

Assisted Combat Personnel Armours



Homebrew ACPA guide for Cyberpunk RED

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Assisted Combat Personnel Armours – Homebrew ACPA guide for Cyberpunk RED

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Build your own ACPA: <https://www.artstation.com/artwork/xNKmO>

Assisted Combat Personnel Armour

Story & Slang

First things first – Assisted Combat Personnel Armour or ACPA for short refers for any piece of equipment that is used primarily for combat or in combat environment, carry its own weight and shields it's user from external hazards, such as gunfire. User of this type of equipment is typically called a trooper.

First working ACPA unit was created by Meta Corp, a one of the largest Nomad groups, that later shaped itself into a corporation. Greatly increasing survivability of the Soldier inside, and at the same time allowing them to carry heavy ordnance by themselves – ACPA was quickly adapted by power mongers around the world. Law enforcement, armed forces, corporation shock divisions, and warlords all kept adding additional on-board systems, utilities and amenities, and most importantly – weapons – to keep the edge over their adversaries.

The ACPA resembles both a soldier and a vehicle. When it comes to combat roles, it can garrison most buildings and can be transported by aerodynes incapable of lifting light vehicles. At the same time, it cannot be simply shot down by small arms fire. The bipedal frame allows the powered armour to access terrain too irregular or hard to fit by larger vehicles.

Regarding how it works, any ACPA is a powered exoskeleton frame fixed with an armoured husk. If considered an infantry, it would be an extremely armoured one, armed with the heaviest weapons a man could possibly wield. This is especially true for light and medium frames. On the other hand, if an ACPA were to be considered a vehicle, it would fall into the class of lightly armoured ones, such as an IFV. Even the heavy frame is not as armoured as an MBT.

► Some common terms regarding ACPAs

ACPA: Short for “Assisted Combat Personnel Armour”. Depending on their frame, size and weight they can fall under one of three categories. Light, Medium and Heavy.

Memorize this one, it's going to be used often.

Boris: Really large, or heavy ACPA. This term comes from Soviet engineering – Russian build ACPA is usually heavier and bulkier than other Suits of similar performance.

PA: Short for “Powered Armour”.

Collateral: Unnecessary death and destruction.

Critical: Very bad news (equivalent of FUBAR). Can also refer to Pilot's demise.

Nudie/Nude: Personnel not using an ACPA, or even Exoskeleton. Typically used as an insult or to show a lack of respect.

Trashed: Destroyed or killed whether it means powered armour or a Trooper.

Sarcophagus: Exact place in the chassis where the Pilot is placed and locked for the duration of their mission.

Trooper: Trained or licensed military personnel piloting an ACPA. Referring to anyone piloting a powered armour as “Trooper” is considered a faux pas by real Troopers.

Borg Weapon: Oversized infantry gun (see Corebook pg. 348-349). They require tremendous strength to wield

SUPERHEAVY Weapon: Even bigger and more destructive than typical Borg Weapon – these are encampment guns retrofitted to be held by towering robots.

Ruleset

- Cargo plane loaded with Tinmen One to Four is in the air on schedule, Sir!
- Overlord to Zebra squad, all units switch from standby to drop mode. This is a final briefing, we'll begin countdown at 2000 north of the target. 8 seconds later we'll enter the drop zone. High probability of immediate detection, switch to live ammo. All units reconfirm!
- Zebra One confirmed.
- Zebra Two confirmed.
- Zebra Three confirmed.
- Zebra Four confirmed!
- Acknowledged. 5000 and counting to target.
- All Zebra Pilots secure your PA for impact!
- Zebra squad physical condition... check! Heart rate, Zebra One at 82, Zebra Two at 94. Continuing condition check, Zebra One at 85, Zebra Four at 79.
- Dopamine receptor readings! Zebra One and Two both report normal levels. Zebra Three, Zebra Four both report normal levels!
- Beginning countdown, Sir!
- 6... 5... 4... 3... 2... 1... Drop!

- All boots on the ground, Sir!
- Fire at will!



Combat FAQ

► This part is based on Corebook pg. 191-192.

► Structural Damage Points (SDP) and Stopping Power (SP)

Similar to all regular vehicles, ACPA have Structural Damage Points (SDP). Unlike cars, ACPA doesn't have windows, which means the Pilot cannot be targeted while inside of the Suit.

► ACPA Repair

ACPAs are repaired by a new, advanced skill (ACPA Tech x2). They follow Vehicle Repair rules (see Corebook pg. 140). ACPA is still a vehicle, so Tech, Trooper and Nomad may apply their Role Bonus.

► Aiming for weak points (Headshots)

ACPA can be aimed for weak points using an Aimed Shot (see Corebook pg. 191) doubling damage that gets through SP. If it would be a Critical Injury, it uses Critical Injury Head/Weak points table.

► Basic piloting

ACPA is piloted using Athletics skill. Pilot must pass DV10 Athletics Skill check every round, otherwise stumbles and falls prone. If Pilot's DEX + Athletics Skill is greater than 9 they pass without any roll.

► Ramming

You don't ram with ACPA.

► Brawling

Light / Medium / Heavy Frames deal 3d6 / 4d6 / 5d6 when brawling respectively.

► Martial Arts & Speedware

ACPA must be upgraded with Neural Reflex System to use Martial Arts, or utilise Pilot's Speedware.

► Dodging & Evasion

Every Frame size can try to evade Melee Attacks.

Only Light Frame upgraded with Neural Reflex System can dodge Ranged Weapons.

► Melee Weapons

Light / Medium / Heavy Frames add +3 / +6 / +9 to any Melee Weapon damage respectively.

► Attacking

Other than base Encumbrance, there's no additional penalty for using a handheld weapon by ACPA.

► Encumbrance

The bigger the Frame, the bigger penalty. Since Encumbrance consist of REF, DEX and TECH penalties. It's applied to every roll based upon REF, DEX or TECH, making ACPA irritatingly clumsy in subtle situations, such as picking locks, providing first aid, pickpocketing, playing a piano and so on.

Damage & Critical Injuries

► This part is based on Corebook pg. 187-188, 191.

► Similarity to the Vehicles

ACPA's do **not** use **Wound States**, and remain fully operational until they shut down reaching 0 SDP.

ACPA's are repaired just like any other Vehicle (see Corebook pg. 140) using ACPA Tech (x2).

► Similarity to the Infantry

Whenever two or more dice rolled come up 6, ACPA receives a **Critical Injury**, much in the same way a person would. If the damage wasn't aimed you use BODY table, if it was use HEAD/WEAK POINTS one.

You can try a **Quick Fix** without leaving the Suit, which takes a minute, under **Encumbrance Penalty**.

► ACPA Critical Injuries (BODY)

Roll 2d6	Injury	Injury Effect	Quick Fix	Critical Repair
2	Destroyed Arm	ACPA's arm is gone. Drops any items held at the time. Pilot cannot access any Options in this arm.	NA	ACPA Tech DV17
3	Destroyed Hand	ACPA's hand is gone. Drops any items held at the time.	N/A	ACPA Tech DV17
4	Destroyed Feet	ACPA's feet is gone. Suit suffers -2 to MOVE (minimum 1).	Basic Tech DV15	ACPA Tech DV15
5	Jammed Popup	Internal Weapon popup mechanism is damaged. Pilot cannot access a single Internal Weapon of GM's choice.	Basic Tech DV13	Quick Fix removes Injury Effect permanently
6	Armour Broken	ACPA instantly loses 2 Stopping Power (SP).	Basic Tech DV13	ACPA Tech DV13
7	Shrapnel	Pilot is struck with internal shrapnel. This causes 4d6 damage to Pilot susceptible to their Armour	N/A	N/A
8	Disabled Leg	ACPA's leg is severely damaged. Suit suffers -4 to MOVE (minimum 1).	Basic Tech DV13	ACPA Tech DV13
9	Battery on fire	Battery circuitry is damaged, catching fire. ACPA is immediately set on Mild Fire, and takes 2 Damage directly to its Structural Damage Points (SDP) every round, until fire is extinguished.	Basic Tech DV13	Quick Fix removes Injury Effect permanently
10	Damaged Battery	Battery is unable to power up the Suit for a single Round. Unless there's a second Battery, the ACPA cannot take an Action next Turn.	Basic Tech DV 15	ACPA Tech DV15
11	Disabled Arm	ACPA's arm is severely damaged. Arm can still be used at -4 Penalty to every Action done by that arm.	Basic Tech DV13	ACPA Tech DV15
12	Destroyed Leg	ACPA's leg is gone. Suit suffers -4 to MOVE (minimum 1).	NA	ACPA Tech DV17

► ACPA Critical Injuries (HEAD/WEAK POINTS)

Roll 2d6	Injury	Injury Effect	Quick Fix	Critical Repair
2	Destroyed Sensory Suite	Sensory Suite has been destroyed, and cannot be used. Pilot must now use backup viewport, which causes -4 penalty to any ranged attacks, and Perception Checks that involve vision.	NA	ACPA Tech DV17
3	Destroyed Mainframe	ACPA's on-board computer has been destroyed. All systems go offline, and Suit instantly becomes inoperable.	NA	ACPA Tech DV17
4	Damaged Sensory Suite	Sensory Suite has been hit. 1d6 Options (Audio or Visual) of GM's choice are disabled.	Basic Tech DV15	ACPA Tech DV13
5	Damaged Mainframe	ACPA's on-board computer has been hit. Any further quick fixes or repairs are done on -4 penalty until mainframe is repaired.	Basic Tech DV13	Quick Fix removes Injury Effect permanently
6	Neural Link Overloaded	Neural Link transfers unusual power surge directly to Pilot's brain. Pilot suffers 6d6 damage that ignores Armour. If Pilot would die from such damage, they instead lose consciousness at 1 HP.	N/A	N/A
7	Shrapnel	Pilot is struck with internal shrapnel. This causes 5d6 damage to Pilot susceptible to their Armour	N/A	N/A
8	Heavy Impact	Damage hit Pilot directly. Pilot immediately suffers Whiplash Critical Injury.	N/A	N/A
9	Cracked Chassis	Aimed Shots to your head/weak points multiply the damage that gets through your SP by 3 instead of 2.	Basic Tech DV15	ACPA Tech DV15
10	Damaged Motion Servos	Motion Servos have been hit. Suit suffers -2 to REF, DEX (minimum 1)	Basic Tech DV13	ACPA Tech DV13
11	Destroyed Voice Module	Pilot cannot communicate verbally through the Suit.	N/A	ACPA Tech DV15
12	Destroyed Motion Servos	Motion Servos have been destroyed, and cannot mimic Pilot's movement. Suit suffers -4 to REF, DEX (minimum 1).	N/A	ACPA Tech DV17

► Escaping the inoperable ACPA

If Suit reaches 0 Structural Damage points, or suffers certain Critical Injuries, it becomes inoperable effectively trapping the Pilot inside. Getting out of the husk requires the Pilot to either use [Escape Hatch Upgrade](#), or beat the **DV13 Contortionist** Skill check, or alternatively a **DV17 Athletics** Skill check.

