attack, aim, or EW/ECW actions.

Zoom and Enhance: half action fiddling with to boost the grade to defeat opponent's EW or Sensors (as appropriate). Rules are Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. . Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah. . Blah, blah, Blah. Blah, blah, Blah. Blah, blah, Blah.

GEAR DESCRIPTIONS

Anti-Missile Systems (AMSs): Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Blisters: Directional explosive clusters mounted on the lower extremities to strongly discourage infantry from approaching the vehicle.

Campaign Pack: A Campaign Pack may be linked to some or all of a strider's ammo-consuming weapon/gear with a design point cost equal to the number of linked items. Each weapon or gear may be linked only once per campaign pack. The pack adds ammo to each linked item equivalent to half the default ammo load (round down).

EW (Electronic Warfare): Provides protection from a variety of high-tech detection and attack systems.

Network Node: Excuses absolutely perfect multi-unit coordination and total battlefield awareness/integration as they share data between units of all sorts and mesh in aerial/orbital reconnaissance assets. Data feeders - rigs on vehicles and even infantry passing their intel up to the nodes are so compact they're just assumed for any force that has a node to crunch the streams for them. Think of it as your own personal "ops center-in-a-box".

Paint Laser: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Personnel Carrier: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Sensor Array: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Smoke Screen: smoke grenade launching cluster.

Tail Gunner: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Turrets: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

WSO Seat: The strider includes a Weapon Systems Officer seat, allowing for a second crewman to handle part of the operations load, such as weapon firing and electronic warfare.

WEAPONS SYSTEMS

Weapons are selected by spending design points and always occupy a slot. Multiple weapons of the exact same type in the same location take up a single system slot and are considered a "cluster" (e.g. a cluster of three battle lasers in the left arm takes up a single slot; a cluster of two rocket launchers in the core also takes up a single slot).

The weapon tables consist of the following columns.

Name: The name of the weapon.

Damage: The amount of damage the weapon inflicts on its target.

Ranges (Effective, Long, Maximum): The maximum respective range (in squares) for each of the weapon's range increments. A value of (-) indicates that such a range is beyond the weapon's maximum.

Next to the Range increment's maximum value are two numbers in parenthesis, such as (-4, -1). These are the to hit and damage bonuses (or penalties) that the weapon receives for firing at targets in that range increment. For example, (-4, -1) would mean that the attack check receives a -4 modifier and the damage (if the weapon still hit) would be reduced by 1 point.

Qualities: All the weapon's weapon qualities are listed here.

Slot: The location on a strider that the weapon can be installed in.

Power: The minimum amount of power that the weapon requires to fire each turn.

Cost: The cost of the weapon in design points.

WEAPON QUALITIES

AM Effect I: For every 2 anti-missile points, cancel 4 points of damage.

Table 1.4: Strider Weapons

Name	Damage	Effective	Ranges Long	Maximum	Qualities	Slot	Power	Cost
Ballistic Weapons								
Assault Cannon/8 (50)	3	8 (0, 0)	12 (-4, 0)	20 (-8, -1)		A/C	-	5.5
Assault Cannon/12 (30)	12	8 (0, 0)	12 (-4, 0)	20 (-8, -1)		A/C	-	8
Assault Cannon/16 (20)	16	8 (0, 0)	12 (-4, 0)	20 (-8, -1)		A/C	-	10.5
Assault Cannon/20 (15)	20	8 (0, 0)	12 (-4, 0)	20 (-8, -1)		A/C	-	14
Dragonfire (24)	4*	10 (-4, 0)	15 (-4, 0)	25 (-8, -1)	Brace effect, burn, gauss	C	1	6
Electromagnum (200)	4	9 (0,0)	12 (-4, 0)	15 (-8, -1)	Anti-personnel. gauss	A/C	1	1
Impaler (80)	7	24 (0,0)	32 (-4, 0)	40 (-8, -1)	Anti-personnel, brace effect, gauss	A/C	3	7
Machinegun (150)	3	4 (0, 0)	6 (-4, 0)	10 (-8, -1)	Anti-personnel, LL ammo	A/C	-	1
Shotgun/10 (40)	1d6+4	4 (+1, 0)	6 (-4, -1)	10 (-8, -2)	LL ammo	A/C	-	2.5
Shotgun/15 (32)	1d8+7	4 (+1, 0)	6 (-4, -1)	10 (-8, -2)	LL ammo	A/C	-	4
Sniper Cannon/6 (45)	6	14 (0, 0)	21 (-3, 0)	35 (-6, -1)	Brace effect	A/C	1	6
Sniper Cannon/10 (24)	10	14 (0, 0)	21 (-3, 0)	35 (-6, -1)	Brace effect	A/C	1	11
Energy Weapons								
Battle Laser	5	8 (0, 0)	12 (-2, -1)	20 (-4, -2)		A/C	1	1.5
Battle Hyperlaser	1d6+3	12 (0, 0)	18 (-2, -1)	30 (-4, -2)	Feature (common, Hyperlasers)	A/C	3	2
Field Laser	9	10 (0, 0)	15 (-2, -1)	25 (-4, -2)		A/C	2	4
Field Hyperlaser	1d6+6	14 (0, 0)	21 (-2, -1)	35 (-4, -2)	Feature (common, Hyperlasers)	A/C	4	4.5
Gatling Laser	2d6+8	10 (-1, 0)	15 (-2, -2)	25 (-4, -4)	Brace effect	A/C	3	5
Particle Beam	10	12 (0, 0)	18 (-2, -1)	30 (-4, -2)	Charge up	A/C	3	6
Stinger Alpha	4**	10 (-1, 0)	15 (-3, -2)	25 (-6, -4)	Brace effect, salvo, solo mount, variable	C	1-6**	8
Melee Weapons								
Punch	Base	-	-	-	Melee	-	-	0†
Claws	Base +2	(+2, 0)	-	-	Melee	A	-	1
Tusks	Base††	(+1, 0)	-	-	Melee, ram	C	-	1
Missile Weapons								
Arrowhead II (12)	8	5 (0, 0)	15 (-3, 0)	50 (-6, 0)	AM effect I, stealth missiles	A/C	1	6
Buster XII (10)	12	10 (0, 0)	20 (-3, 0)	40 (-6, 0)	AM effect II, brace effect	A/C	-	12
Buster XV (8)	15	10 (0, 0)	20 (-3, 0)	40 (-6, 0)	AM effect II, brace effect	C	-	15
Buster XX (6)	20	10 (0, 0)	20 (-3, 0)	40 (-6, 0)	AM effect II, brace effect	C	-	20
Comet (8)	0*	6 (0, 0)	12 (-2, 0)	36 (-8, 0)	AM effect III, burn	A/C	-	3.5
Hyve 5 (12)	1d4+1	8 (0, 0)	16 (-2, 0)	32 (-4, -1)	AM effect IV	A/C	-	3
Hyve 10 (10)	2d4+2	8 (0, 0)	16 (-2, 0)	32 (-4, -1)	AM effect IV	A/C	-	6
Hyve 15 (8)	3d4+3	8 (0, 0)	16 (-2, 0)	32 (-4, -1)	AM effect IV	A/C	-	9
Hyve 20 (6)	4d4+4	8 (0, 0)	16 (-2, 0)	32 (-4, -1)	AM effect IV	A/C	-	12
Rocket-1 (10)	2***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	.5
Rocket-2 (10)	4***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	1
Rocket-3 (10)	6***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	1.5
Rocket-4 (10)	8***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	2
Rocket-5 (10)	10***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	2.5
Rocket-6 (10)	12***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	3
Rocket-7 (10)	14***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	3.5
Rocket-8 (10)	16***	4 (0, 0)	6 (-2, 0)	10 (-8, 0)	LL ammo, salvo, unguided	A/C	-	4
Spray Weapons								
Flametongue	0*	3 (+2, 0)	5 (+1, 0)	7 (0, 0)	Burn. LL ammo	A/C	-	2.5

