

WHAT IS THIS?

This is the play test 1.2 PDF for beast wing. It contains the rules to play Beast Wing, as well as character options, GM advice and a ton of art. It's still a work in progress and is being updated and changed.

If you have feedback or comments, you can get in touch with the author by email at:

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The playtest version of this game is free - you should not have paid for this PDF.



PLAYTEST 1.2

Introduction

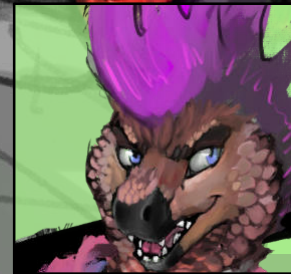
Introduction

In Beast Wing you play a space animal. A member of a Wing of pilots from one of the member factions of the heroic Phalanx trying to survive and help re-establish society after an interstellar war against the forces of The Maw. The war ended when the Phalanx carried out an operation that shattered the fundamental laws of the universe responsible for traditional Faster Than Light space travel.

Each player controls one character and decides their actions while the GM controls the universe with the help of the rules and occasionally some six sided dice. In addition the GM plays the Operator, a communications and logistics support who helps the characters remotely by conveying information to them from their logistics ship.

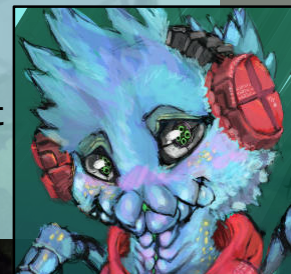
Players can expect to explore and survive on undiscovered planets, help folks who have been cut off from the rest of the Phalanx, dogfight in space, delve through mysterious ruins, and foil the plans of space fascists (Usually by shooting them and blowing their shit up).

The rules were designed for the GM to run a world-focused sandbox exploration.



Hey! I'm Proto - Pankake and myself will be chatting on the side Sometimes it'll be a bit of in-character asides and sometimes we'll chat about tips and tricks from the author's perspective.

Uhm... Hey so.. I hope it's ok for me to cut in here Proto.. But.. For example... this is the part where I can mention that this is an in-progress work. If you've got an early PDF copy feel free to share it around (especially with your players if you decide to run this!) Just be aware the current copy is in-progress. Right now the GM section at the end is super undercooked, and there's no table of contents or page numbers. Also the rules might change! I hope that's ok.. Thanks for uhm... understanding..





As much as possible about the world is prepared in advance (but with rules that keep the prep workload manageable). Though *Beast Wing* is suited to a campaign of structured military engagements as well.

Play in *beast wing* is free-form with players controlling their characters and simply saying what they want to do to do something. Bespoke rules only come into play when dealing with specific situations, or when the players want to perform certain actions:

- If a combat breaks out, game-play transitions to combat using *Beast Wing's* tactical combat rules.

- If it's not clear if a character has the skills or ability to brute force an obstacle (such as smashing down a door) the forcing rules can be used.

- Stealth and spotting rules help track what the *Wing* is aware of - and if potential foes are aware of them.

- Ingredients and cooking can be used to rest, recover, and gain bonuses for the next day.

- Travel and exploration rules simplify the process of exploring a planet, finding new locations, and hunting for food.

This book contains the above rules as well as a variety of options to customize your pilot, their species, and their abilities.

Finally the book has a GM section with advice and resources for running the game.

Enjoy, and have fun!

Unbridged Rules

Abridged Rules

STATS

The stats on your character sheet determine what you can do:

GRIT determines your total health, and ability to force your way through situations (ie smashing a door down).

NEON is an expendable resource used to activate relics in and out of combat, give a one time boost to your grit or style out of combat.

STYLE determines how sneaky your group can be, as well as how good you are at spotting hidden things. It gives you more style turns in combat.

HEART determines how many items you can carry (1 per heart). An "Ingredient" of food is 1 item, weapons are 1 item. Most useful objects are 1 item. Relics are all 1 item.

Trinkets, keepsakes, and your basic gear (communication devices, flashlights, clothing, cooking equipment) do not take a slot.

RELICS

Relics can be activated any time that they say they can - Usually this requires spending NEON. When activated relics do what they say.

BOONS AND THREATS

Boons let you do something powerful. You can use your boon whenever it's not marked. To use your boon, mark the boon off and play out whatever it lets you do.

Whenever someone *else's* threat causes problems for the group you can roll 1d6 and add the number to your boon recharge, at 7 set the number back to 0 and unmark your boon (you can use it again).

You can pre-charge up to 6 even if your boon isn't marked (for example at the start of a new campaign).

GRIT AND FORCING

If your character is trying to overcome an obstacle with brute force or skill - you use your total GRIT.

The amount of GRIT needed is usually a known amount - your character can estimate how hard it is to jump a gap, climb a surface, or even hack a computer.

If you need a higher GRIT than you have to accomplish something you can force:

Spend any amount of NEON, and treat your grit as that much higher for the task.

FOOD AND REST

You can reset your current GRIT resting and making food - at least 3 food items are required to prepare a meal for any sized wing.

You get additional bonuses based on how many UNIQUE ingredients are used.

EXPLORING

When exploring a planet for locations roll 2d6 - and the GM will tell you what you discover.

When looking for food you roll 2d6 and the GM will tell you what you discover - most foraging encounters will reveal additional information that may make other encounters on a planet easier over time.

DAMAGE AND WOUNDS

When you take damage reduce your current GRIT by this amount.

(Note: Forcing and other rules that check your GRIT only care about your total GRIT)

When your current GRIT is reduced to 0 (or lower). You take a wound and reset your grit to it's total amount. If you are in combat - all your locks are broken. You may choose to escape combat at this point without penalty.

A wound has a GM determined penalty or drawback that will apply until you eat a proper meal and rest. Resting only clears the penalty not the wound.

Fully clearing a wound requires medical facilities or a skilled healer NPC to treat the wound.

If your character takes wounds equal to their GRIT, they die.

COMBAT

In combat you add style cards equal to your style, and heart cards equal to your heart to the initiative deck. The foes do the same.

GM Draws cards and you get a turn on your cards:

On a heart turn you can move, or advance a lock.

On a style turn you can start a lock, or advance a lock.

When you start a lock, place a D6 die on the target formation with your weapons lock value. When you advance it, count the die down. At zero - your weapon hits and does it's damage. The defending formation picks who gets hit.

Positioning is abstracted into formations in combat. You're either in formation (cards touching) or out of formation. Your formation can be close range (touching) or long range (not touching) to another formation. If a formation ever splits, the owner of any locks on the formation may choose which of the new formations to move their lock to.

Close weapons can only be locked on formations in close range to you, Long range weapons can only be locked on formations in long range. If a lock ever becomes invalid it's broken, so you can avoid attacks by moving.

STEALTH AND SENSORS

Your total stealth is the total Style of the wing. If something has total sensors higher than your groups stealth, you'll be spotted while travelling around. Additionally - the lower your stealth the more likely it is you can be tracked down.

Whenever you travel between locations on the planet (any distance) - or between rooms in a dungeon or complex - or you sneak past a guard or sentry -

The group chooses ACTIVE or PASSIVE sensors, then each player rolls 1d6.

ACTIVE

For each 4+ roll lose 1 stealth.

The groups sensor value is the TOTAL STYLE of the group.

PASSIVE

For each pair of 4+ rolls lose 1 stealth.

The groups sensor value is the HIGHEST SYLE in the group.

SPACE COMBAT

Space combat works like ground combat with a few differences:

-Use your ship's stats and weapons in place of your own.

-Each formation has a speed (use smaller d6s)

-On a heart turn you may increase or decrease the speed of your formation.

-Instead of moving to engage an enemy formation, you move to tail it. An enemy formation could then tail you: ie A->B->C the full chain is called a dog fight.

In a dog fight only the lead group (C in the above example) can adjust the speed, the entire dogfight has the same speed.

Close weapons in space can only lock on the formation *in front* of you. (So B can shoot C but B can't shoot A). Long weapons work normally.

On a heart turn you may perform a barrel roll if your speed is 3 or higher. When you do move to your own formation in space and set your speed to 1.

After a lock reaches 0 in space, the defending formation picks who gets hit as normal, but before it hits, roll to see if you connect. If you roll equal to or higher than the target formations speed, it hits normally.

If you roll under their speed it misses, but they have to evade to avoid it: the target ship moves to it's own formation and sets it's speed to 0.

TRADE AND CLOUT

Most trade uses barter with Relics as the base reference point. You get clout whenever you help people or accomplish a big goal. You can spend 1 clout (when facilities are available) to:

-Reconfigure a ship with any parts you have blueprints for (swap as many parts as you want).

-Repair or replace a damaged ship system.

-Gain a blueprint for a new ship component. When doing so you may install that part on their ship.

-Heal a wound. Unlike resting which removes the negative effect of a wound, this removes the wound entirely.

-Acquire food, relics or equipment. 1 clout is worth



Character Creation

STEP 1

BUILD YOUR SPECIES

Choose 2 species trait from the trait list and decide what species you are (you can be whatever species you want!).

Players should feel free to be inspired by tropes about animals (A wise owl, a muscular dragon) or to ignore those tropes (A hulking clawed rabbit, or an agile bear would be awesome too!).

Similarly players should feel free to play any animal they like, from real ones to hybrid animals to mythical or made up monsters.

The only limit is that characters in beast wing should be more-or-less humanoid in shape, and that humans don't exist.

STEP 2

CHOOSE YOUR STATS

There are 4 stats.

Grit Determines how many wounds you can sustain as well as how much damage you can take before taking a wound, and your ability to apply physical force to bypass obstacles.

Style gives you more turns in combat where you can start a weapon lock and helps you avoid detection, and spot threats.

Heart gives you more movement turns in combat and determines how much you can carry.

Neon can be spent to activate Relics and to help bypass obstacles.

All of your stats start at 2. you have 9 points to distribute can be spent to increase a stat by 1 each. Going from 6 to 7 costs 2 points, and a stat cannot be more than 7.

STEP 3

GO SHOPPING

You can start with as much equipment as you can carry, from the equipment section of the book. Remember to bring food!

STEP 4

PICK A FACTION

Your faction determines which part of the Phalanx your character comes from, this could be where they were raised, which group they most strongly identify with, or who they fought with in the war.

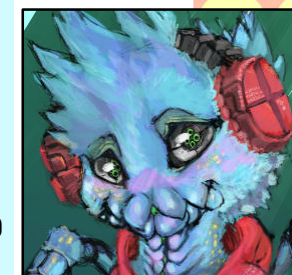
This determines your choice of starting ship as well as what boons you can pick in the next two steps so you may want to read ahead.

STEP 5

PICK A SHIP

Pick one of your factions ships. You'll be able to customize it later once your character has earned some clout.

Originally the rules had minimum stats at 3 - but the current stat allocation is much simpler and has a bit more flexibility. I uhh... I don't want to tell you what do do but.... If you leave your Grit at 2 you'll be taking a wound nearly every time you're hit - and taking two wounds will kill you (because that's also based on your grit) - so maybe take a little more grit than 2, or at least grab the 9 lives trait... y'know.. if you want...



STEP 6

CREATE AN ARC

An arc is an ongoing story moment for your character that will eventually be resolved or developed into a new arc.

These give you intensives to roll-play in ways that might not always be optimal, but can also provide advantages to your character.

At character creation pick one boon from the faction your character will belong to, boons represent special powers, privileges and abilities related to your character's heritage.

Then pick at least 1 threat - and decide how it ties into your characters boon and backstory. Threats represent personal failings, or dangers from your backstory. But when your threat gets in the way of the group, it gives the other players an opportunity to recharge their boons.

CHARACTER

NAME

SPECIES

GRIT
NEON
STYLE
HEART

TOTAL

HEALTH

SPECIES POWERS

TOTAL

CURRENT

TOTAL

STEALTH

TOTAL

INVENTORY (1 ITEM PER HEART)

CLOUT

TOTAL

ARC

+106 WHEN
ANOTHER CHARACTER'S
THREAT CAUSES PROBLEMS

WHEN SEVEN
RECHARGE 1

BOONS

USED

USED

USED

DESCRIPTION

DESCRIPTION

DESCRIPTION

ESCALATION

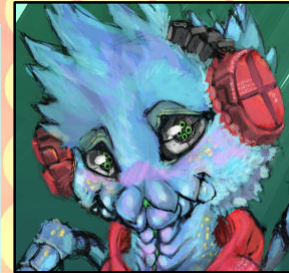
MAX 4

WHEN
USED

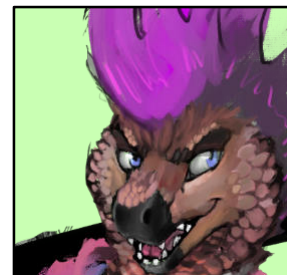
THREAT

CHARACTER SHEET

If you're considering making a high neon character, I'd recommend maybe skipping ahead to the equipment->Relics section next.



Character Creation

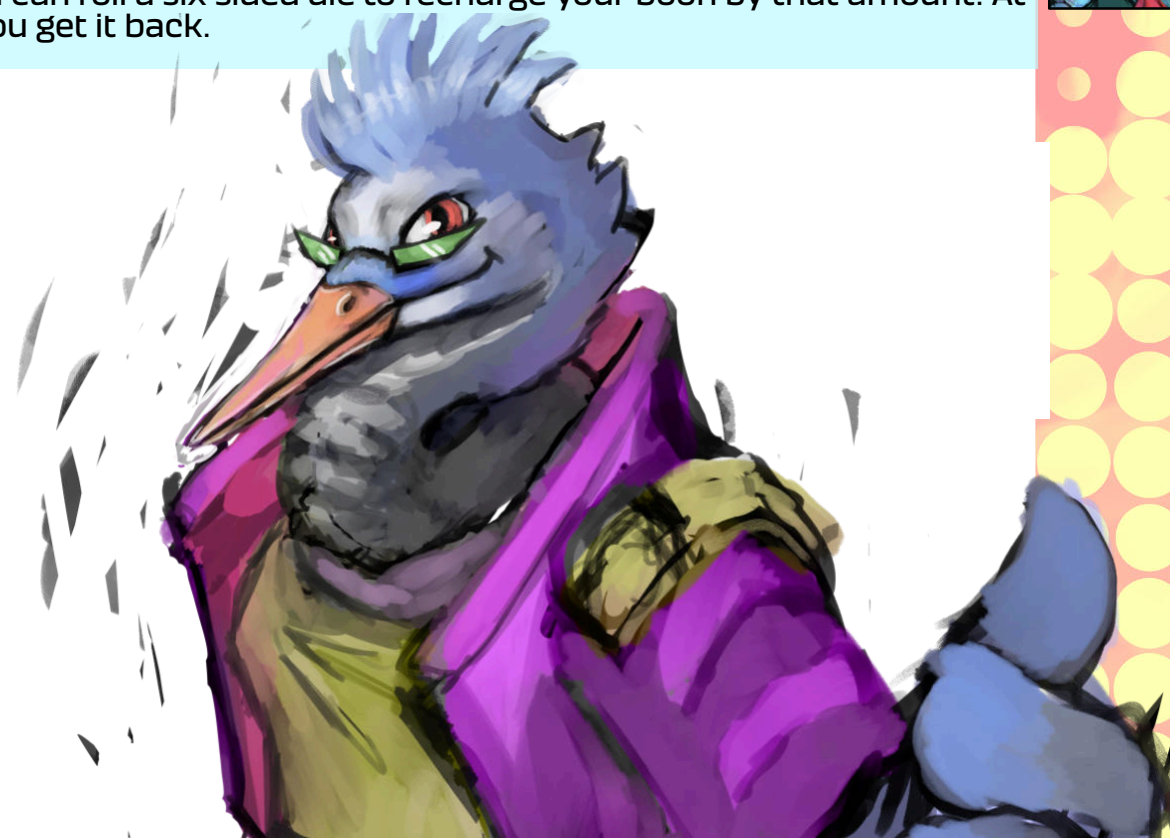
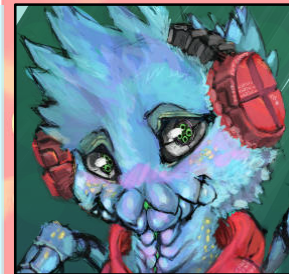


Ok, what's going on with the boons here? I see a spot to write in my threat, and three boons with descriptions. What are all the arrows for?

Boons can look a bit complicated on the character sheet. But it's pretty simple:

-Mark your boon to do a cool thing + when you do add to your escalation.

-When another character's threat causes problems for the wing, you can roll a six sided die to recharge your boon by that amount! At 7 you get it back.



SHIP

CHARACTER SHEET

Character Creation

CHASSIS

NAME: _____

GRIT

NEON

COMPONENTS

HEAT

TOTAL

 /

CAP

ABILITY _____

SENSORS

NAME: _____

STYLE

ABILITY _____

HEAT

ENGINE

NAME: _____

HEART

ABILITY _____

HEAT

WEAPONS

NAME	_____
RANGE	_____
DAMAGE	_____
LOCK	_____

ABILITY _____

HEAT

NAME	_____
RANGE	_____
DAMAGE	_____
LOCK	_____

ABILITY _____

HEAT

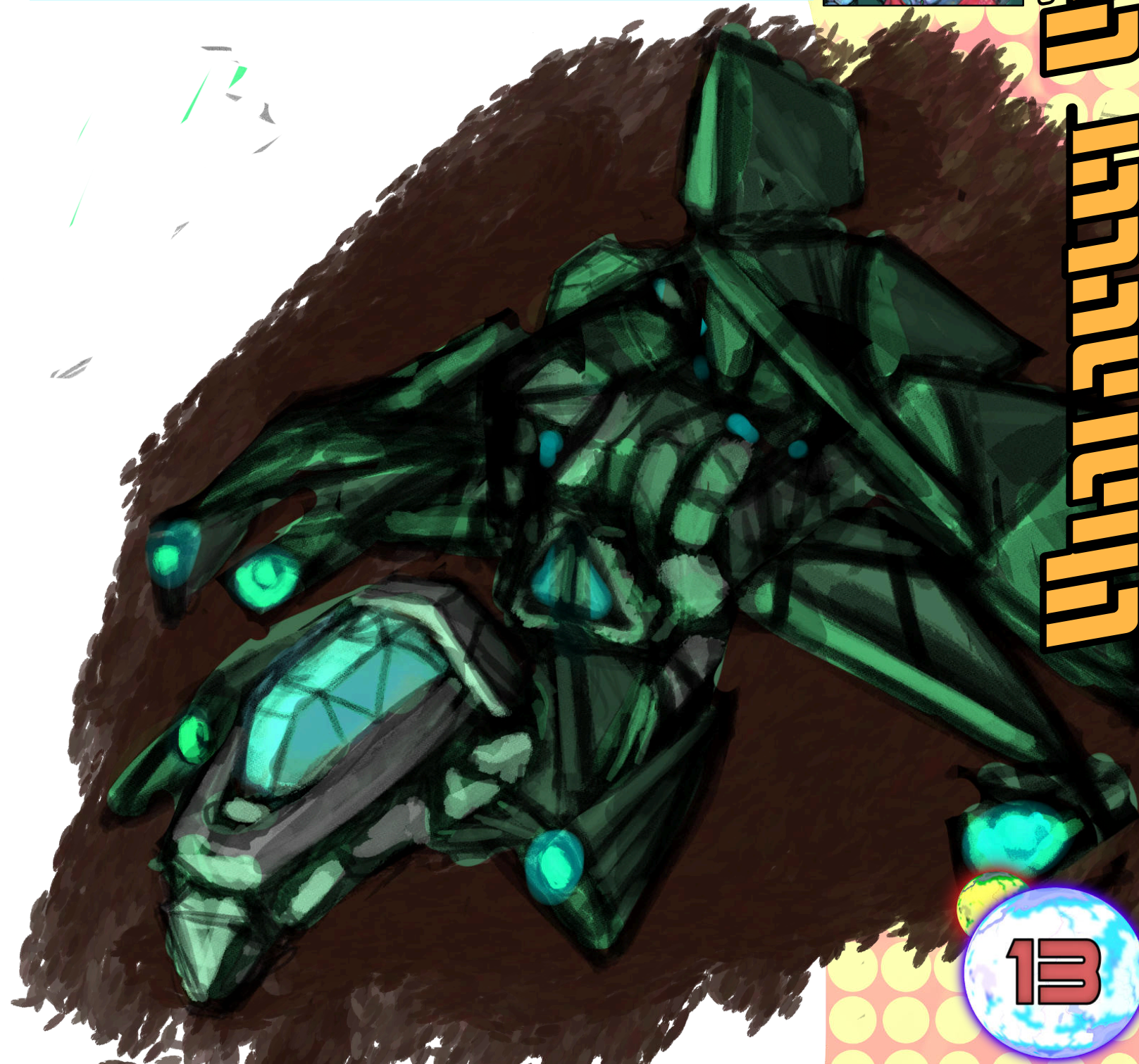
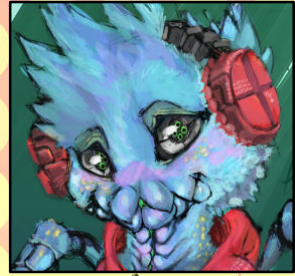
NAME	_____
RANGE	_____
DAMAGE	_____
LOCK	_____

ABILITY _____

HEAT

Check out the faction section for your factions ship options! Don't worry about customizing them just yet - at character creation you just pick a ship and you get the stock model.

Each faction ship has a full sheet filled out in this book - so you might want to just print one of them out instead of filling out a blank one.



Species Powers

Engineered Stats

Through technology, You have an exceptional 6 in all non-neon stats (skip the stats step of character creation). The modification however has severed your link to Neon. You are unable to activate relics, and have 0 in the neon stat. Additionally sometimes you can muscle through grievous wounds. When you take a wound roll 1d6, on a 5+ you still take the wound but you don't suffer the usual adverse effect and your locks are not broken.

Strong Back

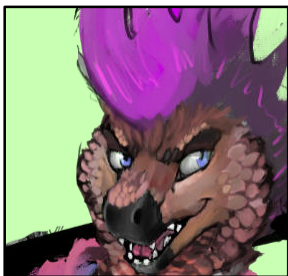
You're capable of hauling significantly more than an average animal. You have 3 additional inventory spaces.

Synthetic

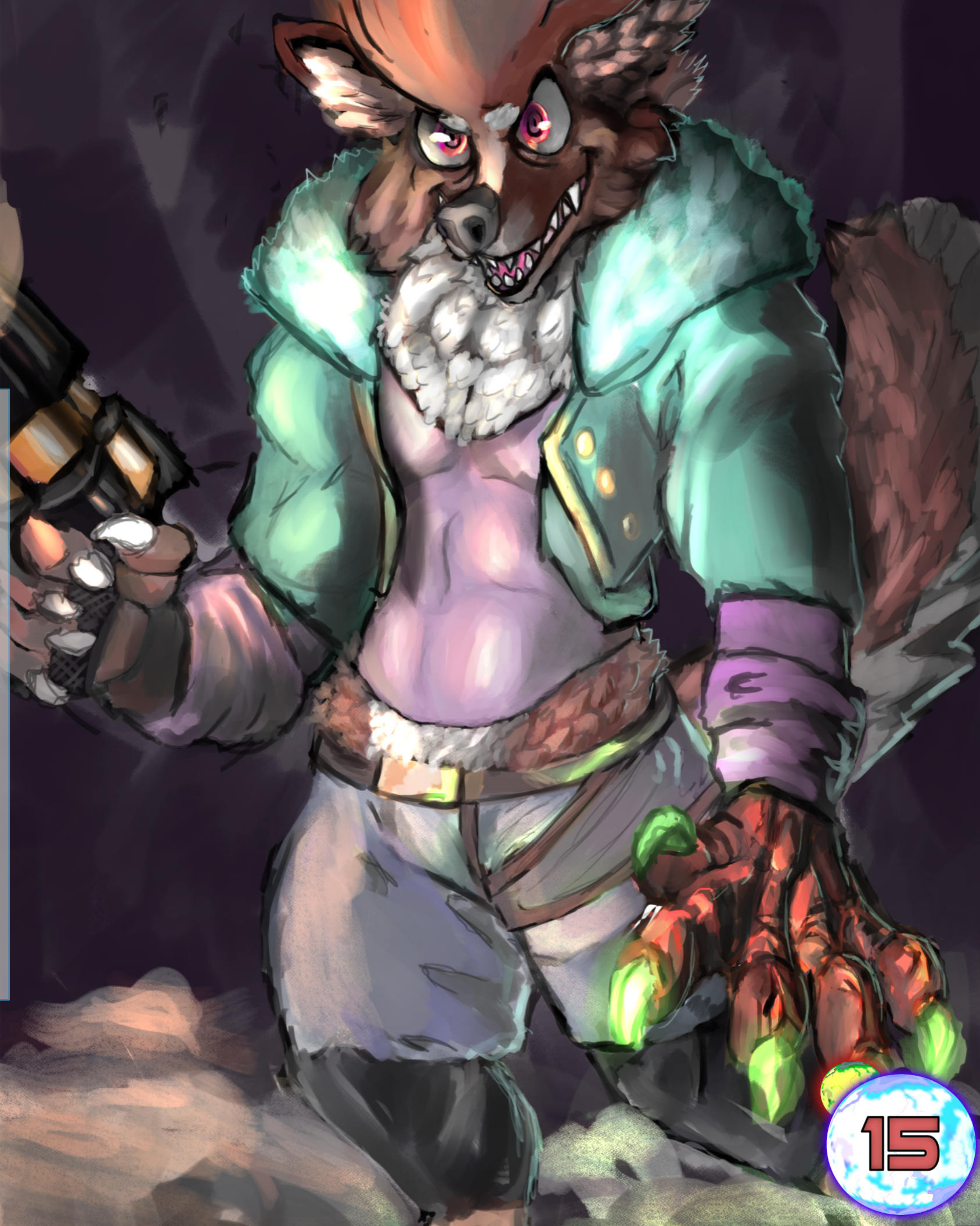
You're a robotic synthetic life form created by combining a robotic body and a fossil SEED. The processing core (your "brain") is techno-organic in nature, so you still need to eat in order to repair your body. Pick a system to install from the list below. Whenever you rest and have a meal you may take the time to modify your components and replace it with a different one.

-You can run a wire from your mind directly into a computer system, when you do so to hack, retrieve information from, or access a system or perform a similar task, treat your grit as 4 higher.

-You have 3 points of



Reminder that you get to pick 2 of these! Feel free to go wild and build a character with traits you think are cool.



ablative plating. You may spend these points in place of HP when you are hit by a attack. It gets restored when you rest and eat a meal.

Exceptionally Powerful

You're in particularly effective physical condition, treat your grit as 5 higher for any attempts to physically force a situation (climbing, jumping, smashing ect).

Nine Lives

You may take 9 additional wounds before you die.

Really Small (complimentary)

Your species is particularly small, and it makes you hard to hit. When a foe locks onto you and you're in a formation by yourself, they set their lock to one higher than it's usual value.

Really Small (derogatory)

Your species is particularly small, and that makes you weak. You may pick two additional traits.

Large (derogatory)

Your species is big, not just a little big, but *really* big - And it makes you a big target. When a foe locks onto a formation you are in they set their lock to 1 less than the normal value, to

a minimum of 1. You may pick two additional traits.

Large (complimentary)

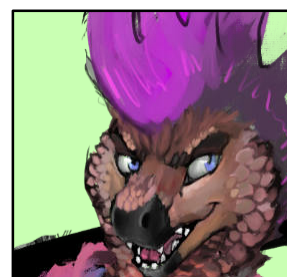
Your species is big, not just a little big, but *really* big - And you can sometimes throw that weight behind your melee attacks. Whenever you hit with a melee attack, roll a d6. If you roll equal or under your weapons regular lock value you do an additional 2 damage.

Armoured Body

You have natural armor or particularly thick hide and that makes you more durable. You have a pool of 12 armor points, and you can spend an armor point to ignore a point of damage. However unlike HP your natural armor only refreshes when you spend a clout (and services are available) to have it repaired or healed.

Raking Claws

You have viscous claws, these are a lock 1 damage 1 targets 2 melee weapon that takes no inventory space and cannot be removed (though a wound might disable them). Whenever someone in your formation locks a close range



All of the weapon traits have a few perks compared to regular weapons: They don't take up inventory spots, they have unique properties compared to conventional weapons, and they often have a triggering effect that lets you lock or advance them without spending your turn.

weapon onto a formation, you may lock your claws on for free

Vicious Bite

You have sharp fangs and can use them to grab and immobilize your foes. Your fangs are a 1 damage 1 lock entangling melee weapon that takes no inventory space and cannot be dropped.

Piercing Spines

You have defensive spines spikes or something similar that can be used to discourage attackers. Your spines are a 4 damage 4 lock melee weapon. When you take damage while you have an active lock from this weapon you take half damage instead (round up). Your spines take no inventory space and cannot be dropped. Whenever a melee lock is made against your formation, you can lock this weapon onto the attackers formation for free (though this does not allow you to have multiple locks).

Powerful Tail

You have a powerful tail



you can use to make a sweeping attack. It counts as a damage 3 charge 5 melee attack with smash. For each foe in the enemy formation, immediately advance your lock by 1.

Breath Weapon

You can breathe fire, or something similar. Your breath attack is a charge 4 damage 4 beam-lance with smash and indiscriminate that takes no inventory space and cannot be removed (though a wound might disable it). Whenever you take a wound, if you are still in the battle, you may lock this weapon on for free, and advance it by one.

Galloping Hooves

When combat starts you may immediately take a heart turn.

Strong Wings

You have powerful wings and can use them to fly. Weather conditions depending you can normally fly where others would have to climb or jump, usually without a grit requirement. And you can scout from above when

outdoors, though you risk being spotted yourself. In combat providing there is enough room to do so, you can move into the air and join and engage formations in the air, however if you are hit mid flight the character that hit you may choose to force you to land (usually safely, unless you're above something hazardous).

Good nose

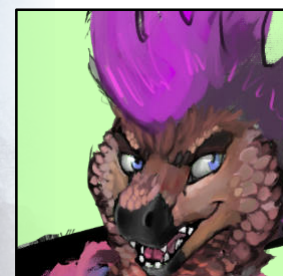
If conditions permit you can automatically pick up the scent of near bye sentient animals. Additionally you can pick up the scent of near bye native lifeforms that you are familiar with (but not ones you haven't encountered). Scent can also be used to track a specific person or thing, if you have a sample of their smell.

Poor vision

Your species has vision that's naturally less acute than other species. Whenever you lock on a weapon treat the lock value as 1 higher (this doesn't apply to ship combat). Pick 2 additional species traits.

Powerful Horns

You have large horns or



There's a few negative traits like Poor Vision and Large(derogatory).

You can create some cool characters with these as they give you access to additional character traits, but some of the drawbacks are quite heavy. Be careful when picking these - especially if you're new to beast wing's combat.

antlers that can be used to smash through obstacles and ram opponents. Treat your grit as 2 higher for the purpose of smashing through obstacles, forcing doors, and similar feats of strength. In combat when you spend your turn to move into close range with a *new* enemy formation you may lock on a Damage 1 Lock 2 Stun 1 "Horn Ram" attack without spending an action. (You cannot start this attack normally).

Unusually Sticky

You're covered in sticky goo, or have entangling hooks spines or horns that can interfere with an opponents attacks. Whenever you take damage from a melee attack you may apply entangled 1 to the attacker. You also have a lock 1 damage 0 entangle 1 melee attack. Finally treat your grit as 2 higher for the purpose of climbing or any other action where being "sticky" might help.

Soft Foot-pads

When rolling for stealth you can roll 2 dice and pick 1. If your resulting stealth roll is a 1, increase the Wing's stealth by 1.

Enhanced Camouflage

You can blend into your surroundings, by changing color like a chameleon or cuttlefish.

When you successfully pull off an ambush or a readied attack you may progress your lock twice in addition to starting it for free. If this causes your attack to go off resolve it.

Good ears

You have excellent hearing and can respond to an ambush before your peers. Whenever you're ambushed you may start an attack at it's lock value (as if you were the ambusher). Additionally treat your style as 2 higher outside of combat.



Strict Herbivore

When you eat a meal that contains no meat you may treat the benefits as if you had 2 additional unique ingredients. However when you eat a meal that contains meat you treat it as if it had 1 fewer ingredient. (meals still take a minimum of 3 items of food to make).

Strict Carnivore

When you eat a meal that only contains meat, you may treat the benefits as if you had 2 additional unique ingredients. However when you eat a meal that contains veggies you treat it as if it had 1 fewer ingredient. (meals still take a minimum of 3 items of food to make)

Rock Eater

You can eat rocks and other inanimate objects. You may make a meal without food. It provides no ingredient benefits but is enough to replenish your health but not your neon. You still need to take a break in order to eat. When you eat a normal meal, count it as having 1 additional ingredient.

Extra Fluffy

You're wool, fur, or feathers

are extra fluffy! Reduce the damage you take from all attacks by 2 (but only to a minimum of 1). Apply this after other effects that reduce damage (like blocking weapons).

Pack Hunter

When you're in formation with allies, you deal 1 extra damage for each ally in formation with you, up to a maximum bonus of your weapon's normal damage.

Twitch Reflexes

When a combat begins, you may spend any amount of neon to add that many "omni" cards to the deck. When these cards are drawn you can take a turn as if a Style OR Heart card was drawn.