► How long to fix it?

Any Quick Fix is done in a minute (skill and DV dependant on Injury). Any Critical Repair takes 4 hours (skill and DV dependant on Injury). Other than that repairing ACPA over half SDP takes 3 hours (DV9), repairing under half SDP takes 1 day (DV13), and repairing destroyed ACPA takes 1 week (DV17).

Build your own ACPA



Sequences, components, frames, armour, internal systems, utilities, interface, reflex, auto-docs, safety, communications, sensors, movement, general systems, offense, melee, guns, scatter packs, cannons, rockets, grenade launchers, small arms, defensive systems, ammo.

Sounds like too much of a drag. In the time of the RED you build upon what's available.

I've done my best to compress entire ACPA design process to match NEW rules, so jarhead like you could comprehend it. Are you ready, rookie?

Selecting Frame

Frame selection is the most important aspect of building sequence. Frame determines almost every statistic and general size of the entire ACPA. You may not change the frame once the building sequence is completed. Frames come in three sizes: **Light**, **Medium**, or **Heavy**.

First one may be understood as a hard suit – a metal gear-ish plates strapped onto a step-in-linear-frame. Its roughly the size of a portly human, and unlike bigger frames it's not even as strong as human sized Borgs. Light frame is the definition of Armoured Infantry divisions – it will fit into all places transport, and can move on all surfaces. **They require Rank 1 Heavy Metal.**

Second, most commonly used medium frame is THE Assisted Combat Personnel Armour. It's bigger than a human, at least 3 meters in height. Medium frames are used as Mechanised Infantry due to their ability to wield heavy Borg guns, and regular infantry weapons alike. They might fit into bigger buildings, and can walk on the ground without subsiding in it. **They require Rank 5 Heavy Metal.**

Last, but by any means not least, the heavy frames are enormously big, a towering up to 5 meters. Used mostly as fire support platforms. Heavy frame is more a vehicle than it is an infantry. They can wield the heaviest weapons, inaccessible for lesser frames, but will almost surely flounder on any ground short of concrete. **They require Rank 8 Heavy Metal.**

► What a Pilot needs?

- Pilot must have **Neural Link**, and a set of **Interface Plugs** installed to operate an ACPA.
- Pilot cannot use Armour that has a REF, DEX, MOVE Penalty. They could fit with skin-tight Kevlar, Bodyweight Suits of all sorts, Skinweave and Subdermal Armour however.
- Pilot cannot use Linear Frames, external nor internal, unless they're specifically upgraded.

► How to read the Frame properties

Encumbrance: Describes how the suits size and weight disturbs the pilot's at doing precise tasks with their hands when within the suit. Bigger Frames tend to be harder to pilot precisely.

MOVE: How fast suit can move in terms of combat, or narrative. Bigger Frames take bigger steps.

BODY: How strong is the suit in terms of combat, or narrative. The bigger the Frame, the stronger it is.

(SDP) Structural Damage Points: Vehicle equivalent of Hit Points. Losing half SDP gives -2 penalty to all rolls. Reducing ACPA SDP to 0 or below destroys the ACPA, trapping the Pilot inside inoperable husk (see "[Escaping the inoperable ACPA](#)" pg. 22)

(SP) Stopping Power: How much damage can chassis stop before it cracks. Any damage that exceeds the SP is applied to SDP. Reducing ACPA SP to 0 or below renders the Pilot exposed to all damage.

(ARM) Internal Arm Option Slots: How many Option Slots can be stored in a *SINGLE* ACPA Arm.

Weight (Kg): How much suits weight for combat and narrative purposes. Counted in Kilograms.

Cost: How many *THOUSANDS* of Eurodollars are needed to purchase a single frame without upgrades.

Frame	Encumbrance	MOVE	BODY	SDP	SP	ARM	Weight (Kg)	Cost
Light	-2 REF, DEX, TECH	User's	10	40	13	3	400-600	30K eb
Medium	-3 REF, DEX, TECH	User's+2	13	50	16	4	600-1000	50K eb
Heavy	-4 REF, DEX, TECH	User's+4	16	60	19	5	Over 1000	100K eb

Sensors and Utilities

So, your frame is chosen, now let's build upon it.

► Sensory Suite

We always start with the head - ACPA is useless if you cannot see or hear what's outside. Lucky for us – they all come premade with unified audio-visual interface called the Sensory Suite.

Basic sensory suite can host up to **5 Options and can be upgraded to host more Options**. Bare Sensory Suite do allow Pilot to hear and see outside world, but any options as they must be bought and installed separately. Most of factory made ACPA models have at least a few Options installed, and their individual prices are included in Suit's total price.

- ACPA is capable of using any Cybereye and Cyberaudio Options (see Corebook pg. 360-362).
- Installing any Cybereye and Cyberaudio Options does not cause Humanity Loss to the Pilot.
- Cybereye and Cyberaudio Options does not need to be paired when installed in ACPA.
- Buying and installing any Cybereye and Cyberaudio Options has the same cost as doing so for a person.

► Arms and their Utilities

All ACPAs come factory fitted with two arms, that are used by its Pilot to manipulate machinery, fire handheld weapons, use tools, perform a surgery, and generally do anything a person could do with their Cyberarms. **Doing any task that would require a skill roll based on REF, DEX or TECH is always performed under base encumbrance penalty, which depends on ACPA Frame size.** After all, picking lock, making a precise shot, or performing a surgery with oversized mechanical hands should impose sort of challenge, and thinking, speaking or reading from within the suit should not. **Do note that encumbrance penalty is only imposed on REF, DEX and TECH stat, and is be lowered by Trooper at Ranks 5 and 8 by a single point each.**

Just like regular Cyberarms, ACPA Arms can host certain amount of Option Slots depending on its Frame Size. **Light / Medium / Heavy Frames can host 3 / 4 / 5 Option Slots respectively and can be upgraded to host more slots.**

- ACPA is capable of using any Cyberarm Options (see Corebook pg. 364-366, or Black Chrome pg. 17-26) **as long as they are not weapons**. ACPA are combat oriented (even more than vehicles), and have their own separate rules for Internal Weapons covered in Step III.
- Installing any Cyberarm Options in ACPA cause no Humanity Loss to Pilot.
- Buying and installing any Cyberarm Options has the same cost as doing so for a person.

What do you mean, your ACPA turned off mid fight?
How many... I say, how many times do I have to remind you?
DO NOT use auto update outside of Maintain Station!
Bloody Academics...

- Pablo Domino, chief of Damage Control

Internal and Handheld Weapons

Similar to regular cyberarms, ACPA arms can host Internal Weapons. These occupy the very same Option Slots, as Utilities covered in previous step. However, since ACPA's are mainly used in combat, their ordnance can be more versatile than that of a regular RED vehicle, or a cyberarm. This calls for more inclusive ruleset that covers more diverse ordnance.

► Handheld Weapons

Any ACPA is able to field any infantry weapon as long as it fills the weapon requirements, such as number of free hands needed or exceeding minimal BODY value required by weapon.

► Internal Weapons

Despite the fact, of them being able to use Infantry and Borg weapons in their hands – most of the ACPA rely on weapons mounted into their arms internally. Internal Weapons are the Big Bad version of popup weapons featured in Corebook since they include more weapon types.

- Any weapon (including exotics) can be installed as Internal Weapon if the arm can support enough Option Slots. Requirement for Option Slots depends on the type of a weapon regardless of weapon attachment's installed.
- Any two handed weapon with BODY requirement of 11 or more is considered Borg Weapon. Borg Weapons are so heavy, they always require 5 Option Slots to be installed.
- Installing any Internal Weapon in ACPA arms cause no Humanity Loss to Pilot.
- Internal Weapons can be concealed without a check, and can be drawn and stowed without using an Action. Also ACPA cannot hold anything it its arm while weapon is popped up.

► How to install/uninstall Internal Weapon

Supplying your Suit with your favourite kind of weapon must meet certain requirements. One must have enough free Option Slots to begin with. Next step is to obtain the weapon, then finally install it. **Installing an Internal Weapon is an Basic Tech Skill Check.** Installation or uninstallation takes time, and must be tried again if failed.

Little advice, not all Pilots install their own weapons. Some have people for that, others just pay their friends to do their bidding. That's why table below shows typical prices for installation service.

Weapon	Description & Data	Service	Install	Time
Melee Weapons	Light melee weapon take 1 Option Slot. Medium melee weapon take 2 Option Slots. Heavy melee weapon take 3 Option Slots. Very Heavy melee weapon take 4 Option Slots.	100eb (Premium)	DV 13	2 hours
Ranged Weapons	Medium Pistol, Heavy Pistol, SMG take 1 Option Slot. Very Heavy Pistol, Heavy SMG take 2 Option Slots. Shotgun, Assault Rifle, Sniper Rifle take 3 Option Slots.	500eb (Expensive)	DV 15	4 hours
Shields	Thin (15HP) shield take 3 Option Slots. Thick (30HP) shield take 5 Option Slots.	500eb (Expensive)	DV 15	4 hours
Explosive Weapons	Grenade Launcher take 3 Option Slots. Rocket Launcher take 4 Option Slots.	500eb (Expensive)	DV 17	8 hours
Borg Weapons	Any two handed weapon of choice with BODY requirement of 11 or more take 5 Option Slots.	1000eb (V. Expensive)	DV 21	1 day

Upgrades

Upgrades are the most vital part of a build sequence, they define the ACPA's capabilities and make it more than just another Suit. Troopers can specialise their ACPAs into roles by choosing proper set of upgrades. The availability of upgrades depends on Trooper's Heavy Metal Rank. New Upgrades are unlocked at rank 5, and rank 8. An Upgrade can be taken only once per ACPA, unless stated otherwise.