* This weapon's printed damage is augmented by the *Burn* quality.
** This weapon's damage and power consumption is affected by the *Variable* quality.
*** Something about Rocket Damage
†† Something about Tusk Damage
† The Punch attack is only available to striders with arms (and is "free" for those striders).

AM Effect II: 5 or more anti-missile points cancels the entire attack. Less than 5 anti-missile points has no effect.

AM Effect III: 2 anti-missile points cancels the attack.

AM Effect IV: Each anti-missile point cancels 1 point of damage.

AM Effect V: Each anti-missile point cancels 2 points of damage.

Anti-personnel: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Brace Effect: The effective range for this weapon is increased by XX while the strider is braced.

Burn: This weapon does 1d6 thermal damage immediately and again at the end of the target's next initiative count. Multiple sources of Burn do not stack when inflicting damage at the end of the target's round.

Charge Up: The first attack with this weapon each round inflicts +2 damage if the weapon was not fired the previous round.

Feature: Fielding weapons with this quality requires that the appropriate Trademark or Common feature be applied to the strider.

Gauss: This weapon's damage benefits from the strider having the Capacitor Banks Trademark feature.

Impact: Melee attacks with this weapon inflict an additional +1 damage per square moved as part of a Ram Attack action.

LL Ammo: May be loaded with less-than-lethal ammo for riot suppression/capture missions. Hitting a strider with the (non-lethal) water attack cancels pending Burn damage.

Melee: The weapon can only be used to attack adjacent targets.

Salvo: Flip a number of coins equal to the number of rockets (for a missile weapon) or the number of power points allocated to this weapon (for an energy weapon) before rolling to hit. For each 'tails' add +1 to the attack roll. For each 'heads' inflict +2 points of damage if the attack hits.

Solo Mount: This weapon cannot be combined into clusters; each weapon occupies a separate system slot.

Stealth Missiles: Each AMS engaging these missiles sufferers a –2 penalty.

Unguided: This missile weapon may not benefit from friendly painting of targets.

Variable: This weapon may use any number of power points within the listed range when firing. The weapon's damage is inflicted a number of times equal to the number of power points spent with a successful hit.

BALLISTIC WEAPON DESCRIPTIONS

This category consists of weapons that fire projectiles, including bullets, explosive rounds, gauss slugs, and other kinetic projectiles. Ballistic weapon damage is resisted by Hardened Armor.

Assault Cannons: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Dragonfire: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Electromagnum: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Impaler: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Machineguns: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah.blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Shotguns: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Sniper Cannons: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

ENERGY WEAPON DESCRIPTIONS

This category of weapon represents SF staples such as coherent light lasers, charged particle projectors and plasmoid launchers. Energy weapon damage is resisted by Gloss Armor.

Lasers: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah .blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Hyperlasers: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Gatling Laser: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Particle Beam: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Stinger Alpha: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

MELEE WEAPON DESCRIPTIONS

This category includes weapons that are only used in melee, or hand-to-hand, combat. Melee weapon damage is resisted by the Gladiator design feature.

Fists: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah .blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Claws: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Tusks: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

MISSILE WEAPON DESCRIPTIONS

This category of weapons covers powered projectile weapons, both guided and unguided. Missile weapon damage is resisted by Reactive Armor.