Amphibious

You automatically succeed at swimming regardless of your grit. You can breath water or hold your breath long enough that air isn't a concern. In combat, if you are in water deep enough to swim in and are in your own formation, and locks started against you start at 2 higher than their normal

value.

Echo Location

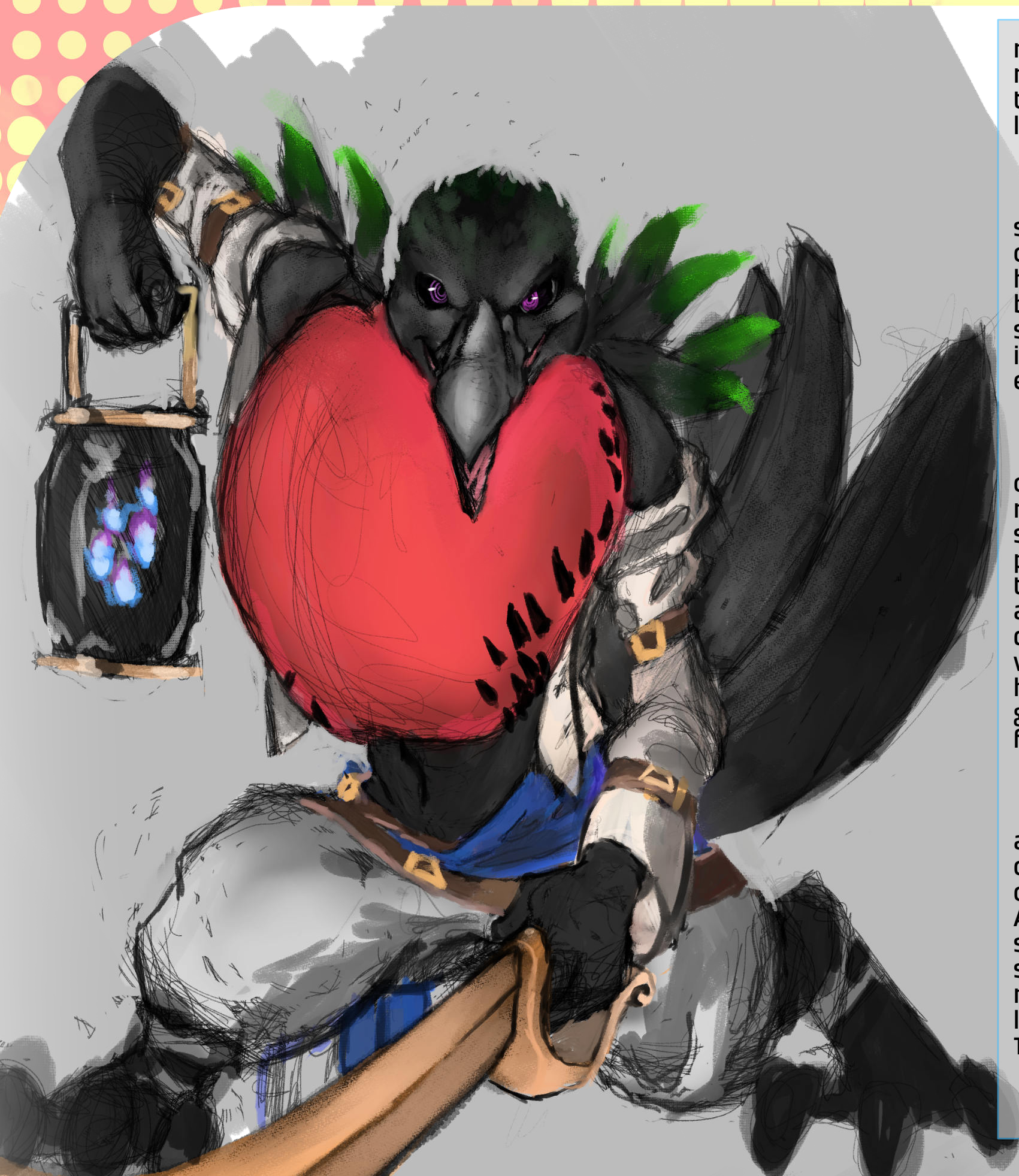
You can use echo location to perceive the world around you. You can effectively see up to 100m in the dark or through smoke or similar substances. Your style counts as 3 higher for spotting traps or ambushes. If you can perceive a target

both normally and with your echolocation you can combine your senses to maximize your accuracy and spend 1 neon when you begin a ranged lock to immediately decrement the lock by 1.

Extra Limbs

Due to extra arms a prehensile tail, or some other trait, your physical characteristics allow you to





manipulate an above average number of objects at the same time. You can maintain 1 extra lock simultaneously.

Squishy body

Your bones and body can squish and contort so that you can fit through incredibly small holes. If something has a gap bigger than 10cm you can squeeze through it. Additionally in combat you cannot be entangled.

Inflatable

Your body has an air bladder or pouch that can inflate - making you big and round. As a style action in combat, you can puff up. When puffed up you take 1 less damage from attacks and if you take damage from an attack that would hit multiple targets, it hits just you instead. Treat your grit as 2 when forcing if being full of air would somehow help.

Mimicking sounds

Your species vocal apparatus are incredibly robust. You can convincingly mimic any voice or sound you've heard. Additionally you can spend a style turn to produce a loud shriek or other distracting noise. When you do, increase all locks against your formation by 1.

Play Dead

Your species can throw themselves to the ground, writhe around, and convincingly appear to die. In combat you can spend a style turn to play dead if you are in a formation by yourself break all of your own locks and all locks against you. Additionally you can appear to be dead convincingly enough to fool most medics or even most medical equipment.

Stats

GRIT

Grit determines your maximum health, as well as how many wounds you can take before you die. If your characters wounds equal or surpass their grit, they die.

Grit is also used when it's unclear if your character can perform a "Force". Any physical brute force solution to a problem is a force, such as smashing down a door, hacking a computer, jumping a gap or picking a lock. In most cases the GM should be able to tell you how much grit is required for a given task. If you have enough you can do it. If your a few short, you can spend neon to make up the difference.

STYLE

Style determines how many Style turns you get in combat. For each style you'll add a style card to the deck. This means with high style you'll have more turns where you can lock on a weapon, or advance a lock.

Style also determines how good you are at spotting hidden people and items, and being sneaky yourself. (See the Stealth and Sensors section on this spread).

NEON

Your **neon** stat determines what your maximum neon is.

You can spend **neon** to activate relics, in and out of combat how you do this varies from relic to relic (check the relic section for more info).

When performing a force, or spotting something, if you're short a few points of grit, you can spend **neon** to make up the difference.

HEART

Heart determines how many heart turns you get in combat. For each heart you'll add a heart card to the deck. This means with high heart you'll get more turns where you can move, or advance a lock.

For each **Heart** you get 1 inventory slot Any weapons, one "unit" of food, relics, and items that give you a bonus when forcing or are otherwise particularly useful (like a length of rope all take up 1 slot. Cooking gear, communication equipment, lights, cloths, and non-relic trinkets do not take up room.

Your stats determine what your character is capable of in and out of combat.



CHOOSING STATS

At character creation generate your stats as follows:

All of your stats start at 2.

you have 9 points to distribute, they can be spent to increase a stat by 1 each.

Going from 6 to 7 costs 2 points, and a stat cannot be more than 7.

STEALTH AND SENSORS

Your total stealth is the total Style of the wing. If something has total sensors higher than your groups stealth, you'll be spotted while travelling around. Additionally - the lower your stealth the more likely it is you can be tracked down.

Whenever you travel between locations on the planet (any distance) - or between rooms in a dungeon or complex - or you sneak past a guard or sentry -

The group chooses ACTIVE or PASSIVE sensors, then each player rolls 1d6.

ACTIVE

For each 4+ roll lose 1 stealth.

The groups sensor value is the TOTAL STYLE of the group.

PASSIVE

For each pair of 4+ rolls lose 1 stealth.

The groups sensor value is the HIGHEST STYLE in the group.

Equipment

Equipment can be broken into weapons, artifacts, food, and other equipment.

Relics are ancient technological items of unknown origin. They generally require "neon" to activate and "work like magic".

Some have combat powers and use up neon to activate.

Relics are the primary frame of reference when determining the barter value of items with relics being worth their tier in value, and all other pieces of equipment being compared to that standard.

Tier 1

Tier 1 relics do something simple but are generally only of marginal use. they generally don't consume neon and have a value of 1. For example, a compass that always points to a specific solar system, or an orb that lights up.

Tier 2 relics

Tier 2 relics all have a useful ability or combat power.

Tier 3 relics

Tier 3 artifacts are like tier 2 relics but tend to be more powerful or have larger effects. They also tend to require greater neon expenditure in order to use.

Exact values might change depending on the planet side situation but generally:

- Relics are worth their tier in barter.

- Food is worth 1 in barter (Often times more if food is scarce)

- Base level weapons are worth 1 in barter.

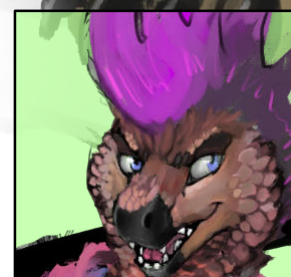
- Useful items (IE rope, a grappling hook, an extendable ladder) are worth 1 in barter.

- Unique weapons are worth 2 in barter.

Most pieces of equipment (of all kinds) take up a single inventory slot - regardless of their actual size.

PICKING ITEMS

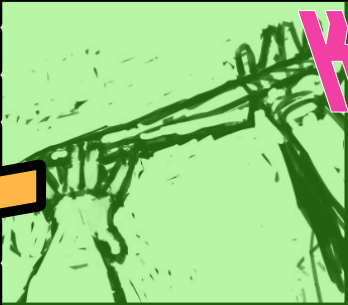
At character creation you can start with as much gear from this section as you can carry (including relics). Don't forget to bring food.



A cool thing you can do as GM is attach Arcs to unique equipment that have hidden or unknown powers. You can start these off simple with something like "Something feels special about this artifact" and then give the players opportunities to use them like "You could spend neon here and something might happen" that thing might not always be good though... Eventually they should be able to do a take from the artifact to get something useful, or complete the arc to unlock a neon based power etc.

WEAPONS

KNIVES



<Melee>
Lock 2
Damage 2

Attacks from daggers can be quickly chained into a flurry of slashes and stabs, provided the target stays in range.

Hack'n'slash- When you successfully hit with a dagger you may immediately lock on a new dagger attack without spending an action (set your lock to 2 as usual).

SWORDS



<Melee> <Precise>
Lock 2
Damage 2

There's a saying about the best defense being a good offense. When used with surgical accuracy the sword can be used to interfere with and even interrupt enemy attacks.

Precise- When this weapon hits you pick who gets hit instead of the defending formation.

Harrier- When you hit with a sword, if the target has an active lock you interfere with it, increasing its current value by 1.

Parry- If, when you hit with your attack, if the target's lock is at exactly 1, you parry their attack and cancel it entirely.

GRENADES

<Ranged>
Lock 1
Damage 2

Grenades offer a single use solution to tight groupings of multiple enemies.

Smash- Grenades hit every enemy in the formation they hit.

Indiscriminate- Grenades also hit every target (including friendlies) engaged with the formation they hit.

Single Use- After completing an attack with a grenade it's destroyed.

Cheap- Grenades cost 1/10th the barter when compared to other weapons.

PISTOLS



<Ranged>
or <Melee>

Lock 1
Damage 1

The lightweight nature of pistols allows them to be used as melee or ranged weapons interchangeably. This makes them an excellent option for animals with smaller carrying capacity.

Light Weight- At the start of combat you may lock on your pistol immediately.

Switch Hitter- When you start a lock pick ranged or melee and the weapon counts as that until the attack completes or is canceled. This selection cannot be changed until the attack completes, so the target can still avoid the shot by moving to the opposite range.

Akimbo- If you have 2 pistols you may maintain 2 locks at the same time, one for each weapon. These locks must be started and incremented individually with separate actions.

TEK SHIELDS



<Melee>
Lock 3
Damage 3

Modern shield implementations use a projected neon barrier that can significantly ablate all forms of incoming damage.

Block- While you are charging a lock with this weapon all incoming damage is reduced to 1/2 its normal amount (round down).

SPEARS

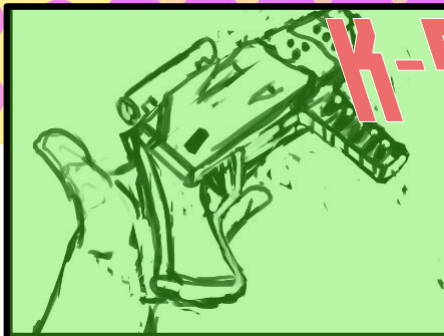


<Melee>
Lock 4
Damage 6

Something cool about space spears.

Charge attack- When you lock-on an attack with a spear and your current formation isn't engaged in melee, you may charge the target formation by making a free move to be engaged in melee with the target formation (without losing your lock).

K-SMGs



<Ranged>
Lock 2
Damage 1

Kinetic-SMGs feature an "Accumulating Kinetic Loading" system, able to fire more bullets faster the longer they've been firing.

Spray and pray- After you successfully hit with the SMG you may spray and pray. Immediately lock a new attack on the formation you hit. This new attack does double the damage that you just did and has <SMASH>. If you continue to spray and pray without interruption the damage continues to double so 1,2,4,8. If your lock is broken or you cancel an attack the chain is lost.

AUTO RIFLES

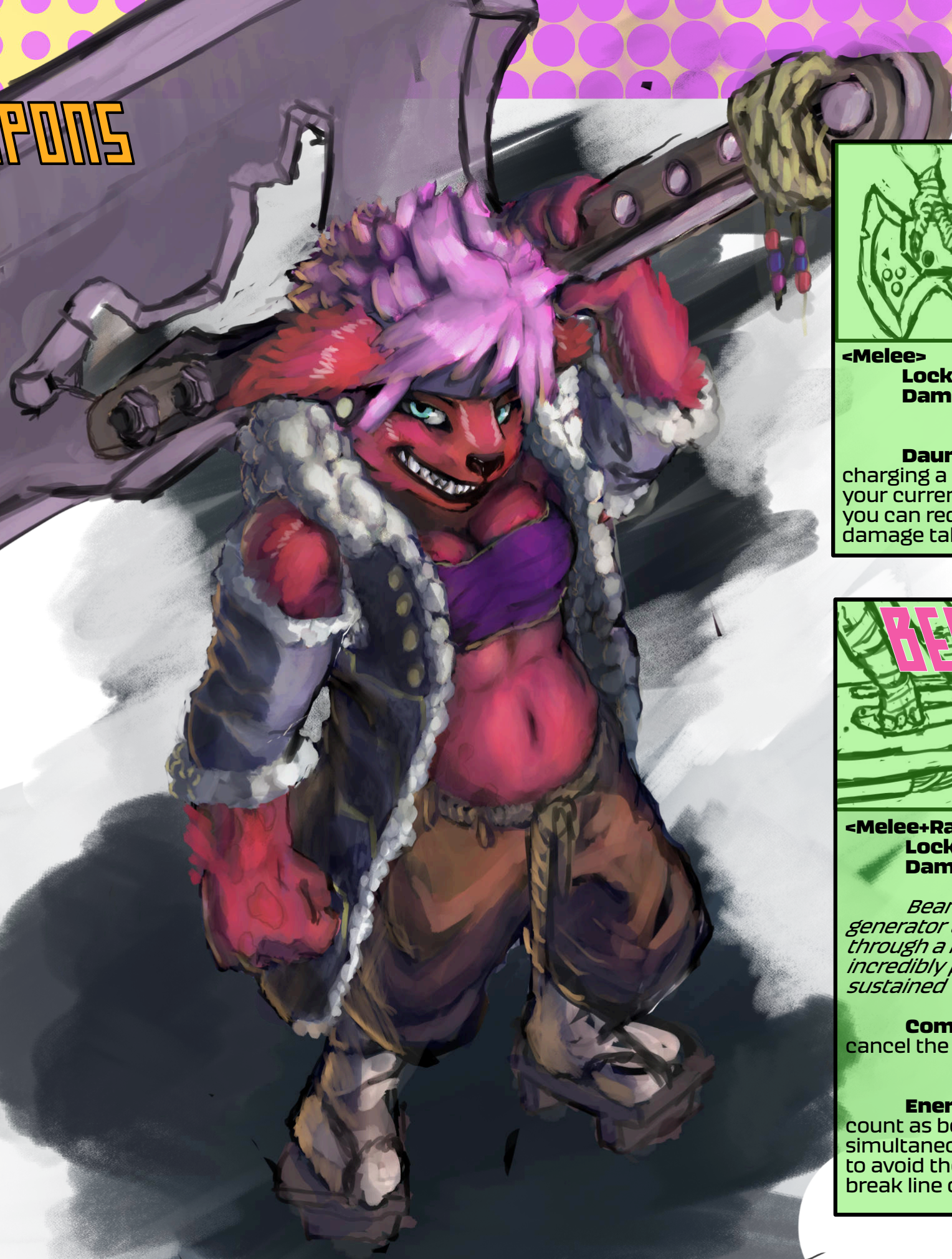


<Ranged>
Lock 3
Damage 4

Auto rifles have a high rate of fire and feature advanced aim correction systems that allow them to accurately hit multiple targets in a single formation with each burst.

Targeting +1. When you hit with an attack 2 members of the formation take your weapon's damage rather than 1.

WEAPONS



JET AXES

<Melee>

Lock 5

Damage 8

Dauntless- When you are hit while charging a lock with this weapon, and your current lock value is greater than 1, you can reduce your lock by half the damage taken (round up).



BEAM LANCES

<Melee+Ranged>

Lock 6

Damage 8

Beam Lances consist of a heavy generator core that feeds a proton beam through a focusing lens. The result is an incredibly powerful and difficult to avoid sustained "lance" of energy.

Committed- Can't voluntarily cancel the lock once started.

Energy Stream- Beam-lances count as both ranged and close attacks simultaneously. This means the only way to avoid the attack is to interrupt it or break line of sight and find total cover.

BARRIER GUNS



<Ranged>

Lock 4

Damage 6

Barrier guns have built in shield generators, and are designed for dug in-ambush combat from behind heavy cover. Users often position themselves in such a way that an opponent cannot properly close into melee without first passing through a dangerous dead-zone, leaving them open to attack from both the wielder and their allies.

Special Action (Dig In)- When you are in a formation that is not engaged in melee with any enemies you may dig in as a heart or style action.

When you do: First move to an empty formation then mark yourself as dug in. All foes who have a melee lock on you lose that lock. While dug in, enemies in melee with you can't lock onto you, you may lock on with this weapon, and your ranged attacks can hit targets in melee with you. An enemy in melee with you while you are dug in may spend a heart action to "rout you": and remove your dug in status and all of it's benefits.

Additionally while dug in reduce the damage you take from ranged attacks to half their normal value (round up) except for from attacks with <SMASH>. Allies cannot be in formation with you while dug in.



Much like many of the planets and ruins that materialized when the keystone was destroyed, relics previously didn't exist. Sure, there were old things, a pendant passed down between generations, a power coil with an anachronistic design, but nothing so strange as relics.

Appearing as ordinary objects at first glance, relics are strange and exhibit odd behaviors and properties. When picked up, they will have no weight, or imbue a specific and pronounced feeling in the holder, sometimes they smell or feel like other objects that they clearly are not.

Rarely, some relics allow the holder to channel their neon into it, to produce some kind of effect. Much like the physical properties of relics, these effects vary greatly but the most coveted by pilots are the ones that are useful in combat, or when exploring wild planets.

Many relics are simply strange. A fountain pen that falls slower than it should when dropped, a necklace that makes you feel anxious when touched, or a coffee mug that brings back memories of time spent on warm summer days, relaxing on a beach that you've never visited. These relics have some value to collectors, researchers, and mystical types as curiosities, subjects of research, and for use in rituals, but they have no actual practical uses. These kinds of strange but largely

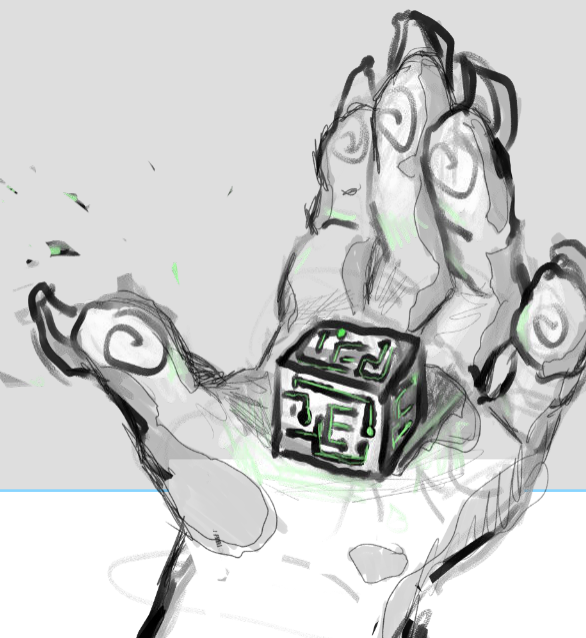
useless relics are called Tier 1 relics.

Relics that can be manipulated with neon to produce a useful effect are ranked from Tier 2 and beyond. These relics usually have odd out of place properties like their Tier 1 siblings but they are also able to be activated by channeling one's neon to produce powerful effects. These kinds of relics are much more rare, but can perform wondrous feats, like stopping time, channeling electricity, or lashing out at your foes.

While everyone agrees that the destruction of the keystone caused these items to appear. Intellectuals and mystics disagree on what relics actually are. Some theorize that they are ancient technology left behind by whoever built the ruins and inhabited the planets that have now sprung into existence post keystone, similarly sealed away. Proponents of this theory think if we can just further our understanding of them we could learn to make relics of our own. Others believe that the relics are magic, created by gods or powerful forces beyond our control. Still more believe that relics, while sometimes useful, are

literally cracks or glitches in reality. In the same way that the destruction of the keystone broke the laws of physics that allowed warp drives to function these people believe relics are physical

manifestations



RELICS



of the damage done to reality.

Relics take up 1 inventory slot like regular items.

In order to activate a relic you must have a neon stat (your maximum neon) of at least the "requires" value.

Relics can be activated at different times as per their description. Some require you to spend a turn, or spend neon to activate some do not.

Many relics apply stun based on your remaining neon after activation.

Mystic Tomb

Requires 1
You can take damage to your neon in place of HP as well as spend your HP as neon.

When using HP as neon to activate a relic the remaining HP determines the stun taken rather than remaining neon if the ability causes you stun.

A small cube with etched circuits.

Requires 1
You can spend one neon to increase your team's remaining stealth by 4.

A glowing marble

Requires 1
When you force increase the value by +1. If you spend your last neon to force, increase the value by +2 instead.

Two interlocked metal rings

that vibrate slightly.
Requires 2
-At the end of any turn before the next card is drawn, Spend any amount of neon to immediately take a heart turn, you can only move on this turn (no advancing locks).
-Then take stun equal to your remaining neon.

A crystal scabbard

when touched the holder smells orchids growing in a dense jungle.
Requires 3
As an action, spend any amount of neon, then advance any of your locks by the amount you spent. You then take stun equal to your remaining neon.

A roll of measuring tape. When touched you can smell how big objects are.

Requires 3
You may spend any turn and 1 neon to choose an active lock another ally has - if that attack resolves treat it as if it had precise.

A small stone key.

It floats firmly in the air unless interacted with, ignoring wind and gravity.
Requires 3
If an ally would take a wound from an attack and you can reach them in one move - you can spend 1 neon and swap places with them, taking the attack instead.

A small jade statue of a goat.

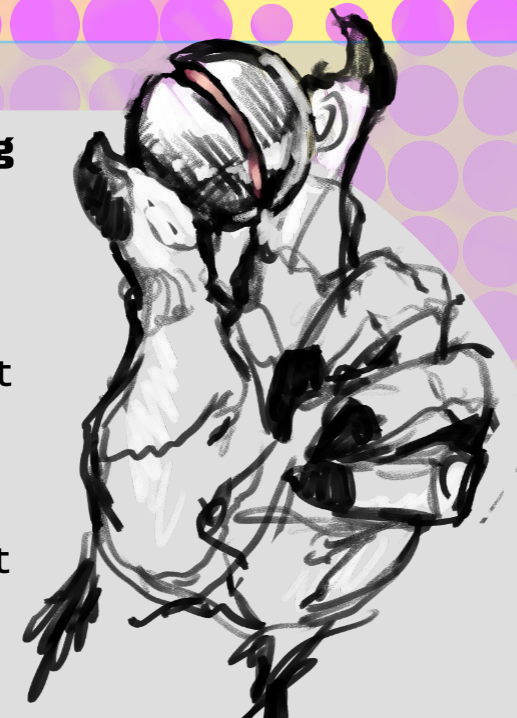
Requires 4
You can spend 1 neon and a style turn to lock on a Ranged LODO Stun2 attack.

Tiny Purple Sea Urchin

- Floating in a globule of water that will not flow away from it.
Requires 4
-Neon needles
-As a style action spend any amount of neon, then shuffle that many needle cards into the deck and take stun equal to your remaining neon. Whenever one of your needle cards is drawn you deal 1 damage to a formation of your choice.

A Silver ring

with a single inlaid gemstone - it emits a gentle electric buzz when worn.
Requires 4



Spend any amount of neon, then deal 1 damage to all foes. Then take stun equal to your remaining neon.

A scallop shell - attracts metal objects as if it were magnetic

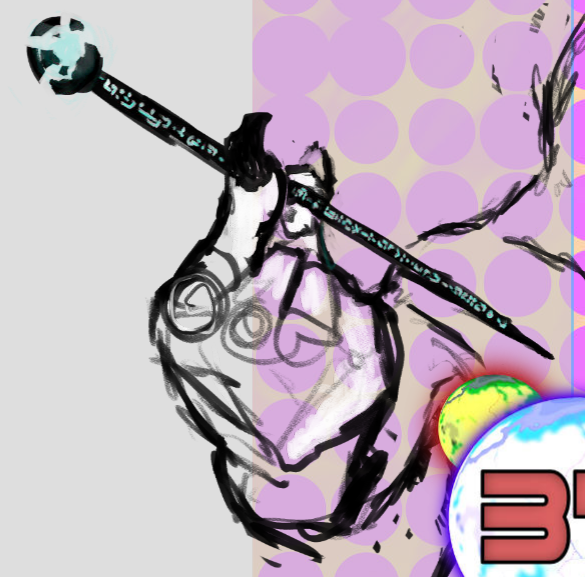
Requires 4
When you move you may spend 1 neon to bring as many allies with you as you'd like.

A hairpin inscribed with unknown writing.

the base has shattered but the splinters hover firmly in the air next to one another
Requires 4
Phase shift. On your turn (style or heart) you can spend your turn and 1 neon to increase all locks against your formation by 1. (so 4 becomes 5)

A wooden spoon

- something about it feels unsettling
Requires 4



RELICS

When preparing food - you may start the next day with 2 fewer neon to treat the meal as having 1 extra unique ingredient.

A Golden Bracelet - The bearer is vividly aware of what the color blue smells like.

Requires 5

Whenever you take stun, you may spend a neon to take 3 less stun.

A hunting horn - carved out of a curved animal horn. When blown listeners can hear whispers from long lost friends.

Requires 5

Whenever you take damage in combat, you may spend a neon to give another party member an immediate heart turn.

A small cloth bag, when closed it feels heavy as if full of angular objects, when opened it's empty.

Requires 5

On a style or heart turn if you have an active lock, you may choose one of your locks and spend a neon to roll a six sided die.

If you roll equal or over your remaining lock value immediately set the lock to 0 and resolve the attack. If you roll under your remaining lock value the lock is broken.

Baseball bat.

Requires 5

After you or an ally hits with a melee attack you may spend 1

neon to move the enemy who took the hit into their own formation.

A small stick of bamboo, the top appears to constantly grow while the bottom withers away.

Requires 5

After an enemy turn you may spend 1 neon to "roll it back". Shuffle the card back into the deck and undo the entire turn.

A glass orb with a glowing crack in it.

Requires 5

You may spend a style turn and any amount of neon to divine the future. When you do, draw the amount of neon you spent, this is your hand.

When the GM would usually draw a card to determine who's turn it is draw a card from the deck, then play a card from your hand. The card you played determines who's turn it is as though it were just drawn.

An abacus who's beads constantly re-arrange on their own.

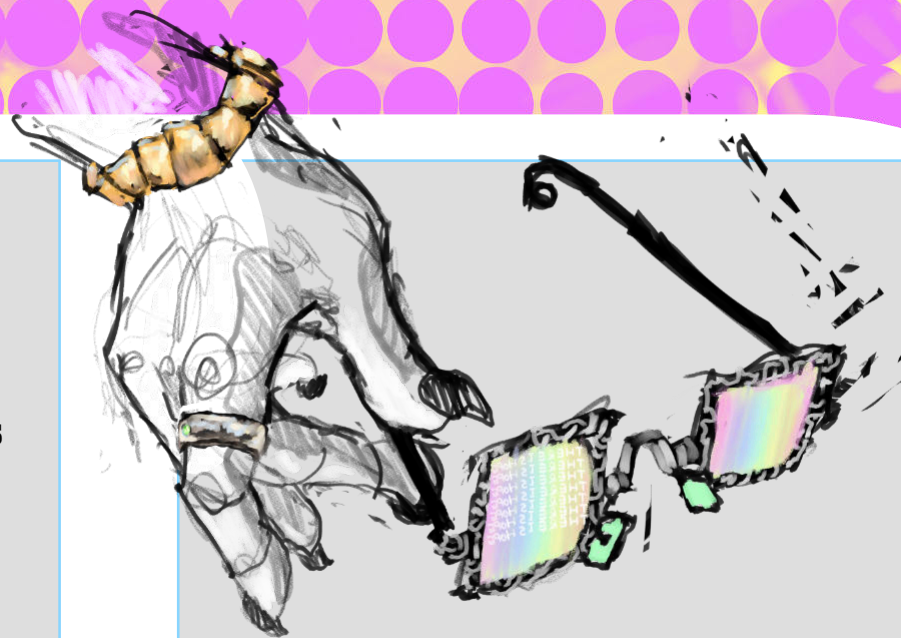
Requires 6

You can sense how much neon an enemy has remaining. You can spend a style turn and a neon to curse an enemy. You steal 1 neon from the cursed enemy whenever they:

-Move into close with you

-Advance or place a lock against a formation you're in.

An intelligent enemy will know the



rules of your curse. An enemy can only have one curse at a time.

The skull of a small creature, mist flows out from it's eye sockets and mouth.

Requires 6

You can spend 1 neon and a style turn to apply entangled 2 to all foes in a formation. This does not stack with existing entangled conditions.

A pair of glasses with iridescent lenses a repeated scrolling message flashes across their lenses when touched.

Requires 6

At the start of combat you may activate this relic and spend a neon to add an additional style and an additional heart card to the initiative deck.

An eye patch with swirling engraving,

when worn it appears to telescope outwards while also spiraling inwards into the wearers skull.

Requires 6

Whenever you or an ally take damage in combat, if you have at least 1 remaining neon, you may reduce that damage by 1 (this can reduce damage to 0). Note how much damage has been reduced in this way during combat. At the end of combat you lose that much neon.

A small Hand mirror - each time you look into it you see a variation of yourself.

Requires 7

As a style turn you may spend 1 neon to curse an enemy - whenever one of your allies completes an attack against the cursed enemy you may take an omni turn. An enemy can only have one curse at a time.



Lunar Commonwealth



The Lunar Commonwealth is a young upstart as far as space-faring civilizations go. Built on the concept of freedom and democracy the commonwealth holds regular parliamentary elections every 5 years. The inhabitants of Luna have only been a significant player on the galactic scale for maybe 100 years before the war. While the planet their moon orbited was an uninhabitable gas giant, about a thousand years ago there was another planet in their solar system who's people reached space around the same time as the Commonwealth. These two groups had yet to discover faster than light travel, but travel within the solar system was still possible.

The planet was known as Sun's Reach and had a dominant religion that

worshiped the Sun, as well as sprawling farmland and agriculture surpassing what was available on the increasingly urbanized Moon; a perfect trade partner. For a time the two civilizations had a collaborative trade relationship, at least as much as they could with relatively un-advanced interplanetary travel. At a time when most of the Moon thought of Sun's Reach as far away friends, the inhabitants of Sun's Reach launched a surprise attack on the People of the Moon, suddenly styling themselves as the Empire of the Maw. After a brutal and unexpected ground war to defend their homeland the Commonwealth eventually pushed back the invading forces.

The Commonwealth's counterattack sent interplanetary troop transports



to strike back at the Maw, but when they arrived at the once lush planet of Sun's Reach, they found it had been burned to the ground and was now barely inhabitable, it's people, mysteriously gone. Some evidence suggested they had been building ships - ones that could travel between stars.

A thousand years later when whispers of an intergalactic empire that called itself the Maw had begun rising to power, The Commonwealth was one of the first to raise the alarm, and their diplomatic efforts to gather allies to face the Maw was the first step to forming the Phalanx with the Triumvirate.