► Buying upgrades outside of Heavy Metal Role Ability

- Heavy Metal Rank 1 upgrades cost 1'000eb (Very Expensive),
- Heavy Metal Rank 5 upgrades cost 5'000eb (Luxury,)
- Heavy Metal Rank 8 upgrades cost 10'000eb (Super Luxury).

► Heavy Metal rank 1 Upgrades

Upgrade	Description
Auto-Doc	Utility capable of injecting the Pilot with single dose of pharmaceuticals (Corebook pg. 150) whenever they roll Initiative, receive a Critical Injury, or enter a chosen Wound State. Must be reloaded by a Medtech and must be tailored to specific Pilot. Requires Biomonitor. Can be installed multiple times.
Escape hatch	ACPA's chassis is loaded by explosive bolts that can burst the chassis open upon command, even when prone. Allows the Pilot to escape inoperable husk with no external help. Works even with destroyed mainframe and cut power.
Environmental Seal	ACPA becomes completely sealed, and impregnable to any environmental hazards such as aerial toxins, fumes, vacuum of space, or crushing pressure. Suit is considered sealed until its Stopping power (SP) or Structural Damage Points (SDP) are depleted to a half. This upgrade comes with extended life support supply, providing Pilot with oxygen, water, and food for 36 hours.
Energy Reserves	Equips ACPA with 2 additional batteries. Next battery automatically take over when previous one is depleted or destroyed. Single battery lasts for 12 hours.
Neural Reflex System	Servos are rewired to execute movement based on Pilot's thoughts rather than their muscles. Allows Pilot to add Initiative bonus from their Speedware, perform Martial Arts Attacks and dodge bullets. Dodging is limited to Light Frames.
Powered Skates	ACPA is equipped with internally retraceable inline skates. If used on any solid and flat ground, such as pavement, concrete or steel floors – suit gain up to 20 MOVE. Moving in such manner requires a DV 13/15/17 Athletics skill check every round for Light/Medium/Heavy frames respectively. If failed, the troopers lose control of the vehicle (see corebook pg. 192).
EMP Absorber	ACPA is equipped with capacitor capable of storing away unwanted energy spikes, and then slowly dispersing it away. Suit ignore one EMP effect per installation. Can be used once per day. Can be installed multiple times.
Jet Pack	ACPA is equipped with external thrusters capable of short flights. When activated as an Action, ACPA can either jump up to 40m forward, or 20m upwards. Jet Pack can be used to negate to 8d6 falling damage (see Corebook pg. 181. Can be used once per day. Can be installed multiple times.
Scatter Pack	Danger Close Ordnance preloaded with various pellets that can be fired without needing an Action. Pellets acts as a single grenade of Users choice. Explosion is centered on ACPA and deals no damage to it. Must be reloaded after every use. Pellets cost the same as respective grenade type. Can be installed multiple times.
Climbers	ACPA is equipped with retraceable blades mounted at feet and wrists. Suit can climb any surface hard enough to support its weight with half of its MOVE. Utilising Climbers in combat adds +3 damage to Brawling.

► Heavy Metal rank 5 Upgrades

Upgrade	Description
Core Systems Upgrade	This ACPA core systems are upgraded to outperform Suits of similar Frame. Can be installed five times, and each upgrade can only be installed once per Suit. • Upgraded Sensory Suite rises Sensory Suite Option capacity to 10. Comes preinstalled with Cybereyes and Cyberaudio Options of choice for free. • Upgraded Armour raises ACPA Stopping Power (SP) by 3 points. Additional plating weight makes encumbrance penalty more severe by 1 point. • Upgraded Servomotors raises several ACPA strength related attributes. BODY +3, Structural Damage Points (SDP) +10, Brawling Damage +1d6, Melee Weapons Damage +3. • Upgraded Reflex System raises ACPA agility related attributes. Encumbrance penalty is weakened by 1 point. ACPA gains MOVE +2. • Upgraded Arm Slots raises ACPA Arm Option Slots capacity by 1 point. This also affects 2 additional arms from Quadruple Arms Upgrade.
Integrated Mobility Kit	ACPA is equipped with a single integrated Mobility Kit designed for uncommon environment in which the Suit can operate. • Space Kit equips ACPA with thruster system, which allows for movement in the vacuum of space. Suit can accelerate/decelerate 10 MOVE per round. • Underwater Kit equips ACPA with underwater propulsion system, which allows for movement in water up to 1000m depth with 10 MOVE. • Aerial Kit equips ACPA with jet engine, which allows for aerial movement with 20 MOVE. All Mobility Kits have enough fuel to last for 12 hours of usage, and require Environmental Seal Upgrade. Space Kit additionally requires EMP Shielding. Additionally Pilot can use their Action to use additional Move Action if they have Jet Pack installed as well.
Emergency Recovery Systems	ACPA is equipped with additional wiring and artificial muscles, as well as backup mainframe and internal fire suppression system. Allows to ignore a single critical injury effect at a time. Does not negate any damage done to Structural Damage Points (SDP). Can be installed multiple times.
ECM Module (Jammer)	Electronic Countermeasures Module. Using massive electromagnetic interference, the ACPA scrambles any electronic communication around itself on command. Smart weapons, cybereyes (outside of regular vision) targeting scopes, tracking devices and radio communications becomes unusable. Works in 100m radius for 1 minute. Recharges in 1 hour. Unit cannot use it at the same time as EC-CM.
EC-CM Module (Burner)	Electronic Counter-Countermeasures Module. System uses extremely precisely tuned interference waves to burn through ECM jamming. Allows for electronic communication with 50m range despite active jamming. Recharges in 1 hour. Unit cannot use it at the same time as ECM.
EMP Shielding	Plating is fitted with hardened shielding against electromagnetic attacks. Suit cannot be rendered inoperable by either EMP, Microwave or Non-Black-ICE Program effects. Additionally it blocks external low level radiation (see Corebook pg. 181). Suit is considered shielded until its Stopping power (SP) or Structural Damage Points (SDP) are depleted to a half
Borg Weapon	Pilot uses their connections or clearance to source a single 5000EB Luxury Weapon of their choice (see Corebook pg. 348-349, various DLCs). Weapon is installed for free. Can be "installed" multiple times.
Reactive Armour	Outfits ACPA with Non Explosive Reactive Armour made to withstand explosions. All explosive damage is lowered by 1d6.

► Heavy Metal rank 8 Upgrades

Upgrade	Description
Combat Grid	ACPA is connected to neural transmission shared by a group. As long as ACPA stays within 50m from another ACPA being in the same Combat Grid, they can access each other's Sensory Suite. This communication is considered Scrambled, and understanding it would require codes usually established before the mission.
Artificial Intelligence	Mainframe is hardwired with independent AI that can defend itself or perform rudimentary tasks requiring a Skill Check in absence or unconsciousness of a Pilot. It has a Skill Base of 10 for DEX and REF Skills, and Skill Base of 4 for TECH and INT Skills. AI cannot attempt COOL, EMP or WILL skills. It has MOVE of 4/6/8 for Light/Medium/Heavy Frames respectively. AI will respond only to tasks given by designated Pilot, who can transfer clearance to another person. AI can be fooled with a successful DV21 Acting Skill Check.
Drone Rig	ACPA is issued with build-in portable 3 Floor NET Architecture complete with a DV8 Password (Floor 1), DV8 Control Node (Floor 2) and a Imp program (Floor 3). Control Node controls one of the following: Air Swarm Drone Cloud, Mini Air Drone, Automated Turret (installed on ACPA) chosen on purchase. Any rigged drones are a part of Combat Grid if present.
Immortality Protocol	ACPA armour plating are weaved with nanomachines that automatically restore its Stopping Power (SP) by 1 each day. Upon reaching half of Structural Damage Points (SDP) it immediately repairs ACPA's SDP for its BODY value. This can happen only once per day. The nanomachines feed on materials harvested from air pollution via air filtering system, never needing to reload.
SUPERHEAVY Ordnance	ACPA's is adapted to use and supplied with a single SUPERHEAVY weapon of choice worth 10'000EB (S. Luxury). These weapons cannot be installed internally, and thus must be carried. Can be "installed" multiple times.
Tandem Mind Link	Sarcophagus in redone to fit double pilot seat. Both pilots are linked to machine mainframe and can either proceed with their separate Actions using different arms, or do a single Action together using their Mind Link. When using Action together they proceed with higher score one of them rolled.
Quadruple Arms	ACPA is retrofitted with two additional Arms with same Option Slots capacity as two basic arms. Requires Artificial Shoulder Mount.
LASER Point Defence	ACPA is equipped with fully automated LASER that automatically shoots down any missile targeted at the Suit within the line of sight with a 100% success rate every other round. Battery lasts for 4 shots, and is recharged in 24 hours.

Unexperienced pilots often dream of Heavy duty

You know, these big frames for big boys

Truth is, while machine is important, it's always skills that matter

So you better try to survive properly next sim, and not die
outmanoeuvred by grasshopper with flight module

- Seth Sroczyński, Trooper Tutor.

Blank ACPA Sheet for easy printing

Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/		/	/	/	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Left Arm Internal Weapons			Right Arm Internal Weapons		
Upgrades					
Name		Description			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

The Trooper

► This part is based on Corebook pg. 29-39

Twenties PA Solos had it fancy. They experienced no shortages of fuel, used battle nets. Even had new models coming every month or so. Now it's all shortages. Good thing is there's shortage of good pilots too. This way we are stuck in symbiotic relation - we are nothing without our employers supplying us with ACPA's, fuel, bullets, and hefty upgrades. And they are nothing without us to pilot their toys. You see, after several years of training in academy – I'm no longer expendable.

Jack Cooper, decorated Trooper

You are masterfully skilled, trained, and most importantly – licensed – pilot of Assisted Combat Personnel Armours. Troopers, as you like to call yourselves, mostly gained access to such precious equipment by selling their soul to some kind of institution wealthy enough to sustain entire workshop of technicians, source spare parts, systems and weaponry. The devil of this contract comes in many forms. It's mostly corporate or government funded hit squads, but some Nomad families, mercenaries and even gangers can prove to be capable of maintaining operational fleet of Suits.