Arrowhead II: Fires stealth missiles.

Buster Missiles: Fires a single comparatively slow armored missile.

Comet: Fires a single incendiary missile.

Hyve Missiles: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

Rocket Pods: Fires waves of unguided rockets.

SPRAY WEAPON DESCRIPTIONS

This category is limited to weapons that literally spray a target or target area with a liquid. As an offensive weapon, this is

generally a highly flammable liquid which is ignited as it is fired – resulting in a flamethrower. Therefore, Spray weapon damage is usually resisted by armor that is Fire-safe.

Flametongue: Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah .blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Pumps a stream of burning accelerant (or water in LL/firefighting mode).

FORMATTING

Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

QUARTERSTAFF

Scout/Battler Class ((17 points))

Features: Cockpit Comfort, Hardened Comms, Reactive Armor

Power Plant: 2/7 ((0))

Speed/Agility: 6/3 ((1.5))

Reactive Armor: 80 ((3.5))

Core: 19/13
Arms: 12/12
Legs: 12/12

Load Out:

Core: Rocket-1
Right Arm: Dragonfire (24) ((6))
Left Arm: 2x Battle Lasers ((3))

Gear:

Network Node ((1))

FACING & MOVEMENT

Striders (and other vehicles) have definite facing in one of 8 directions - at all times they are pointed towards either a side or a corner of their current square.

As a half action you gain your Strider's listed speed points. As a full action you gain double this number, or triple this number IF you also took a full action to move last round. Full action movement does not increase your Handling.

Striders spend 1 speed point to move directly forward 1 square, or 2 to move backwards one square. Striders with the Crab benefit from their leg design may also move directly right or left without changing facing for 2 speed points. The 5-10 rule is still in effect for movement across the corners of squares (first and odd diagonal movements each round consume the normal number of points, second and even movements take an additional point) Once per round a strider may "slip" diagonally forward or diagonally backward without changing facing. This allows for the simulation of them facing slightly off of the 8 grid-locked directions.

After moving at least one square forward or backward you may change facing, turning 45 degrees. If you took a full action move (for double or triple speed points) to move you must move two squares between each turn. The maximum number of turns you may make each round is equal to the Strider's handling.

If you spend no actions moving during a round you may make one 45-degree facing change in place, produce 1 extra point of power, and are considered "braced".

SPRAWLED

Sprawled is a very dangerous condition for striders (in some ways analogous to rolling over a traditional vehicle). You may attempt to recover from the sprawled condition only at the beginning of your initiative count. Make a Ride check (DC 30). If the check succeeds you are able to right the vehicle as a half action. If it fails it requires a full action to do so. The fine manipulators feature grants a +4 bonus to this check.

SHOOTING

You may fire one weapons system as a half action. Once per round you may fire all readied weapons on a strider as a half action.

FIRING ARCS

Core and leg mounted weapons may target enemies in a 90-deree cone in the direction the strider is facing and including the column, row, or diagonal the strider is in. Rear-mounted weapons use the equivalent 90-degree cone in the opposite direction. Arm Mounted weapons have a 180 degree field, again including the column, row, or diagonal the strider is in. Turret mounted weapons have a full 360-degree field.

Strider with the full swivel feature have wider core and arm arcs (reverse and leg mounted arcs are unchanged). Swivel core mounted weapons have a 180-degree arc (like normal arms) and swivel arm mounted weapons can hit all areas except for the rear 90 degrees. This is the only arc that does not include the column, row, or diagonal the strider is in.

ATTACK CHECK

The basic Attack checks for Strider weapons are:

Range modifiers are described with each weapon type.

Ballistic, Energy, and Melee Weapons:	BAB + Dex Modifier + d20
Missile Weapons:	BAB + Int Modifier + d20

Defense (attack DC) for a Strider is:

Target's total Ride (Dex) bonus + 5. If the Strider's Handling is less than the pilot's Dex Modifier, use the Handling instead.

DAMAGE

On a successful hit, determine where the strider was hit, then subtract the weapon damage from the armor at that location. If this reduces the armor to 0 on an arm or leg that location is disabled, & re-roll for location applying any remaining damage there. If the core is reduced to 0 armor the entire strider is disabled.

Against characters, Strider weapons do 1d6 lethal per point of vehicle damage. The character can make a Reflex save with a DC equal to the attack roll to reduce the damage to one-half (rounded up). If the weapon has the anti-personnel quality it instead does

1d8 lethal damage per point of vehicle damage and does not allow a save. Yes, being shot with a cannon will likely ruin your day.

Table 1.5 Hit Locations

Roll (d10)	Front/Back	Side
1	Left Leg	Far Leg
2	Left Leg	Far Arm
3	Left Arm	Core
4	Left Arm	Core
5	Core/Back	Back
6	Core/Back	Near Arm
7	Right Arm	Near Arm
8	Right Arm	Near Arm
9	Right Leg	Near Leg
10	Right Leg	Near Leg

SIDEBAR TITLE

Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, Blah, blah, blah. blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

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THE STORMSURGE CAMAPAIGN

WARSTRIDERS
(RULES ADDITION)

EARLY 2044 (TURN 1)

NEWS OF THE WORLD

Last year's frenzy in the Dark and bloody has seen the major powers pausing to reassess their tactics and assets, creating a general downturn in strider sales. While the big boys lick their wounds, smaller powers are looking to revamp their militaries in the face of global hostilities.

