THE LOST SWORDS

CREATING YOUR LOST SWORD

By default, your lost sword has Power+2, Agility+1, 2-Armor, Massive=2. Choose its configuration and choose its systems accordingly.

LOST SWORD STANDARD MOVES

When you use your Lost Sword to ***deal with bad terrain,*** use its Agility for Handling. On a 7–9 or a miss, you have this additional option:

- *You smash through obstacles, inflicting 1-environ to whatever's in your way. Ask the MC what you destroy and whether you can, in fact, force a way through.*

When you use your Lost Sword to ***outdrive another vehicle,*** use its Agility for both Handling and Speed.

When your Lost Sword goes into ***hard shutdown***, roll+Agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:

- *Your Lost Sword slows to a stop. Otherwise, it freezes immobile at this precise moment.*
- *Your Lost Sword lands in a stable, balanced position. Otherwise, it falls awkwardly.*
- *Your Lost Sword maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.*

USING A LOST SWORD AS A WEAPON

Against a person:

- A glancing hit inflicts *2-harm ap*.
- A direct hit inflicts *3-harm ap + Massive*.
- Ramming inflicts *3-harm ap + Massive + Power*.

Against another vehicle:

- A glancing hit inflicts *v-harm*.
- A direct hit inflicts *3-harm + Massive*, minus your target's *Massive + Armor*. Treat 0-harm and less as v-harm.
- Ramming lets you inflict *3-harm + Massive + Power*, minus your target's *Massive + Armor*, but suffer only the harm of a glancing hit (*v-harm*).

Against a building or structure:

- A glancing hit inflicts *2-harm*.
- A direct hit inflicts *2-environ*, minus the structure's *Armor*. You suffer *3-harm + your own Massive - your own Armor*.
- Ramming inflicts *1-environ + power*, minus the structure's *armor*. You suffer the same as for a direct hit, *3-harm + your own Massive - your own Armor*.

WHEN A LOST SWORD SUFFERS HARM

v-harm*: stumble, skid, swerve out of the way. No harm to pilot.*

1-harm*: cosmetic damage. Bullet holes, broken glass, smoke.* ***0-harm can blow through*** *to pilot.*

2-harm*: functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched.* ***1-harm can blow through*** *to pilot.*

3-harm*: serious damage. Functional damage affecting multiple systems, but can be field-patched.* ***2-harm can blow through*** *to pilot.*

4-harm or 1-environ*: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can used for parts.* ***3-harm can blow through*** *to pilot.*

5-harm or 2-environ and more*: total destruction.* ***Full harm can blow through*** *to pilot, plus they can suffer additional harm if the Lost Sword explodes or crashes.*

LOST SWORD

CONFIGURATION

Choose 1:

- ○ ***Bishop***: 1 communication, 1 flight or stealth, 1 weapon, 1 of your choice.
- ○ ***Castle***: 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- ○ ***Knight***: 1 flight, 1 stealth, 1 weapon, 1 of your choice.
- ○ ***Queen***: 3 targeting or weapons, 1 of your choice.

POWER

ARMOR

AGILITY
SPEED, HANDLING

MASSIVE

SYSTEMS

Armor systems

○ Heavy armor (*+1Armor*)
○ Point-hardened laminate armor
Counters ap ammo.
○ Ultra-light armor (*+1Agility*)

Communication system

○ Surveillance array (*close/far*)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

○ Jumpjets (*+1Agility, loud*)
○ Glidewings
Allows high, quiet, slow-speed flight.

Life support system

○ Integrated Ψ buffer rig
Protects you from Ψ-harm while in the cockpit.

Reactor system

○ Improved reactor (*+1Power*)

Stealth systems

○ Adaptive camo skin surfacing (*stealth*)
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
○ Contact-deflective skin surfacing (*stealth*)
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

Targeting systems

○ Target acquisition & lock system
Add +1 to ***do battle****.*
○ Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

○ Handheld weapon adapter
Allows you to aim and fire handheld weapons.

Mounted weapons:

○ Antipersonnel drone cloud
3-harm, close/far, area, loud, ap.
○ EMP shockwave generator
S-harm, close, loud. Disables electronic systems. Puts target Lost Sword into hard shutdown.
○ Long-range energy lance
4-harm, far, ap, dazzling, concentrated fire.
○ Missile pod
2-environ, far.
○ Twin pulse cannons
4-harm, close/far, burstfire, concentrated fire.

All Lost Sword systems are hi-tech.