Most Troopers gain their clearance after few years of military academy when they pass their final exams on broad concepts on conserving, using and modifying their powered armours. You finished the restricted training, and made it into the big leagues, and you aim to one day become the very best. Sounds good?

There's a catch. Big one. Whoever provides you with equipment, has got you on contract – they own you, and they owe you nothing. White collars got it all figured out. Long before you make enough to buy out, or get the equipment yourself, you are most likely to die in a combat anyway. Of course, as your skill progresses, so does your value. After all, you are worth more as an active asset, than in due retirement.

► Role Ability: Heavy Metal

The Troopers Role Ability is Heavy Metal. With Heavy Metal, a Trooper can excel in combat due to their access to Assisted Combat Personnel Armours and excessive knowledge how to make best use of them.

Whenever a Trooper increases their Rank in Heavy Metal, they add a free upgrade of their Heavy Metal Rank or lower, to any ACPA of their choice they have clearance to use.

Thanks to their wide experience and academic knowledge, Troopers are also able to maintain, repair, modify and install any upgrades to any type of ACPA with unmatched skill.



Role Ability: Heavy Metal

The Troopers Role Ability is Heavy Metal. Troopers have the general know how about virtually everything there is to be known about Assisted Combat Personnel Armours. They are also more adapt at properly utilising their Suits at combat than anyone else.

► Enlistment Bonus

At **Heavy Metal Rank 1**, as a **gift**, the Trooper is given a **Neural Link** with **Interface Plugs** installed free of charge, to allow them to operate Assisted Combat Personnel Armours. The Trooper cannot resell these without raising suspicion, as they are most definitely tracked and marked.

► Clearance

At **Heavy Metal Rank 1**, the Trooper is given clearance to use one of their contractors **Light Frame** outside of their day-job. ACPA is given without any upgrades, weapons or utilities, but can be upgraded, armed and fitted with each Heavy Metal Rank increase.

At **Heavy Metal Rank 5**, the Trooper receives a stock **Medium Frame** with the same deal.

At **Heavy Metal Rank 8**, the Trooper receives a stock **Heavy Frame** with the same deal.

If Trooper leaves to join another Organization, they will extend to them the same offer, even install the same set of upgrades, weapons and utilities if any are present.

► Free Upgrades

When Trooper increases their Role Ability Rank, they receive a single free upgrade of their Heavy Metal Rank or lower.

► Second Skin

At Heavy Metal Ranks 6 and 8 the Trooper lower their **encumbrance penalty** by 1 point each.

► ACPA Familiarity

Being a Trooper is all about being a well-educated and trained enough to manage every ACPA model on familiarity alone or pull off impressive feats without any problems. A Trooper adds their Heavy Metal Rank to any **Athletics** Skill Check they make while Piloting any ACPA, and also **ACPA Tech** and **Basic Tech** while repairing, maintaining, modifying or otherwise tinkering with any ACPA.

ACPA Tech is a new advanced (x2) skill that is equivalent to other Vehicle Tech Skills. This Skill is used to repair ACPA just as any other Vehicle would be repaired (see Corebook pg. 140) and to “treat” more serious ACPA Critical Injuries. More common ACPA Critical Injuries will do **with Basic Tech** Skill.

Because it’s a Vehicle Tech Skill, a Nomad Vehicle Familiarity (see Corebook pg.161) and Tech Field Expertise (see Corebook pg. 147) should apply their Role Rank as a Bonus to any ACPA Tech checks.

Here’s my clearance, and here’s my warranty.

I ain’t gonna bribe you, officer.

These Eurodollars are for my date tonight.

- Jack Cooper, on his way for a date who later stole his kidney

Role-based lifepath

► This part is based on Corebook pg. 53-69.

► What kind of Trooper Are You?

Roll	Type
1	Army man. Dedicated to Call of Duty, and fighting for the official Agenda.
2	Corporate Enforcer serving this week's memo.
3	Freelance pilot for hire.
4	A Black Ops Agent who never existed.
5	The one that build their own suit of armour.
6	Skilled member of a local gang or militia capable of piloting PA.

► What ethics drive Your work?

Roll	Ethics
1	Only engage marked targets when made sure they are active combatants.
2	Trash any target no questions asked, but does not go collateral.
3	Will occasionally kill bystanders, but tend not to do so.
4	Trigger happy and willing to bend any rules to fulfil the mission.
5	Ruthless and profit centred. Will work for highest bidder and take any job.
6	Psychotic. Proceed with utterly unmoral activities, with high collateral for the sake of it.

► What is your typical operation?

Roll	Territory
1	Security. Corporate Zone in a City.
2	Firefights. Combat Zones, or similar lawless wastelands
3	Combat drops. Smashing and grabbing important assets.
4	Stealth. Unregistered, and illegal operations that are never documented.
5	Guard. You follow certain VIP, or Team wherever they go.
6	Whatever life throws at you.

► Who's Gunning for You?

Roll	Who?
1	A rival Trooper from your past, who sees you as their nemesis.
2	Corporate clean-up crew willing to take back what's theirs by their own law.
3	Lawmen on a path of vengeance after one of your missions.
4	Boostergangers seeking revenge for prior firefight.
5	Some VIP who want your services for themselves.
6	Rival ACPA team, that operates from the same organisation.

Playing as a Trooper

► This part is based on Corebook pg. 73.

Trooper is a blend of a Nomad and a Solo. They lack the family of the former, but gain their main tools, the ACPA in similar manner. Although they don't adapt in combat as the later, they can achieve extremely high damage output when using their Suits properly.

Most, but not all Troopers have some sort of military expertise, they are professional soldiers trained to read and react to their reality interface in an instant, manoeuvre Powered Armour with precision, and generally have a wide range of knowledge on how ACPA work mechanically.

Since the space inside a chassis is extremely limited, Pilots cannot wear anything other than skin-tight body suits. Budget option is to go to the nearest tailor and get skin-tight Kevlar suit. More wealthy Troopers go with Subdermal Armour or Bodyweight suits designed for ACPA use.

Another must have is a Neural Link, and a set of Interface Plugs (see Corebook pg. 359), which is absolutely mandatory for one to be able to operate any ACPA mainframe. This fact alone put a strain on Troopers starting money. Good thing is, you don't need to buy yourself a cyberdeck.

► Trooper's STATS for Starting Character (template sum: 62 - EDGERUNNER)

Roll	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	8	6	6	8	6	4	8	5	5	6
2	6	6	5	6	8	7	8	5	5	6
3	7	8	8	6	4	5	5	6	8	5
4	6	8	6	7	5	7	4	6	5	8
5	7	7	7	6	8	5	5	6	5	6
6	6	6	6	7	7	6	6	6	7	5
7	6	7	7	6	5	7	8	5	6	5
8	8	7	7	7	3	5	7	8	6	4
9	7	8	6	7	4	4	6	8	8	4
10	7	6	7	7	4	6	3	7	7	8

What do you mean Murder?

It was a Hostile Takeover. One with a Warrant.

Everyone in that room, including these women were in fact marked as active combatants. No lie.

Check my backup HUD recording.

I double dare you, nudie.

- Lt. John Conrad during his trial for Extreme Cruelty

Typical set of skills

► This part is based on Corebook pg. 86-87.

Main focus of Trooper skills typically lies in **Combat**, **Technique** and **Control** skills. Nonetheless it's possible for a Trooper to maintain their own ACPA themselves. **Technique** oriented Troopers often tinker with or modify their own Suits. Most talented (and probably crossed with Tech Role) can even design new models. They do not necessarily need to stay focused on heavy weaponry only, and in fact often use **Social** skills in a real life outside of serving their overlord, or lecturing students.

► Trooper skills (template sum: 86 points - EDGERUNNER)

Basic Skills	Level	Other Skills	Level
Athletics	6	Autofire (x2)	6x2
Brawling	4	Heavy Weapons (x2)	6x2
Concentration	2	Shoulder Arms	6
Conversation	2	Tactics	6
Education	6	Melee Weapon	4
Evasion	2	Basic Tech	4
First Aid	2	Resist Torture/Drugs	4
Human Perception	2	Cybertech	2
Language (Streetslang)	2		
Local Expert (Your Home)	2		
Perception	2		
Persuasion	2		
Stealth	2		

Typical Weapons/Armour, Gear, Outfit and Cyberware

► This part is based on Corebook pg. 98, 103, 105, 117.

If one would like to abstain from using EDGERUNNER template, as presented here, and go with CALCULATED character creation instead – let me remind you, though **selling your soul** is not mandatory, it sure does ease the costs of **obligatory cyberware**.

► Trooper Weapons / Armour, Gear, Outfit and Cyberware - EDGERUNNER

Weapons / Armour	Gear	Outfit	Cyberware
Heavy Pistol	Agent	Leisurewear:	Neural Link
Heavy Pistol Ammo x100	Carryall Bag	Footwear x2	Interface Plugs
Skin-tight Kevlar BODY	Tech Bag	Jacket x2	Hidden Holster
Skin-tight Kevlar HEAD	<i>Either</i> Computer	Bottoms x2	
	<i>or</i> Binoculars	Mirrorshades	
	Bed & Sleep bag	Top x2	
	Prepak x3		Humanity Loss:
	Radio Communicator		7 + 7 + 7 = 21
	Personal Care Pack		Totals -3 EMP

Since this is a EDGERUNNER method – this character is left with **500eb** in **cash** in their pocket, that they can spend on any weapon, armour, gear, outfit or cyberware of their choosing during character creation.

Troopers Hustle

► This part is based on Corebook pg. 381.

In between missions, Troopers might take on odd jobs to make ends meet. These can range from simple bodyguard work to escorting valuable cargo through dangerous territory. Some Troopers even become hired guns, taking on contracts to eliminate specific targets. However, taking on freelance work can be risky. It may not always be legal, and it can put the Trooper in conflict with their employer or other powerful entities. It is important to weigh the risks and rewards before taking on any job. In addition, many Troopers form alliances and networks with other ACPA pilots, sharing knowledge, resources, and job opportunities. These networks can provide valuable support and camaraderie in an otherwise dangerous and cutthroat industry.