Ace pilot

You were an ace pilot in the war, many members of the phalanx consider you a hero. When you come across a settlement, city or camp for the first time, mark this boon to have the locals remember your exploits from the war - They remember your exploits, maybe they were even saved or inspired by your heroics, and they treat you like an honored guest.

Wing-man -

You have a wing-man - a specific pilot who you always flew with during the war. You can count on this person to

come to your aid when you need it. Mark this boon to have them show up to help - no matter the situation or where you are.

Legacy Of Influence -

You have important family - Wealthy CEOs, politicians, Royalty, you have access to power and money and people know about your family. If someone has a price you could pay, you can mark this boon to promise them a favor from your family. If something can be bought, you can mark this boon to trade a favor for it.

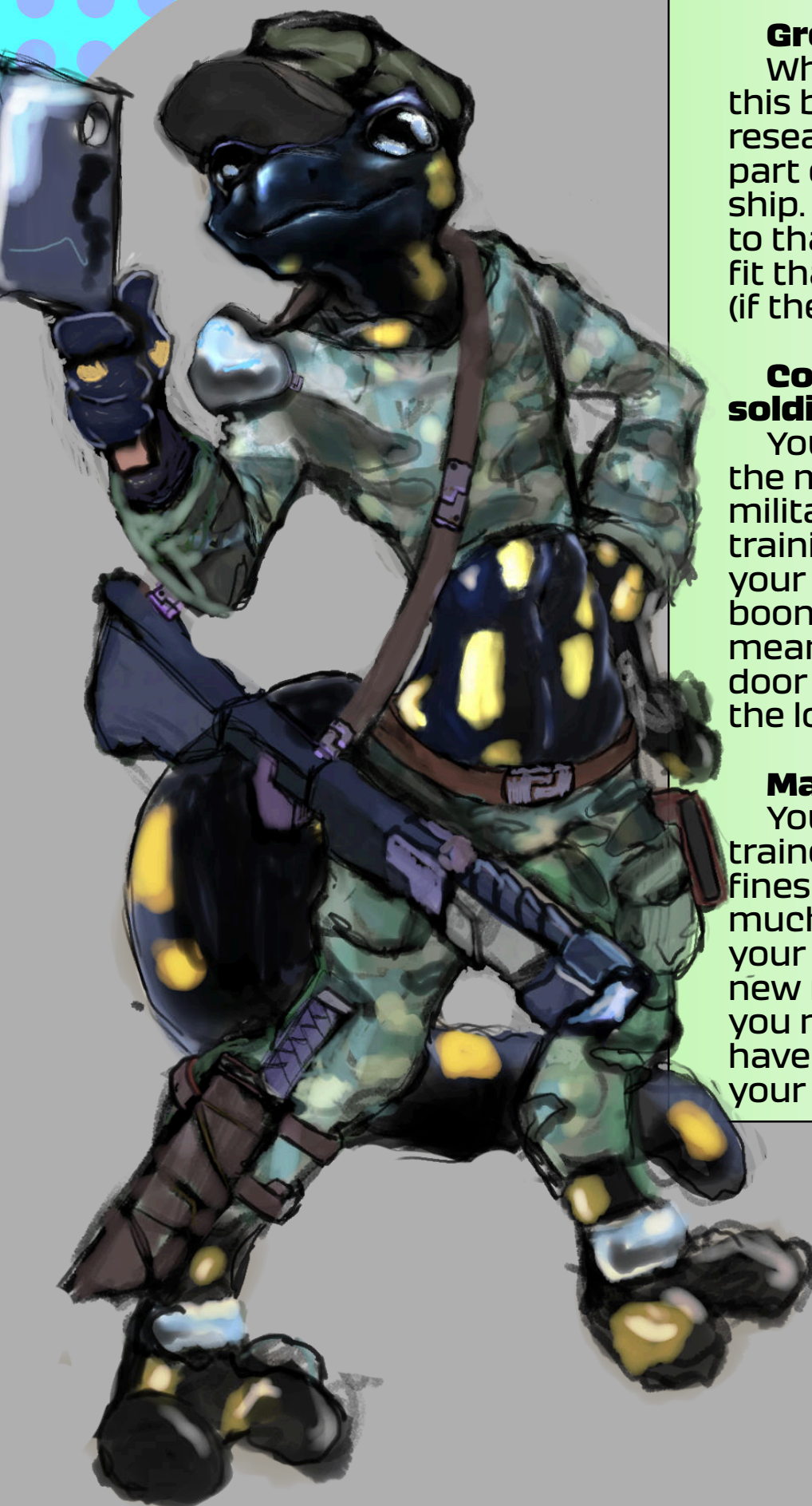
CQC Expert -

If you can sneak up to someone who's alone and they haven't spotted you, you can mark this boon to take them down swiftly and silently with nonlethal CQC. Provided you can transport them to somewhere safe, you can question them.

Field Engineer-

You have expert field engineer experience from the war. You're capable of upgrading ships with minimal available resources.

When you rest you can mark this ability to work on the groups ships. They can spend rep normally to swap out any undamaged parts or weapons with weapons they have blueprints for.



Grease Monkey-

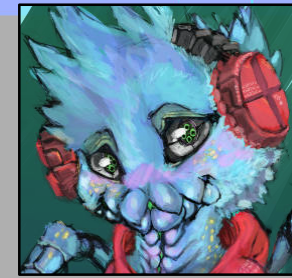
When you rest you can mark this boon to work on your research. Choose one stock part or weapon from a phalanx ship. The group now has access to that blueprint, and you may fit that part to one of their ships (if they want).

Commonwealth Super-soldier-

You've received training from the most elite commonwealth military programs and your training allows you to surpass your limits. You can mark this boon to add 20 to a force. This means usually you punch the door down, jump the gap, or lift the load.

Master Chef-

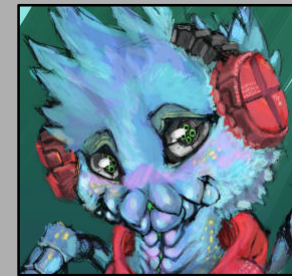
You're an expert cook trained at the commonwealth's finest culinary schools. So much so that the aroma of your cooking often attracts new friends. When you cook you may mark this boon to have something good come your way.



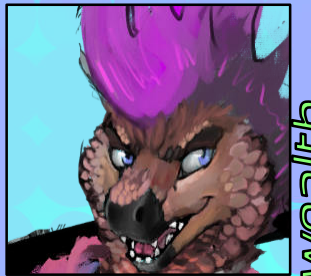
Whats with the military uniforms and flight suits? Arn't they kind of uncomfortable? I would have thought more members of the Commonwealth would dress casual - once you join a wing it's not like your commanding officer is going to inspect your uniform.

I mean... some Commonwealth folks wear civilian stuff. Like I'm from Luna and I usually wear a bomber jacket. But plenty of Wing Pilots from the here are still technically in the military, so it makes sense they'd keep the uniforms.

Plus like... come on Pankake, flight suits are functional. It's not like the unnecessary straps on your pants are there for comfort.



Uhh.. I guess.. but .. but straps are cool. Way cooler than a uniform... or like ugh.. a helmet. Pirates don't need that stuffy stuff. If I'm fighting someone I want them to *know* that I don't need to protect my head to win.



bishop

tactical strike platform

CHASSIS

NAME: BISHOP CHASSIS

HEAT **EIGHT** / **EIGHT**

GRIT **4**

NEON **4**

ABILITY

Weapons :Close 1 - Long 1
-You may spend a style turn and 1 neon to add 2 additional style cards to the discard pile. -You may spend a heart turn and 1 neon to add 2 additional heart cards to the discard pile.

SENSORS

NAME: STRAT LINK

STYLE **4**

ABILITY

You can spend a style turn to shuffle the discard pile and the initiative deck together.

HEAT **4**

ENGINE

NAME: PAIR NAV

HEART **4**

ABILITY

You can start combat in formation with an ally.

HEAT **4**

WEAPONS

NAME	X-BEAM		
RANGE	DAMAGE	LOCK	
L	4	3	

ABILITY

When combat starts you may lock this weapon onto a formation.

HEAT

NAME	Y-BEAM		
RANGE	DAMAGE	LOCK	
L	4	3	

ABILITY

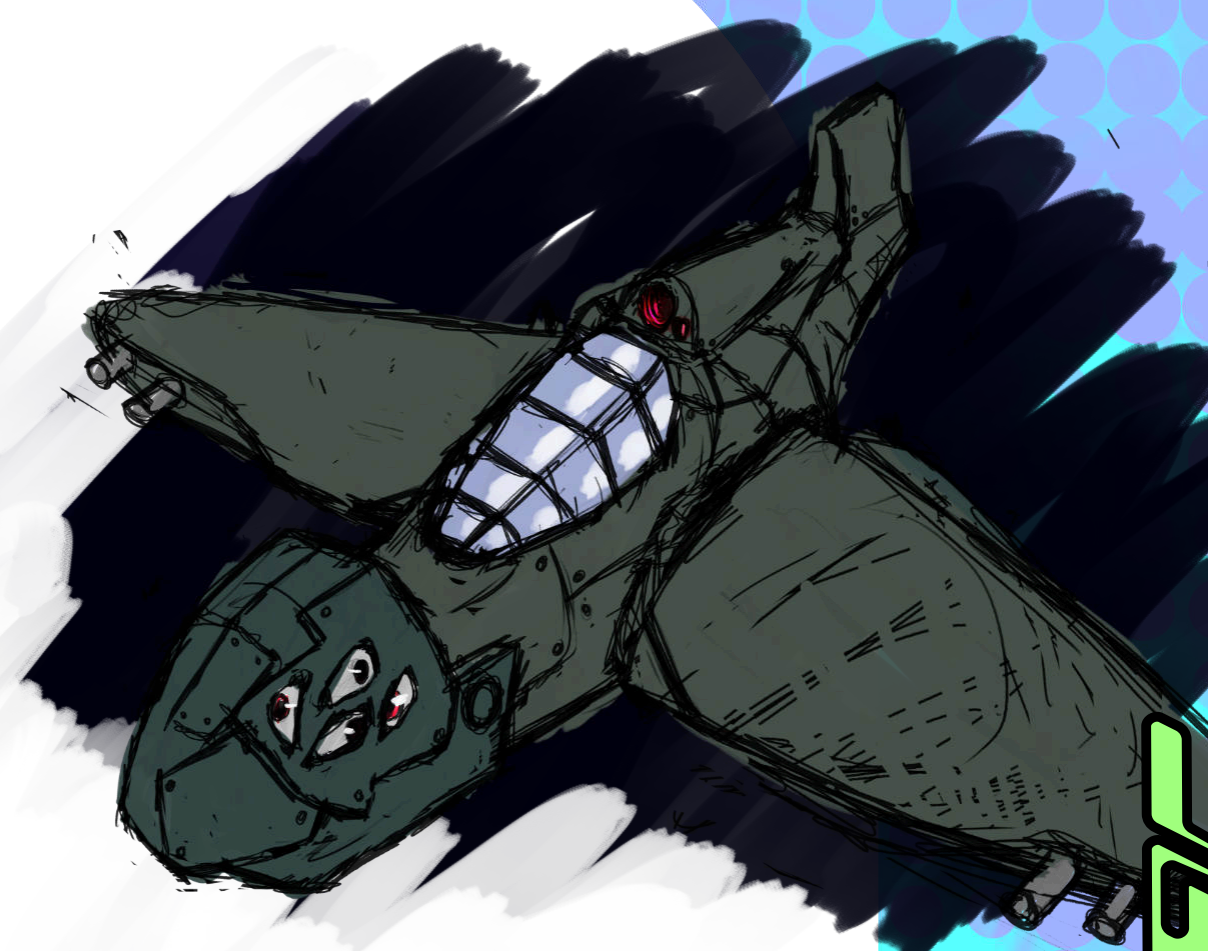
When this weapon hits, if any members of the target formation have an active lock, cancel those locks.

HEAT

NAME			
RANGE	DAMAGE	LOCK	
0	0	0	

ABILITY

HEAT



-LC OFFICIAL EQUIPMENT SPECIFICATION-
DESIGNATION: BISHOP
PRESCRIBED APPLICATION:
WHEN AVAILABLE TSP-BISHOP SHALL BE DEPLOYED.
EQUIPMENT APPROVED PAIRED NAVIGATION MANEUVERS FOR CLOSE FORMATION ENGAGEMENTS
- DEPLOY IN CLOSE PROXIMITY TO PAWN UNITS TO MAXIMIZE SYNERGY.

Logistical space fortress

ROOK

CHASSIS

NAME: ROOK CHASSIS

HEAT

FATAL

 /

HP

GRIT

7

NEON

3

ABILITY

Weapons - 1 close, 2 long
As a Style action you may spend any amount of neon and increase all locks targeting you and your allies by that amount.

SENSORS

NAME: HINDSIGHT

HEAT

4

STYLE

2

ABILITY

Your close weapons can fire at targets that are tailing you, as well as targets in front of you. Your long range weapons can fire forward as though they were close range (but not behind you).

ENGINE

NAME: ICEBURG

HEAT

2

HEART

4

ABILITY

Your speed can't exceed 4. If you are in formation with allies and the formation increases speed past 4 you automatically move to your own single ship formation. If you are tailing someone and they speed up to a number over 4, you stop tailing them.

WEAPONS

NAME	HEAVY BEAM	
RANGE	DAMAGE	LOCK
6	4	3

ABILITY
Precise

HEAT

NAME	TARGET PAINTER	
RANGE	DAMAGE	LOCK
6	0	1

ABILITY

When you hit a formation with the target painter allies may lock a weapon on to the target formation or progress a lock against that formation if they already have one.

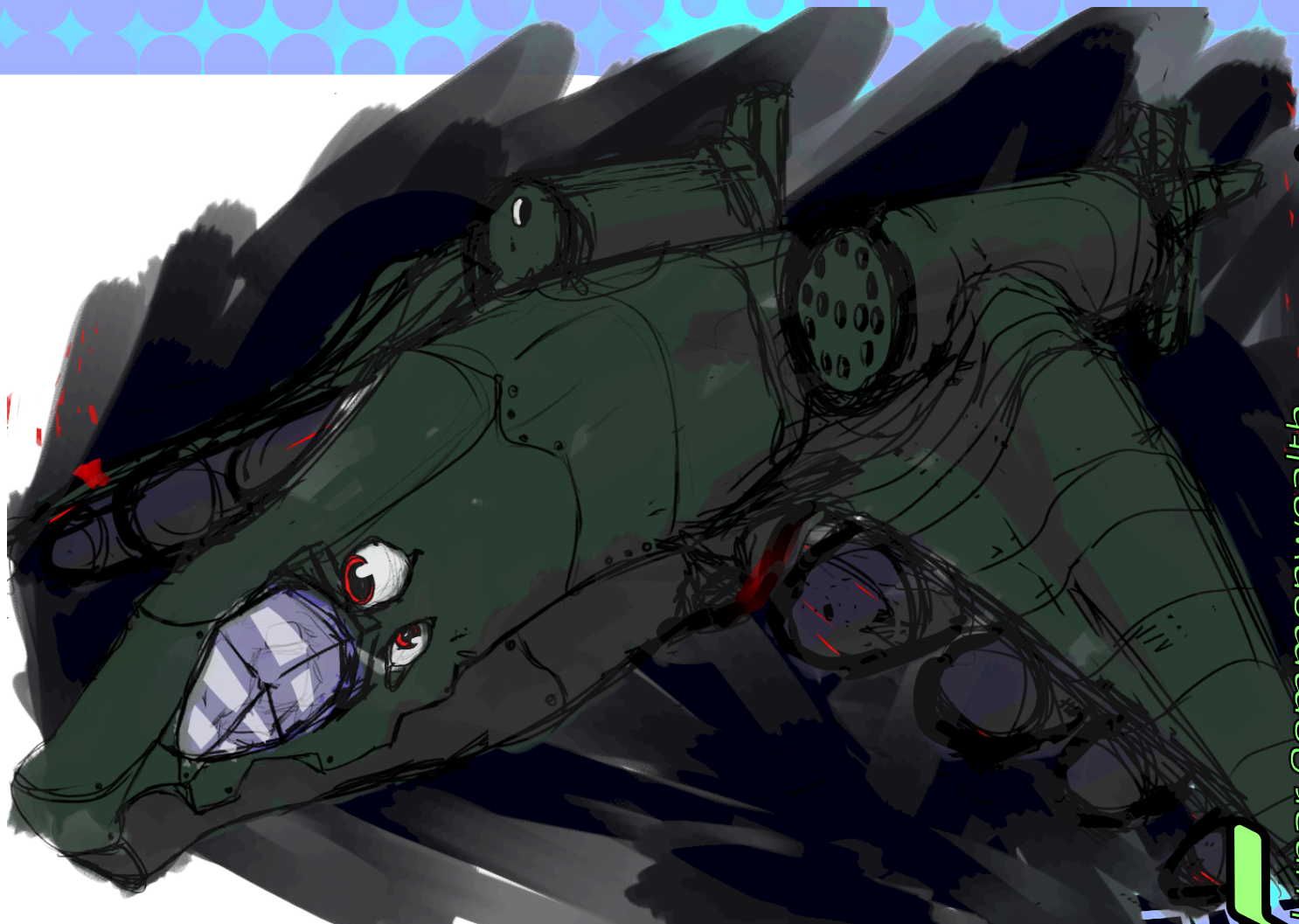
HEAT

NAME	PARTICLE COMPRESSOR	
RANGE	DAMAGE	LOCK
2	3	2

ABILITY

When the particle compressor fires take 2 stun.

HEAT



-LO OFFICIAL EQUIPMENT SPECIFICATION-
DESIGNATION: ROOK
PRESCRIBED APPLICATION:
SHALL BE DEPLOYED AS A LOGISTICAL ANCHOR WHEN DEPLOYING COUNTEROFFENSIVE STRATAGEMS ALPHA THROUGH GAMMA.
UNIT SHALL PROVIDE TARGETING SUPPORT WHILE MAINTAINING SELF SUBSISTANT DEFENSIVE POSTURE.

Fast attack vector

PAWN

CHASSIS

NAME: PAWN CHASSIS

HEAT

15

 /

15

GRIT

1

NEON

5

ABILITY

Whenever you speed up you may spend a neon to gain 2 speed instead of 1.

SENSORS

NAME: IRONSIGHT

HEAT

1

STYLE

6

ABILITY

None

ENGINE

NAME: SPRINTER

HEAT

8

HEART

6

ABILITY

If you are in a formation by yourself add one to locks that target you.

WEAPONS

NAME	MICRO MISSILES		
RANGE	DAMAGE	LOCK	
0	1	2	

ABILITY
<SMASH>

HEAT

NAME	MICRO FTL		
RANGE	DAMAGE	LOCK	
6	X	3	

ABILITY

This weapon's damage is equal to your speed when you hit with it. Move your ship to tail the target if you hit. (Ships tailing you are no longer doing so).

HEAT

NAME	WEAPON NAME		
RANGE	DAMAGE	LOCK	
0	0	0	

ABILITY

HEAT



-LC OFFICIAL EQUIPMENT SPECIFICATION-
DESIGNATION: PAWN
PRESCRIBED APPLICATION:
PAWN UNIT TO INITIATE FIRST-ENGAGEMENT SPEARHEAD MANEUVERS WHEN DEPLOYED WITH HEAVIER EQUIPMENT. APPROVED FOR USE IN "SWARM" MANEUVER BRAVO AND WHEN DEPLOYING "SQUIRREL" STRATAGEM 9.

CRITICAL NOTE: PILOT IS DIRECTED TO AVOID CONTACT WITH ENEMIES DIRECT OR INDIRECT FIRE AT ALL TIMES.

IMMORTAL TRIUMVIRATE

Immortal
Triumvirate

In it's apex the Triumvirate controlled a sprawling empire that dwarfed any of their neighbors both in size, success, and technological advancement. Ruled by a triumvirate of elected officials who ruled for life, and advised by a cabal of witches who oversaw both scientific and spiritual advancement, their government used to see semi regular change, as the rulers aged out, and new triumvirs were elected.

However their government became locked in place when the witches discovered the scientific secrets to immortality. These closely guarded secrets, which became the namesake of their empire, ultimately lead to it's decline.

When a life is infinite, the triumvirate came to believe it's infinitely valuable, and the calculus on any risk increasingly skewed away from taking any.

Even in it's diminished state, the Triumvirate still held the most systems of the major powers and had the largest fleet when the Maw began to spread, but they were reluctant to take action, worried about the lives that might be lost were they to join the war.

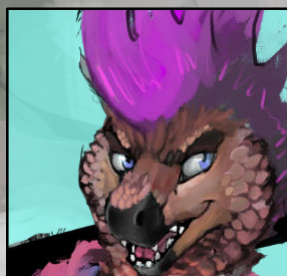
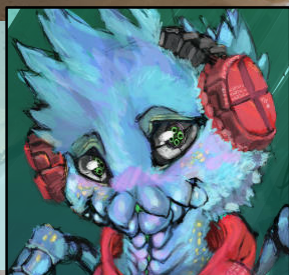
By the time the Maw's threat became apparent, years of focus on risk mitigation and safety had caused their civilization to turn inwards, closing their borders to their neighbors and retreating to the safety of their inner systems. It took the assassination of one of the Triumvirs by Maw agents, for the Triumvirate to determine it had waited too long to join the fight, and become one of the founding member of the Phalanx.

After the destruction of the keystone citizens of the triumvirate found that secret of immortality that





Hmm I do you think I'd look good in a chiton? They seem popular in the Triumvirate.



Honestly Triumvirate power armour would probably go better with the Techno-pirate vibe you're trying to go for, it's too bad they guard the designs so closely. I heard some of them are wearing stuff that's been passed down for generations, which... I'm not sure how long I'd want to wait to inherit something from my Dad if he was immortal.

granted the citizens of the Triumvirate their long lives no longer functioned correctly. Only some citizens seemed to retain the benefits of their treatment, while others found themselves aging normally, with only a (comparatively) handful of years remaining. Additionally the treatment itself no longer seemed to work, and no new immortals could be created. This has caused somewhat of a schism in Triumvirate society with many newly mortal members wanting to squeeze as much experience as they can into their remaining years, after sometimes centuries of conservatively safe lives.

Cult of Shifting Futures Haruspex-

You're a witch that can read warnings about the future in animal entrails and blood. When your group defeats a beast in combat, you can mark this boon and take some time to splay it open and read the future in its guts. The GM will

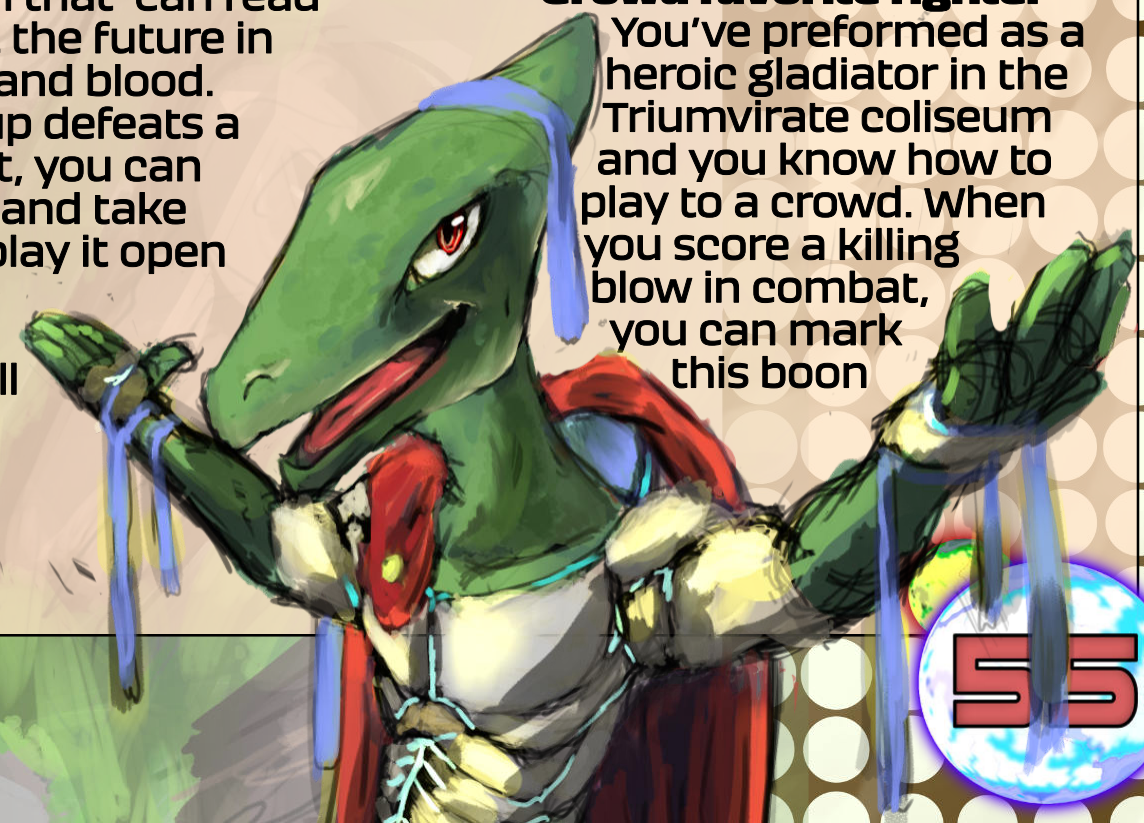
tell you what you see.

Cult of the Mended Bone Healer

You're a witch that's studied medicine. You can mark this boon when resting to treat your group's wounds. When you do they can spend rep as if it were downtime to clear their wounds.

Gladiatorial Performer - You're a master of combative performance and can make other combatants look good. When you are hit in combat you can describe how you embellish the power of the attack, and mark this boon, when your companions defeat that combatant they each gain 1 clout.

Crowd favorite fighter - You've preformed as a heroic gladiator in the Triumvirate coliseum and you know how to play to a crowd. When you score a killing blow in combat, you can mark this boon



and describe your crowd pleasing finishing move - when you do you gain 2 clout.

Living Artifact - You've been around for thousands of years. Not a student of history but a part of it. When something comes up that happened a long time ago - you can mark your boon - if it happened in this reality - you were there - share with party what actually happened.

Immortal -

Being immortal has perks. Sometimes when you should be injured or hurt, you just aren't. When you would take a wound, mark your boon to just not - and reset your health to full.

Young Flame - You're one of the unlucky ones, no longer immortal, wanting to live hard you know how to bring the party. When you rest, you can describe how you bring the party and mark this boon - during this rest rest the party counts as having +2 additional ingredients when cooking.

Cult of The Infinite - Dreamer-

As a witch who focused on the study of inner thought and meditation. You can retreat to an internal mind palace when you sleep where you can remain lucid and plan your

coming day. Since the keystone was destroyed you've found your abilities occasionally extend past your own mind and into the mind of others. When you rest you can mark this boon to summon someone else into your mind palace - willingly or not. You cannot directly harm or hurt them but you may converse with them for a short period, and they cannot leave.



Immortal
Immortal
TRUMPHVIRATE
triumvirate

My azure arrow reflected in the mirror of your soul

TOHOTA

CHASSIS

NAME: TOHOTA CORE

GRIT 4

NEON 3

ABILITY

Weapons- 1 Long
When you hit with a ranged attack, after you roll to see if they evade, you may spend any amount of neon to increase the result of the roll by that much.

HEAT

TOTAL

 /

HP

SENSORS

NAME: TX-HLD

STYLE 4

When you do a barrel roll you may place 2 holograms of your ship in their own formations. They are indistinguishable from your ship. If you take an action on a later turn that any holograms could take (without breaking the rules) they appear to take that action as well.

ENGINE

NAME: TX-PRG

HEART 4

ABILITY

Whenever you use a heart action to speed up you regain 1 spent neon.

HEAT 4

WEAPONS

NAME	ARROW LASER		
RANGE	DAMAGE	LOCK	
6	4	3	
ABILITY			
HEAT			

NAME			
RANGE	DAMAGE	LOCK	
0	0	0	
ABILITY			
HEAT			

NAME			
RANGE	DAMAGE	LOCK	
0	0	0	
ABILITY			
HEAT			



Official Triumvirate Military notice:
After much deliberation and at the advice of the military advisory council, the 1st Triumvirate have unanimously voted to accept the design proposed by the shimmer-light coven and move the Tohota into official production.
After analyzing historical combat data from the past few centuries our witches have determined that Triumvirate Tactical Doctrine should dictate a ranged combat support role with advanced targeting countermeasures. The Tohota will fill that role.

HOPLIGHT

I gift to you, my friends, shield and spear

CHASSIS
NAME: HOPLITE CORE

HEAT 12^{HAL} / 12^P

GRIT 4

NEON N/A

ABILITY

Weapons: Long: 1 Close: 1

SENSORS

NAME: HOPS-XPHS

STYLE 2

ABILITY

At the beginning of combat launch an Xiphos drone in formation with you. It operates as it's own ship and has it's own stats and initiative cards. The drone is automatically repaired between combats and can be re-launched.

HEAT 6

ENGINE

NAME: HOPE-ASPS

HEART 3

ABILITY

At the beginning of combat launch an Aspis drone in formation with you. It operates as it's own ship and has it's own stats and initiative cards. The drone is automatically repaired between combats and can be re-launched.

HEAT 6

WEAPONS

NAME	JAVELIN RIFLE
RANGE	DAMAGE
C/L	4
LOCK	3

ABILITY

Precise.

Uses both a close and a long weapon slot.

HEAT

XIPHOS DRONE

GRIT 1

STYLE 2

HEART 2

Aspis gun: Long/Close

L2 D2 aspis beam.

ASPIS DRONE

GRIT 2

STYLE 0
HEART 2

If a weapon with precise or smash hits a formation with the Aspis drone in it, it only hits the xiphos drone.



The nether-shadow coven lifts to the III Triumvir's our design for the modern embodiment of our long-standing military doctrine - Just as a soldier should stand shoulder to shoulder with his Immortal allies wielding sword and spear the Hoplight single solution fighter will stand next to it's sisters and form an indestructible phalanx - able to attack and defend from any angle.



My eye bequeaths your foes with baleful portents

CYCLOPS

CHASSIS

NAME: CYCLOPS CORE

GRIT 6

NEON 3

ABILITY

Weapons - 1 Long. 1 Close

You can use Neon as extra HP. When you do, if you have a lock on the source of the formation that caused the damage, progress it by the neon spent.

HEAT FIGHT / 

SENSORS

NAME: C4S-EYE

STYLE 7

ABILITY

None

HEAT FIGHT

ENGINE

NAME: C4E-LITE

HEART 1

ABILITY

None

HEAT ZERO

WEAPONS

NAME	OCULUS NET
RANGE	6
DAMAGE	2
LOCK	2

ABILITY
Ships that take damage from the net have their max speed reduced by 2 for this combat. (if they are tailing someone faster than their max speed drop them out into their own formation).

HEAT 

NAME	TRIDENT BEAM
RANGE	0
DAMAGE	30
LOCK	6

ABILITY
Precise

HEAT 

NAME	
RANGE	0
DAMAGE	0
LOCK	0

ABILITY

HEAT 



In collaboration with the Night-Hisr Coven, we of the most esteemed circle of witches in the Light-League Coven present for approval of the \$\$\$ Triumvirs an upgraded fighter-bomber design built on our historical Letacy chassis. The Cyclops is the ultimate heavy artillery craft. The hoplite need wait for a charge to protect no longer - this monster has arrived.