SMALLER MANUFACTURERS IN TROUBLE

Dixie-based Strider manufacturer Onyx-Iron suffered severe losses to its factory capability in last winter's floods and have discretely hinted their readiness to partner with other firms to bring their distinctive Amphibious strider designs to market.

Novvy Sovet design house Red Metals continues to flounder and industry experts now believe that another company is actively working to absorb the well regarded company.

EUROWALKER SE REPORTS STEADY EARNINGS DESPITE DOWNTURN

The publicly traded Eurowalker is sitting on a warchest of 12.5 billion.

NEW CONTRACTS

NEW LINE UNIT

Client: Amazon Compact

Production Run: Non-exclusive

Contract Value: 14 billion + parts

Criteria 1: Handling 4 or higher

Criteria 2: 3 or more different weapon types.

Criteria 3: at least 2 dice of AMS

NATIONAL PRIDE UNIT

Client: Kingdom of Hawaii

Production Run: Exclusive

Contract Value: 9 billion + parts

Criteria 1: Medium class or smaller

Criteria 2: At least 1 burn weapon.

Criteria 3: Reactive Armor

MERCENARY SQUAD COMMANDER

Client: Mercenary community

Production Run: Non-exclusive

Contract Value: 4 billion + possible ongoing sales

Criteria 1: Command unit

Criteria 2: Medium or larger

Criteria 3: Maintenance Friendly

LATE 2044 (TURN 2)

It looks like the heat is rising. With trials underway in several countries, the big boys are shaking off their losses from early in the decade. In particular, Sovereign Australis is looking to fortify and expand upon their toehold on the dark continent with multiple new design orders.

IN THE NEWS...

SPACEBOURNE: LEADERS OR LUNATICS?

Engineering whitepapers have been leaked that show Spacebourne Technologies may have moved beyond mere speculation into choosing an actual candidate for their ambitious asteroid capture project to enhance their main NEO facilities. Reporters are seeking further comments from the company as this story evolves.

RED METALS: WHISPERS IN THE COLD

Novvy Sovet born investigative reporter Peter Glazov has filed reports that Red Metals continues to struggle, but has revealed heretofore unknown financial stamina, continuing to cover all of its obligations despite numerous setbacks both in its facilities and in the markets. The Russian design house failed to come forward with new designs for the current round of strider trials, but company press release point to the continued sales of the incredibly durable Bruin as a sign that the company will emerge for its current struggles without having to resort to a major merger.

RUMBLE IN THE JUNGLE

With fully five of the major design houses looking to capture "green" market share — that is, the Amazon Compact — it's interesting to note that E-Unity giant EuroWalker SE has broken ground on a new plant in the area even before trials begin. This region looks to be hotly contested in more ways than one: analysts reviewing the design req's put forward note an unusual emphasis on anti-missile capability. Some speculate this is a not so subtle challenge to the United Republics and their long-standing emphasis on missile weapons.

HAWAII LOVES BIG MACHINES

Despite an open call, it appears the Kingdom of Hawaii will be looking to Mihimi Nui to fill its orders for a new strider to serve as the face of the island nation's small but growing military. The Australis-based company has been extremely active in Hawaii, breaking ground on a new plant and giving generously to charities in the region. So far it seems to be paying off, though in our interviews of the public one man on the beach did ask, "yeah, but can it surf?"

TECH CORNER: BIG HITS, UP CLOSE

While striders have always made good use of their upper body strength to bring the pain, its usually been by holding the bigger gun. A series of clashes in the Congo region have led to shocking battle footage of a three-way brawl that saw the final outcome decided when one SA pilot rammed a URA strider, tipping it off of a cliff. Within moments the Aussies rallied and shoved three more enemy machines over the precipice. While the video is not for the faint of heart, the resulting "elephant's graveyard" of broken

machines has sparked a revolution in "point blank combat options". URA military experts are already making inquiries into weaponized manipulators to supplement their usual stand-off load out while SA pilots fresh from their victory were quoted, "What we really needed were tusks. Horns. Something that pierces on impact, not just a big crunch." Expect to see Claws and Rams fielded in active trials as early as 2045.

TECH CORNER II: MOAR PEW-PEW!

Hot on the heels of the European Unity's return to active procurement, several munitions developers announced variations on the concept of the "gatling laser". How this new concept will prove out on the battlefield remains to be seen, but with many components being adapted from existing, proven laser-cluster configurations, this new take will enter trials at record speeds (though still slightly slower than the speed of light).

LINKMAN & GARAULT ON THE PROWL

The top-notch (+4) marketing team L&G are looking to move into Strider sales and merchandizing. "They [striders] have become the iconic instruments of state in this age. We've seen a slow migration into media, a trend we at L&G expect to see accelerate. Now is the time to get on board and we never miss an opportunity for our clients."

(open lottery. No ante. Max buy-in 1 billion. Single winner. Marketing teams improve media opportunities for sales and goodwill)

RAIJIN ADVANCED TELEMETRY SEEKS PARTNERS

Japanese targeting system manufacturer Raijin has been hinting a breakthrough with a revolutionary new defense technology but currently lacks the resources to launch full field trials. Vaporware or vaporized enemies? Only time will tell.

(Open lottery. No ante. Max buy in 2.25 billion. 2 winners. Reward: ??)