Overall, being a Trooper is a challenging and dangerous profession, but one that can offer high rewards for those skilled and savvy enough to succeed

► Trooper's Hustle

Roll	What you did to make bank that week	Heavy Metal 1-4	Heavy Metal 5-7	Heavy Metal 8-10
1	Worked at Academy as an instructor.	100eb	200eb	500eb
2	Helped pack of reclaimers in need for some linear frame expertise.	100eb	200eb	300eb
3	Mandatory drill back at Compound. Week is lost.	0eb	100eb	300eb
4	Hired for mercenary Corp, that provided you with their own ACPA for the duration of the mission.	200eb	400eb	600eb
5	Entire week of overtime at Corporate. Good pay.	200eb	300eb	600eb
6	Helped around maintain various ACPA models.	100eb	200eb	500eb

Multiclassing into the Trooper

► This part is based on Corebook pg. 143.

First things first: enabling access to military grade weapon platform should be done with caution.

Nonetheless, **Lawman** or **Exec** as the ones that belong to pre-existing organisations might have easier time at acquiring a proper ACPA license with funding bestowed on them by their higher ups.

A **Solo** as a most combat proficient role, will become absolute combat god. To them ACPA is a second Health Bar, ability to ignore critical wounds (for a time), bonus movement and plethora of weapons.

Roles already proficient in vehicle use, the **Tech** and **Nomad** will gladly add their role bonus to any repair checks, they install weapons, upgrades in no time. Could also build or source them no sweat.

On the contrary the **Media**, **Rocker**, **Netrunner** and **Fixer** are neither combat, nor vehicle oriented, and doesn't synergise in any meaningful way. At least outside of having access to literal war machine.

New items

Cyberware

► Spinal Link

1000eb (V. Expensive) 14(4d6) Humanity Loss Borgware Hospital

Invasive spinal reconstruction to make more space for extended neural mount. In return it allows for more excessive Neuralware use in the future. Neural Links sold separately!

Borgware. User can install up to 5 additional Neuralware Options into their Neural Link. User can only have one Spinal Link installed. Requires Neural Link but doesn't take up a Neuralware Option Slot.

► Troopers Frame Sigma

5000eb (V. Expensive) 14 (4d6) Humanity Loss Borgware Hospital

A typical Internal Sigma Frame constructed with concealment in mind. It's hidden, doesn't catch an unwanted attention, and most of all – doesn't make you bigger, but still makes you stronger.

Borgware. An enhanced skeleton and support structure with hydraulic and myomar muscles. User increases their BODY to 12. This increase in BODY changes a Character's HP and Death Save. This cannot increase the user's BODY to 13 or higher. Installation requires BODY 6 and Grafted Muscle and Bone Lace.

Even when wearing tight clothing, or showing some skin, it's impossible to see the lines marking expansion points, or patterns representing mechanicals below skin.

Unlike other Internal Frames, this Internal Frame can be used within ACPA without any problems.

► Radiation Resistant Skin

500eb (Expensive) 7 (2d6) Humanity Loss External Cyberware Hospital

If you're looking for a way to raid that hot zone treasure stocks, outfit yourself with a nice and silvery layer of radiation shielding. It's pretty easy to spot, but at least it's cheaper than Radiation Suit.

External Body Cyberware. The user is protected from radiation as if they were wearing a Radiation Suit.

► Cybersnake Spitting Cobra Upgrade

500eb (Expensive) 7 (2d6) Humanity Loss Internal Cyberware Hospital

Baseline Cybersnake is as good as it is, but why settle for good, when you can have better? You can get yourself a nasty hardware upgrade that allows you to spit fluids, acid being the most popular.

Requires Cybersnake. Mechanically, the Spitting Cobra is treated as an Exotic Pistol fired with Athletics instead of Handguns. It can be loaded with Acid (10eb) or with poison of choice. Acid deals no damage, but lowers the SP of the target's armour (worn in the location shot) by one with each successful hit. The acid is stored in a compartment safely concealed in the user's oesophagus to avoid accidental rupture.

Gear

► Bodyweight Medical Suit 1000eb (V.Expensive)

Skin tight suit ridden with impact absorbing gel. It's not only comfortable but also provides protection like Netrunner suits of the same brand. Equipped with medical hardware instead..

Unlike other armour, a Bodyweight Battlesuit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has its own SP11. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Battlesuit. Wearing a Bodyweight Battlesuit gives you access to a single Bodyweight AutoInjector (see Hornet's Pharmacy pg. 5) as if installed as a cyberware.

► Bodyweight Combat Suit 1000eb (V.Expensive)

Another Iteration of comfortable protection. While it doesn't pack any hardware typical for Bodyweight line of Suits, it uses leftover space to pack additional protection.

Unlike other armour, a Bodyweight Combat Suit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has its own SP12. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Combat Suit.

► Chop Shop 20'000 (S.Luxury)

Entire workstation equipped with powered tools, spare parts, technical manuals, diagnose stations that fit nicely into one cargo container sized package with its own power source. Used by convoys of really epic proportions, it allows for any scale repairs without making detours to nearby cities.

Access to Chop Shop halves Repair time for a Vehicle. Setting up Nomad Chop Shop takes an Hour.

► Ammo-Buddy 3000 5000eb (Luxury)

Fully automated stationary workbench for most basic bullet assembly. User only feeds it materials. More skilled personnel can still benefit from some automation in process of making other munition.

Ammo-Buddy 3000 allows Roles other than Tech to fabricate basic ammunition with a successful DV11 Weaponstech Skillcheck. For a Tech it halves the time needed to create any Ammunition with Fabrication Expertise. Can be Tech Upgraded to autofabricate one variety of Non-Basic Ammunition.

► Crack Fix Polymer 500eb (Expensive)

Spraying unit loaded with self-hardening polymer. Fully cured, within one minute it forms tough seal in applied space allowing for quick repairs. No workshop visit need. Formula loses its grip after 24 hours.

Using entire can takes a minute and restores 2d6 temporary SDP after one minute. Temporary SDP vanish after one Day

► Fire Extinguisher 20eb (everyday)

CO2/Foam system capable of putting down flames in matter of seconds.

Single use fire extinguisher can be used to extinguish fire (see Corebook pg. 180) on a 6x6m square.

Weapons

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Anti-Materiel Rifle	Shoulder Arms	7d6	4	1	2	No	5'000eb (Luxury)
Alt. Fire Modes & Special Features: BODY > 11 * Reloaded in 2 Turns							
Anti-Tank Rifle	Heavy Weapons	9d6	1	1	2	No	10'000eb (SLuxury)
Alt. Fire Modes & Special Features: BODY >14 * Reloaded in 2 Turns							
Anti-Materiel Railgun	Heavy Weapons	6d6	1	1	2	No	10'000eb (SLuxury))
Alt. Fire Modes & Special Features: BODY > 14 * Reloaded in 2 Turns * Ignores 10SP							
Quad Rocket System	Heavy Weapons	8d6 rolled two times	8	1	2	No	10'000eb (SLuxury))
Alt. Fire Modes & Special Features: BODY > 14 * Reloaded in 2 Turns * Deals damage two times							
Recoilless Cannon	Heavy Weapons	10d6	1	1	2	No	10'000eb (SLuxury)
Alt. Fire Modes & Special Features: BODY > 14 * Reloaded in 2 Turns							
High Calibre Chain-gun	Autofire	2d6 (6)	100	1	2	No	10'000eb (SLuxury)
Alt. Fire Modes & Special Features: BODY > 14 * Reloaded in 2 Turns							
Automatic Grenade Launcher	Autofire	6d6	30	1	2	No	10'000eb (SLuxury))
Alt. Fire Modes & Special Features: BODY > 14 * Reloaded in 2 Turns * 20x20m area of damage							

► Anti-Materiel Rifle 5000eb (Luxury)

Favoured by Anti-Borg and Borg squads alike, this hulking beast uses 21mm shells to take down enemies from afar – it can prove to be a nuisance to any Big Game. ACPA's included.

An Exotic Sniper Rifle. It deals 7d6 damage.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 11 or higher unless it is mounted

► Anti-Tank Rifle 10'000eb (Super Luxury)

When you're absolutely positive you need to drop that Boris in a single shot. Epitome of "one shot – one kill" policy, this oversized and overpowered monster of a gun uses 37mm depleted uranium shells.

An Exotic Sniper Rifle that is fired by Heavy Weapons Skill. The weapon holds a single shot. It deals 9d6 damage, and uses unique 37mm shells bought for 500eb (Expensive) for 3 shells.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

► Anti-Materiel Railgun 10'000eb (Super Luxury)

All the benefits of a high-calibre projectile combined with all the functionality of a railgun. It's heavy enough to destroy armoured hardware, and punch in speed unmatched by conventional weapons.

An Exotic Assault Rifle incapable of aimed shots. It's fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. The weapon holds a single shot. It deals 6d6 damage ignoring targets first 10SP. It uses unique ammo bought for 500eb (Expensive) for 2 projectiles.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

► Quad Rocket System 10'000eb (Super Luxury)

Compact launch system capable of releasing volleys of rockets in rapid succession. Designed for superior firepower, it's capable of levelling entire urban structures in seconds.

An Exotic Rocket Launcher. Its magazine holds 8 rockets. When fired, the Quad Rocket System consumes 4 rockets with every attack. If you hit you roll 8d6 for damage two times.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

► Recoilless Cannon 10'000eb (Super Luxury)

Simple construction, but unmatched destruction capabilities of a 75mm artillery shell. Extremely heavy weapon only used by the strongest. Regular infantry units are advised to watch out for its back blast.

An Exotic Rocket Launcher. The weapon holds a single shot that deals 10d6 damage. It uses unique 75mm shells bought for 500eb (Expensive) for 2 shells. Back blast deals 4d6 damage on 8x2m area behind the user.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

► High Calibre Chain-gun 10'000eb (Super Luxury)

Belt fed Chain-gun chambered for .50 BMG rounds. Ludicrous ammo capacity and excellent fire control capabilities allow it to have a final say in a world of automatic weapons.