SCARLET FLEET

Scarlet Fleet

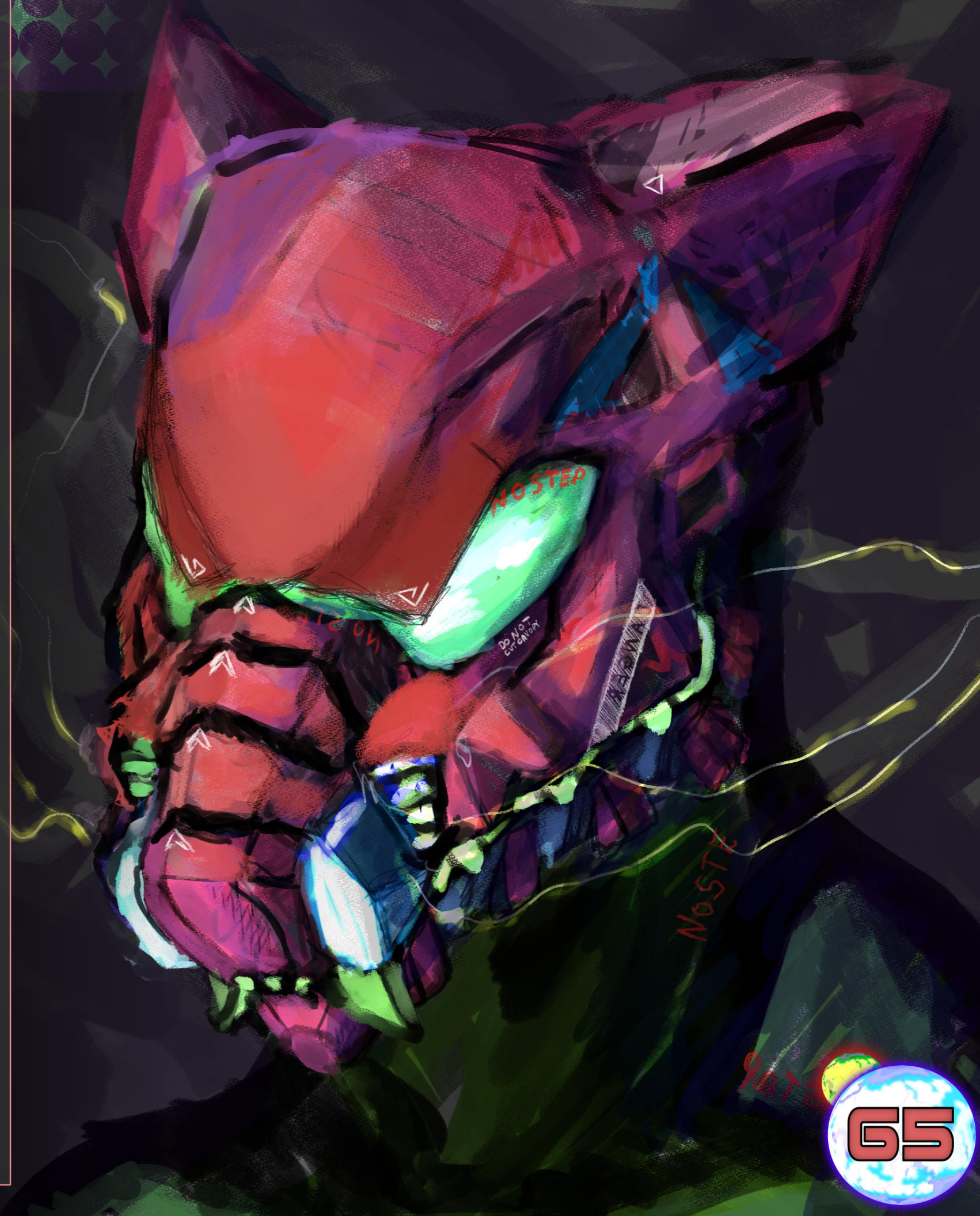
The scarlet fleet was the last member to join the Phalanx. Comprised of pirates, smugglers and outlaws, the Scarlet Fleet represented a loosely allied coalition of criminals. Their government, if you can call it that, is run by a coalition of captains, where each captain present when the counsel is convened has a single vote for a single ship. As outlaws their relationship with the other members of the Phalanx was never good, but the captains of the fleet eventually came to the conclusion that in a galaxy ruled by the Maw they'd be much worse off and the Phalanx at that point pushed to their limits by the inevitable advance of the Maw were in no position to turn down new allies.

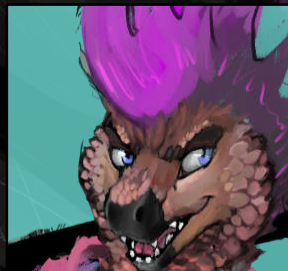
After the destruction of the keystone, many of the now stranded ships were lashed together to form a massive flotilla in the capital system of the Lunar Commonwealth. comprised of scarlet fleet ships in varying states of repair, welded and docked to one another the flotilla is essentially a massive space station.

During the war a group of scarlet fleet doctors and

scientists, many who had been cast out of their home empires for being too extreme, attempted to develop a self replicating nanotechnological machine colony that could repair wounds and stitch together broken bones on the front lines. In order to prevent a situation where the technology would get out of control and continue to eat and expand, eating all organic (or possibly otherwise) matter around it, the scientists working on the project had a simple solution, the nanotech would only invade sentient organisms, and would interface with their minds, ensuring that any non-willing host could simply will the technology to self destruct.

In testing this proved successful, the goo which they had dubbed Optifex would not consume, or even try to repair plants or local fauna, and could be safely expelled from ones body by focusing on ones desire to be rid of it. These pirate scientists proceeded to deploy the stuff on the front lines to great success, allowing pirates to shrug off wounds that otherwise would have been lethal. There were two problems with the technology however, the first became





As a GM you might be wondering how the hell to deal with some of the faction Boons. In particular some abilities like "Raise Hell" are supposed to be a bit of a GM challenge. Most of the abilities are intended to let the character shine and change up the situation in a powerful way that's advantageous for the Wing. For something like Raise Hell - it might not let them bypass an entire complex but it would - for example - change a highly fortified military complex, into a highly distracted complex under siege. If used against a smaller patrol or encampment, it might be appropriate to just have the zombies win.

apparent almost immediately. The optifex would invade and do its best to repair those who had fallen in battle, the dead. In fact it was more pervasive than that, often invading long dead graves and in its attempt to repair them, bringing their shambling skeletons to the surface. The dead - apparently - did not have any will to instruct the optifex to stop, and as once living sentient animals, the optifex saw it as its mission to reconstruct them (often to grotesque effect). To their horror, over time the second drawback of the optifex became apparent, while it was able to repair wounds and mend bones, it did so using itself as the replacement material. The user would be slowly replaced by the technology and, as with the corpses, it was often far from perfect at this replacement.

Optifex became known as the Necroptifex and is generally seen as a mistake and a scourge.

Pirate Queen

Before the keystone you were a legendary pirate captain and tales of your exploits have spread far and wide. You can mark your hook to remind an NPC who you are. Depending on the NPC - They will either be Impressed or Fearful - Either way you'll get what you want out of them *if* they can provide it.

Living Legend

The legends of your exploits as

a pirate captain have grown so large that no one even knows it was you. Rumor has it that you are 15 feet tall, breathe fire and your footsteps shake the ground. Your past gives you no leverage ... everyone knows that pirate king was 30 feet tall and covered in armored scales, they couldn't possibly be you. Whenever you encounter a new place, mark your boon to have been here before. Tell the party about your legendary exploits.

Deck swab

In the past you were the lowest rung on the totem pole aboard a pirate ship. You've made keeping your head down into an art-form. When you want to avoid drawing attention, or de-escalate a situation you can grovel and snivel and mark your boon. When you do this you get off without consequence. The problem decides, at least for now, that you're not who they're looking for, too weak to be a threat, not worth their time.

Smuggler

You have a second inventory of equal size to your normal one called a stash. You can mark this boon to swap items between the two at any time, but your stash is otherwise inaccessible. With years of

experiencing hiding and smuggling items, your stash can never be detected or searched. You can decide why that is for yourself.

Legendary Vice

As a pirate you smoke and drink whatever you please, whenever you please. And your tolerance for substances is legendary. You can mark this boon to ignore the effects of any substance you imbibe, or inhale (You can do this

retroactively after you find out what you ate was maybe not so good).. This means you could eat poisonous mushrooms, inhale noxious fumes or simply win a drinking competition.

Smooth Operator

There's more than one way for a pirate to help themselves to what they want. If you're close to another character you can mark this boon to discreetly go through their things. The GM will tell you what items they are carrying, and if you'd like you can help yourself to a single item without them noticing. Keep in mind they still might notice *later* and suspect you.

Masked Outlaw

Some pirates wear elaborate cybermasks for their intimidation factor and prestige.

However some also wear masks to conceal their identity so they can lead a double life. You're the later and you've never been unmasked. When you choose this boon, repeat step 1 and 2 of character creation and fill out a second sheet - share your boons between the two. This second sheet is your alter

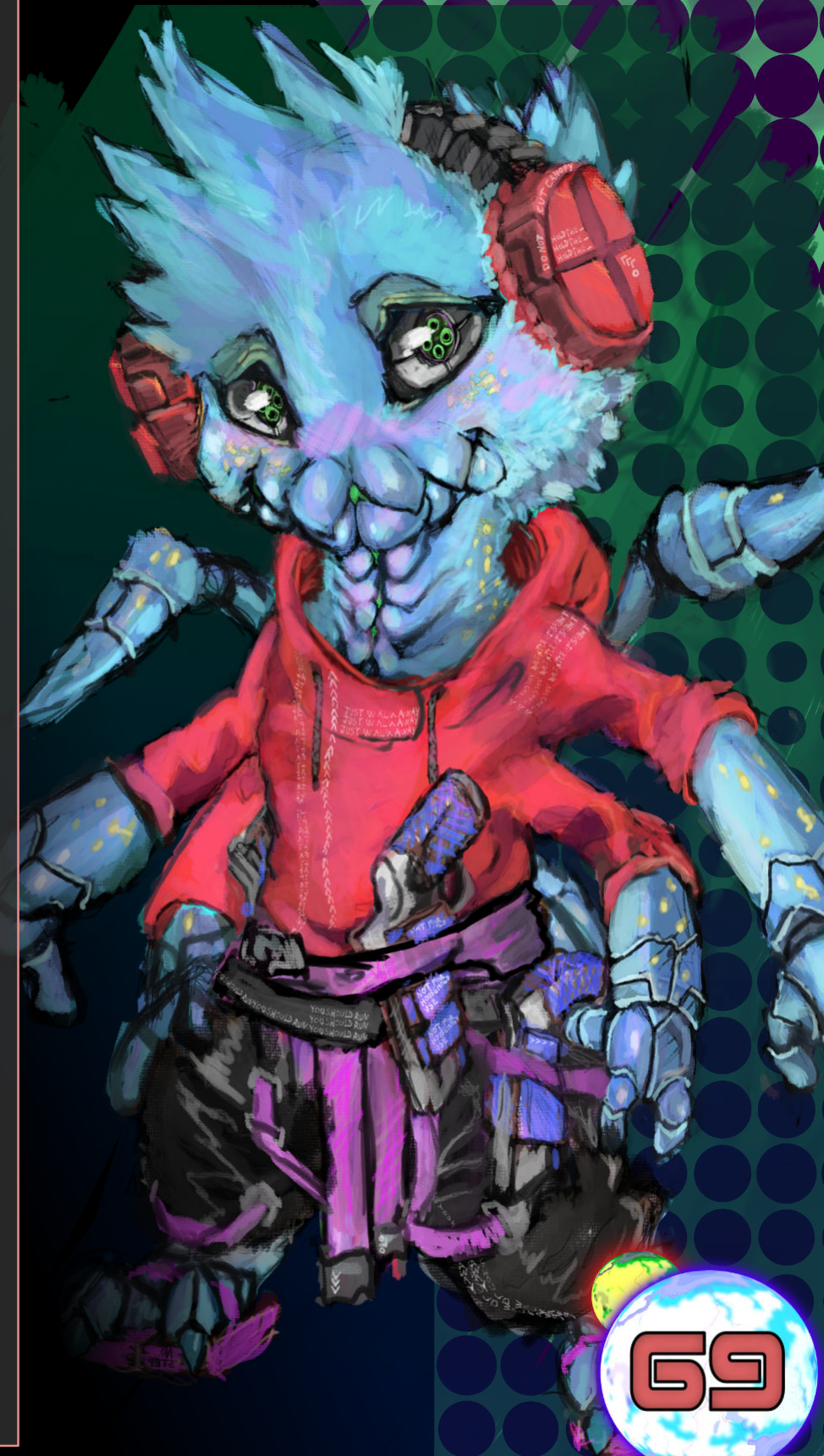
ego - who you are when you aren't suited up - You still have a single inventory and one ship. When operating as one of your personae your other is completely hidden. You can mark this boon when out of sight of prying eyes to covertly switch between the two.

Necromancy - Friend of the Dead

Using your control over the Necroptifex you can temporarily raise the dead and speak with them. They will answer your questions to the best of their ability as if you were a close friend, and can perform small tasks that take only a short time (like logging into a biometric system) - the longer they've been dead - the less they may remember.

Necromancy - Raise Hell

Using your control over the Necroptifex you raise the dead in the area and give them a general location to assault. Dead raised in this way are not under your direct control, and will not fight by your side. But a horde of shambling corpses attacking a location might vastly change the situation. There is no way to trace these zombies back to you without the help of another Necromancer.



Hiding in the depths of night its foul spawn hunt

GHOUL

CHASSIS

NAME: GHOUL CORPUS

HEAT 5 / 5

GRIT 5

NEON 6

ABILITY

Weapon Slots: 1 - Long
On any style turn you may spend any amount of neon to launch that many Missile. Place all launched missiles together in a new formation at speed 1. Torpedoes have 1HP. So long as you have active Missile you can spend a style turn to activate all your torpedoes.

- Each torpedo formation activates once with one of the following actions:
 - If they are tailing a formation they may explode dealing 1 damage <SPLASH> to the formation and removing all torpedoes that have exploded.
 - They may speed up.
 - They may tail a formation that they have the same speed as.
- Note: They cannot barrel roll or perform any other actions. If their hp is reduced to 0 they are destroyed and removed from the battle.

SENSORS

NAME: ACTIVE COOL

HEAT 2

STYLE 4

ABILITY

Active Cooling. Produces less heat but doesn't have a special ability.

ENGINE

NAME: SF-6

HEAT 3

HEART 3

ABILITY

Remote power transmission -
If you have torpedoes or drones, you may spend a heart turn to activate one of them.

WEAPONS

NAME HEAVY RAILGUN

RANGE DAMAGE LOCK
L 6 4

ABILITY

Precise

HEAT

NAME

RANGE DAMAGE LOCK
0 0 0

ABILITY

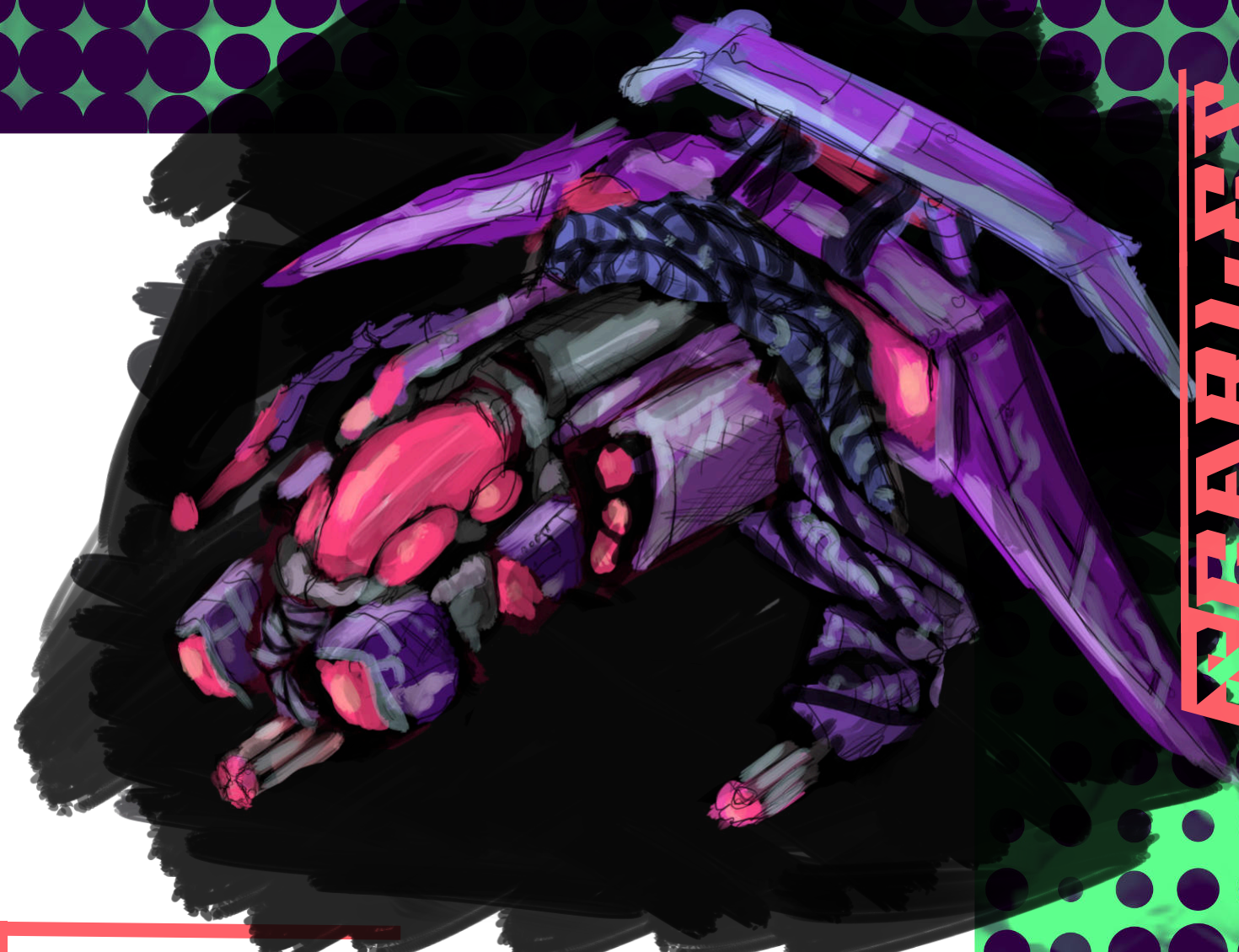
HEAT

NAME

RANGE DAMAGE LOCK
0 0 0

ABILITY

HEAT



PIRATE DATA SWARM>>

ACCESSING SF DATA RECORDS>>>>
THIS DESIGN DESIGNATION WHICH IS
BEING PROVIDED FOR THE FLEET FOR
YOUR REFERENCE ONLY. THE
EXPERIMENTAL CORPUS CONCEPT
ALSO HAS THE NAME AND NAME ONLY AND
IF SOME SURVIVAL BATTLE SCENES
THE DESIGNATION BEFORE THE FLEET
PROVIDES THE WHICH RECORDS TO
FOUNDRY THE WHICH TO THE
FOUNDER OF THE WHICH IS ON MY
MIND.

THESE ARE THE FLEET THE
DESIGNATION THE FLEET
DESIGNATION THE WHICH PROVIDED
TO SHARE THE ACTIVE RECORDS
AVAILABLE. THESE ARE THE
THE FLEET. DON'T PROSS ME.
-DESIGNATION NAME STILL COULD-

SPECTRE

NAME: SPKTR CORPUS

HEAT **9** **TOTAL** **1** **CHIP**

GRIT 5

NEON 3

ABILITY

2 Close 1 Long

Whenever you take damage from heat you may spend a neon to take a heart or style turn immediately.

SENSORS

NAME: CWD BANE

STYLE 5

ABILITY

If you have a short range lock on an opponent and they do a barrel roll, you may immediately lock a long range weapon on them.

HEAT 4

ENGINE

NAME: SC-REGEN

HEART 4

ABILITY

After each combat your ship repairs to full grit health. (Destroyed systems do not repair).

HEAT 4

WEAPONS

NAME	<i>SHOCKWAVE</i>		
RANGE	DAMAGE	LOCK	
<i>C</i>	<i>3</i>	<i>2</i>	

ABILITY

When this hits roll a die, on 1-2 it misses and you lose the lock, on 3-6 it hits and the foe takes 2 stun in addition to the damage.

HEAT

NAME	SHRAPNEL CHAIN	
RANGE	DAMAGE	LOCK
C	2	2

ABILITY

When you hit with this weapon you may immediately lock it against the same formation.

HEAT

NAME	FLAK CANNON	
RANGE	DAMAGE	LOCK
4	1	1

ABILITY

<SMASH>

HEAT

PIRATE DATA SWARM>>

[illegible]

It's spectral claws scrabble and grasp dragging it's prey to the depths of hell

WRAITH

CHASSIS

NAME: WRAITH CORPUS

HEAT 10 / 10

GRIT 4

NEON 2

ABILITY

If you are being tailed, on a style turn you may spend 1 neon to launch a gravity web behind your ship, if you do move the tailing formation so they are no longer tailing your formation then set their speed to your speed minus 1.

SENSORS

NAME: TARGET BCL

STYLE 4

ABILITY

When you hit with a LONG range attack against a formation, your allies may progress any locks they have on that formation by 1.

HEAT 4

ENGINE

NAME: SF-TUG

HEART 4

ABILITY

Whenever you spend a heart to move, all harpooned foes take 1 damage. Whenever You tail someone you may move your entire formation into tailing position.

HEAT 6

WEAPONS

NAME GRINDER

RANGE	DAMAGE	LOCK
2	1	2

ABILITY

When you hit with the grinder, immediately set a new lock at 2. Additionally they are entangled and cannot barrel roll, speed up, or move to tail a formation until they spend a heart turn to break free. If this is evaded, they still escape as usual.

HEAT

NAME HARPOON

RANGE	DAMAGE	LOCK
6	2	2

ABILITY

When you hit a foe with the harpoon cannon they are *Harpooned*. Reduce their speed by 2, and they are pulled into their own formation (if they were tailing anyone they stop, ships tailing them may choose to follow).

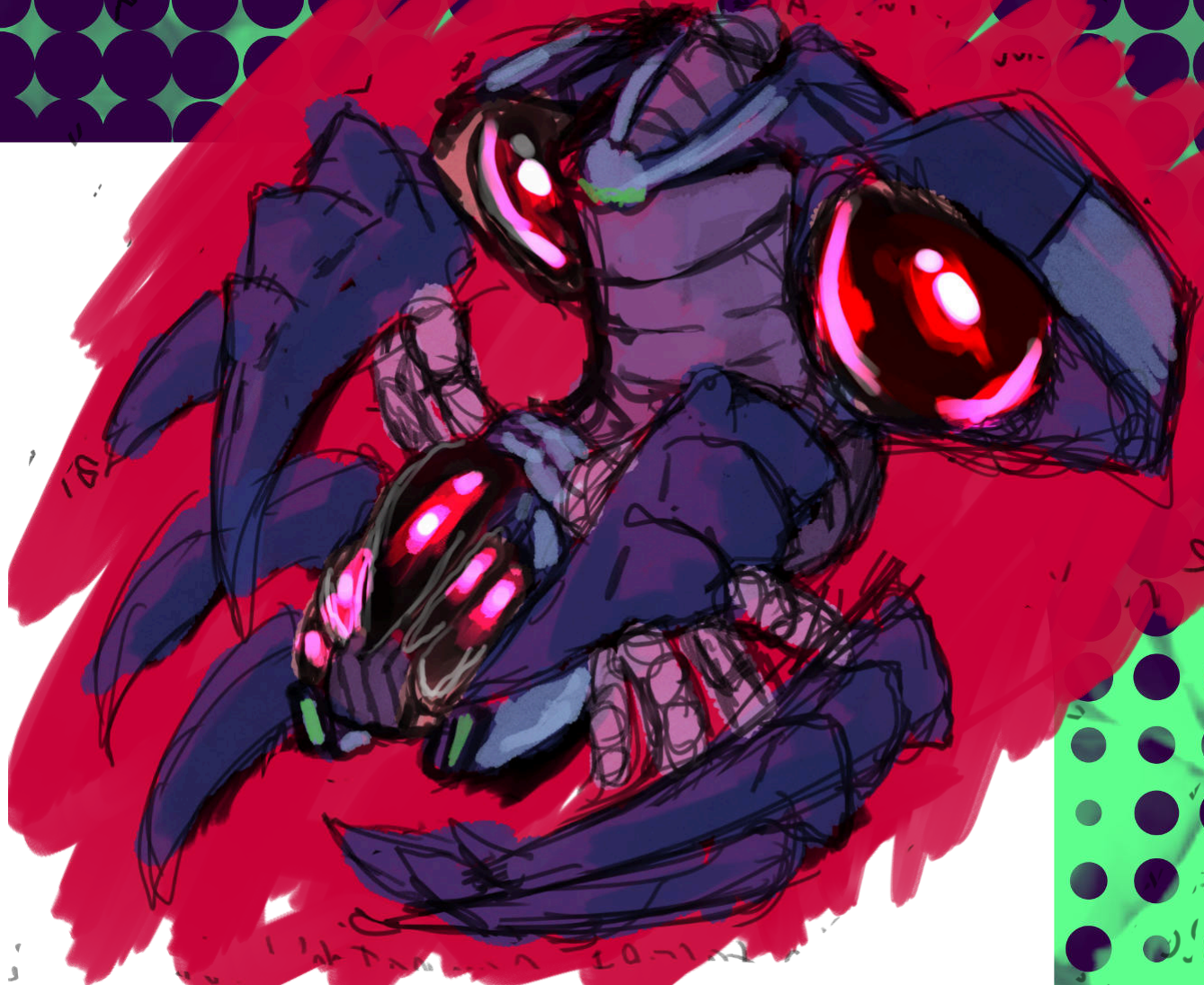
HEAT

NAME

RANGE	DAMAGE	LOCK
0	0	0

ABILITY

HEAT



PIRATE DATA SWARM>>

ACCESSING NEW RECORDS>>>>
UNUSUAL CHANGES HAVE BEEN
NOTICED IN THE OTHER PARTS
OF THE SWARM
"ANALYSIS" OF THE SWARM
HAS BEEN COMPLETED. THE
WHICH IS BEING TOLD IN
THEIR OWN RECORDS. THEY
WILL BE BUSY FOR
THEM A PERSONAL DEMONSTRATION.
NO PART IN MY VIEW, ALL
THE CHANGES ARE THE SAME
THEY ARE PROCEEDING TO
-DOCTOR P. WINTER-

THOUSAND KINGDOMS

Thousand Kingdoms

While F-Drives were just a curiosity to most of the factions before the keystone was destroyed, they were central to the way of life of the Thousand Kingdoms. The thousand kingdoms generally lived a nomadic lifestyle jumping between planets interconnected by the Lighthouse network, settling the planets, exploring their secrets, and then moving on to the next planet in the network.

Comprised of "Thousands" of small houses, each styling themselves as a Royal family, any member of the kingdoms you might meet is likely to be a Queen or King, most at the very least have a claim as a princess or prince. Before the war the houses were perpetually in a state of ritualistic "War" with one another. Adhering to a strict code of "honor" the kingdoms would raid one another for resources. While none would admit to pulling punches, it was more "Honorable" to leave your opponents alive, but incapacitated, and to not take more than you needed during your raid. Similarly a more successful house would often discreetly allow resources to be stolen away by less fortunate

opponents.

The kingdoms fleets, if you could call them that, were comprised entirely of smaller vessels, compatible with the F-Drive network. While they didn't have the raw power available to match the fleets of capital ships projected by the other members of the Phalanx, the Thousand Kingdoms proved invaluable during the war with the Maw, as the Lighthouse network allowed them to raid the Maw by suddenly appearing deep behind enemy lines.

Thousand kingdoms houses can be broken into four broad traditions, named for the phases of matter. Houses of Plasma, the Solid Houses, the Vapor Houses and Liquid Houses.

While all of the houses did some raiding, exploration and settling, traditionally the houses of Plasma were known for being aggressive raiders, relying on resources raided from other houses to feed their people.

The Solid Houses often settled planets permanently,



abandoning the nomadic traditions of the other houses to build fortified underground settlements.

The liquid houses were traditionally the traders of the Kingdoms, moving between settlements and bartering for goods.

As with the Liquid houses, the Vapor kingdoms are known for their constant travel, but rather than trader they have a reputation as explorers, often the first to discover new ruins and unlock new lighthouses. Even before the keystone was destroyed, they were discovering planets and routs previously unknown to other kingdoms. Some even credit them with finding the first F-Drive eons ago.

Some whisper of a fifth set of houses, the houses of gas, comprised of cunning and stealthy individuals who walk unseen among the other houses and even other empires, but most are quick to dismiss such stories as fanciful superstition.

Since the destruction of the keystone some of the members of the kingdoms have found themselves seemingly blessed with the elements, often matching the phases of their house. Crystal

or granite carapaces, Fur that burns with a perpetual cool flame, feathers that crackle with electricity, or scales that glisten like a river in motion. Some members of the kingdoms find that these oddities are more than just aesthetic, giving them the ability to manifest these elements to often destructive effect.

Survivalist

You might not have been on *this* planet but you've seen so many ecosystems before you can make an educated guess. When you encounter native life you can mark this to read their info sheet.

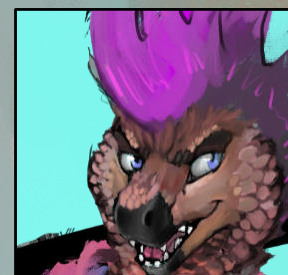
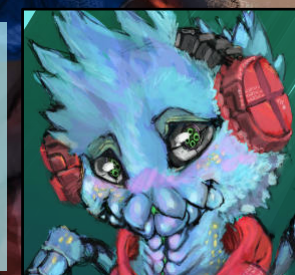
Natural Explorer

When pioneering for food you can mark this to read the encounter list (but not the individual sheets). When you do you can pick your next encounter instead of the GM rolling.

Elemental Calamity-

Your elemental powers allow you to occasionally bring down calamity on a location. You shake the ground, call down lightning, fire, floods, or blowing wind. Structures are damaged and torn apart. Though you don't have the ability to target a specific person, this should vastly change the situation. Pick a location and mark your

I think I can kinda relate with the Kingdoms especially the Plasma Houses. When I was in the fleet we used to raid people and take their stuff all the time.



I'm not sure it's quite the same Pankake, the Kingdoms have a lot of unspoken rules about how much you should take and who it's ok to take it from. Pirates used to just take what they want.



boon to bring down calamity upon it.

Gaseous House Agent-

As a member of one of the secret houses of gas, you are a master spy and while other factions are oblivious to it, the gaseous kingdoms have agents *everywhere*. Mark this boon to get in touch with a local operative - They'll share what information they have about the current planet side situation.

Plasma House Clarity -

Members of plasma houses sometimes experience jolts of clarity - visions of the future that is about to pass. At any time during a non-combat scene you may mark this boon to restart the scene from the beginning - the scene you played out was actually a vision of one possible future. Any truths you found or information you gathered remains just as true.

Liquid House Trader -

Your house specialized in trade between the kingdoms, and you picked up secrets of the trade. You can mark this boon to convince anyone to trade with you. When they do they deal with you fairly until the trading is complete and you can treat any relics you trade as being worth 1 more than it otherwise would be.

Solid House Architect -

The kingdoms have been

using lighthouse to travel the universe long before the keystone was destroyed and the solid houses often built their own underground habitats within and around them. When you encounter a dungeon - if it contains a lighthouse- you can mark this boon to estimate it's layout. The GM shares the map of the dungeon with you as well as any of the *original* defenses.

Vapor House Explorer-

Having explored the stars through the lighthouse network for your whole life you're an expert at finding things. You may ask the GM where 3 things are, and the GM will tell you.

Elemental Form

You're able to convert your body into an element. This lets you merge with solid objects, travel through electrical wires, fly, or remain hidden. Mark this boon to change your form for a single scene in order to hide or bypass obstacles.

Story Teller

Your house has passed down stories of planets visited in ages past. When you make a meal you may mark this to share a legend taking place on a planet *just like this one* with the group. The GM will update the planet locations because the story was true.

RAIN FALLS - TIDES RISE

TORRENT

CHASSIS

NAME: LIQUID-TORRENT

HEAT **EIGHT** / **8**

GRIT **3**

NEON **2**

ABILITY

Weapons: 3 Close
As a style or heart turn you can spend 1 neon to give an ally (not yourself) a shield barrier. The barrier negates the damage from the next hit they take this combat.

SENSORS

NAME: LIQUID-EYE

HEAT **3**

STYLE **3**

ABILITY

When you lock on a weapon you may lock on all weapons you have that can target your target. When you advance a lock you may advance all of your locks against that target.

ENGINE

NAME: SOLID HEART

HEAT **5**

HEART **5**

ABILITY

Whenever you take damage, remove a style or heart card from the discard pile, don't re-shuffle it when the pile is reshuffled this combat.