NEW CONTRACTS

DEEP RAID STRIDER

Client: Sovereign Australis
Production Run: Exclusive
Contract Value: 25 billion + parts
Criteria 1: Network Node
Criteria 2: Fine manipulators
Criteria 3: At least 2 cannons

POLICE/RESCUE SERVICE STRIDER

Client: European Unity
Production Run: 4-year Exclusive
Contract Value: 24 billion + parts
Criteria 1: Handling 3 or higher *(dense urban deployment)*
Criteria 2: Fine manipulators
Criteria 3: Rockets *(to be fitted with mixed/non-lethal warheads)*

SECURITY PATROL STRIDER

Client: Sovereign Australis
Production Run: Exclusive
Contract Value: 18 billion + parts
Criteria 1: Network node
Criteria 2: At least 2 cannons
Criteria 3: Smoke screen

CONTRACT ANALYSTS

Starting turn 3, building these teams has been placed in the always available category like factories. Here's how the advancement schedule works.

Developing a new Contract Analyst (choose either a team or individual as the mood takes you - consequences to be revealed...) costs 500 million. You may place 1 Analyst on each contract you wish to pursue. They will provide you with one of the 2 hidden criteria for that contract immediately that turn (matching that criteria in your design will give you an extra lot during trials). The last criteria is normally hidden unless another player shares it with you or you resort to more clandestine methods (muhuwahaha...).

Once an individual or team is established (please name them for clarity when assigning specialized analysts), each round you may buy one improvement for them as follows:

- **500 million - Major bloc specialist:** This team provides an additional 2 lots to any prototype built for the matching client (URA, EU, SA). May be taken once per country.

- **250 million - Minor bloc specialist:** This team provides an additional 2 lots to any prototype built for the matching client (AP, KoH, NS, KQ).

Unique Analysts with +3, +4, and even +5 lot contributions will occasionally appear.

JOINT ACTION BETWEEN MANUFACTURERS

If a company has more orders than it can fill in a given turn (and that will be common and expected by the clients once these larger contracts are running) you can bargain with your peers to pick up the excess for a cut. Because of retooling costs and stuff (and, well, my sanity in bookkeeping) the profits for the transferred orders will be split evenly between contract holder and the subcontractor. That means you can turn blocks of 500 million in future orders into 250 million cash in hand for you and 250 million for the other company. This will consume 500 million of the partner's production capability, so don't expect companies with strong orders of their own to be interested (or those with extremely damp factories...). Transfers can be made as part of the assign analysts/first response step and will be credited immediately if both companies agree. Goodwill between companies is a bit more intangible, so wheel and deal at your own risk - there is no guarantee they'll scratch your back later. Your security departments will take steps to ensure final assembly of trademark components takes place strictly in-house prior to delivery to the client, but you never know what may slip when working elbow to elbow with another box full of smart engineers.

Companies can also team up on prototyping by each assigning a design studio to the task. The composite effort will have access

to both company's weight class and leg expertise, both companies' tech pairings (still only one pair of features compressed into a single slot, just more choices) and both companies' trademark feature. the cost for the prototype will be either 2.5 billion or 2 billion, split between companies. If the design wins, the orders will also be split between companies, with the parts/support tail alternating between them (first season chosen randomly). Expect to see NPC companies exercising this option soon.

EARLY 2045 (TURN 3)

FLASH: CARNAGE IN OITA

A major port and factory center for Yamaga Heavy Industries, the city of Oita came under savage assault yesterday by unknown attackers in a pre-dawn strike. Casualties have already exceed twenty thousand as emergency services flock to the region and the toll is expected to rise. Warstriders of unknown design spearheaded this attack and Japanese forces are on their highest state of alert. Global condemnation has been swift and analysis of what little video and first hand accounts escaped the carnage has been ongoing (See appendix F). No organization has stepped forward to claim responsibility for these actions. Allies and former allies have already pledged aid to the island nation.

Kaede Kinomori (Oita Fire & Rescue Services Director, Southern Bloc Party, JP) gave a brief statement before withdrawing in tears - *"We have all heard the disgusting term 'Neo-terrorism': that flimsy banner under which the giants go stomping through the playground of other sovereign states in the service of mysterious agenda. We turn a blind eye to it or even glamorize it rather than face our helplessness before these monsters. You have heard me speak out against it before.*

...THIS was not neo-terrorism. THIS was barbarism executed on a massive scale. For all that we have struggled to build in Kyushu, for all the lives we honor bringing this island back to life, there was NOTHING here that was worth taking like this. There was NOTHING gained by THIS...

My city is burning... *sobs*"

Mrs. Kinomori's husband and two children are among the many lives lost.

The city of Oita is located on Kyushu, the southwestern-most of the four main islands of Japan. Kyushu was the only one of the Japanese islands to suffer widespread exposure to the Red Plague and was stripped nearly bare of all human life. It has since become a major industrial center for the nation under specialized economic recovery policies.

PREPARATIONS FOR MEMORIAL SERVICES CONTINUE

International plans are being finalized for memorials commemorating the 20th anniversary of the Red Plague. No one who survived the shocking events of November 2025 can forget when the bird-flu variant now commonly known as the Red Plague scythed across Asia. Before the end of the year 1.1 billion people had died of this horrifically fast-acting disease. Few survivors actually saw the plague victims personally, but around the world many endured "the Cold Weeks" as the only practical solution even the most developed nations could offer was for their citizens to self-isolate, locking themselves away from one another for a dreadful 15 day span while the disease ran its course. With no vaccine ever discovered, the Red Plague disappeared only after burning itself out with its incredible lethality. An estimated 840 million additional lives were lost in the resulting societal collapse and both China and Russia ceased to exist as political entities. It cannot be underestimated how the economic and political ripples of this mass extinction still impact today's cultural and political landscape.

It has become a quieter world. But we will always remember.

LOOSE LIPS SINK... SUBS?