An Exotic Assault Rifle, fired entirely with the Autofire Skill. It can only be fired using Autofire and it cannot make Aimed Shots or fire in single shot. It holds 100 bullets. When fired, the Chain-gun consumes 20 bullets with every attack. If you hit, you roll 2d6 for damage, and multiply it by the amount you beat the DV to hit your target, up to a maximum of 6.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

► Automatic Grenade Launcher 10'000eb (Super Luxury)

A Grenade Launcher build for of fully automatic fire, loaded with ammunition belt. Highly effective in showering wide combat arenas with explosives. Infantry version comes with a tripod.

An Exotic Grenade Launcher Rifle, fired with Autofire Skill instead of Heavy Weapons Skill. When fired, the Automatic Grenade Launcher consumes 10 Grenades with every attack. It holds 30 grenades. It deals 6d6 damage in a 20x20m square centred on its target.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two Turns. Firing this weapon requires BODY 14 or higher unless it is mounted.

Catalogue I: Maximum Metal

► Obviously based on Maximum Metal.

Dynalar/Zetatech “Grasshopper”

► Design Notes:

Epitome of Old-Reliable, the Grasshopper model is really lightweight, at least for a energized Metal Gear that is.

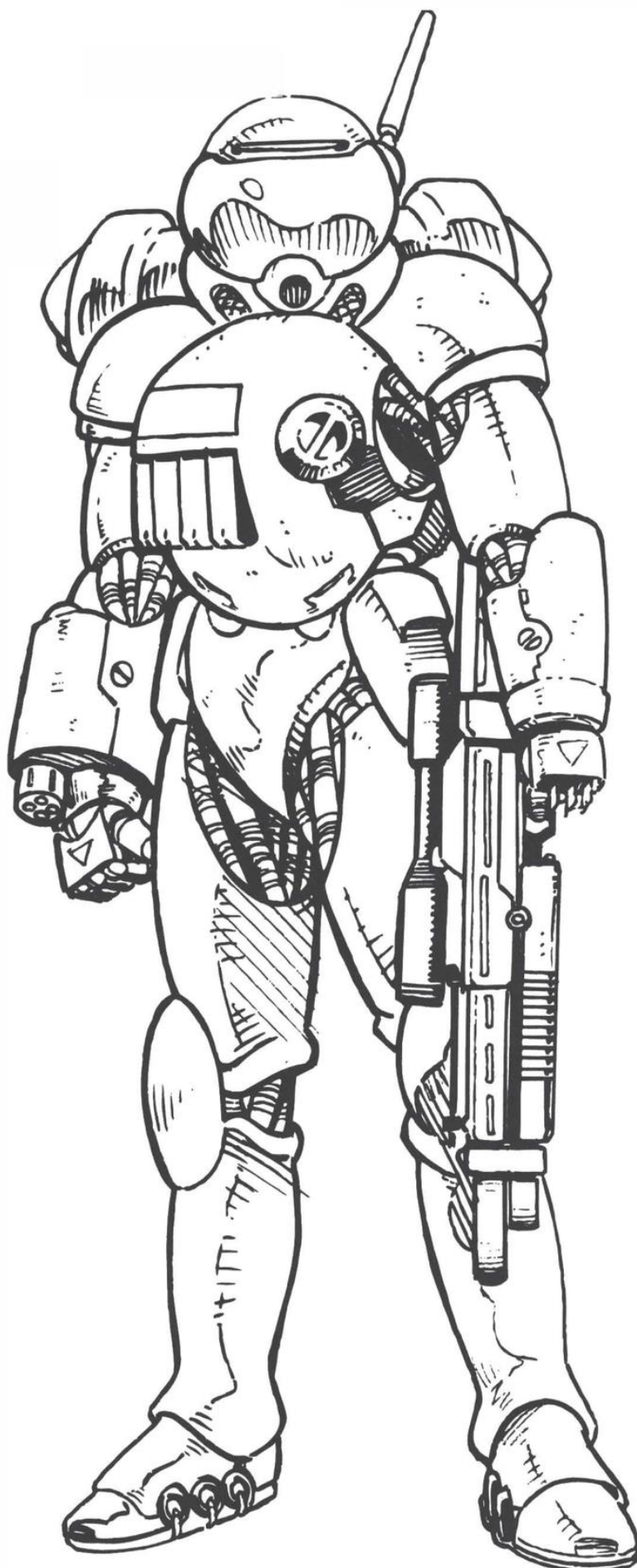
It's incapable of standing on its own against ACPAs designed to fight other Suits, or any Heavy ACPA for that matter. Nonetheless its perfectly capable of even tough police duties, and has found its way into corporate security forces worldwide.

Respected for pioneering several now standardized concepts in Powered Armour design, and now necessary Pilot's amenities, such as internal cooling, and permeable foams that inhibit water from condensation under the plating. It was these novelties that kept Grasshopper in game during the time of the RED, allowing it to keep up with more modern models.

It's capabilities are excellent for its size, and surprisingly good for its weight. And it's weapons still can put a hole in a punk just like they used to in the old days. Ah, and the skates are powered now. Standardisation.

Grasshopper's light weight made it the only suit to be able to fly without any hardwiring or modification.

You know, back then.



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Light	-3 REF, DEX, TECH	User's	10	3	462
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/ 40		/ 0	/ 12h	/16	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Targeting Scope (1)			Radio Communicator (1)		
Micro Video (2)			Scrambler / Descrambler (1)		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Left Arm Internal Weapons			Right Arm Internal Weapons		
			V.H.Pistol (EQ) with Drum Mag (2)		
			Light Melee Weapon		
Upgrades					
Name		Description			
Upgraded Armour		+3 SP, and encumbrance more severe by 1 point			
Escape Hatch		Allows Pilot to escape ACPA without external help			
Scatter Pack		Loaded with AP Grenade			
Auto-Doc		Loaded with Speedheal			
Climbers		Blades designed to slowly climb solid surfaces			
EMP Absorber		Suit ignores single EMP effect per 24h			
Powered Skates		20 MOVE on solid flat surfaces			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Assault Rifle (Hypervelocity ammunition)	Shoulder Arms	6d6 (ignore lowest dice)	1	25	Excellent Quality
Brawling / Climbers	Brawling	3d6 +3	2	NA	NA

Counting cost: 30K (frame) + 9K (upgrades) + 1650eb (Internal Weapons) + 1K (Held Weapons) + 1200eb (Sensory Suite)

Totals: 43'850 EB. Although not cheap per se, it's cheap compared to other Suits. Should provide edge against infantry units without need to chrome oneself extensively.

Orbital Air “Spider”

► Design Notes:

It was top of the top suit back in the twenties. Most expensive, most specialised, most feared even amongst highriders.

It’s effectiveness was unmatched. This, of course came with unmatched price tag, only slightly reduced by the fact that, these series were made exclusively for Orbital Air’s Aerospace Forces, which, according to rumours, meant they gave themselves hefty discount. During the time of the Red number of spiders was taken into “protective custody” by most influential and powerful nomads and highriders, in a very similar manner to how the deltas were taken care of. Catch my drift?

Spiders, however, earned their reputation not only by sheer cost of production – they were no eyewitness reports of them ever being in action. Or at least, they never left any survivors to tell the tale.

New generation of Spiders, carefully forged in orbital nano foundries, still serve their duty. Packed beyond comprehension with additional equipment and secondary systems, ensuring that no matter the cost they will never meet an equal. I guess in terms of price.

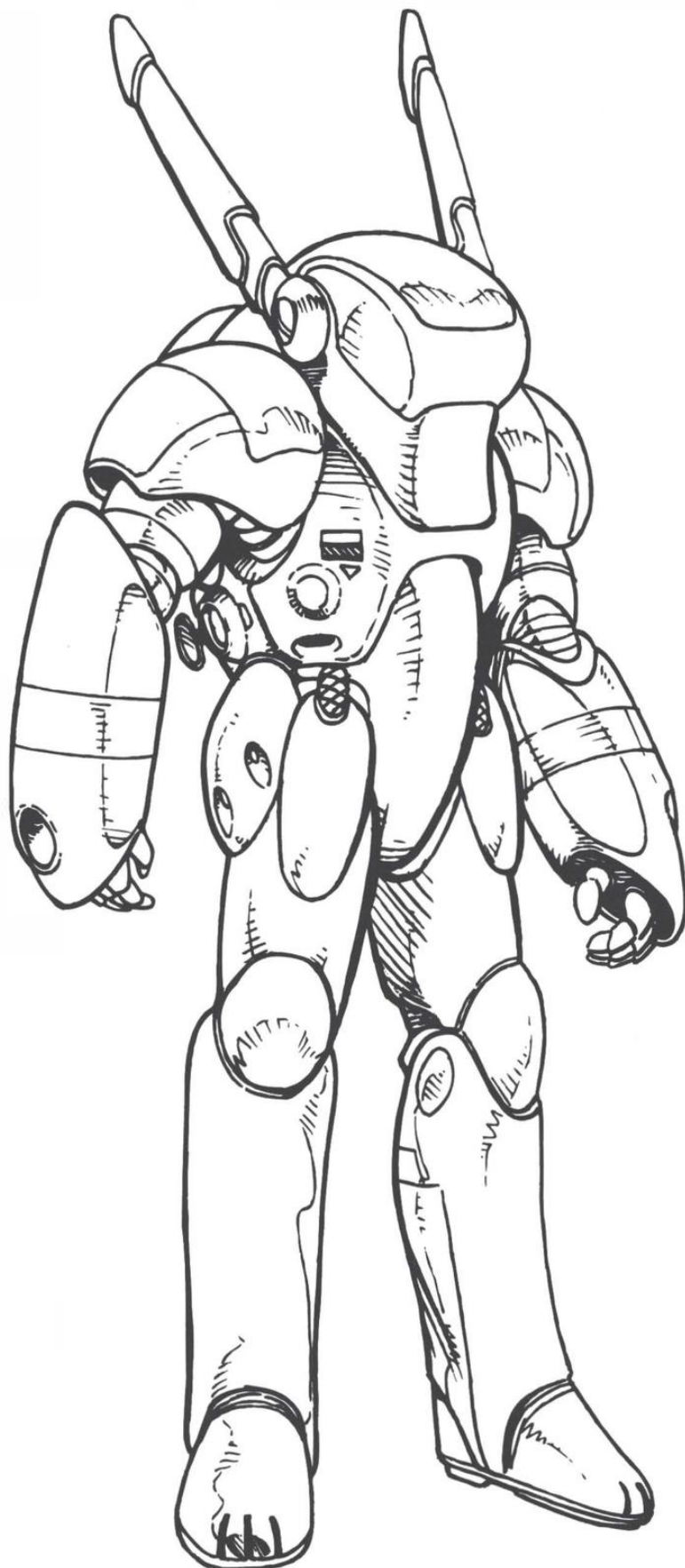
This one, right there.