WEAPONS

NAME	LIQUID BEAM		
RANGE	DAMAGE	LOCK	
0	8	5	

ABILITY

None

HEAT

NAME	SOLID BEAM		
RANGE	DAMAGE	LOCK	
0	1	1	

ABILITY

Precise

HEAT

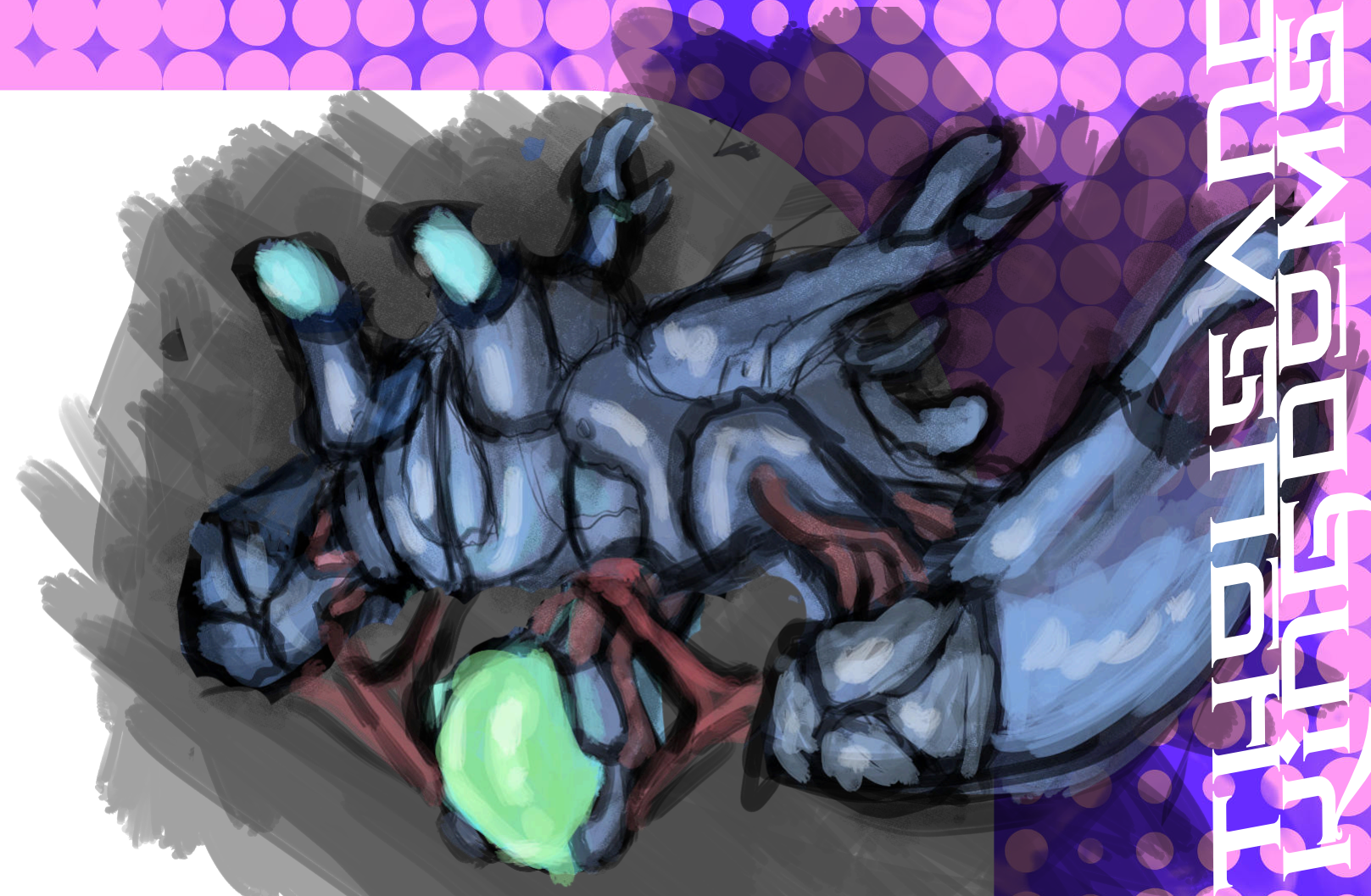
NAME	PLASMA BEAM		
RANGE	DAMAGE	LOCK	
0	2	3	

ABILITY

Remove 2 cards of your

choice belonging to the target from the discard pile on hit (don't reshuffle it this combat).

HEAT



SMALL TALK

My Dear Majesty Queen Mojica of the esteemed Liquid House Darkriver.

I hope my missive finds you well. Despite unfortunate raids from House Whitespark, in which we repelled them with minimal loss of supplies and only a small loss of rations, with which they may perhaps survive the winter, we have begun production on the Torrent designs you and your sister house have provided us with. The throbbing heart in her hovering chest is of course pure solid ingenuity but the rest of the design flows with the Liquid beauty I have come to expect from such houses, particularly your own.

It pains me to convey that I must send the forgers as we begin production on these finer of designs, and forgo travel in the short term. As such cannot embark to commune with your Majesty in person. Perhaps, should you find the time between your duties regarding the war, and the administration of your own house, you might find the time to pass through the halls of our Kingdom once again?

Yours Always,

Queen Seelkalan - rightful ruler of House Stonehall



LIGHTNING STRIKES - LIFE ENDS

BOLT

CHASSIS

NAME: PLASMA-BOLT

HEAT TOTAL // 7

GRIT 2

ABILITY

Close 1/Long 1
Place 5 omni cards in the deck, when you draw an omni card you may spend a neon to take either turn type.

NEON 8

SENSORS

NAME: PLASMA EYE

ABILITY

Once per combat you can spend a neon at the start of an opponents turn. They skip that turn.

HEAT 4

STYLE 4

ENGINE

NAME: PLASMA HEART

ABILITY

You need 1 less speed to do a barrel roll.

HEAT 3

HEART 3

WEAPONS

NAME	PLASMA-FLARE		
RANGE	DAMAGE	LOCK	
2	4	3	

ABILITY

This weapon always hits regardless of speed.

The hit target may choose to take 2 stun to negate the damage from this weapon.

HEAT

NAME	PLASMA-AUTO		
RANGE	DAMAGE	LOCK	
6	4	3	

ABILITY

Suppressive fire - Whenever you progress a lock with this weapon reduce the target formations speed by 1.

HEAT

NAME			
RANGE	DAMAGE	LOCK	
8	8	8	

ABILITY

HEAT



THOUSANDS OF KINGDOMS

To My Liege, King Aurnos XVI

Our latest glorious expedition has been successful. As you are aware the other houses have attempted to hold back the Houses of Plasma such as our own, with their petty ban on what they now sneeringly refer to as "raids". While I agree with the rise of the Maw and our entry into the Phalanx we perhaps have greater concerns, surely they can see the value in carrying on our long held traditions, even in times of war. But I digress from the purpose of this missive.

As you wisely instructed, if they will insist like cowards that we do not make expedition towards other Kingdoms, then we will simply take the honor and supplies that we need from the Maw. And to think the other houses must have thought they had a surefire way to curtail our honor. While they played politics with the rest of the phalanx we took action. I will relish the looks on their faces when I regale them with our stories of victory, and with no "raids" to reach them our superior martial techniques the skills of the other houses will wither and die like a plucked flower.

But once again I carry on, production on the Bolt has begun - in short time the first Plasma House fighter will soar in the skies, produced in our own foundries and with no assistance from the other phases.

Yours in Service - Duke Vex Arcwing

CLOUDS GATHER - WINDS SWIRL

STORM

CHASSIS

NAME: SOLID-STORM

HEAT

10

10

GRIT

4

ABILITY

Weapon Close 1/ Long 1
You may use your neon as additional HP and can spend your HP as neon. Also, You have an additional backup system that you can destroy when you take a wound. It can be repaired whenever you rest planetside - as long as your ship is near by.

NEON

3

SENSORS

NAME: VAPOUR EYE

ABILITY

When you take a wound, you may choose to keep your locks and positioning instead of the usual rules.

HEAT

5

STYLE

5

ENGINE

NAME: VAPOUR HEART

ABILITY

You can use a heart turn to speed up or slow down a tail chain, even if you are not in the lead. If you choose to slow down, you may do so by 1 or 2.

HEAT

5

HEART

4

WEAPONS

NAME	SOLID-CUTTER		
RANGE	DAMAGE	LOCK	
0	2	3	

ABILITY

If this hits, the target loses all of their locks.

HEAT

NAME	VAPOUR-ARC		
RANGE	DAMAGE	LOCK	
6	2	2	

ABILITY

<Precise> <Smash?>This hits all ships of your choice in the target dogfight.

HEAT

NAME			
RANGE	DAMAGE	LOCK	
0	0	0	

ABILITY

HEAT



SMASH STITCH

Sister,

As you know our childhood "friend" Princess Coldflower of House Iceborn now styles herself as Queen of House Coldrock, despite having little to no claim to the abandoned seatlement she has moved her family into.

Under normal circumstances I would write you to commiserate over the vanity of her new mon de famille and to make further jokes at her expense but, and it pains me to say this, we may need to humor her flights of fancy with regards to her exile. You see the Princess... no I should say the Queen, has discovered a foundry (a working one no less!) in the abandoned seatlement she now calls her home. In your last letter you indicated to me that you were working on designs, based on some of the technology recovered from our recent expeditions, but that you had access to no foundry to produce them. I think should we swallow our pride just this once, we may have an opportunity to produce a new ship that would surpass our for-fathers.

new

87

Threats

Arcs represent both the benefits and drawbacks of your characters backstory - good and bad.

Threats are the bad part. Some threats give your character permission to act out, and some give the GM a source of additional danger for the party - Whenever your threat causes problems - not just for you - but for the group. Your wing has the opportunity to recharge their boons. They roll a d6 and increase their progress towards resetting their boon by that number. At 7 total, they recharge their boon.

When your boon is already charged (like at the start of the campaign) you can still gain progress towards recharging it, stocking up to a maximum of 6.



Conflicted - You're at a personal crossroads - Conflicted about the path you're on. Decide what the internal conflict is. Whenever you cross the party over the conflict they recharge their boons.

Dark Past - You have a past you aren't proud of. Whenever your past causes problems for the group they recharge their boons.

Trauma - You have a traumatic experience from your past. Maybe you freeze up in certain situations, maybe you lash out inappropriately. Whenever you do they recharge their boons.

Rival - You have a rival - someone who - while not actually a foe, regularly messes with you and the party. When they cause trouble for the group they recharge their

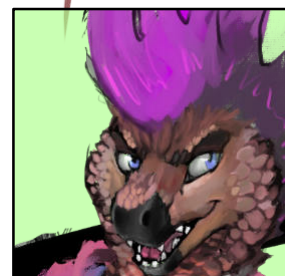
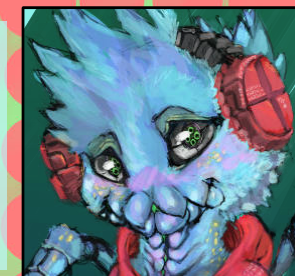
boons.

Jealous - You have a rivalry with one of the members of your group (Check with their player first!), and you are willing to take risks or act out to show them up. Whenever you do and it causes problems for the group - they recharge their boons.

Nemesis - You have a foe who has a bitter hatred for you. Whenever they cause problems for the party - They recharge their boons.

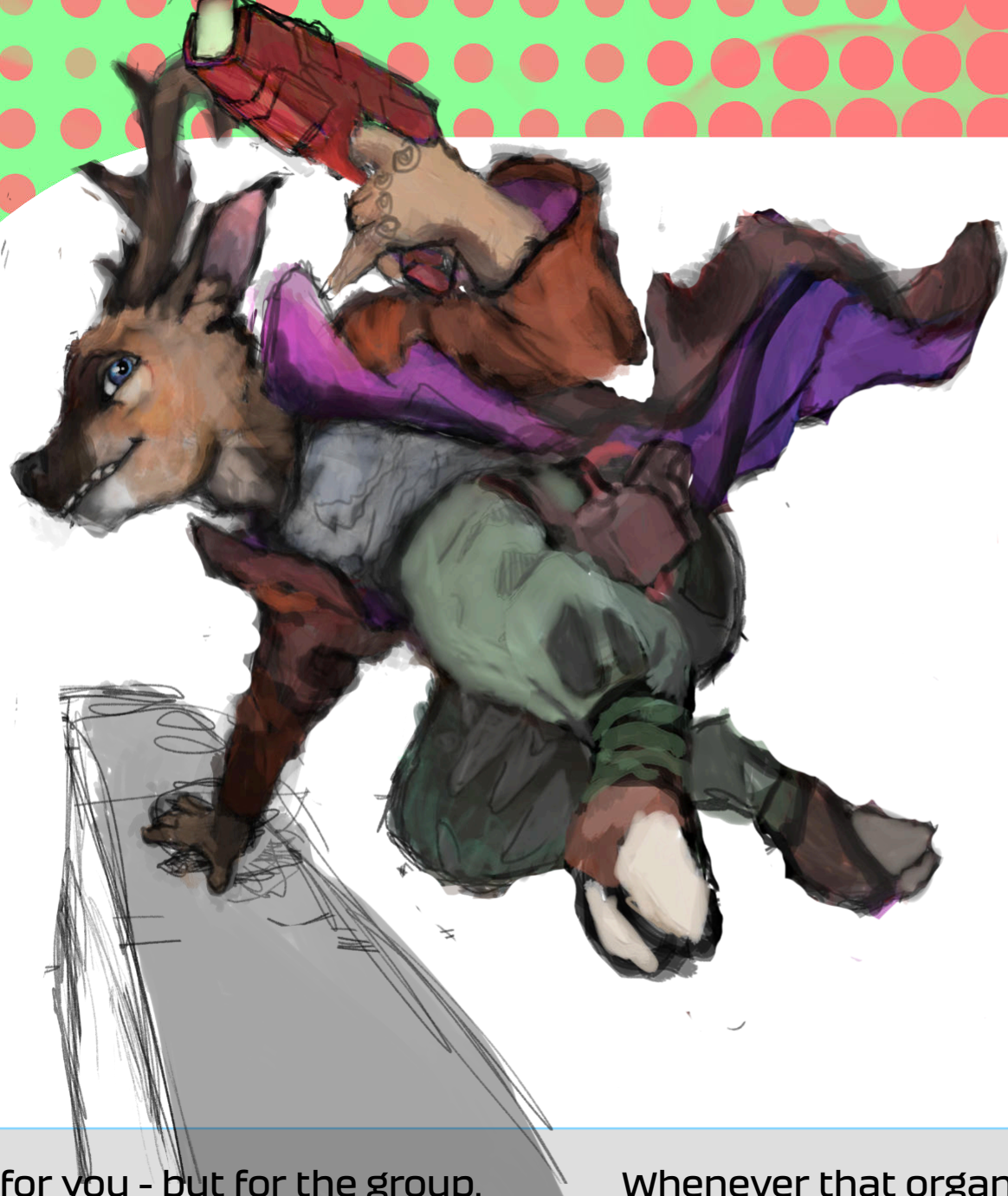
Haunted - A spirit or some other Arcs represent both the benefits and drawbacks of your characters backstory good and bad. Threats are the bad part. Some threats give your character permission to act out, and some give the GM a source of additional danger for the party - Whenever your threat causes problems - not

So uhm... what if one of the players uses their threat to attack my character, or say... mess with their loved ones or something.



The goal with threats was to give a bit of permission to not always act optimally, have your character make some mistakes - and maybe create some *light* inter character drama.

That said, if you're thinking of leaning into your threat in a way that directly picks a fight, or messes with the backstory of, one of the other characters in the group - Just ask the player out of character if they'd be cool with your approach - rather than jumping straight in.



just for you - but for the group. Your group has the opportunity to recharge their boons. They roll a d6 and increase their progress towards resetting their boon by that number. At 7 total, they recharge their boon.

Hunted - Your past has made you enemies and they are looking for you. Maybe to get revenge, maybe so they can control you. Decide what organization is looking for you.

Whenever that organization causes trouble for the party - they recharge their boons.

Dark Past - You have a past you aren't proud of. Whenever your past causes problems for the group they recharge their boons.

Phobia - You have a specific fear. Whenever that fear causes you to freeze up or abandon the party or get in the way, they

recharge their boons.

Missing Loved One - Someone (or multiple someones) from your past are missing. Your character might not know what happened to them - but you (the player) do. Decide their fate in advance. Whenever you drag the party into your investigation - they recharge their boons-

Great Expectations - You have important family, or an important mentor - maybe politicians royalty, war heroes, leaders. There's pressure, both inward and out to live up to that heritage. Whenever you cross with the party in order to try to follow in your family's footsteps - they recharge their boons.

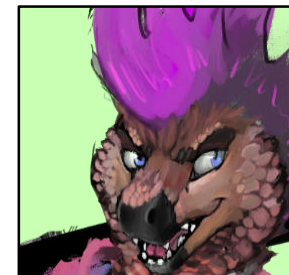
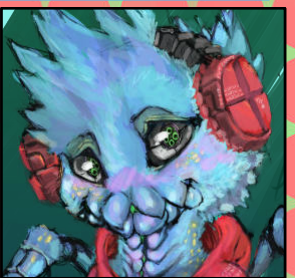
Temper - You have a bad temper. When someone pisses you off you act out - right away loudly, and without regards for

the consequences. Whenever this gets in the party's way - they recharge their boons.

Necroptifex Carrier - You benefited from the miracle healing powers of the Necroptifex, but its replaced enough of your body that you require it to stay alive and you have little control over it. This means it's slowly eating away at you, and you're vulnerable to being manipulated by necromancers but worse than that, your infection can spread to the dead - raising them again. Whenever your infection causes problems for the party - They recharge their boons.

Amnesia - One day you woke up - and you had no memories of who you were before. That doesn't mean others don't remember. Whenever something from your past causes problems for

Some of these are pretty thematic... do we have to pick just one?



Since Threats are strictly negative, players can pick more than one if they want. That said, too many might leave your backstory feeling a bit convoluted and muddy so I'd recommend against going overboard.

the party, they recharge their boons.

Greedy - your easily swayed by offers of money or loot. You might entertain dubious sources, take unnecessary risks or otherwise get swindled and get the party into trouble.

Ruinous Impulse - You have shadowy whispers in your ear that tell you to do things you shouldn't. Whenever you give in to them and it causes trouble for the party, they recharge their boons.

Loud mouth - You like to brag and talk a big game, and sometimes that means you have loose lips, and ships are sunk. Whenever you share information that gets the party in trouble they recharge their boons.

Sickly - You're not in good health. Whenever your health gets in the way and causes you to let the party down - or they need to go out of their way to support you, they recharge their boons.

Oblivious - Sometimes you're particularly stupid or dense. This might mean you walk face first into traps, or forget to mention important details to the party. Maybe you

wander off at inopportune times. Whenever your bone-headedness causes issues for the party - they recharge their boons.

Proud - You're a bit full of yourself and think you're better than others - Whenever your pride gets in the way of the party or causes problems - they recharge their boons.

Addiction - You have an addiction to a particular drug or substance - when you need more you *need* more. Whenever this gets in the way of the party - they recharge their boons.

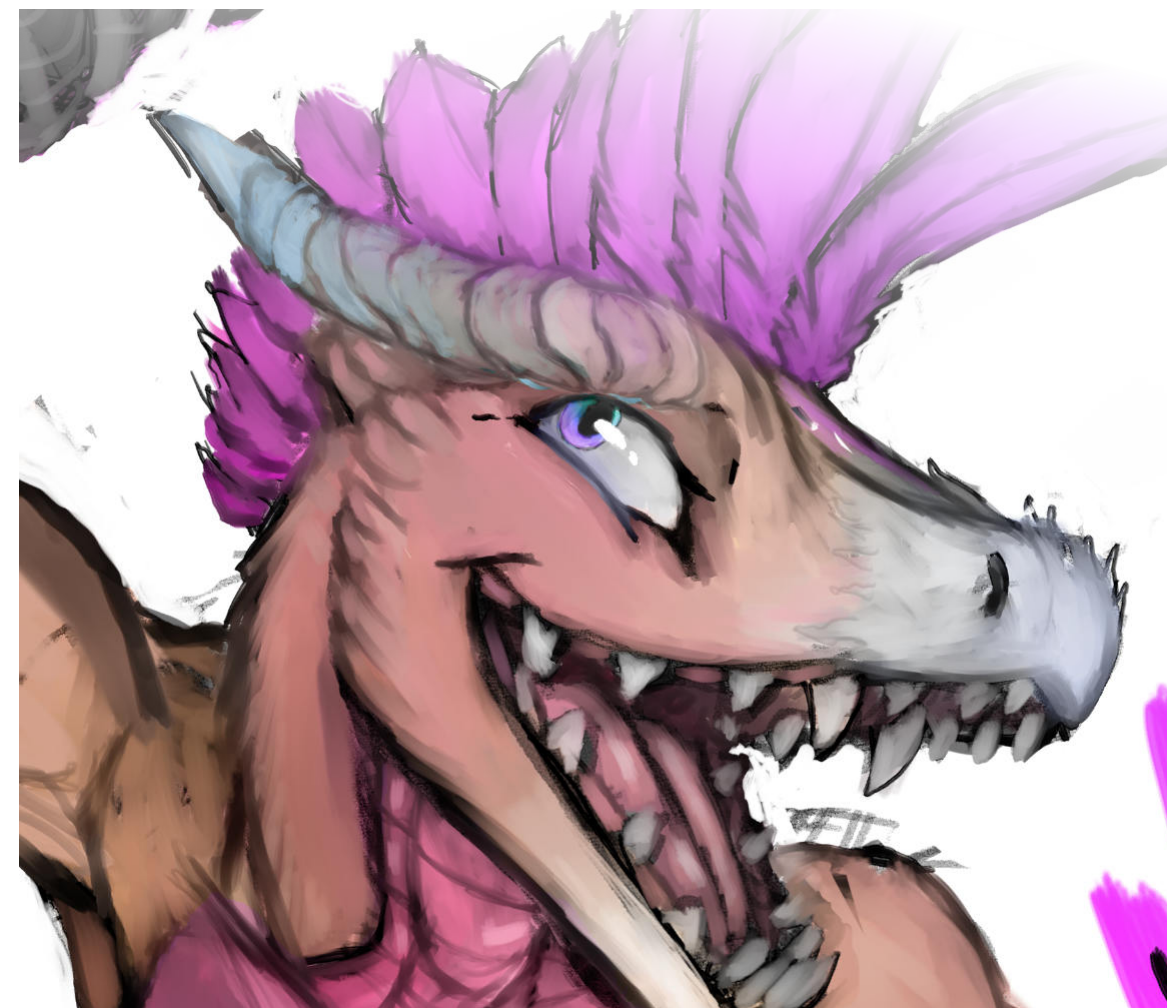
Infamous - You have a reputation that proceeds you and it's not good. People will recognize you and go out of their way to avoid helping you, or worse some might actively interfere and get in your way. Whenever this causes problems for the group - they recharge their boons.

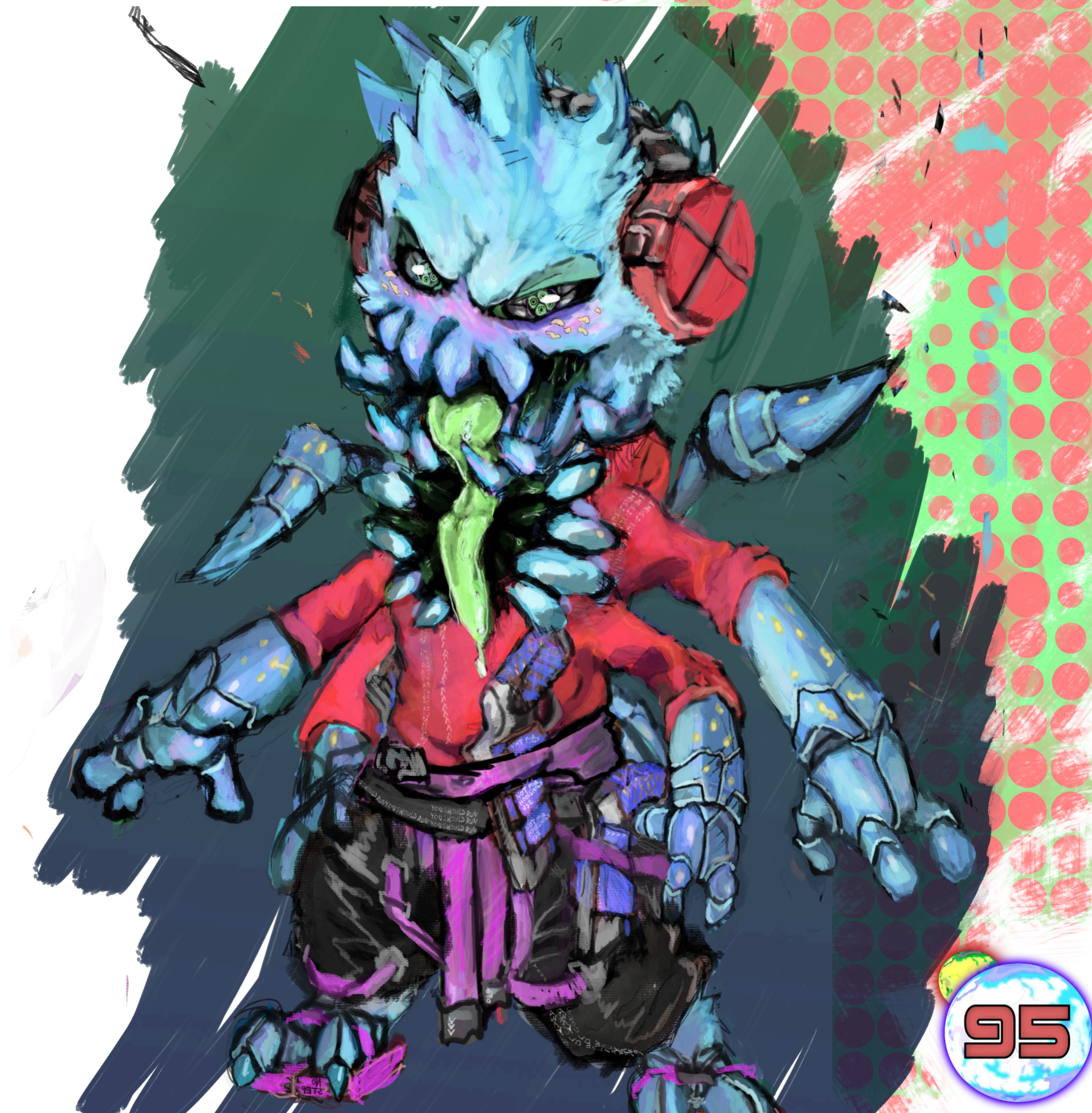
Oath - You've sworn an oath which you follow religiously. Whenever following your oath gets in the way of the party - they recharge their boons.

Fool - You sometimes act without thinking and do foolish things. You're the kind of

person who might touch a stove to see if it's hot, shout in a dungeon just to hear your echo, or blunder into a trap you've already spotted "What's the worst that could happen". When your thoughtless actions cause trouble for the party - they recharge their boons.

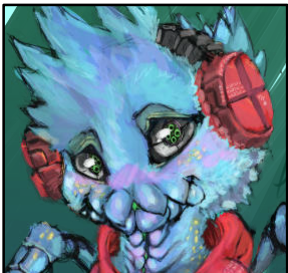
Honorbound - You value honor as an abstract concept. This means you might accept an inadvisable duel, or choose a course of action simply because someone said you were too weak to accomplish it. If these choices cause trouble for the party - they recharge their boons.





Ground Combat

Ground Combat



I'd recommend using something flat (like a card or small piece of paper) to track player positions in combat. You can then use differently coloured six sided dice for each character to track their locks by placing a die on the targeted formation and setting it's value to the lock value.

(In this example Deer and Vic are in formation and have locks on Noraa - and Noraa has a lock on their formation)



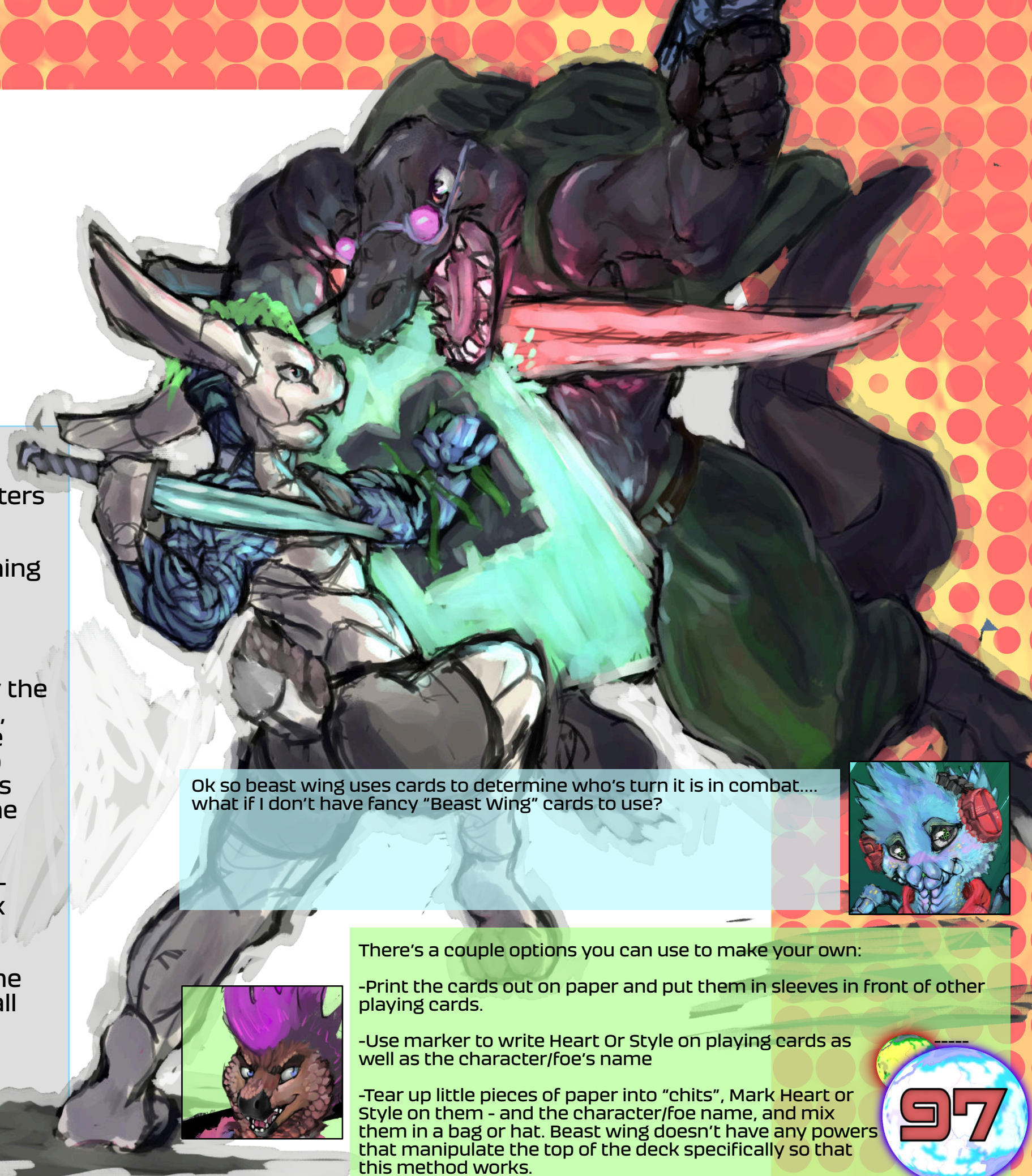
START

To begin combat all characters in combat (including foes) count their heart and style stats and contribute matching cards to the initiative deck which is then shuffled.

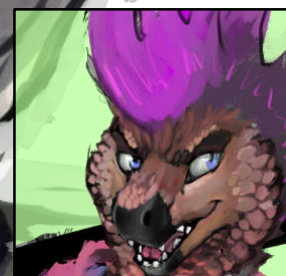
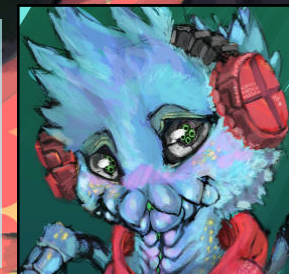
Each turn, cards are drawn from the top of the deck by the Game Master and set aside, when a card is revealed the matching character gets to take one action. The actions you may take depend on the type of card.

When the deck is empty, re-shuffle all of the cards back into the deck.

If one side hasn't spotted the other, the ambushers can all lock on an attack for free.



Ok so beast wing uses cards to determine who's turn it is in combat.... what if I don't have fancy "Beast Wing" cards to use?



There's a couple options you can use to make your own:

-Print the cards out on paper and put them in sleeves in front of other playing cards.

-Use marker to write Heart Or Style on playing cards as well as the character/foe's name

-Tear up little pieces of paper into "chits", Mark Heart or Style on them - and the character/foe name, and mix them in a bag or hat. Beast wing doesn't have any powers that manipulate the top of the deck specifically so that this method works.



STYLE

When a STYLE card is drawn the matching character may:

1-Lock a weapon onto a formation you can see. This is the first step of making an attack. Place your targeting die on an enemy formation and set its face up value to the lock value of the weapon. You will attack this formation when the attack resolves. If your target formation moves such that your lock is no longer valid it's lost.

Ranged (long) weapons can only target formations that are not engaged with your formation, and Melee (close) weapons can only target formations that are engaged with your formation.

If an enemy leaves the targeted formation you may have your lock follow them to whatever new formation (including by themselves) they end up in, in which case that formation is your new lock target. Alternatively you can let them break away from your lock, and remain locked on the original formation. In either case the lock must still be valid or it is lost.

2-Follow through. On their turn a character can choose to

progress an existing lock by decrementing the current value by 1.

When the lock hits 0 you execute the attack, for close attack the target must be engaged or the attack misses, and the opposite is true for ranged attacks. Finally attacks against formations in total cover always miss. If you hit, the formation takes damage equal to the damage of the attack, and suffers any other effects of your weapon.



HEART

When a HEART card is drawn the matching character may

1-Move. A character may move to a new position on a battlefield. This means they may leave their current formation and join a new one, or engage with an enemy formation. If you move away from a formation with a ranged lock on it, the source of that lock may choose to keep it on the same formation or track you and move it to your new formation.

If you move away from a formation with a close lock on it, the character must keep it on the same formation. If the formation no longer exists (because it only had one person in it) the lock is broken.

Similarly if you move entirely out of line of sight, locks cannot track you - however someone can still spend their heart turn to move around the obstacle as well. Generally moving out of line of sight also means you will need to spend a full heart turn to move back to be able to start your own lock.

As with out-of-combat If the player wishes to move somewhere that requires a certain ability (such as climbing on top of something tall, or jumping over a gap) they may do so but need to have

enough grit to accomplish the task, or spend enough neon so that they can push through to have enough grit. Artifacts or species powers apply

2-Progress A Lock. On their turn a character can choose to progress an existing lock by 1, if the lock reaches 0 they make an attack with that weapon against their originally locked formation. Taking any other action while locking on usually breaks that lock. When you resolve a lock and make an attack, you do the damage and listed effects to a number of targets listed on the weapon, the defending formation chooses the targets.