URA member and industrial giant Atlantis' security breach last week has led to major revelations about their Naval Redevelopment Plan. The district's highest ranking naval officer, Admiral Shaw, acknowledged to the press that the accidentally revealed Jormangandr-class Submersible Assault Carrier was indeed a reality, though she did not clarify how many hulls might already be in service. "While we had hoped to keep this strategic asset under wraps a little longer, we are pleased to be able to reassure our allies that our ability to project force has never been greater in these challenging times." Leaked documents imply the carrier can deliver in excess of 40 striders to nearly any coastal location, but it is unknown whether these forces require the still rare amphibious fittings to launch from the submarine.

ON YOUR SCREEN, IN YOUR HEAD

Linkman & Garault have signed on with Europe's prestigious Eurowalker SE in an exclusive contract to promote the company's products into secondary markets. In an uncharacteristically short statement, normally gregarious James Garault had this to say: "Sorry, no time to chat. We're eager to get to work!"

With almost 4 billion in offers floating around the marketplace, Eurowalker's offer for a reported 1 billion is going to have L&G working hard to make investors happy. Unidentified sources in the firm say that relocating to Europe has presented unexpected logistical "SNAFUs" and the legal department is on a major hiring spree. Grainy long range photos shot through the new site's windows reveal what appear to be storyboard mock-ups for new advertising. It seems L&G have hit the ground running.

FUTURESIGHT: LIGHTING - OUT OF THE BOTTLE

"They said it couldn't be done. The Fools! I'll show them. I'll show them all" — mantra of mad scientists everywhere.

Backed by an infusion of billions in cash and test-platform support from the armaments kings at Phoenix and Athena, Raijin's advanced targeting support is bringing one of the oldest tactics in the book to one of the premier defensive technologies of our age: your AMS system just learned how to set up a crossfire.

Science fiction writers and armor commanders alike have been lusting after this dream system for decades. A dream of networked target assignment and parallax-friendly tracking that would allow units to reliably shoot down missiles aimed at nearby allies. In fact, it's been such a hotly sought after advance that within hours of Raijin's breathtaking AMS Crossfire release videos, other companies where locking down name space for their own versions like 'umbrella', 'guardian', and the almost inevitable 'aegis' branding. Still, it seems Raijin's breakthrough will be well remembered as warbook services have already embraced "Crossfire AMS Logic" as the standard nomenclature for all systems of this sort and Raijin's partners will undoubtedly benefit from Raijin's multi-year head start on field-ready hardware.

(Crossfire AMS Logic is a new feature available to all companies. ACE and Phoenix add Crossfire AMS Logic to their lists of 2-fit-in-1-choice for strider features.)

BEAR WITH US

In breaking news it has come to light that Novvy Sovet's Red Metals' resilience comes from nearly 5 billion in aid from silent partner Athena Conflict Engineering. Novvy Sovet Chief Trade Manager Arkadiy Siegel extended the gratitude of the nation "It is good to have friends around the world as the Russian people rise to the challenges that time has dealt us. We hope Athena's wisdom in supporting our troops and factory workers is richly rewarded."

Undisclosed technology exchanges almost certainly favor the South American manufacturer, but signs are with global sales on the rise Red Metals is likely to shake off any additional obligations to the well-respected drone manufacturer.

THE SOUTH MAY RISE AGAIN

Onyx-Iron's efforts to restore production in their main facility have met with limited success in the year since the initial flooding, allowing the company to meet minimal sales expectations for their existing designs. Operations Director June Ford has revealed novel plans to make her company's expertise available to competitors while the company rebuilds. "We make some of the finest platforms available and look forward to serving the security interests of the URA now and in the future... But we simply cannot afford to have idle hands - or for those idle hands to jump ship. For now we are reorganizing our design studios on an outwardly facing service model with mid-term gains for both O-I and enlightened partners around the world. Assuming we can satisfactorily resolve hurdles relating to black-box components and trade secrets security, you will be seeing the O-I logo popping up in a lot of new places!"

(Open Lottery. Max buy-in 2 billion. 3 winners. Reward: able to use AMPHIBEOUS trademark one time only during late 2045 trial or early 2046 trials.)

"THE RANGERS" IS GREEN-LIT

Archon Media's multi-platform programming recreating the early years of the recent wars in Africa is moving forward on all fronts. Producers have discretely hinted at product placement opportunities in exchange for technical support and possible behind-the-scenes anecdotes and declassified materials from the companies that defined this new breed of war.

(Open Lottery. Max buy-in 500 million. 2 winners. URA influence and general sales buff)

BUSINESSWATCH: BANNER YEAR FOR STRIDERS

Despite relative stability in Africa for the last year, industry analysts have been following a shocking up-tick in military stockpiling. Estimates place combined general orders as approaching 10 billion this year, NOT counting the three major contracts last year or the even bigger development boom entering trials now. In particular a number of third-tier interests have been plusing up their forces, and the member districts of the United Republics have been diversifying their forces, undoubtedly a growing headache for the URDC supply chain.