Magnificent, isn’t it?

**Lightweight, durable, fast, and
deadly beyond expectations.**

**Makes it a prime example of
Afrofuturist flex.**

**Matthew “Brain” European
Fixer**



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Light	-2 REF, DEX, TECH	User's +2	13	4	640
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/50		/36h	/ 36h	/16	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Anti-Dazzle (1)			Level Dampener (1)		
Chyron (1)			Radio Communicator (1)		
LL/IR/UV (2)			Scrambler / Descrambler (1)		
Virtuality (1)			Radio Scanner / Music Player (1)		
			Internal Agent (1)		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
None			None		
Left Arm Internal Weapons			Right Arm Internal Weapons		
Kendachi Mono Three (4)			Malorian Arms Flechette (2)		
			Malorian Arms 3516 (2)		
Upgrades					
Name		Description			
Energy Reserves		2 additional batteries, each lasts 12h			
Auto-Doc (x2)		Loaded with Speedheal and Stim			
Environmental Seal		Stops any environmental hazards, +36h of life support			
Jet Pack (x2)		Boosts jumping and negates falling damage.			
Neural Reflex System		Allows for dodging bullets, and Martial Arts attacks			
Upgraded Sensory Suite		10 option slots instead of 5			
Upgraded Arm Slots		+1 ARM Option Slots			
Upgraded Servomotors		BODY +3, SDP + 10, +1d6 Brawling, +3 Melee damage			
Upgraded Armour		+3 SP, Encumbrance more severe by 1 point			
Upgraded Reflex System		+2 MOVE, Encumbrance less severe by 1 point			
EMP Shielding		Invulnerable for radiation, and more importantly EMP			
Space Kit		Fly in space, accelerate/decelerate 10 MOVE/round			
Borg Weapon x4		EMG 86, Archimedes, Flechette, Mono Three			
ECM Jammer		Jams all electronic communication in 100m radius			
EC-CM Burner		Ignores all jamming in 50m			
Emergency Recovery Systems (x3)		Can ignore single critical effect per installation			
Immortality Protocol		Repairs 12SDP when severely damaged, regenerates 1SP/day			
SUPERHEAVY Weapon		Malorian Arms 3516			
Weapons Held					
Name / Type		Skill	Damage	Rate of Fire	Ammo
Rhinemetall EMG 86		Heavy Weapons	5d6	1	4
Militech Archimedes		Pilot Air Vehicle	8d6	1	1
					Tech Upgraded to Excellent Quality
					Excellent Quality

Counting cost: 30K (frame) + 7K (Tier I upgrades) + 25K (Core systems upgrades) + 55K (Tier II upgrades) + 20K (Tier III upgrades)

Totals: 137'000 EB. Absolute unit of a price. Deadly at any range and in pretty much every scenario.

Militech “Commando”

► Design Notes:

Heavyweight Medium Frame with somewhat misleading name – Commando have made quite the name for itself throughout the battles of Fourth Corporate War.

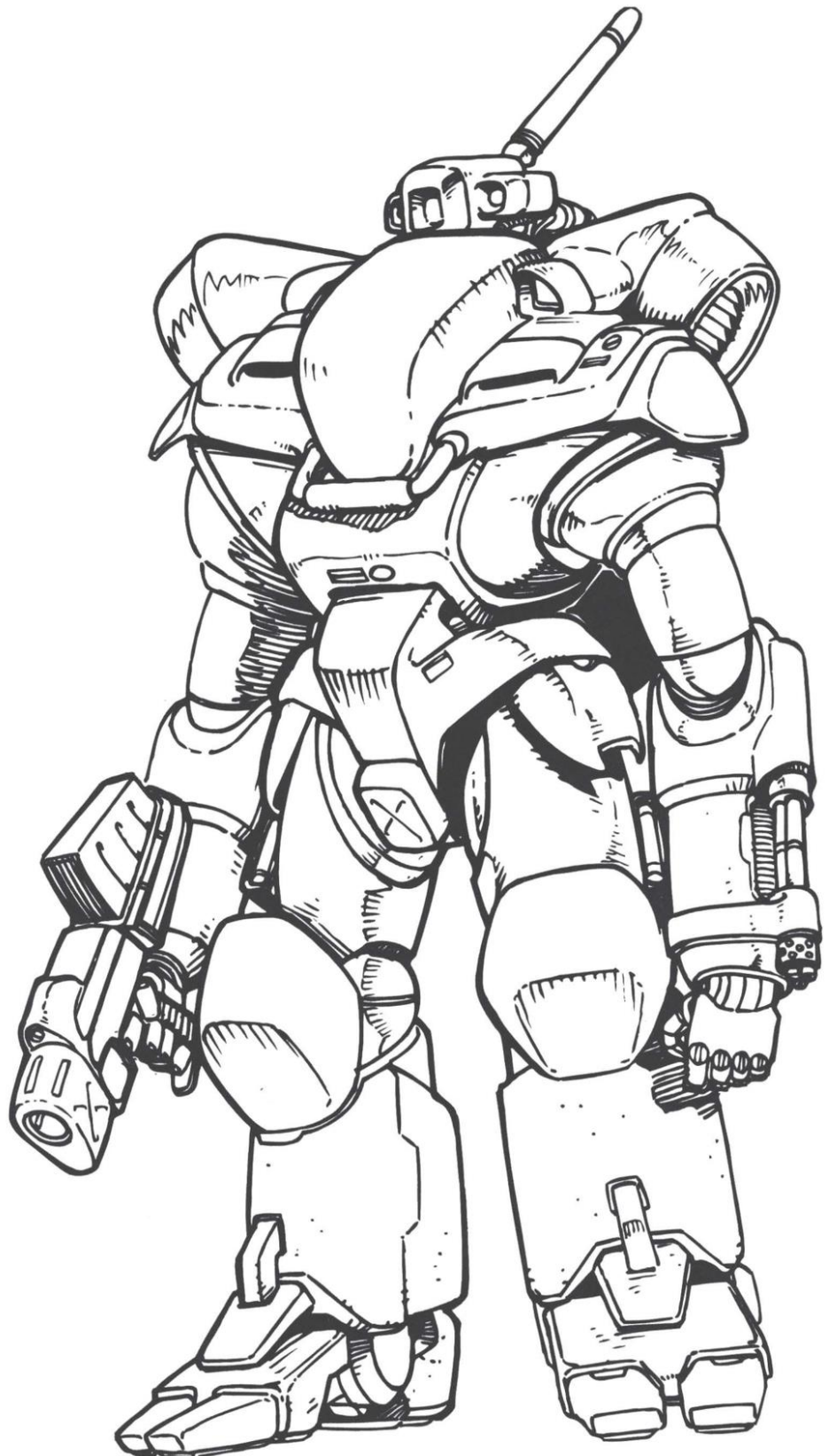
Despite its name, the Commando is more of a battle suit, than special operations one. It serves best in frontline duty where there’s little room for subtlety, but severe need for firepower.

Designed for urban combat zones, it cannot stand on its own heavy equipment, tanks or heaviest ACPAs. It’s made to hit hard and accurately – a simple concept, that has proven to be so effective, that until this day, the best sales record still belong to the factory standard Commando.

Nowadays Commando stands as a proof that packing real firepower and keeping it simple works wonders.

**Effective, affordable.
Best for some big boys
with some big guns.**

Boom, you’re dead!



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)	
Medium	-4 REF, DEX, TECH	User's +2	13	4+1	945	
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)		
/50		/	/ 12	/19		
Sensory Suite						
Cybereye Options			Cyberaudio Options			
LL/IR/UV (2)			Radio Communicator (1)			
			Scrambler / Descrambler (1)			
			Radar detector (1)			
Cyberarm Options						
Left Arm Utilities			Right Arm Utilities			
Left Arm Internal Weapons			Right Arm Internal Weapons			
Tsunami Arms Helix						
Upgrades						
Name		Description				
Auto-Doc		Loaded with Speedheal.				
Escape Hatch		Allows Pilot to escape ACPA without external help				
Scatter Pack		Loaded with Incendiary Grenade				
EMP Sponge		Ignores one EMP effect per 24h				
Upgraded Arm Slots		+1 ARM slots (5 total)				
Upgraded Armour		+3 SP, Encumbrance more severe by 1 point				
Borg Weapon (x2)		Cowboy (handheld) and Helix (internal)				
Weapons Held						
Name / Type		Skill	Damage	Rate of Fire	Ammo	Quality
Militech U-56 Cowboy		Heavy Weapons	6d6	2	6	Standard Quality
Pursuit Security Tearjerker		Heavy Weapons	NA	1	3	Standard Quality
Very Heavy Melee Weapon		Melee Weapons	4d6+6	1	NA	Excellent Quality
Rocket Launcher (drum mag)		Heavy Weapons	8d6	1	3	Excellent Quality

Counting cost: 50K (frame) + 4K (Tier I upgrades) + 15K (Tier II upgrades) + 3K (Held Weapons) + 1200eb (Sensory Suite)

Totals: 73'200 EB. Relatively close to Grasshopper – it's a suit that kills hard in most basic ways. It has something for every target, wears good armour and doesn't require deep pockets.