3-Sacrifice play. You can sacrifice yourself and take a wound to guarantee the group (including yourself) can withdraw from combat. You take an appropriate wound of the GMs choice (depending on the situation it could be bad!) and the group is able to escape.

COMBAT RULES

Taking Wounds

A characters health starts out equal to their grit. Whenever they take damage, reduce their grit by that much. If grit hits 0 - they take a wound and all of their locks are broken. They may then withdraw from combat if they choose.

Formation. A formation is a group of allied characters, who are next to one another and are said to be "In formation". If a player takes a move action they can leave a formation, or join a new one. A person by themselves is technically in formation by themselves. If an attack hits a formation the characters in the formation may choose who takes the damage, allowing a more durable character to body guard less durable characters. An enemy, or formation of enemies who is next to your formation is said to be engaged with your formation.

Targeting and Tracking Attacks.

Close attacks require you to target a formation you are

engaged with.

Conversely long range attacks require you to target a formation you are not engaged with.

If a character moves out of a formation you have a lock on, you may track the lock to their new formation (moving it off of the old one) if the new target is still valid. Alternatively you may continue to target the old formation, if it still exists.

If a lock ever becomes invalid it is lost. For example, you can never have a close range attack locked onto a formation that is not engaged with you and vice versa.

CONDITIONS

Stunned

When you are stunned the only action you can take on your turn (either) is to reduce your stun counter. Once it hits 0 you are no longer stunned.

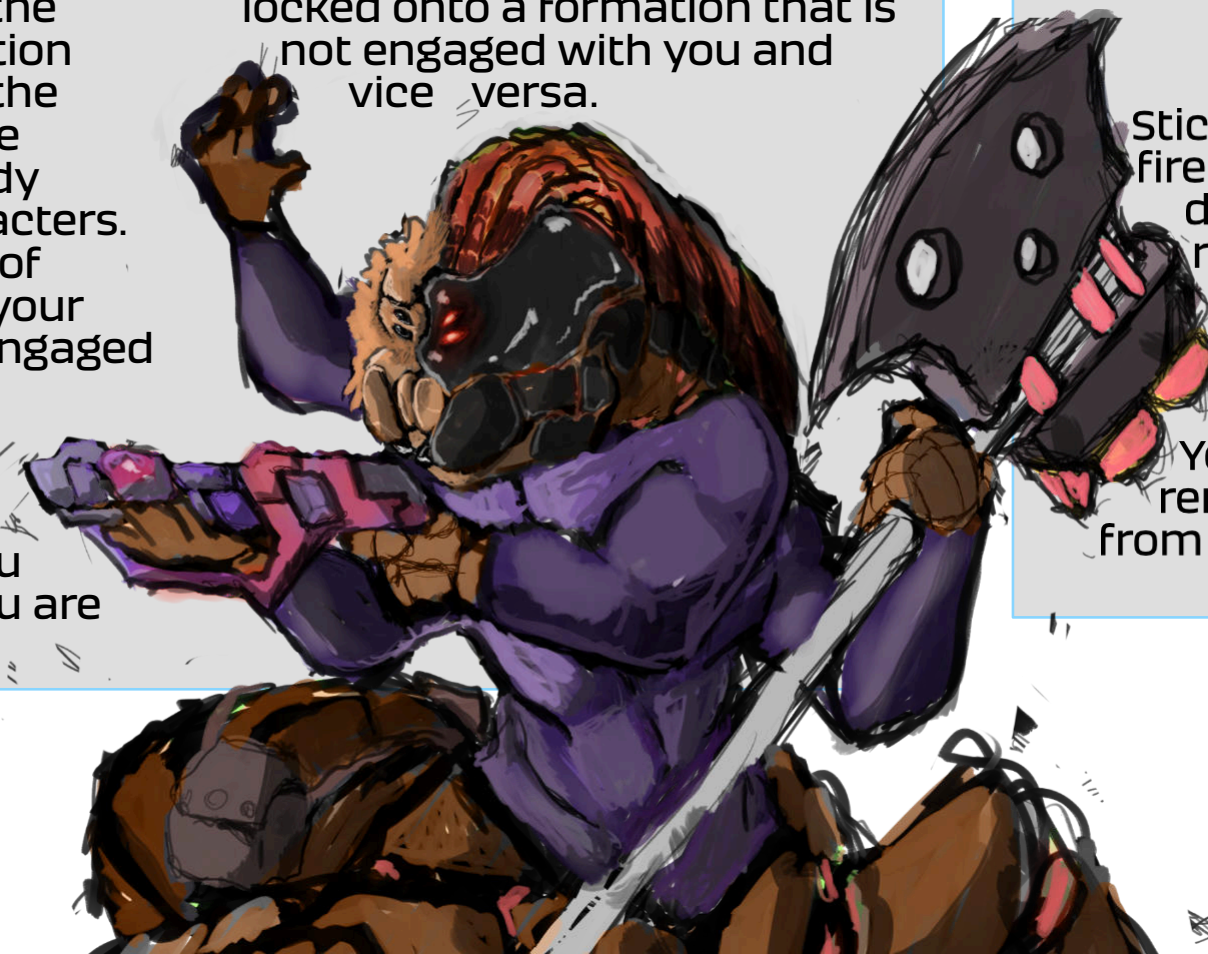
Entangled

When you are entangled you cannot move until you clear the entangled condition. You may spend a heart turn to reduce your entangled counter by 1, once it hits 0 you are no longer entangled. You may still spend heart to advance locks as normal.

Sticky Damage

Sticky damage represents fire, acid or some other damaging but hard to remove substance.

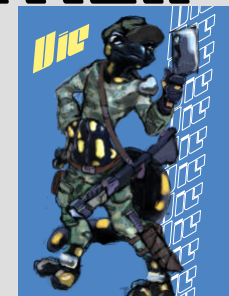
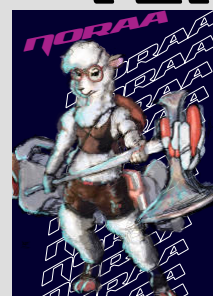
at the end of your turn take a damage equal to the sticky damage value. You can spend your turn to remove all sticky damage from yourself.



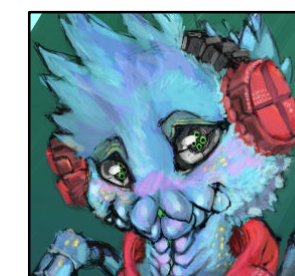
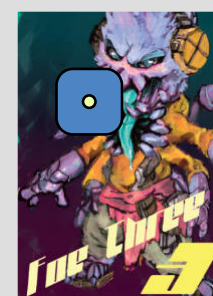
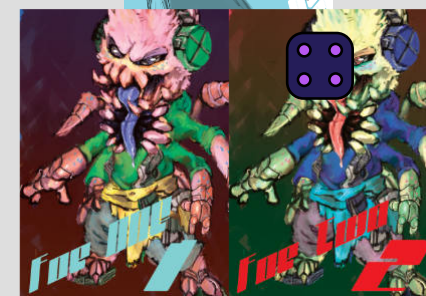
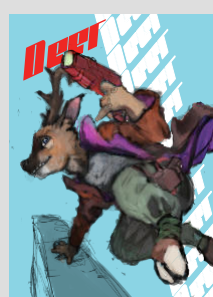
IN FORMATION



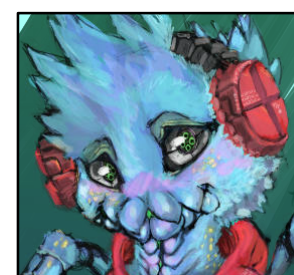
DIFFERENT FORMATION



LOCKS + ENGAGEMENT



This first and second example show in-formation and out of formation positioning. Everything in beast wing combat is relative so touching means in formation, not touching means Vic and Noraa are in separate formations by themselves.



This second example shows Noraa Vic and Deer fighting 3 evil versions of me - #1, #2 and #3.

In this example Noraa and Vic are in formation with one another. #1 and #2 are in formation with each other. And #3 and Deer are in their own formations.

Deer's formation is engaged with the #1, #2 formation.

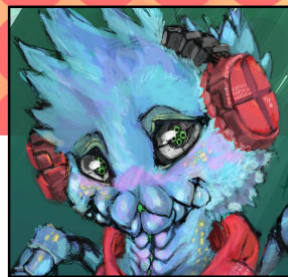
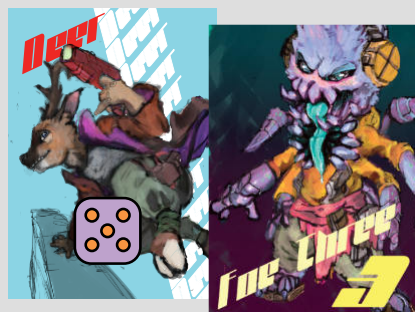
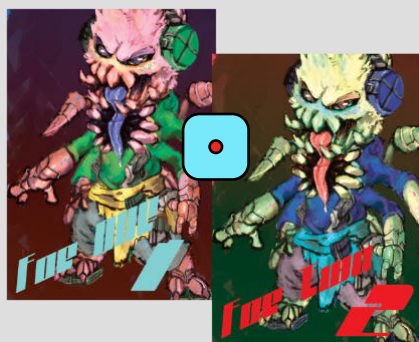
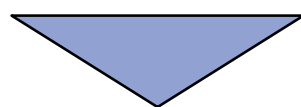
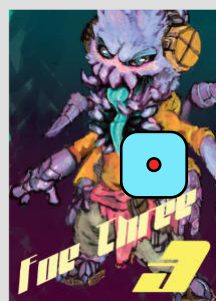
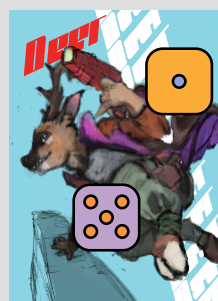
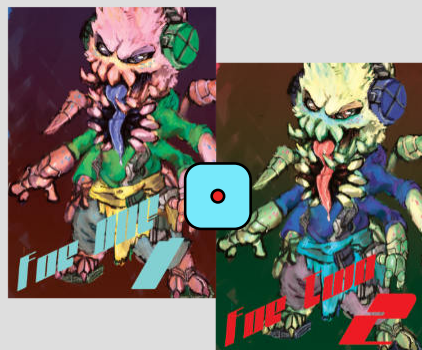
In this situation Deer could only use a close range weapon to lock onto the #1-2 formation, and only use a long range weapon to lock onto the 3 formation.

The dice indicate who currently has weapons locked on whom and how close the attack is to going off.

Noraa has a lock at 4 (4 actions from going off) placed on the #1-2 formation. Notice that the locks are placed on formations NOT individual characters or targets.

#3 has a lock placed on Noraa and Vic's formation, it's only 1 away from going off.

AVOIDING ATTACKS

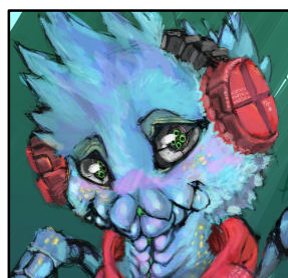


Deer has a pistol locked on the #3-2 formation and a pistol locked on the #1 formation (since pistols let you have 2 locks at a time if you have two of them).

#3 has an attack pointed at deer - but it's at 5 quite a ways away from going off. Not too worrisome (yet).

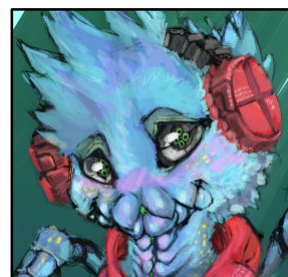
Unfortunately #3 has a Rifle locked back at deer that is about to go off. If #3 gets a Heart or Style turn he could advance the lock, decreasing the die by 1 and the attack would complete shooting deer.

Luckily in this example the GM has just drawn one of Deer's Heart Cards, which means Deer gets a heart turn.



Deer has a few options here:
-He could move into formation with Vic and Noora, this would let him keep his locks, and Vic or Noora could take the Rifle shot for him (since the defending formation chooses who gets hit). Rifles can hit 2 targets in a formation at once though, so he chooses not to do this.

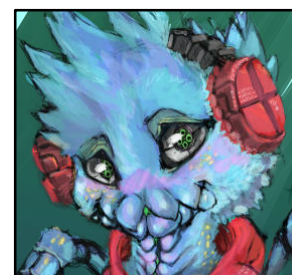
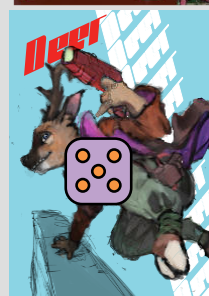
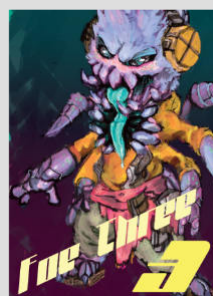
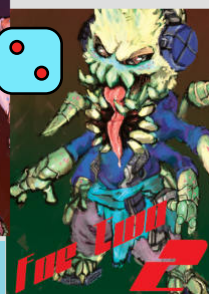
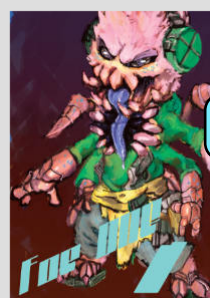
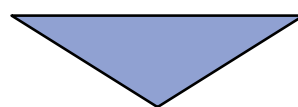
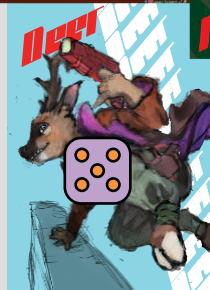
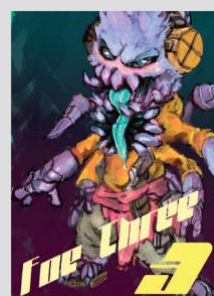
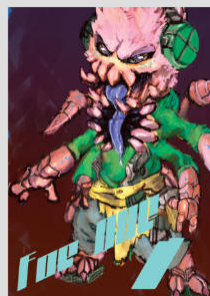
-He could advance one of his Pistol locks, this would cause the attack to go off and hit. Not a bad plan, but he's worried 1 would survive and shoot him back.



Deer decides to use his heart turn to move into formation (engaged) with the #3 formation. Since deer is now in close range (or melee) with #3, he loses his ranged pistol lock. However the good news is #3 no longer has a ranged formation to target, and since Deer is now up close with him, he can't follow his lock to Deer's new position. The lock is broken!

Deer gets to keep his ranged lock on the #2-3 formation since it's still valid, and #3 gets to keep his lock active as well.

STARTING ATTACKS



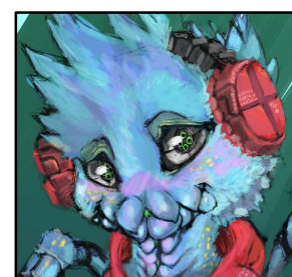
This time the only lock is #3s lock on deer.

Deer's turn comes up and it's a Style turn this time.

You can't move on a style turn - so he can't try to break #3s lock like last time.

Since he doesn't have an active lock he can't follow through and advance a lock.

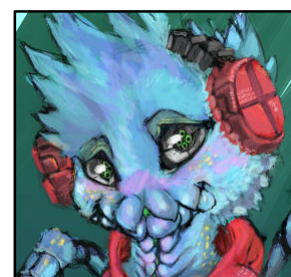
Deer decides to use his style turn to start an attack on an enemy.



Deer is carrying 4 weapons:
-Two L1D1 Pistols that can be locked on as a ranged attack, or locked on as a close attack.

-A L2D2 Knife - Knives automatically re-lock on when they hit and are close range weapons.

-A L3D4 Rifle - The rifle can hit 2 foes in a formation (if there's enough targets) but is only ranged.

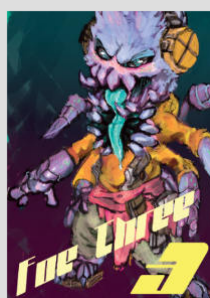
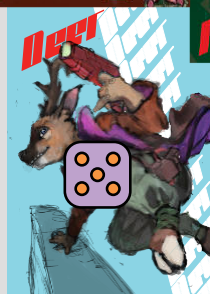
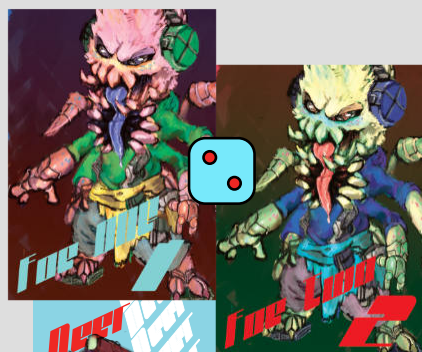


Deer could lock the rifle on #3 but wouldn't get to take advantage of the multi-hit property from the Rifle since #3 is all alone. Since he's in melee he decides he should use a close weapon.

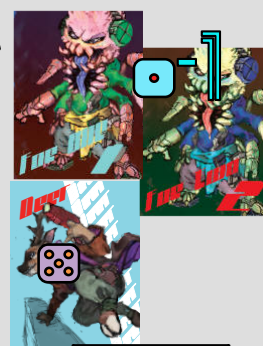
The knife is more threatening than the pistol over time so he decides to go with that.

Deer places a lock die with the lock value of the knife (2) on the target formation.

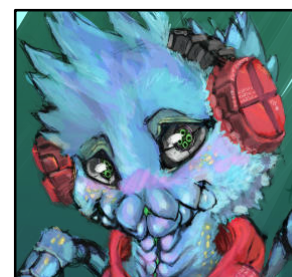
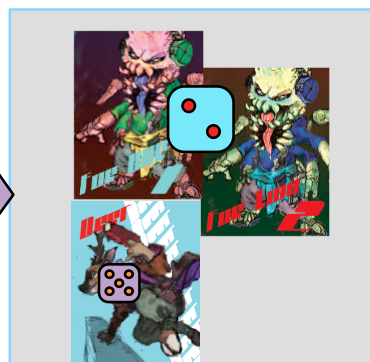
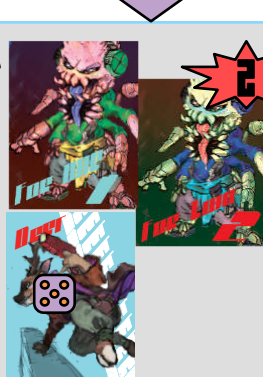
COMPLETING A LOCK



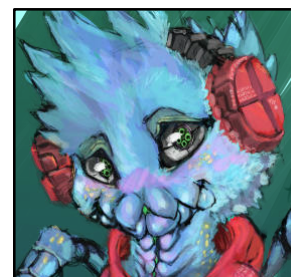
STYLE TURN



HEART TURN



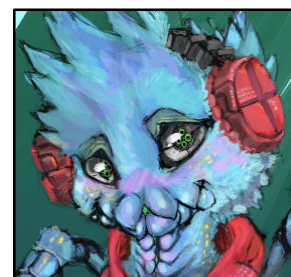
We'll pick up where we left off last page for this one. Deer has just completed his turn where he locked his knife on to the #1-#2 formation.



Deer gets lucky and has a style turn come up right away after his last turn.

He could start another lock - but since his first lock isn't with a pistol, he'd have to give it up the one he just started with his knife.

He decides to count it down, and sets the die from 2 to 1.



Next deer gets super lucky and has a Heart turn come up as well. He could use it to move - but he's about to hit with his knife, so he chooses to advance his lock instead.

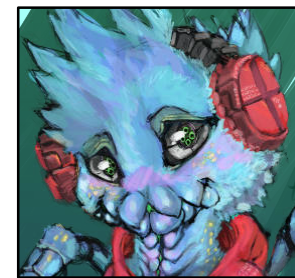
He counts down the lock to 0 and removes the die.

Since there are two enemies in the formation, the defending formation gets to decide which gets hit. Evil me #2 has more remaining health so he chooses to take the hit and takes 2 damage.

Finally because of the knife's special ability, Deer places a fresh lock on the formation with it.

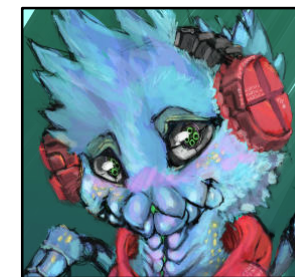
EXAMPLES

SPLITTING A FORMATION



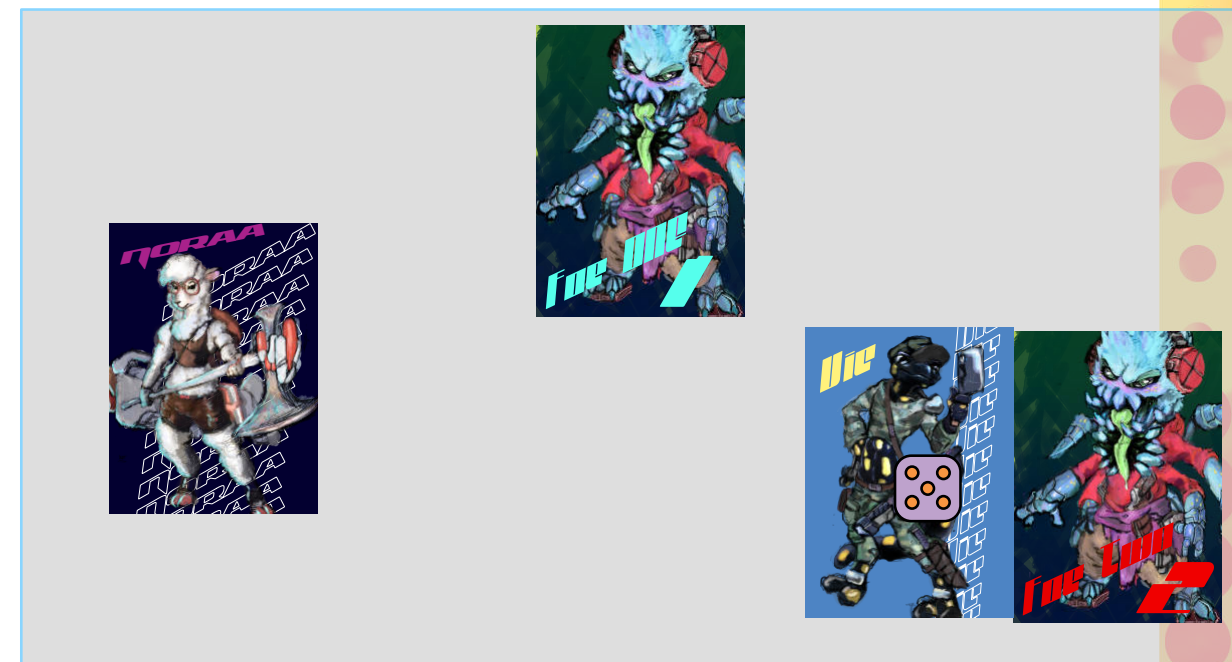
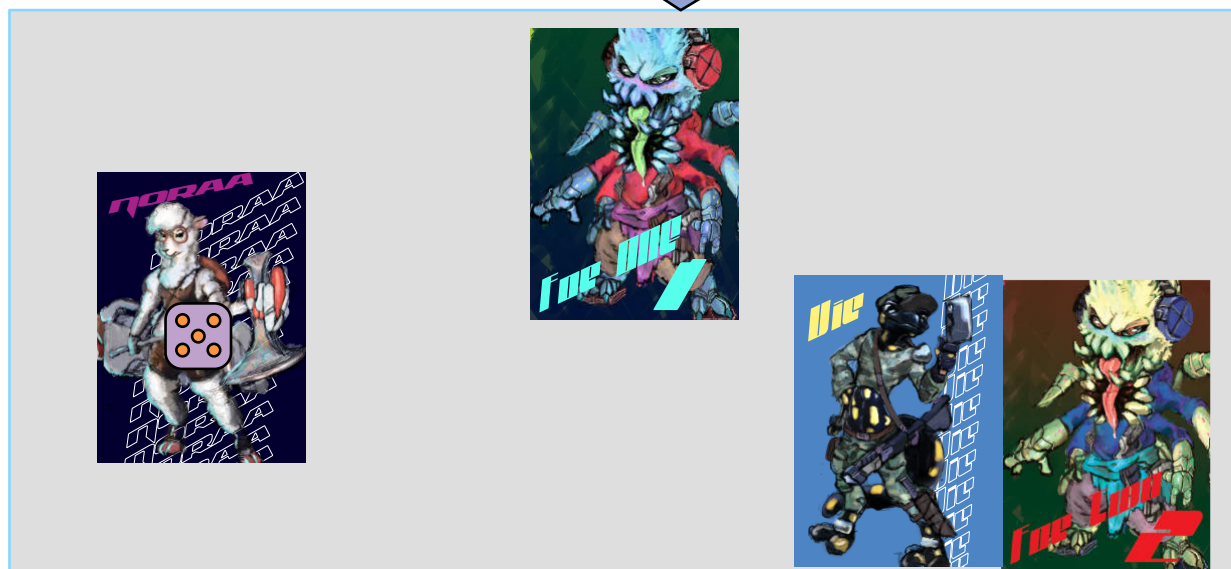
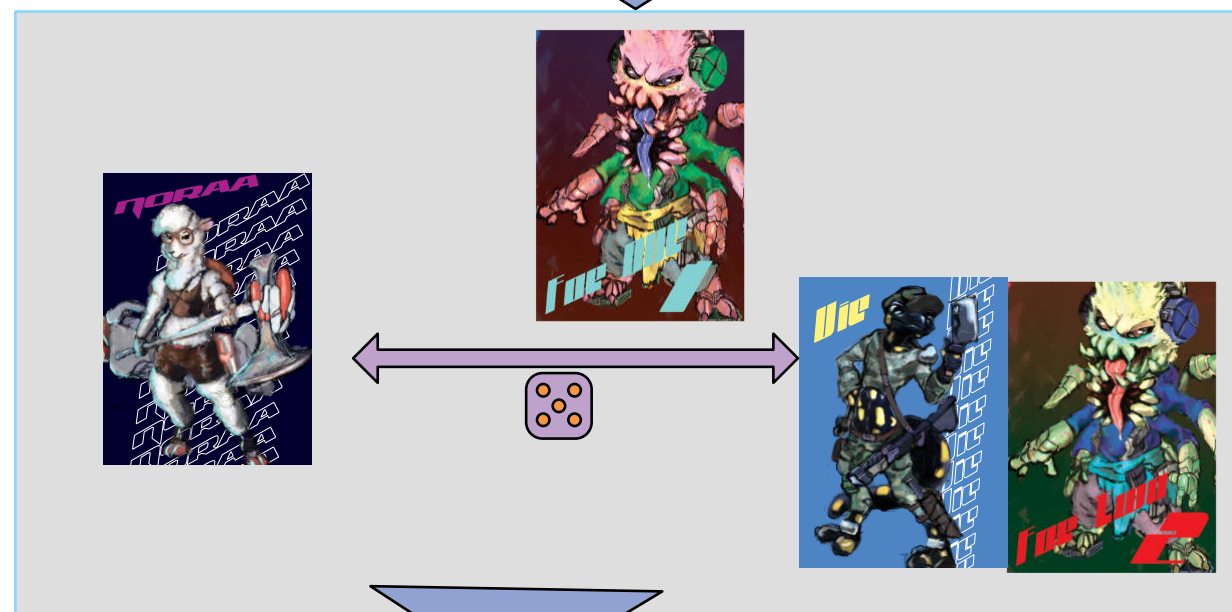
This time #1 has a big lock on Vic and Noraa.

Vic gets a heart turn, and decides he wants to use it to get into melee with #2, so that he can use a close range weapon later.



This means #1 has a choice of what to do with his lock.

Since the lock was on the formation, and now it's split, he can choose to leave it on Noraa's formation, or move it onto Vic.



APEX PREDATORS

In combat with particularly large or dangerous creatures - there are special rules to represent each part of the foe being individually targetable and moving semi independently.

When fighting an apex predator multiple limbs of the creature will have their own stats. For example, the dog monster below has two distinct parts (but different creatures could have more):

Apex Dog Monster:

Head:

Grit 15
Style 6
Heart 0
Neon 4
Attacks:
Bite - Close L3D4 Entangle 1
Mouth beam - Ranged L2D4

Can spend a neon to make any attack hit an additional target in the formation

Legs:

Grit 7
Style 3
Heart 6
Neon 0
Attacks:
Swipe - Close L2D2

Apex predators use slightly different combat rules - each body part has it's own set of cards based on Style and Heart values - but when using a heart

turn to move - the entire creature will move. Generally parts (like a head) that cannot be used for locomotion, only have Style and no Heart.

Each part can maintain it's own lock as though it were it's own character. So the head in the example can lock on a bite while the legs wind up a swipe attack. Note that the head can't help complete a swipe from the legs.

All parts of an apex predator are considered to be "in formation" with themselves - however when placing a lock - you must target each part individually rather than the formation.

There's a few exceptions to this:

-Precise - Precise weapons can target the formation, and pick their target when they resolve the attack.

-Smash - Smash weapons will still hit the entire formation - including all body parts and other creatures in formation.

Status effects like stun and entangle only apply to the part they've hit - so entangling the legs will only prevent the legs from moving (if for example the creature also had wings with their own heart value).

APEX PREDATORS



Space Combat

Space combat is an expansion of the regular combat rules.

Space combat shares the core flow of ground combat, where cards are drawn from a deck who's contents are determined by style and heart and it shares a number of concepts such as locks, formations and movement however there are some core differences:

- In space you use your ships stats instead of your character's stats. Similarly you can use the special abilities of your ships systems but you cannot use any of your personal equipment or relics.
- Ships start in their own formations *always* unless they have a special ability that says otherwise.

In battles between fighters positioning matters, rather than simply being "engaged" with another formation such as in foot based combat, in space combat one formation "tails" or chases another formation, a 3rd formation could tail the second one forming a string of ships chasing one another. This is called a dog fight.

Short range weapons can only lock onto and hit ships that are directly being tailed by your formation. In other words, they must be in front of you.

Long range weapons cannot hit ships that are in front of your ship in a chain of tails, or behind your ship in a chain of tails (you need to be outside of the dog fight). You can use long range weapons to shoot ships that are tailing or being tailed by other ships so long as you are not in the dog fight.

In space, speed matters. The speed of your formation starts at 1 and you can take a heart turn to increase or decrease the speed of your entire formation by 1 to a maximum of 6. Usually this is marked with a visually different die from the lock dice (I'd recommend using consistently colored tiny d6s for speed, and individually colored regular size d6s for locks). Only the lead formation in a dog fight, or an independent formation can perform this action, the other ships tailing that formation, and any ships tailing them, all have their speed locked to the speed of the lead formation.

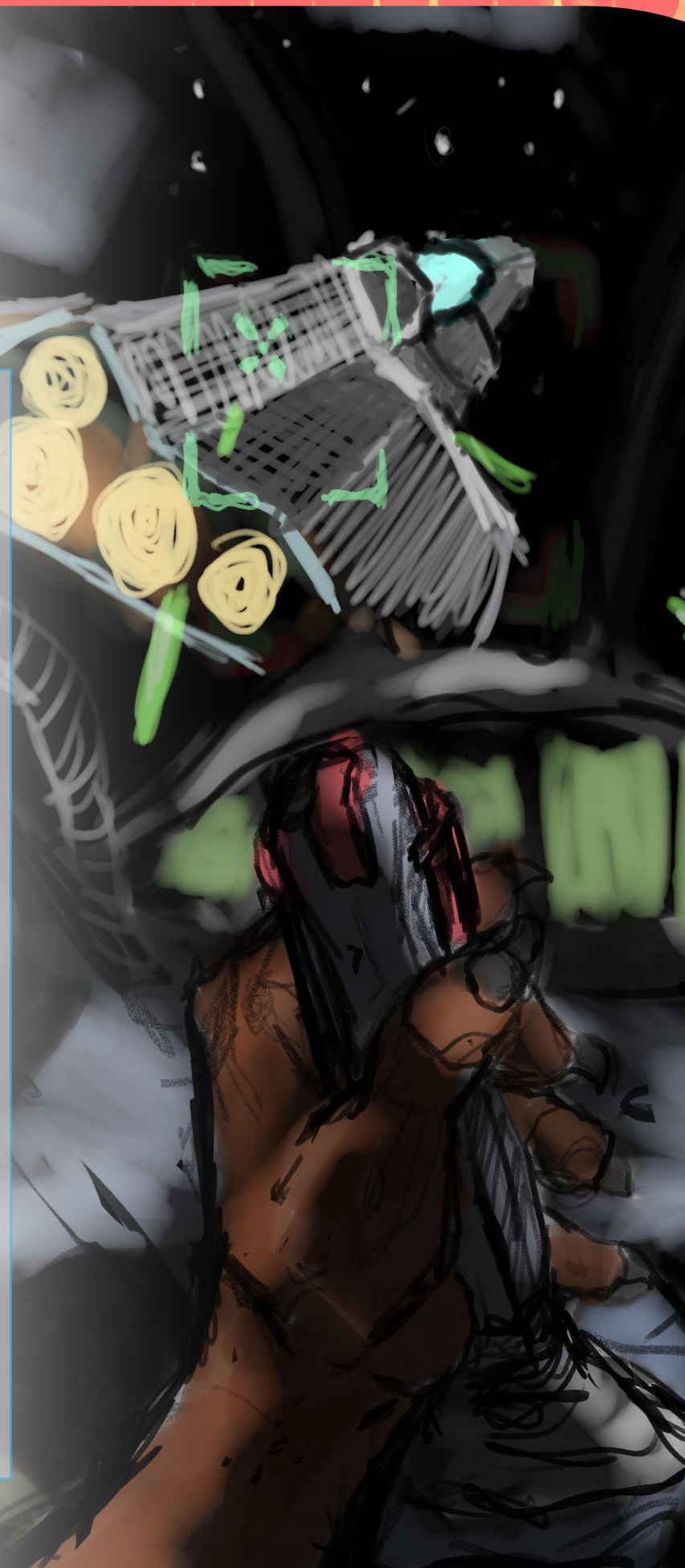
On a heart turn you may move to tail any formation that is a lower speed than your formation's speed, when you do this your speed is immediately lowered to the dog fight's speed (note: While you can increase the speed of your formation members with a heart turn, they'll need to spend their own turn to move).