BUSINESSWATCH UPDATE: FUN MONEY AND FUNNY MONEY

It's that time of year again, when we take a peek inside the publicly traded Eurowalker SE. Coming into 2045 with 7.5 billion in liquidity, investors still seem confident that the giant has traded cash for strong footing in future sales. It's been a massive spending spree reducing the company from its robust -- what some might call 'fat cat' -- status of over 12 billion in reserves just 1 year ago. The partnership with Linkman & Garault was deemed risky by
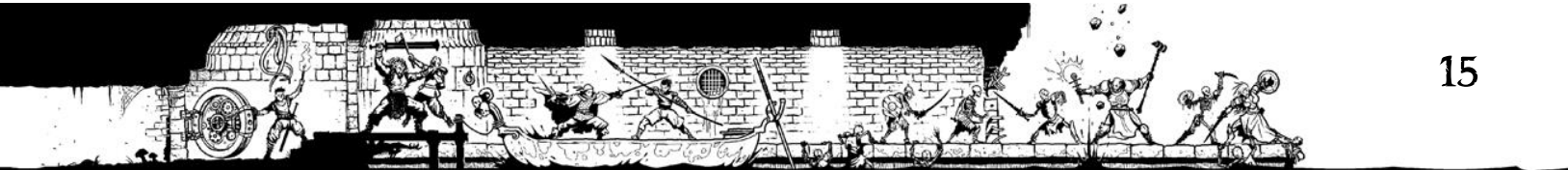
many, but we're told Yves Schneider's inner circle have closed ranks with absolute support for the global promotions firm. And what else are we hearing from EwSE? Well, a little bird with singed feathers whispered a word to me and we can't wait to find out more:

...Carnifex...

In other news here at The Watch, we're told regulators had made inquiries when strider manufacturer Spacebourne Technologies' accounts seemingly dipped into the red... A somewhat breathtaking 1.25 billion into the red. However the shortfall was deemed an accounting error as Spacebourne's offices of record are in Near Earth Orbit and the explosive decompression of red ink only existed for roughly 71 milliseconds - well below the expected latency for transactions at that distance. New banking regulations for orbital enterprises are expected to be a topic during the coming election cycle. We're still awaiting comment from ST financial officers.

OUR WORLD: THE LONE STAR REPUBLIC

One of the six daughter nations to emerge from the reorganization of the United States of American (USA) into the United Republics of the Americas (URA) by the Second Constitutional Convention. Lone Star occupies not only the former state of Texas for which it is named, but much of the American South-West, northern portions of inhabited Mexico, and a segment of the great plains, giving it land borders with Canada, Dixie, Aztlan, and Pacifica. Atlantis could also be considered a neighbor though the two nations only adjoin kitty-corner across the "new four corners" (along with Canada and Dixie).

Re-division of the United States and its recently absorbed territories to the north and south - effectively the whole of the inhabitable North American continent - was performed deliberately along cultural and political lines in an attempt to give each daughter nation a less divisive identity (less kind historians refer to the schemes emerging from of the Second Constitutional Convention as "the most blatant gerrymandering of this or any other century"). While perhaps envisioned as a conservative political entity by Convention planners, the steady infusion of population and the addition of large areas to the south of the former Texas tipped the resulting balance such that Lone Star is perhaps the most politically centrist of the six URA member nations.

Undoubtedly a first world power with strong computing, medical, and energy business interests, the region is often characterized as having a certain good-natured aggressiveness and a tendency to neither bluff nor back down. Lone Star's archetypical voter retains many of their pre-reformation biases and holds a generally poor opinion of both Atlantis and Pacifica... though accusations of "city-slicker foolishness vs. good common sense" do ring a bit hollow with Lone Star's own substantial urbanization. Relations with Dixie remain strong but have cooled somewhat as that republic has indulged a certain fondness for its glory days that doesn't sit well with Lone Star's distinctly multi-ethnic base. Among URA members Lone Star's cultural affinity is strongest with Canada with its similar centrist leanings. "Their hearts may be a little soft, but they're in the right place" Conversely, relations with Aztlan swing from tempestuous to merely icy.

Lone Star maintains the second largest military of the URA members, making it substantially larger than the URDC's dedicated federal cadres.

NEW CONTRACTS

MOBILE STRIKE STRIDER

Client: United Republics Defense Command

Production Run: Exclusive

Contract Value: 28 billion + parts

Criteria 1: Speed 5 or better

Criteria 2: At least one each ballistic, energy, & missile weapon

Criteria 3: Not Scout or Assault class

PATROL STRIDER (MORAY HUNTER)

Client: Japanese Defense Force

Production Run: Non-exclusive

Contract Value: 18 billion + parts

Criteria 1: Sniper cannon

Criteria 2: Medium or smaller

Criteria 3: Reactive Armor

TECHNOLOGY SHOWCASE

Client: Mercenary Community

Production Run: Non-Exclusive

Contract Value: 6.5 billion + parts

Criteria 1: Field Hyperlaser or Gatling Laser

Criteria 2: Network Node

Criteria 3: Max armor in class

Appendix F

SPECIAL REPORT

Warbook services leader Martin's Marks has prepared this unclassified summary of hardware specification estimates from public sources including limited satellite imagery from affiliated providers. This document is a "best guess" for the warcrimes scene at Oita and is intended for open distribution.

The staff at Martin's wish to extend their most heartfelt sympathies to the survivors.

CONTACT ALPHA - DESIGNATE "MORAY"

Primary attack unit employed at Oita. Confirmed at least 14 units present. This one is a total cypher: nobody builds them like this.

[HECTOR, Editor] I want to personally offer a special word of respect for the Oita Police Force. Engaging a modern warstrider on foot is largely considered suicide, but a single officer managed to sprawl a Moray with an ambush/car crash using a confiscated truck before a second officer on foot achieved a 'magic BB' on the

downed machine with nothing more than a shotgun. It is through their heroism that we can confirm the spoilsport functions of these machines.

[ALICE, Field Analyst] "Does not respond well to rear-aspect fire". Heh. You got punked with a shotgun. Bastards.