You may only join a friendly formation if your speed matches theirs or you have higher speed. Your speed changes to match the formation when you join it.

If you are going at least speed 4 you may spend a heart turn to "Perform a barrel roll". When you do this reduce your speed to 1 and move your ship (but not your entire formation) into it's own formation that is no longer tailing any ships or being tailed.

When your formation is hit by an attack the formation being hit may select which ship will take the attack as normal, however instead of immediately taking damage, the attacker must roll a d6 and roll equal to or higher than your speed. If they don't you evade the attack and take no damage. However when you evade an attack your speed is reduced to 1, and you are moved to an independent formation outside of the dog fight. If you are hit, you suffer the effects of the hit as normal, and retain your speed and position.

When you take a wound in space combat, one of your systems is damaged. A damaged system provides its usual stats but it's ability is disabled.



Adventure Rules

Adventure Rules



This Section outlines all the rules for playing the game outside of combat including how travel, exploration, gathering food, cooking and rest. There's also information on how to gain and spend Clout, which is a kind of measure of your Wing's social standing and reputation.

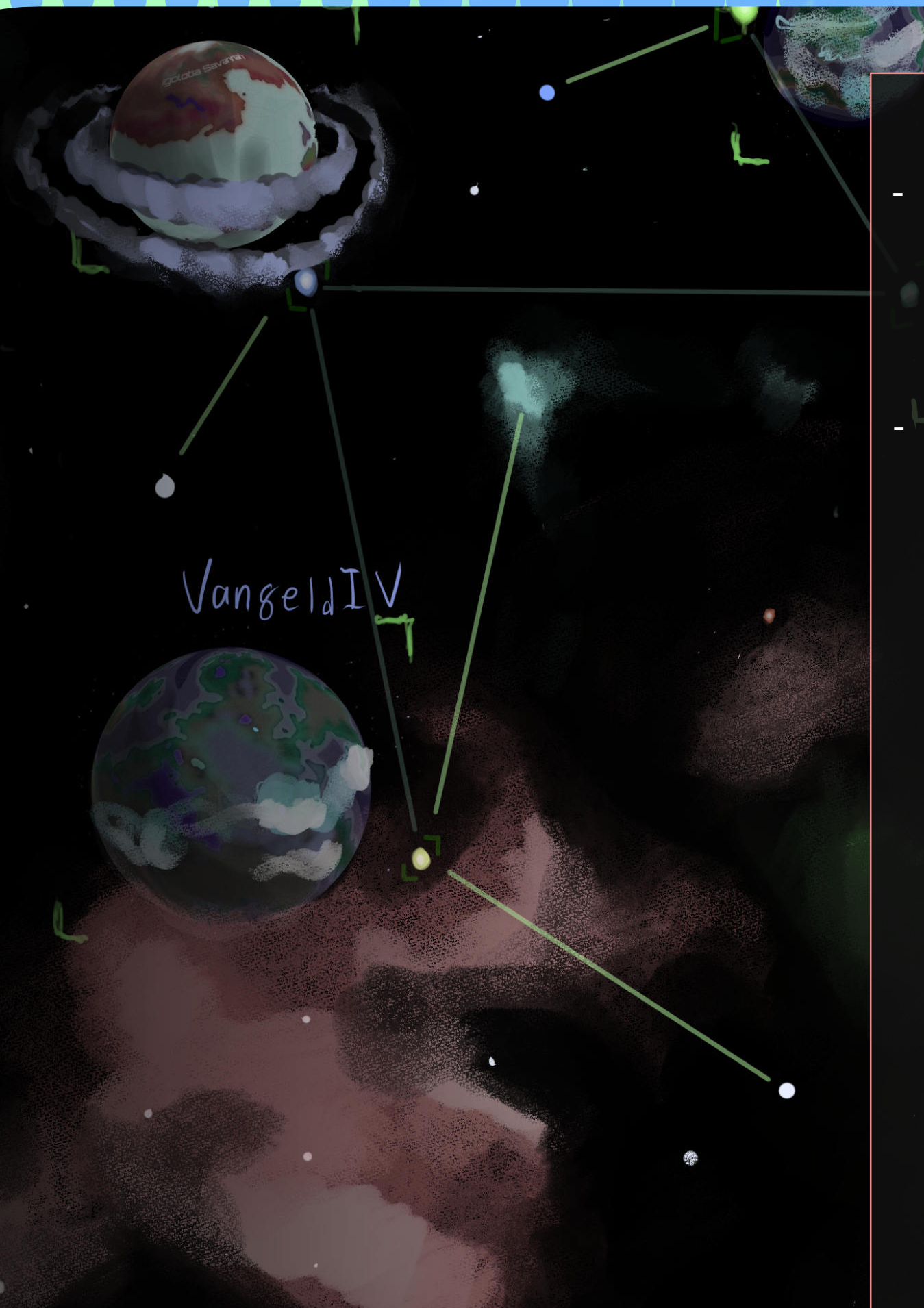


SPACE TRAVEL

In the past FTL travel was possible, but since the keystone was destroyed, FTL drives no longer work. This has left all of the major powers with fleets of essentially stationary military battleships.

The exception to this inability to travel, is fossil drives. Ancient tech uncovered from lost civilization that formerly blanketed the stars. Fossil drives allow for interstellar travel using a network of ancient beacons on often unexplored planets.

Animals have learned to harness fossil drives but the technology is mysterious and not well understood.



What is known about the F-Drives is the following:

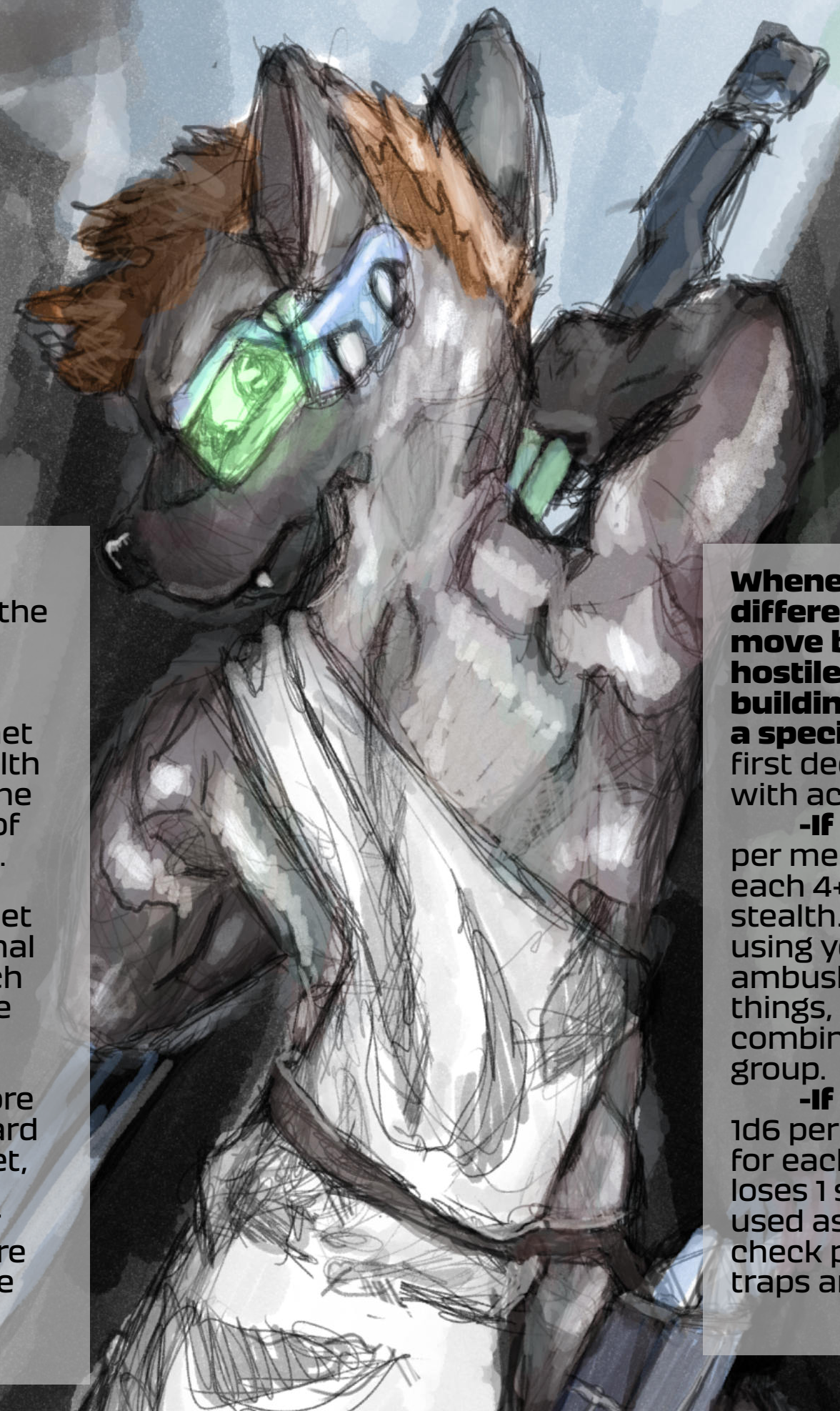
- They can only be installed in small fighter sized ships. All experiments with using fossil drives with larger craft have resulted in disaster, usually the ship tearing itself apart or ripping itself out of existence.
- Fossil drives can only jump between linked beacons, sometimes referred to as light houses. In order to jump *away* from them, a ships "lantern", a detachable energy storage and possibly a navigation device, must be brought to the beacon they want to jump away from and charged by it. This is often referred to as lighting the lantern.
- Exploring planets finding ruins and recharging lanterns at them is the core of traveling with a fossil drive. While on the planets characters have to contend with strange alien wildlife, find food to sustain themselves and contend with ancient often hostile or malfunctioning technology guarding the beacon
- In addition to fundamentally altering the physics of the universe such that FTL drives are function-less, the

destruction of the keystone also had other strange effects, entire solar systems and planets appeared where there previously were none. And many of them contained fossil ruins, and beacons. This means the vast majority of the network linking planets together is unexplored.

Misty Go

STEALTH AND TRAVEL

STEALTH AND TRAVEL



To travel to a known location in beast wing the players can just state that's what they want to do.

Your overall stealth on a planet is characterized by your stealth score. The stealth score for the group is the combined total of all group members style stat. This stealth score combines concepts such as how discreet you are being, e-war and signal jamming as well as how much Intel an opponent might have on you.

Essentially if your stealth score is high, a foe would have a hard time finding you on the planet, and your likely to be able to sneak past guards and other obstacles. If your stealth score is low, you're more likely to be detected when sneaking around or be tracked down.

Whenever you travel to a different place in the world, move between rooms in a hostile structure, dungeon or building, or try to sneak past a specific threat or guard, first decide if you are doing so with active or passive sensors:

-If active sensors, Roll 1d6 per member of your wing, for each 4+ the group loses one stealth. However instead of using your Style to spot traps ambushes and other hidden things, you instead use the combined style total of the group.

-If passive sensors Roll 1d6 per member of your wing, for each pair of 4+ the team loses 1 stealth. Your style will be used as normal (the GM will check passively) for spotting traps and other hidden objects

or enemies.

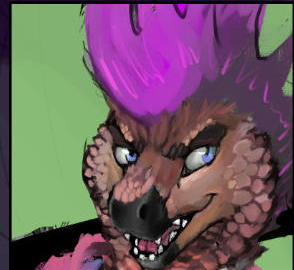
Finally, regardless of sensors if your total score is high enough that boosting with neon would succeed, the GM can give you the opportunity to notice something "retroactively" by spending neon equal to the difference. Any player may spend this neon.

Recovering stealth

Whenever you camp and prepare a proper meal, if you do so in a reasonably hidden location (for example, a cave, dense forest and so on) you're groups stealth score is reset to its maximum value as you lay low for the night.

Special Exceptions

Certain planets or routs may be easier or harder to move across, these may modify the above rules. In some cases it might be impossible to loose stealth in a dense jungle, but rolls result in damage instead as the party is worn down by the difficulty of the travel. Generally the GM should let the players know in advance if a particular biome or rout has special rules for traveling.



When GMing feel free to change up the exploration chart up to better reflect the planet or biome being explored. Also remember that you can have multiple biomes on a planet if you'd like. For example you could have a cave system with it's own plants animals and locations to discover, that the players can only explore after discovering an entrance to the caves.

If the characters know where they are going, they can simply travel there.

When looking for new locations to travel to the players can state that they want to explore a biome.

The players then roll against the exploration chart and the GM will compare to a chart with possible outcomes for the area.

These can differ between planets, biomes, or regions, but a good template is:

Roll 1d6:

On a 1 - Roll on the appropriate wildlife table as if hunting.

On a 2 - Small patrol from one of the active factions. (only hostile if it makes sense).

On a 3 - Find a new location

On a 4 - Small cache of loot

On a 5 - Clue about a new location wildlife or otherwise.

On a 6 - Encounter the apex predator of this planet. (This could be an up close an personal encounter, or just seeing them in the distance. Dependent on the current stealth of the group.)

The GM should prep local groups and factions, and possible locations of interest for a given biome so that there's groups ready for these possibilities.

While carrying out a mission your group might find itself low on the food they need to rest and prepare meals with. If this is the case your group can go hunting and gathering. Each biome on a planet has different flora and fauna in varying configurations of dangerous, and edible. As such it's important to weigh the risks of looking for food against the current supply of food (if you wait until you have no food left, and you run into dangerous fauna, you might put yourself in a precarious situation where you're unable to rest if the encounter goes poorly).

When you choose to go hunting or gathering first roll stealth as per the travel rules (you're traveling around looking for food after all). The GM will then roll on the wild life chart for the

biome you are on and present you with the situation you come across. If the situation allows you might choose to back off and look elsewhere, in which case begin the process (including the stealth roll) from scratch. But be aware not all situations can simply be backed away from.

When starting on an unexplored planet your group generally has no idea how the local flora or fauna works. As such you'll have to learn from experience. While the first encounter with some kind of wolf lizard with heavy camouflage might result in an unavoidable ambush, the experience might provide you with the clues you need to spot their territory in the future.

Even encounters with harmless





species of plant or fauna can reveal clues about the local biome that might help keep you out of trouble, or provide an edge in the future.

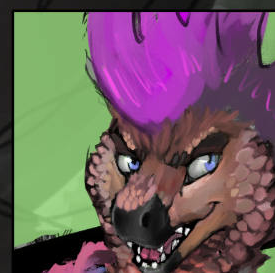
Scouting: Due to the lack of knowledge about how wildlife works until you experience it first hand, stealth and scouting do not always work as well as you'd expect against local plants and fauna. Doubly so as electronic countermeasures against scanners and other technology do little against a giant Venus fly trap or other natural threat. Once you've explored and encountered more local wildlife, this may change.

For example: Spotting the claw marks of a local lizard who's skin has active camouflage might be impossible the first time you encounter them, as you have no idea what to look for. However the second time you run into them, high style, or using active scanning might help you notice the claw marks

and avoid an ambush (or even set up one of your own).

Conversely, walking into the den of a bat-creature that can detect heat signatures will likely get you attacked by the creature regardless of how sneaky you may be. However once you've gleaned some knowledge about how to bypass it's ability to detect you you might be able to sneak by it in the future, as easily as you'd sneak past a guard.

Often biomes are intertwined and encountering a local plant might give clues about local fauna or vice versa. Over time it should become easier to avoid threats, and know which sources of food are safest to go after.



The trick with biome encounters is to let the wing pick up more and more information every time they run into the same encounter. Eventually over time they'll get enough clues to be able to figure out how to gather food, and deal with the local wildlife with less risk.

If your players manage to guess the trick, or interaction for one of the encounters, remember to let them succeed. earned it!

COOKING AND REST

Adventure Rules

COOKING AND REST

You need minimum 3 ingredients to cook.

For each unique ingredient you get a bonus for the day:

1 unique ingredient

No bonus (just healed as usual).

2 unique ingredients

Receive 2 bonus neon that can only be spent to overcome a challenge.

3 unique ingredients

the first time you take damage reduce that damage by 2

4 unique ingredients

One time until you eat again you may treat an attack as having the precise weapon trait

5 unique ingredients

Start the first battle of the day with 1 lock on a weapon of their choice. This stacks with the bonus lock for being readied for a combat.

6 unique ingredients

All your attacks deal an additional damage until you **eat again**.

7 unique ingredients

One time until you eat again, you may narrowly avoid an attack at the last minute, when you are hit by an attack you may choose to avoid it and ignore all it's effects. This cancels any locks you are building.

8 unique ingredients-> When you place a lock, if its greater than 1, advance it.

When you find a safe place to stay for 6-8 hours, you can rest and cook food.

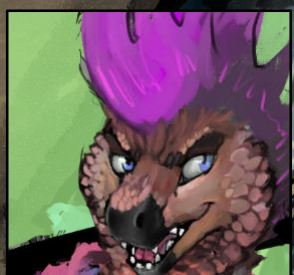
In order to cook a meal you need a minimum of 3 ingredients. They do not have to be unique, but more unique ingredients will result in greater bonuses. Cooking and camping restores the entire party's HP and

Neon to full but it does not cure wounds or other ailments. If you cook a meal and your camping location is hidden away, your team also resets your stealth.

In addition to recovery when you make camp and make a meal the group receives benefits for each unique ingredient used to make the food. Bonuses are cumulative. These benefit usually last until they are used or you make camp and cook again.

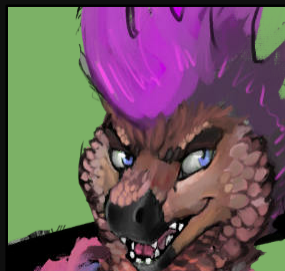
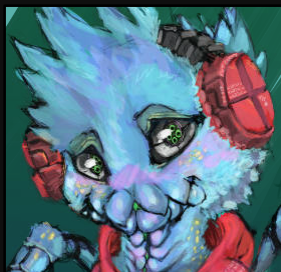
There's no specific bonus or incentive for describing what you cook, but I'd recommend if you're DMing that you prompt your players to explain what they make with the ingredients they are using (and how they prepare everything).

It's just fun to figure out! Plus it sets up a dinner time scene perfectly.





I'm not your commanding officer but... I'd recommend letting members of your Wing heal up their wounds before worrying about "Splitting" clout between the group evenly.



I *am* your commanding officer, and while the group should agree on how to spend their clout, healing wounds should be a top priority. After all if someone in the wing has taken more wounds than you, it's probably because they're tanking all the hits on your behalf. It best to encourage them to do that again, and help them get healed up rather than penalize them for spending resources.

In-Universe most trade is done via barter and exchange. One might buy some food in exchange for a weapon or trade a relic for some information.

Clout however represents your Wing's social currency and is shared by the group. Whenever the group helps out members of the Phalanx or other neutral groups, the GM will assign the group Clout. Generally this goes into a pool for the group to use as they please.

When you spend clout - it's not being transferred like currency it's more like calling in a favor from a friend - they're probably happy to help, at least until you're calling in the fifth favor in a row, eventually your clout may run out. In character you'd never say you're spending clout, just that you called in a favor.

The GM should award clout to the Wing whenever they help out locals. With greater feats and sacrifices resulting in more clout.

In order to spend clout, the group will need to locate the services they need, weather that be a port where they can upgrade their ship, or a medical expert who can treat wounds.

Players can spend one clout to do any of the following (Provided the service or equipment is available):

- Reconfigure their ship with any parts they have blueprints for (swap as many parts as they want).
- Repair or replace a damaged ship system.
- Gain a blueprint for a new ship component. When doing so they may install that part on their ship.
- Heal a wound. Unlike resting which removes the negative effect of a wound, this removes it entirely.
- Acquire food or equipment. 1 clout is worth roughly 1 relic of value.

Game Master Advice

Game Master Advice

This section has advice for Game Mastering and running a game of Beast Wing.

To run a game of beast wing, you'll first want a reasonable grasp on the rules so you can help your players get their character's built. Give the character creation rules, combat rules, and the adventure rules section a read over. You may even want to play out a quick combat by yourself to get a hang of how things flow.

It's the GMs job to run the worlds of beast wing, choose actions and play the NPCs, and help walk the players through their adventure.

You also get to play a support character for the group - an operator who helps with sensor scans and remote intelligence - the Operator.

Beast wing was designed to be a prep-first sandbox game. Which means when possible you'll want to plan out the planets, biomes, and foes that the wing might encounter before running the session, rather than making them up on the spot.

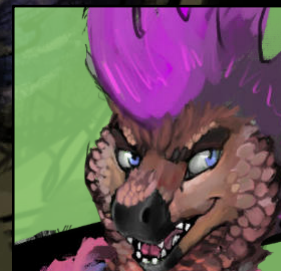
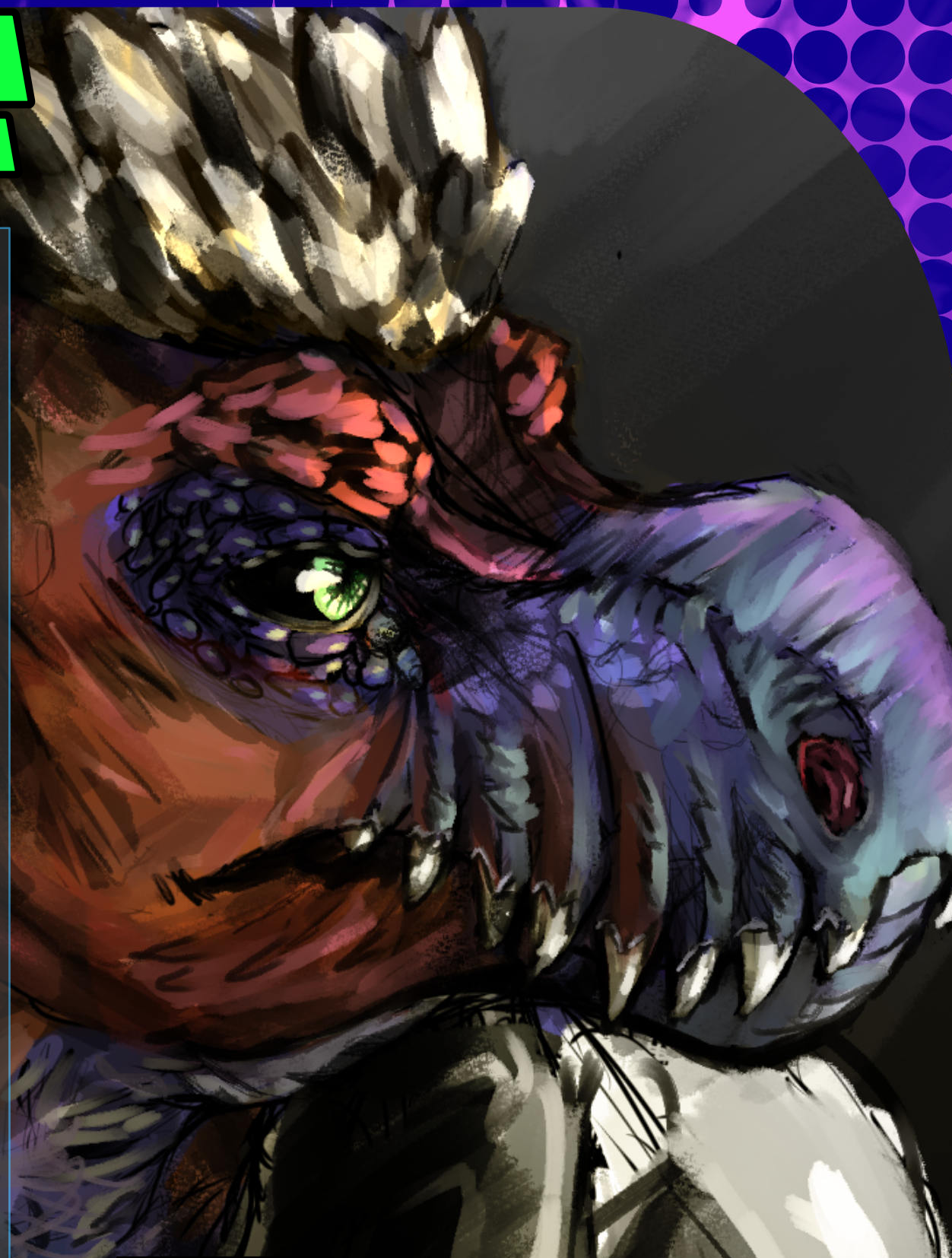
However, beast wing is designed to make that process as streamlined as possible and the structure of the world is designed in such a way that you shouldn't have to prepare the entire campaign in advance.

For example, because each planet is gated behind a lighthouse, for a single session you'll usually only need one planet worth of biomes and locals prepared.

Because each lighthouse is often inside some kind of dungeon or ancient complex, you should have plenty of heads-up that the players are planning on travelling to the next location.

Even when exploring a planet, you can often just plan the basics of some locations - with just one combat encounter near the entrance, then complete the area between sessions.

The following sections will outline how to play your Operator, and how to prepare planets, dungeons, enemies and encounters.



This section assumes you're going to be running a specific kind of game with beast wing. One where the players explore a network of planets, joined together by Lighthouses themselves buried deep in dungeons.

If instead you'd rather run a mission-by-mission military campaign or something else entirely, feel free to take only the

THE OPERATOR

In the Phalanx every Wing has an operator assigned. This member of the team doesn't participate in combat, and typically stays in orbit while missions are occurring. They fly modified ships that have been retrofitted with state of the art EM and sensor technology and serve as the eye in the sky/ mission control for the team.

Out of character - this character gives you a few opportunities. Firstly it's fun to have a little guy on the team and make your own PC to play with (just remember - the operator isn't here to steal the spotlight). Secondly this gives you an in-character way to give information to the players, and to get them engaged.

For example - if you wanted to let the players know that an enemy is now at half health you could - instead of just telling them that - have your operator jump on the comms and "Hey team! My scans are showing they're not looking so good!"

If you want the players to know there's an underground chamber below a mysterious obelisk they're looking at, you can have your operator radio in to tell the team "there's some strange readings below you, the earth looks... hollow? Down there?"

Similarly you can use the Operator as an in character way to engage with the players and prompt them to think

about roleplaying. Rather than asking a player out-of-character what their character feels about a given turn of events, you could have your operator call them up and say something like "I was listening in... and.. wow.. that's rough, are you doing ok down there?"

What the operator shouldn't do is steal the spotlight from the party - try to make them interesting and fun in the same way you'd make an NPC interesting and fun but remember, the story isn't *about* them.

Similarly the operators shouldn't generally engage in combat. When the players are exploring on the ground, the operator is usually in their ship - safely in orbit.

And in space the operators have advanced EM and stealth technology to keep them safe, and there's so much comms and electronic warfare equipment stuffed on board, there's no room for weapons anyway.

Operators don't have any specific mechanical rules. Generally just, have fun with them, make sure the players are still the focus of the story, and use them to pass on info, or engage the players in creative ways.

CREATING MONSTERS AND FOES

This section outlines advice on how to build combat stats for monsters and foes the Wing might encounter. In particular this section is focused on combat stats.

For tips on building interesting NPCs (hostile or not) check out the

upcoming "Creating Encounters" section and for tips on creating interesting wilderness creatures check out the section on Biomes.

Foes are designed to be easy to build in beast wing, for combat purposes you only need the foes stats, and its attacks.

When building foes you can get creative and in many cases just make up numbers as you see fit. However I'd recommend the following guidelines:

For humanoid animals and NPCs:- Keep the stats in-line with the character creation stat spreads, have them actually use weapons - and let the players get their hands on their equipment if it's different/unique.

For weak patrols and unimportant foes - feel free to skip picking species powers. If the foe is a no-name soldier or guard, they should generally be defeated in 1 wound.

For important NPCs or re-occurring villain types- Pick out species powers for them like a regular character. If you want a villain or foe of this kind to be more powerful consider giving them special or unique equipment. If doing this try to design weapons and relics that the players might be able to get their hands on eventually without breaking the game..

If the foe is important or a re-occurring villain use the player rules for wounds and escaping combat, allowing them to choose between escaping when taking a wound or staying in the battle.

For Robots, Constructs, Monsters, Wildlife and Mystical beings - Feel free to go wild with the stats, but generally try to keep them workable for the combat you're designing.

Similarly you can create unique attacks based on the foes theme or description.

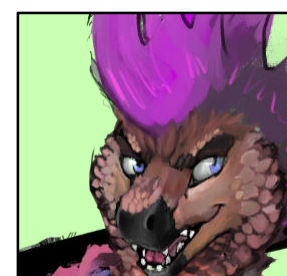
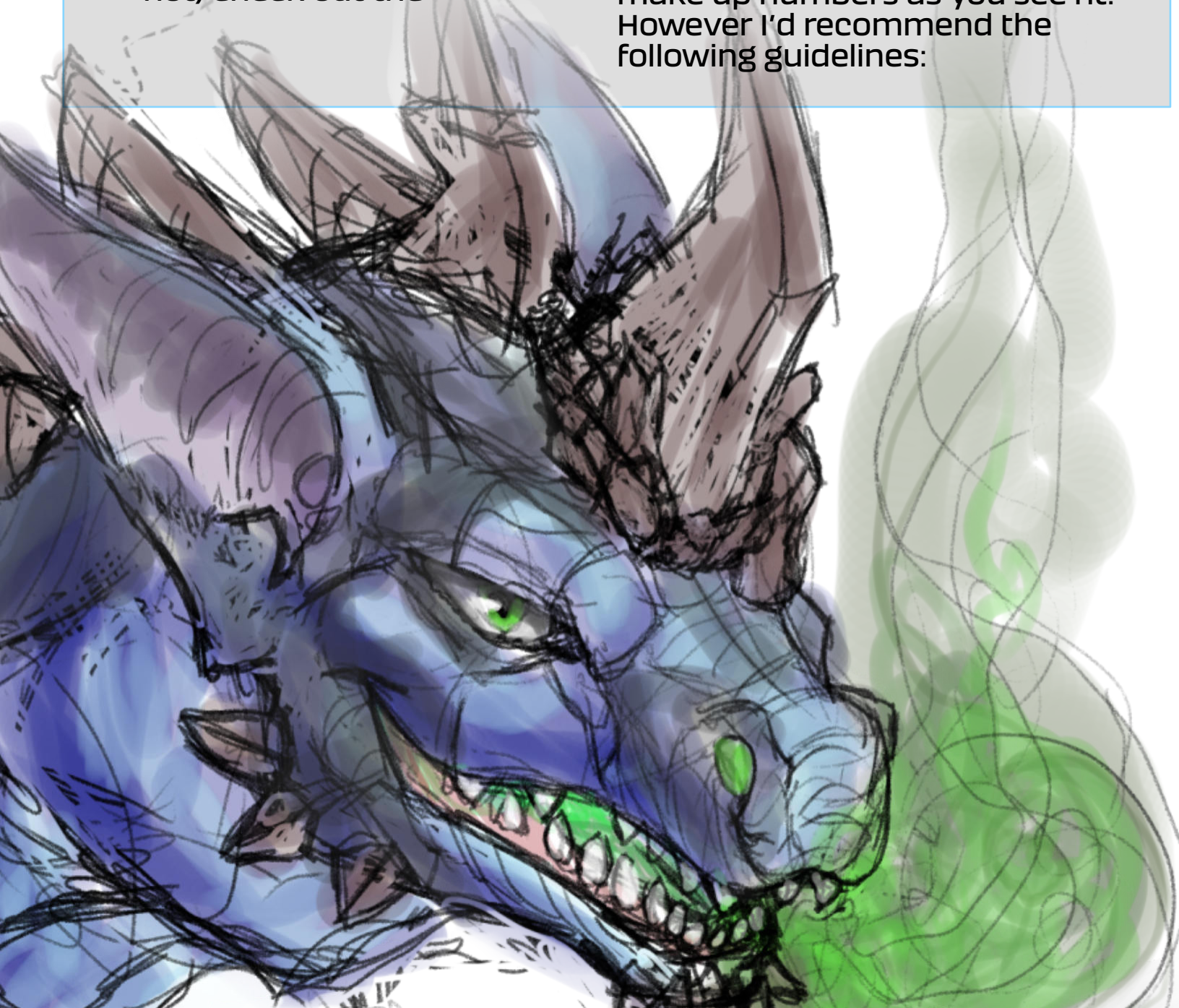
Use the weapons in the equipment table for a general sense of how much damage a given lock amount should be doing - then adjust based on extra effects or rules.