Scout/Battler Class

AMPHIBIOUS, Hyperlasers, Large Plant, Spoilsport

Power Plant: 4/7

Speed/Handling: 6/2 crab

Armor: 69

Core/Rear: 18/7

L Arm/R Arm: 10/10

L Leg/R Leg: 12/12

Load Out

Left Arm

Rocket-6 (15)

Right Arm

Rocket-6 (15)

Core

Battle Hyperlaser

Campaign Pack

Paint Laser

Gear

AMS-B (36)

EW II

CONTACTS BRAVO/CHARLIE - "WARWOLF" (APEX ARMS)

Known WarWolf prototypes did not enter production. APEX closed its doors in 2041, ruined by WarWolf development costs. At least 6 units sighted in Oita operating in both drive configurations. We thought the 2x4 technology was wasteful and a major factor in APEX's bankruptcy, but clearly somebody was able to make it work...

[HECTOR, Editor] That weapon load out is a walking atrocity. Totally under-gunned and under-ranged for strider combat, its ability to kill infantry (or as we have tragically seen, civilians) at close range is sickening. In a similar vein we spotted the dragonfire cannon used principally against soft structures leading to widespread fires. It's no wonder the two modes were initially tagged as separate contact types. The handful of Yamaga security striders in the factory complex didn't have a chance as the unfamiliar machines had already closed to near point blank range before they knew an attack had even started. This was a massacre in every sense of the word.

Light/2×4 Class

Gladiator, Spoilsport, 2×4 CONVERSION

Powerplant: 3/7

Speed/Handling: 6/3 stable (hound); 5/4 braced (upright)

Gladiator Armor: 138

Core/Rear: 40/16

L/R Arm-Forleg: 19/19

L/R Hindleg: 22/22

Load Out

Left Arm

Gladiator Claws

Right Arm

Gladiator Claws

Core

Machinegun (150) ×4

Dragonfire (24)

Sensors III

Gear

Smoke screen (8)

CONTACT DELTA - DESIGNATE "STINGRAY"

Another cypher, and even more disturbingly a previously undocumented weapon system. 1 confirmed unit with a second possibly present. Plate molding and aesthetics of the comm gear strongly suggest a common designer or manufacturer with Contact Alpha.

[HECTOR, Editor] This one we know the name of... sorta. We were able to pull its name out [Redacted] captured through Oita Police units responding to the attack. "Stingray" may be an individual callsign. This machine carries the first working scatter-laser system we've seen, a class now referred to as "stingers" in its dubious honor. Another example of an implement suited best for property damage rather than combat, and clearly one that requires the strider to brace as the only times Stingray was seen stopping were to fire this new weapon.

[ALICE, Field Analyst] Look closely at that SoB. It's left-handed. Likely with asymmetrical armor too. When we said "nobody builds them like this" about the Moray, that goes triple for this one.

Medium/Chaser Class

Command Strider, Gladiator, Large Engine

Power Plant: 6/7

Speed/Handling: 6/3

Gladiator Armor: 188

Core/Rear: 54/25

L/R Arm: 30/25

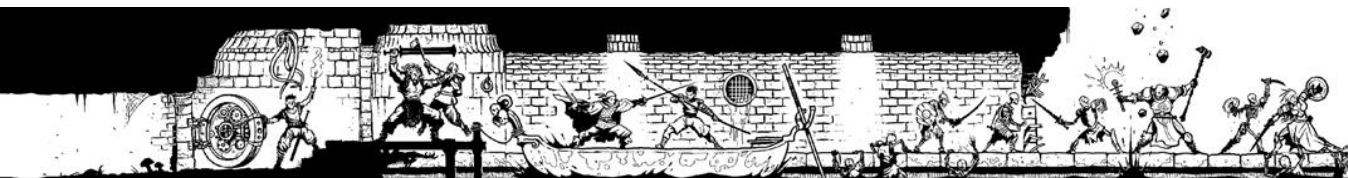*L/R Leg:* 27/27

Load Out

Left Arm

Assault Cannon/12 (45)

Right Arm

Gladiator Claw

Core

AMS-M (20)

Campaign Pack (assault cannon)

Stinger Alpha

CONTACT ECHO - DESIGNATE "LOBSTER"

With no eye witnesses and only a single satellite image, we can confirm 2 units. We hope there were three or four present, because if not the depth of fire support those two provided is terrifying.

[HECTOR, Editor] I have to apologizing on the naming scheme for this one. We only realized it was even there in the video about 13 hours into the marathon session that generated this report. The reality is the Lobster isn't in any video. What is there is a series of heavy missile strikes from outside the city with terminal guidance provided by the Morays. We only found these things upon reviewing satellite imagery of the attack, which is sparse to say the least. Kyoshu is not exactly a hotbed of activity for watchful space-birds. All we have is a top down smudge and that smudge really does look like a lobster. They were cautious and well hidden considering their size. In the next image they are gone. Later investigation of their beachhead revealed the tree line where they were lurking had been cleared with hyperlasers but that may have been accomplished by Moray escorts. Consider this assessment highly speculative amidst a field of already acknowledged guesswork.

Assault/Quad Class

AMPHIBIOUS, Hyperlasers, ??

Power Plant: 6/7

Speed/Handling: 2/2

Armor: 274

Core/Rear: 60/50

L/R Arm: 22/22

L/R Foreleg: 30/30

L/R Hindleg: 30/30

Load Out

Left Arm

Battle Hyperlaser

Claw

Right Arm

Battle Hyperlaser

Claw

Core

Arrowhead II (24) ×3

Campaign Pack (arrowheads)

Campaign Pack (arrowheads)

Gear

AMS-B (24) ×2

Blisters (6)

EW II