For small/supporting foes (like a floating support robot):

Consider giving them particularly low grit (such as 1 or 2).

For particularly large enemies (like huge creatures or robots):

Use the apex predator rules.



Remember that if things are going poorly in combat players can withdraw for free when they take a wound, or they can spend their Heart turn to take a wound and allow the entire wing to escape.

If the players do this - it's important to let them fully escape, get away and reset - don't have enemies chase them down or find them immediately

CREATING MONSTERS AND FOES

Stats guidelines for creating Foes:

Grit:

Depending on encounter design you can assign a wide range of grits and still create a fun/challenging encounter. Consider adding a range of grit when building encounters.

Smaller enemies like support robots with 1-2 grit can spotlight characters with fast weapons like pistols, smash weapons, or precise weapons.

For longer or more dangerous combats you may want to include foes with high grit (10-20 or even more is still quite doable) as these can give room for longer fights with more movement, while still allowing the group to land hits. It's also more likely for big weapons like axes to feel impactful against large grit pools.

Heart/Style:

For both heart and style having 10+ combined of both will result in that foe taking actions on par with a player character. Having

higher than 12 will have them acting quite a bit more often.

Unlike grit you need to be careful about assigning very high (8+) values to these as it makes the combat deck very big (and at some point it's unweildly). Additionally there's a point where very high heart/style counts will result in the foe taking action after action without an opportunity for the Wing to interact with them.

Generally you can go a little higher than the player maximums of 6/7 in each, if you're looking for a challenging fight, especially if the foes will be outnumbered by the Wing's members.

Neon:

For faceless NPC patrols or other expendable enemies you can often skip assigning them neon.

For important characters or villain consider giving them relics to use - or even bespoke custom relics.

For monsters and wildlife,

they don't need to have Neon to be interesting - so you can often ignore it. But you can assign them special abilities gated on their use of neon.

Some ideas are spending a neon to interrupt at a specific point and take a heart turn - allowing them to dodge or teleport, or spending a neon to advance their allies locks by 1. Neon can be a good way to limit the amount of times a foe can use an interesting but otherwise unfair ability.

Creating Attacks:

As mentioned above I'd recommend using stock - or customized weapons for humanoid NPC foes.

For monsters, wildlife, robots and other enemies, a good baseline is:

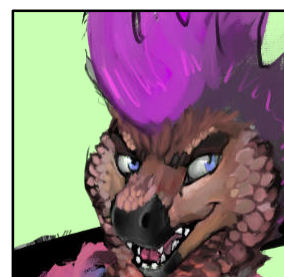
- Give them at least 1 ranged attack and at least 1 close attack. (you can create some fun exceptions with spear-style attacks that jump close-only foes into combat, or dangerous ranged-only foes who's weakness is they have no close option.)

Try to use the base weapons in

the equipment section as a baseline then adjust damage up or down depending on how challenging you want the foe to be, and what additional properties the attack has. The standard lock to damage scaling is:

L1D1 / L2D2-3 / L3D4 / L4D6 / L5D8 / L6D9+

Keep the heart/style of the foe your designing in mind when designing attacks - a foe with 10 style and 10 heart will complete a L6 attack much faster than a player character will. Also consider that higher lock attacks are significantly easier to avoid and interact with for the party.



If you want to really nail down foe design, I'd recommend throwing together 3-4 player characters and then playing them by yourself against a foe or group of foes. You should be able to blitz through combat fairly quickly - and it'll give you a good sense of how often particular Heart/Style amounts will get to take actions, and how that interacts with various attack designs.

CREATING MONSTERS AND FOES

Bringing It Together:

Once you have a feel for general combat in beast wing you should be able to build out the stats and attacks for foes quite quickly for example, lets design a humanoid robot, maybe we're planning an encounter with 2 of them:

Grit 8 - We want something more durable than a PC but that will still go down fairly fast if hit with a large attack.

Style 6 - we want something that will present a threat.

Heart 4 - We picked style 6 so we don't need to go overboard here. This heart + style combination should leave them acting about as much as a player.

Neon 3 - We'll give them a special ability later they can spend neon on.

Attacks:

Laser Spear - Close - L3D6 charge attack (Just a standard spear).

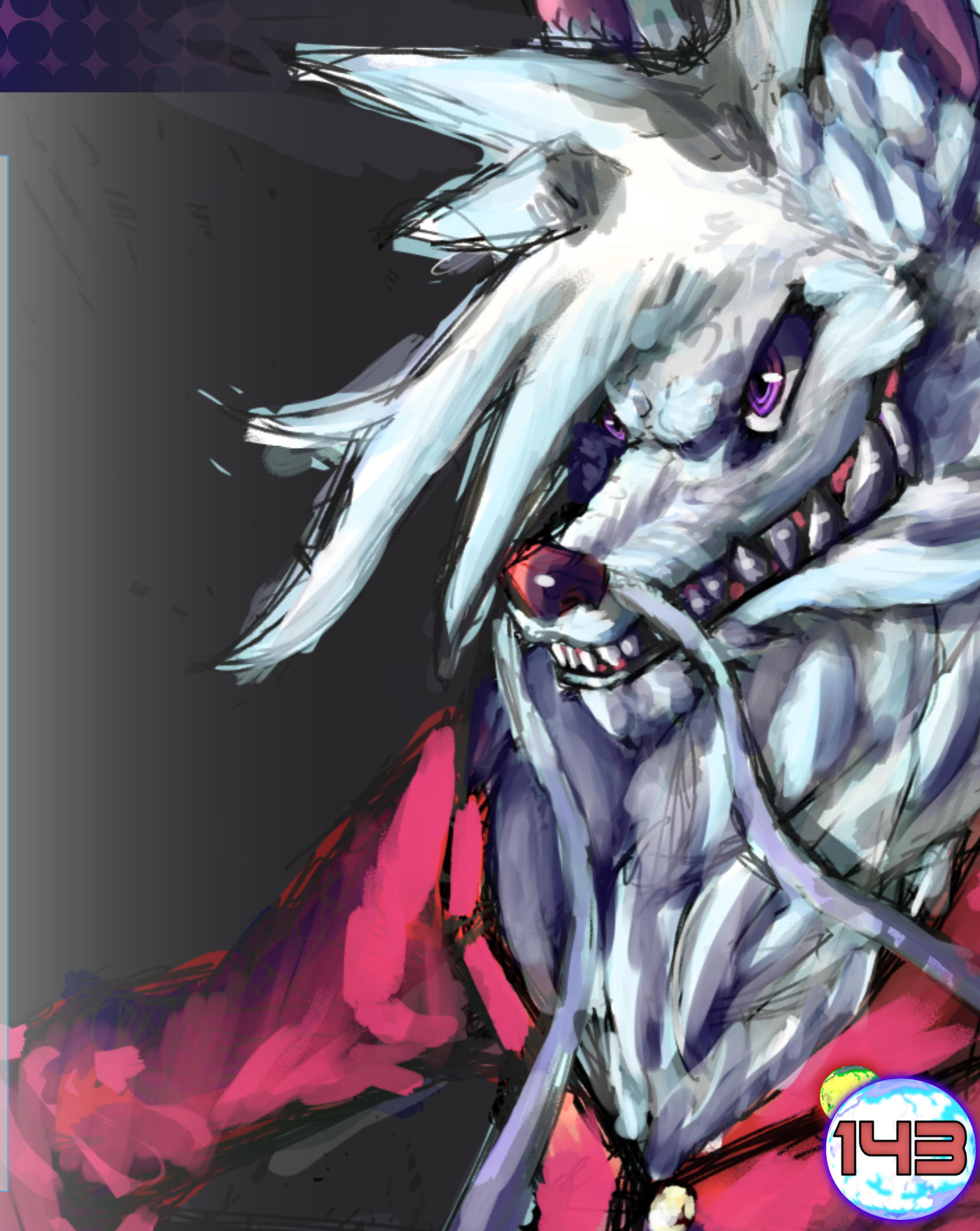
Eye Laser - Long - L2D2

Can spend 1 neon to add 1 stun on hit.

So the foe we've designed has slightly above average durability (but hardly "boss" or apex predator durability). It has slightly higher - but player character comparable heart and style, and it's equipped with a standard spear it can use to jump straight into combat with, as well as a unique eye laser attack that does slightly lower damage in exchange for being able to apply stun (but only until they run out of neon).

You should also consider what kind of behavior various foes might have, for example a robot like this probably has some combat programming and may take the opportunity to spend heart turns, or use the spear ability to jump between groups in order to break a lock.

Conversely a zombie or fungus monster might focus on getting into melee and making attacks at all costs - ignoring even obvious opportunity to avoid attacks or break locks.



BUILDING A PLANET

A planet can be broken down into a collection of regions or biomes, locations in those biomes and then encounters or notes for the creatures, threats, and characters in those locations.

Planets in beast wing are super small compared to real life planets - a given planet could be as small as a single biome with a hunting and gathering table, encounters for that table, and a single dungeon protecting a lighthouse. Alternatively a big planet might have 2-3 biomes each with their own hunting+gathering table and their own locations, possibly with multiple dungeons or enemy bases to explore.

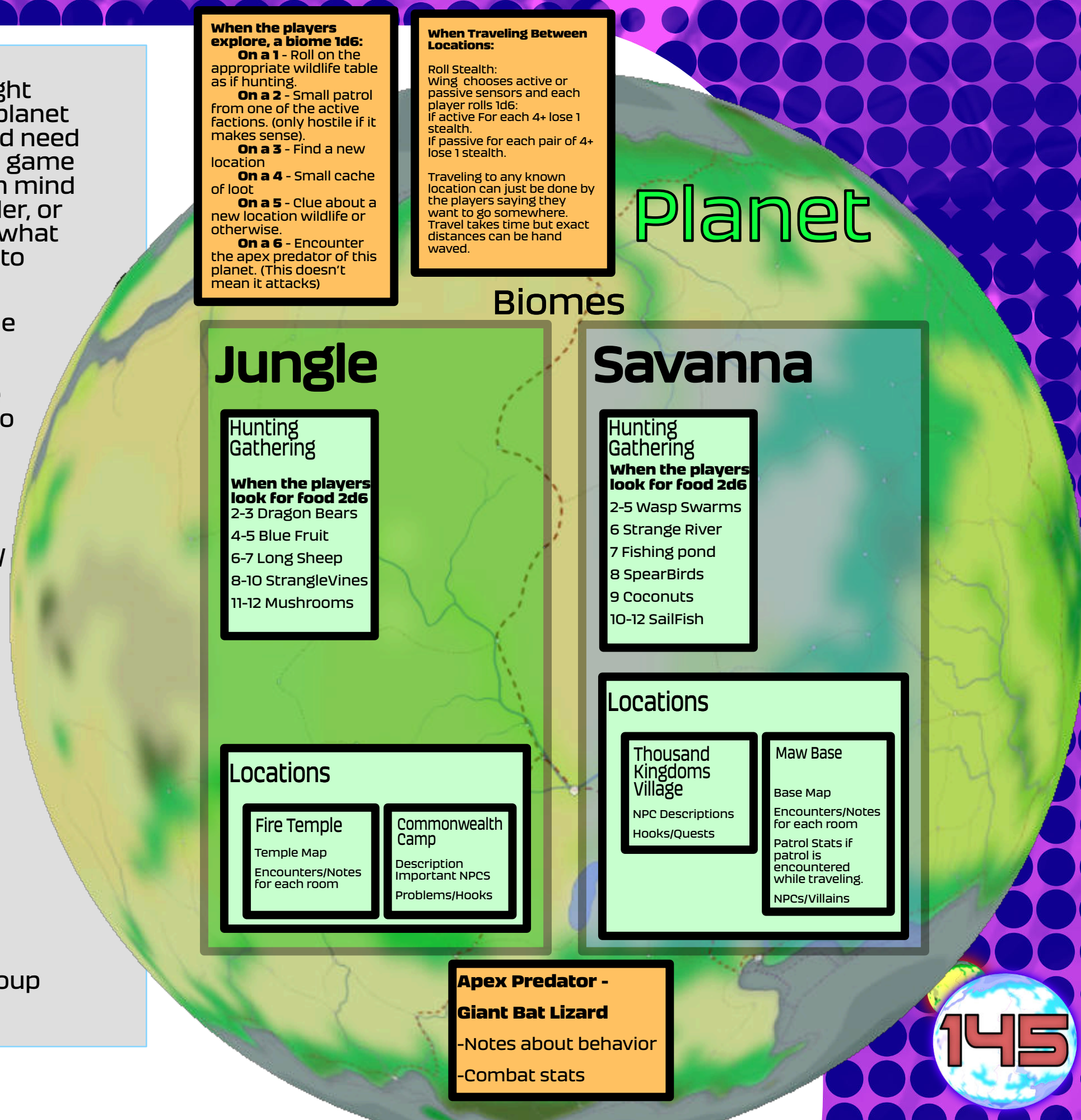
Generally 3-4 dungeons/bases/complexes, 1-3 other locations (like friendly settlements or encampments) and 2-3 biomes would be on the large side. This kind of planet potentially has multiple lighthouses which once accessed can be used to travel to new planets and solar systems.

The graphic on the right outlines an example planet and what pieces you'd need to define to use it in a game of Beast Wing. Keep in mind that you can go smaller, or bigger depending on what kind of feel you want to create.

Also when building the encounter tables, remember that 2d6 produces a bell curve towards the center (so rolling a 7 is much more likely than rolling a 2 or a 12).

I'd recommend prepping the hunting/gathering tables for your biomes in advance, as well as general descriptions/feel for each biome.

For individual locations you can often only prep some rough details, and maybe an initial encounter to use when the players arrive or discover the location, then prep the rest of the location for the next session before the group explores it.



CREATING BIOMES

Start from a general concept of what kind of biome you want to create. Remember these are often unexplored planetary ecosystems, so strange colours and unique flora and fauna are to be expected.

When creating biomes there's a few key components:

- Hunting/Gathering Table
- Exploration table
- Locations list

Hunting Gathering Table

This is a table for rolling 2d6 against when your players explore a given biome looking for food or supplies. When building one out keep the following in mind:

-Not every encounter needs to have food available. Some might just be dangerous. Try to balance based on the theme of the planet - a verdant jungle might be full of fruit and animals to hunt, but a frozen waste planet might be much harder to find food on. It's important that there is at least *some* food available

on a given planet however.

-Encounters can be combat encounters - but they don't have to be. It can be just as interesting to present the players with an interesting plant or animal that might be hard to catch, or potentially unsafe, or even just something unique to the planet and weird that's not edible.

-Every number between 2-12 doesn't need to be it's own encounter, feel free to group them (ie 7-9) to get odds that feel right for a location.

-When describing the locations generally these should be naturally occurring animals, plants, places - but not specific single locations. Ie a river with fish, or a waterfall - but not a specific one of a kind waterfall.

Building a Hunting/Gathering Encounter

Generally each encounter just requires some quick notes about what the players encounter, and if combat might take place you'll need stats for the creatures involved.

These are generally unexplored biomes sometimes on planets that previously did not exist, as such Beast Wing doesn't have "Knowledge" skills or other ways to gain insight about local flora and fauna. However with repeated encounters, the players should be able to start working out the details of how the local ecosystem works:

-Each encounter should provide successive knowledge each time it's encountered. Often times you'll want this knowledge to make *other* encounters in this Biome easier, but sometimes just making the encounter easier next time is enough. A good tip is for the early visits should provide clues, while later visits to the same encounter will outright reveal helpful information.

-Discovering knowledge isn't a hard and strict rules: If the players solve or figure out some of the tricks or secrets about an encounter on their own, those tricks should work. The reason we want to design biomes this way is to give the players a sense

of actual discovery and uncovering the secrets of the local ecosystem - not just to make them play the same encounter 3 times before "completing" it.

-Not every encounter has to have secrets and weird biology. Sometimes it's ok to just find some edible berries.

To provide an example, lets design some biome encounters.

For our biome example lets use a Jungle portion of a planet, with large red plants (to keep things a little weird), and lots of rivers and water. A good starting place is to come up with some interesting or unique ideas and build the encounter table.

I'd generally design 5-8 encounters for a biome but we'll just do 2 or 3 for this example:

2-4 Unknown Berries

5-7 Climbing Lizards

8-12 Carnivorous Plants

Then we can build out the individual

CREATING BIOMES

encounters, and think about what can be learned when discovered.

Unknown Berries

First lets do a quick description:

The group comes across a clearing where the sun can make it down to the jungle floor. The red leaves of the jungle give way to a handful of smaller blue colored bushes here - each covered in different colored berries.

Then notes for GMing - its OK to find food with no strings attached, but to keep this example interesting lets add some risk:

-There's 3 kinds of berries here red, green and orange.

Only the orange berries are edible.

The red berries immediately sting/cause a

rash if touched. The green berries are poisonous and if included in a meal - the group can heal normally but will take 1 damage in the morning - and all "extra ingredient" options will be lost.

The players can naturally figure out which berries are safe by experimenting - but lets also put a clue in one of the other biome encounters.

Climbing Lizards

The climbing lizards are 6 legged dog sized lizards with gaping maws and long tails, they wait in the upper canopies and drop down on unsuspecting prey (like the players).

We'll make this one a combat encounter, and randomize the lizard count a bit.

2-5 lizards - can get 1 food of lizard steak each.

We'll build out some combat stats for the lizards - lets give them some average

combat ability.

Grit 4/Heart 3/style 6/neon 2

Bite - Close L2D2 - Pack attack - on hit advance all friendly locks against the hit formation.

They have an extra rider on their bite to help sell the "pack hunters" vibe.

Acid Spit - Long L2D3 precise We'll make their ranged attack a bit scarier.

Camouflage - Can spend 1 neon and any turn to activate to increase all locks against the lizard's formation by 1.

1st Encounter

-The first encounter the lizards will get the jump on the players and ambush them (in hunting/gathering encounters electronic countermeasures and jamming technology wont always work - so we can ignore the stealth rules).

2nd Encounter

In the second encounter the players have been jumped once, so they can now spot the lizards and decide if they want to engage or not.

Maybe warn them they don't have much time to decide if they want to stay or leave.

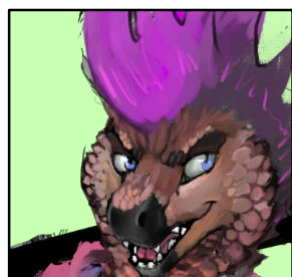
3rd encounter:

The 3rd encounter the players have figured out how to hide a bit better and what to look for - this time they can observe the lizards a bit longer if they want. If they do they'll notice the lizards have gathered a number of orange berries and are storing them in nests in their trees. (this is a clue about which berries in the previous encounter are safe).

If they can defeat the lizards and raid their nests they can get an additional 2 food of eggs and 1 food of berries. Additionally this serves as a clue for the berries encounter - the orange ones are the safe ones. Depending on the planet you may want to explicitly point out the berry connection - or leave it as a clue.

Carnivorous Plants

We'll make the carnivorous plants encounter mostly



This berries example is a good place where you could use your Operator to manage the expectations of the players:

-If there's a puzzle to be solved - or a danger here your operator can call in to say they can't tell based on scanning if those are ok to eat.

-If the berries are 100% safe and you want to avoid the players trying to solve a puzzle that doesn't exist to solve, you can have them call in to say they scanned the berries and they look safe to eat.

CREATING BIOMES

bad. No food to be found and potentially dangerous - but we'll also give the players some warning so they can decide how to proceed:

While most of the leaves in the jungle are red, there's particularly dark red almost black vines here, hanging down to the ground from high in the canopy. Clouds of flies have gathered around what looks like long dead animal carcasses on the jungle floor here. In particular there seem to be a lot of the climbing lizard creatures.

If the characters move forward to check out the situation, the plants will attack.

We'll make them more durable since the players have the option of avoiding them (particularly in future encounters).

3 Vine Clusters:

Grit 10

Style 4

Heart 4

Grasping Vines: Ranged L4D5 entangling 2

Spore Cloud: Close L2D1 SMASH - the cloud of spores makes you feel sleepy and breaks all locks of the characters it hits.

If the players defeat the vines - none of the meat on the ground is usable as it's all rotten, and turning to compost.

Investigating will reveal that the spores and pheromones attract prey and help tranquilize them before the plants attack. The lizard creatures seem particularly vulnerable as there are many of their carcasses here.

If the players take samples with them they can use the pheromones to distract and ambush the lizards the next time they encounter them.

Conclusion

So while the above biome is quite small we've created an interlinked ecosystem with progressively more to discover as the players repeat encounters.

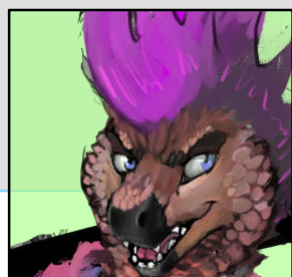
If we wanted to continue to add complexity we could add more links between encounters (maybe successively finding the berries will reveal that the green berries while not good to eat can be smeared on your skin to avoid the carnivorous vines.

Or we could add more encounters to the table for more discovery and verity.

Keep in mind that the goal with the biome design should be to give the players a sense of discovery - initially the players wont know what's dangerous and what's not, what to avoid and what to look for - over time the clues from interacting with the biome should make it easier to survive. The berries above go from a potential danger, to an easy source of risk free food, the lizards go from a potentially dangerous ambush to the players using their

knowledge to ambush the lizards, and after discovering their nests the rewards increase.

Don't worry if it gets too easy to find food and survive over time - the players will move on to a new planet soon enough - where they don't have the knowledge or experience to get an easy meal.. yet.



This berries example is a good place where you could use your Operator to manage the expectations of the players:

-If there's a puzzle to be solved - or a danger here your operator can call in to say they can't tell based on scanning if those are ok to eat.

-If the berries are 100% safe and you want to avoid the players trying to solve a puzzle that doesn't exist to solve, you can have them call in to say they scanned the berries and they look safe to eat.

CREATING FACTIONS AND NPCs

Villages towns settlements and other explorers might be present on a planet.

Some planets have been part of the Phalanx since the war, and would have various members of the Phalanx present - on these planets you can plan small cities towns or settlements that are more established. Keep in mind that when the keystone was destroyed, travel was largely cut off except for with F-Drives - so these groups might be struggling to survive without much outside trade or ways to travel.

Other planets have appeared whole cloth from nothing when the Keystone was destroyed. These planets are much more likely to have small settlements, or groups of travelers, but wont have as many large buildings and are less likely to have locations like space stations unless recently built.

When building out these groups and factions here's some tips to keep in mind:

-The Maw are always enemies -

To keep things simple in Beast Wing the Maw Forces are always up to something bad - they should never be sympathetic or secret anti heroes. If you want possible enemies with complex motivations, use members of one of the Phalanx factions.

-Wings are here to help-

Both the GM and the players should remember that Beast Wings were created by the Phalanx in order to help isolated communities, lend aid, and fight the Maw. That means if the players are offering to help NPCs - the NPCs should usually be happy to accept their help. In most cases a Beast Wing showing up at your settlement is a universal good - and most Phalanx members would be happy to see one arrive, provided they can help sort out whatever problems the settlement is facing.

Even with more gray characters - if the Wing's objectives align with theirs - there's often no need for overt hostility.

-The Phalanx is not a monolith-

Despite the above, the members of the Phalanx are not monolithic. There's still room for conflict and neutral or outright hostile members of a Phalanx faction to get in the way, or compete with the players, or come into conflict with each other.

There are many members of the Scarlet Fleet for example who think the alliance with the phalanx has softened them, and that it would be better to return to the old ways of piracy taking what they want when they want.

Each Kingdom House is it's own bespoke Kingdom by definition and some may have different views about the Phalanx.

Sometimes longer-lived members of the Triumvirate can loose sight of the value of non-immortal lives, and some Commonwealth members have been sent out as agents of less than ethical commonwealth corporations.

Sometimes even official

Beast Wings lose sight of the bigger picture and see other Wings as rivals or competition out to steal their treasure and glory.

If you're looking for a more complex or gray villain or rival, rogue or conflicted members of the Phalanx are the way to go - let the Maw be the uncomplicated enemies where the players can crack skulls and not worry too much about the moral implications.

-Not all NPCs need combat stats-

If things go sideways you maybe will have to whip something up on the spot. But while beast wing is "prep first" that doesn't mean you need to write up combat stats for every NPC the Wing might encounter. A generally helpful Queen of a Thousand Kingdoms house who could use help loosening the Maw's grip on the planet, is not generally going to be in conflict with the players - feel free to focus on fun role playing traits, and character instead.

Prepping A Faction or

Group

With the above in mind, when building out a planet or biome - consider adding some other actors or settled locations to keep the story interesting. For a small group I'd recommend building:

- Combat stats (if needed or expected)

- A quick note about a problem or two they've been having

- A goal or objective they have on the planet

- Where they're camped, are they moving around? Or is there a small town or village? A research post?

If a group of this kind is on the planet, make sure one of the exploration table items might be a patrol from this group.

For a larger group - maybe one with a town or city - I'd recommend coming up with a few characters or groups as above as well as figuring out some general locations (and services that might be available) in the city. In particular there's a lot of fun to be had in describing local

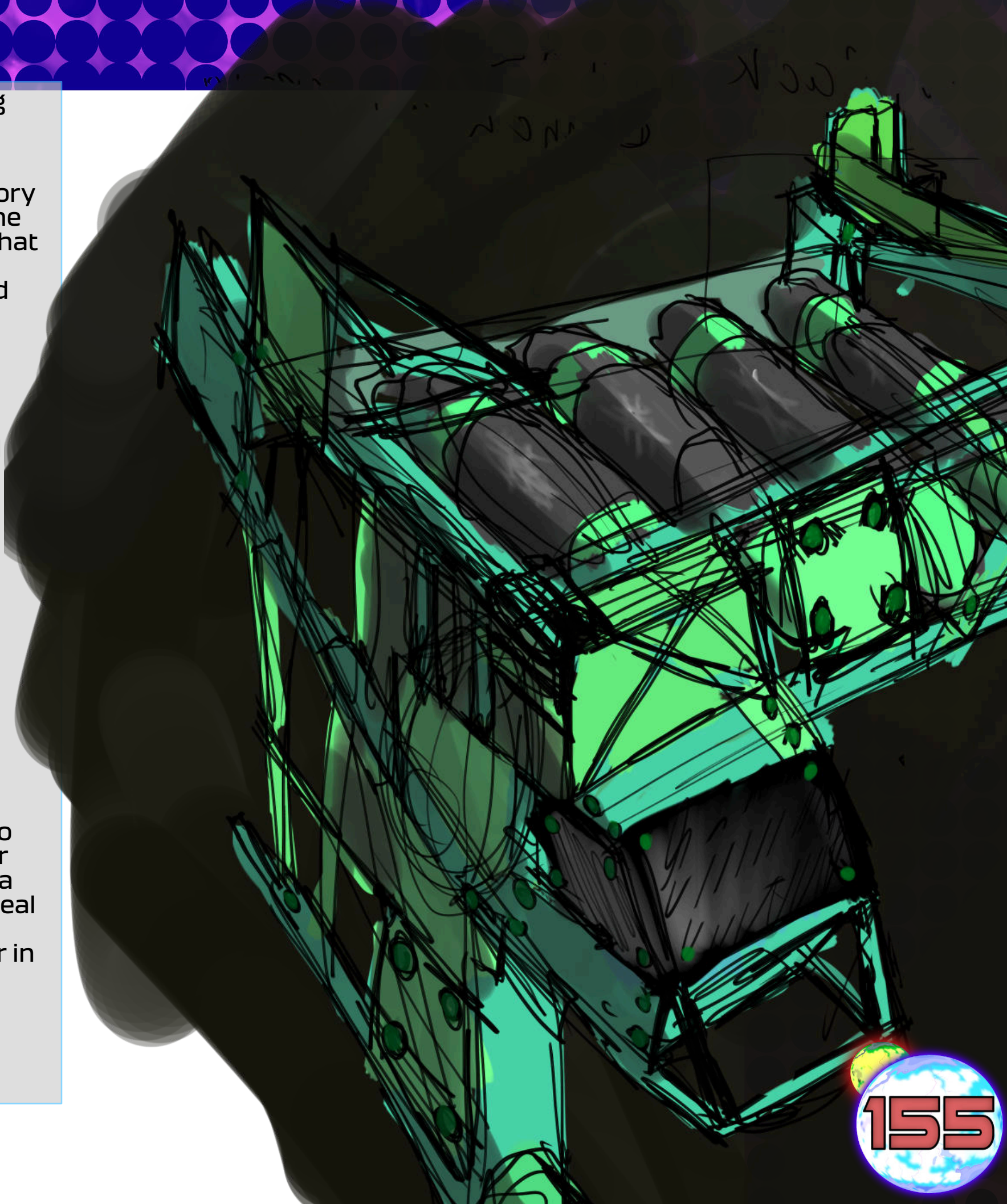
food vendors or shopping opportunities.

Basically these are your opportunities to put in story hooks and also provide the group clues or missions that take them to the other locations you've prepared on the planet.

Conclusion

This part of beast wing can be whatever you want or need for the kind of Campaign you're building as GM. If you want to have multiple factions with conflicting goals, you can do that, and use your own mechanics to track their machinations and figure out what they've been doing behind the scenes.

If you'd rather the campaign focus on exploring planets and dungeons and simply surviving you can have no local factions and NPCs or have local towns only be a rest stop and a place to heal and refuel for the group - rather than a full on actor in the story.



BUILDING A DUNGEON

Exploring dungeons bases and complexes is a regular occurrence in beast wing. Particularly as Light Houses, which are often buried deep within some kind of ancient complex, are needed to jump a ship between planets.

A "dungeon" can be anything from a Maw base to a mystical temple, or an ancient (but high-tech) complex. Remember that many of these locations (and sometimes entire planets) popped into existence when the keystone was destroyed. As such their builders and origins are completely unknown - and as a GM you can do whatever you want with them thematically.

In a dungeon travelling between rooms requires a stealth roll. I'd recommend being strict about making the roll as the Wing explores forwards, but not requiring it as they backtrack unless there's a particularly scary wandering monster or something similar that you want to create a particular vibe for.

To plan out a dungeon as a GM - start with a concept and a map.

After creating a map - I'd recommend marking each room with a number and writing encounters or at least small descriptions or interesting things to find for each room.

Rooms could contain:

Puzzles or strange devices - often dangerous, maybe rewarding new or alternate routs, or weapons and relics if the players can discover their mysteries.

Hidden doors, or traps -

Usually these have a set value to spot - and if the groups active or passive sensors when entering a room or area are high enough, they will spot the traps or other hidden items. Remember to set the difficulty value for these appropriately: 5-7 is a range where characters with higher style can spot things even with passive sensors, 8-10 will require active sensors, a species trait, or quite a bit of additional neon to notice. Remember if the sensor value for the players is close - ask them if they want to spend neon to spot the thing.

Physical barriers - Rivers, gaps, locked doors or computer systems can be breached with a "force" or by applying problem solving skills. Ie. Players could jump

a gap by just *jumping hard*, having high grit and spending neon, or they could build a bridge with nearby materials. The force/ grit rules exist to help you as the GM resolve a player saying "I jump/climb/smash/ hack it" it but if a creative solution makes sense it should also work - no specific rules required.

Clues, information or interesting curiosities -

Sometimes rooms will just have something interesting to check out. But they could also have notes or journals, NPCs, or research data.

Maybe there's a map of the dungeon to be found.

Information like this could give the players the locations of new locations on the planet (or on other planets) so that they don't have to explicitly explore to find them. It could also set the stage for future foes or discoveries, or just provide clues about where the group could explore next.

Enemies or combat encounters - Robots, monsters, local fauna, or even enemy combatants

might be present. Depending on your needs you can track groups or patrols moving about the dungeon as the players do - or just have encounters fixed to a room. I'd recommend not having more roaming encounters than one or two as they can be a lot of overhead to track - but having a roaming foe that the players can avoid with stealth can add a particular kind of tension to an area.

Remember to use the stealth rules where applicable to determine if the Wing is potentially able to avoid or ambush the foes. In some cases the players and the foes might slip past one another like ships in the night.

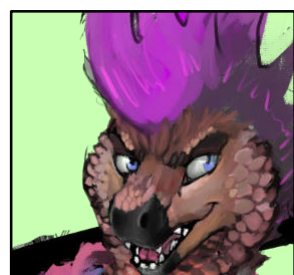
Stealth wont always apply - a mystical guardian construct that appears out of a wall to fight intruders might not "ambush" the players but they'd also have no way to ambush it.

Loot -Often mixed in with the other kinds of rooms will

be relics and weapons, or food and supplies that the group can use. As the GM you should feel free to create variant weapons that work differently from the stock weapons, though I'd recommend against making strictly better versions of existing weapons (ie. Avoid sword but with more damage).

A boss-

This isn't a strict requirement - but it's often fun to have a final big encounter with an Apex Predator style monster design (be it an actual monster, a huge local animal or something like a robot or even something mystical) - Having a 30+ Grit foe with multiple independent limbs can be a great capstone encounter after slowly exploring a dungeon and uncovering it's secrets.



Remember when using stealth in dungeons (or against patrols or other foes in general) that any given patrol or enemy group is probably not going to have full stealth for their group - so even if an enemy encounter is explicitly laying in ambush they might have significantly less stealth total than their stats might imply.