Arasaka “Standard B”

► Design Notes:

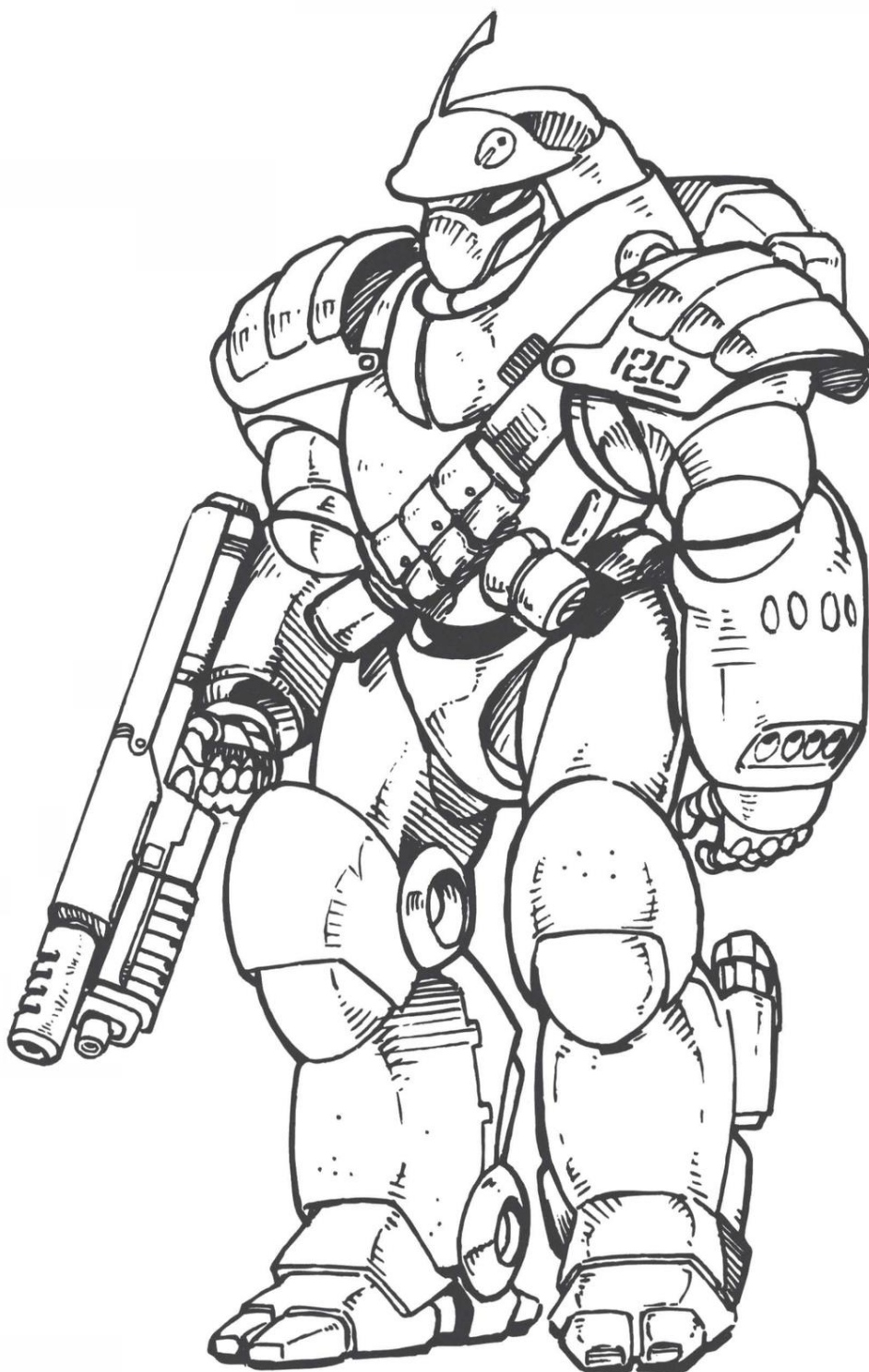
Most common Arasaka model, properly named “Standard B” is a direct competitor against Militech’s Commando line. It was shipped all over the world for various of security duty. Back in 2020s it was often fielded to fight civil unrest, and edgerunners with great success. Never really made it into big leagues, or could hold its own against other ACPA.

Designed for environments with lesser danger levels than real battlefields, it’s the very definition of Armoured Infantry Unit. It’s armaments might seem weak (especially in comparison to Anti ACPA models) but they are enough to dispose of meat combatants.

After some necessary improvements of the old design – Standard B still can be found on the streets in the fifties.

Best suited to fight unprepared enemies.

It’s not as strong as one might think it is. Best solution would be to surprise it with some explosive. In the end – it’s just a really heavy infantry anyway.



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Medium	-3 DEX, REF	User's +2	13	4	691
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/50		/	/ 12	/ 16	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
LL/IR/UV (2)			Radio Communicator (1)		
Image Enhance (1)			Scrambler / Descrambler (1)		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Left Arm Internal Weapons			Right Arm Internal Weapons		
Sub-flechette gun (2) extended mag (TU)			Grenade Launcher (3) drum mag		
Upgrades					
Name		Description			
Auto-Doc		Loaded with Surge.			
Escape Hatch		Allows Pilot to escape ACPA without external help			
Scatter Pack		Loaded with Biotoxin Grenade			
EMP Sponge		Ignores one EMP effect per 24h			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
BMG 500	Heavy Weapons / Autofire	2d6 (4)	1	500	Standard
Arachnid Grenade	Athletics	NA	1	10	Standard

Counting cost: 50K (frame) + 4K (Tier I upgrades) + 6'500 (Internal Weapons) + 2K (Held Weapons) + 1200 (Sensory Suite)

Totals: 63'700 EB. Standard B leaves some slots to fill in with custom equipment, so the true total price may vary. But it's not something that makes Standard B obsolete, rather gives your fixer and tech some opportunity to shine.

Russian Arms “Boris”

► Design Notes:

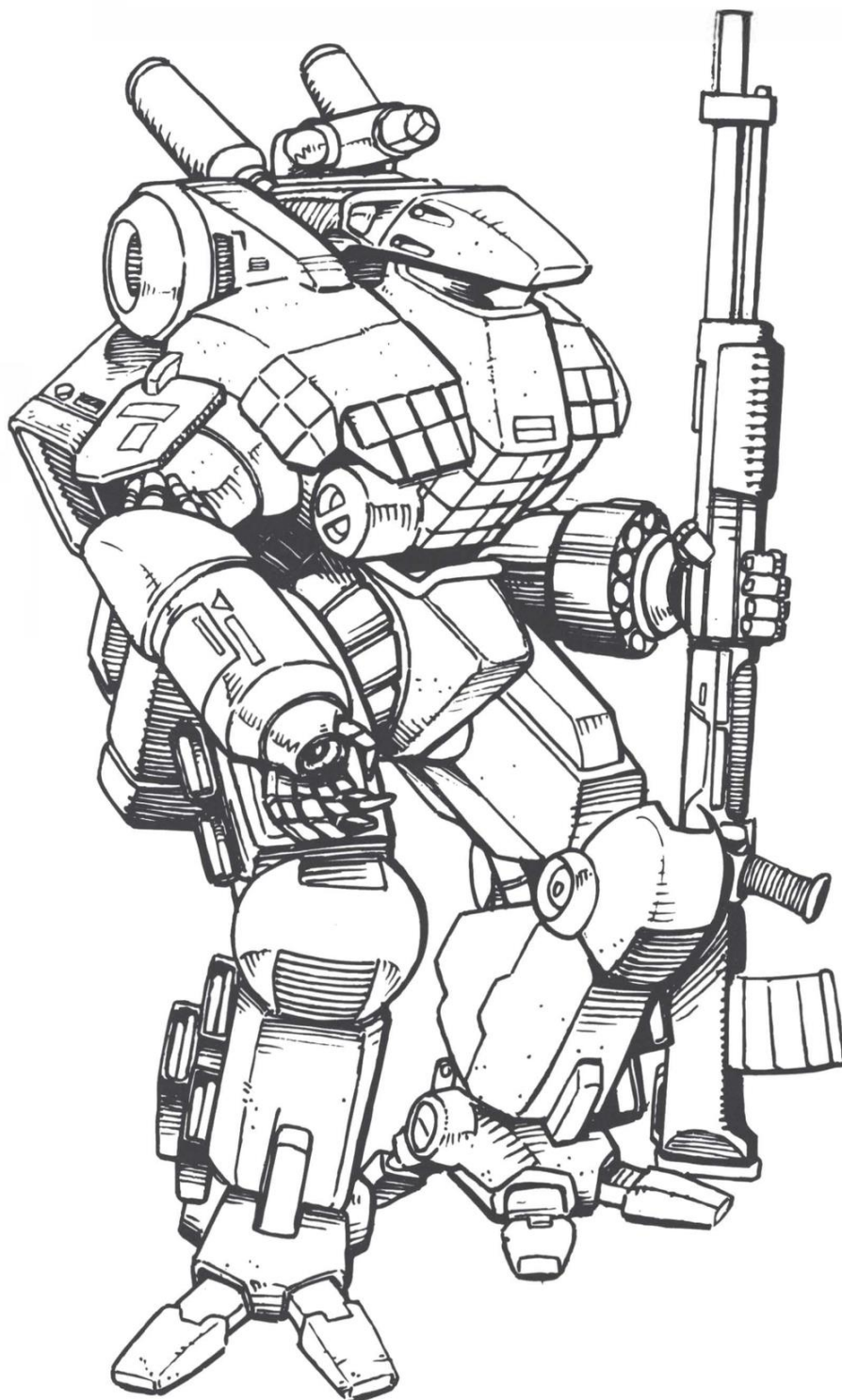
Really well known, for its massive weight, and combat effectiveness – Russian Arms Boris is a typical fire support unit, capable of engaging in combat with infantry and APCs.

Since it's prime in 2020s, factory produced Boris still are sold without sensory suites, which are usually filled on the spot to best suit buyers choice. Heavy even for Heavy Frame, Boris has more than enough payload capacity to be retrofitted with any sort of weaponry proper to dispose of wide variety of targets.

Despite its age, the design is nowhere near obsolete – it's easy to maintain, and upgrade. The fact that Boris isn't over engineered like modern suits led to existence of many upgraded versions fitted for specific roles on the battlefield.

In the time of the RED, these Flagship models still are commonly used in the fields of Europe, covered by different paint jobs, with entirely replaced electronics and loaded with modern railguns instead of high calibre ones.

**Sturdy, heavy and deadly
when loaded with
experienced Soldat.**



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Heavy	-4 REF, DEX	User's +4	16	5	1235
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/60		/	/ 12	/19	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Grapple Hand (1)					
Left Arm Internal Weapons			Right Arm Internal Weapons		
Grenade Launcher (3) drum mag			Tsunami Arms Helix (5)		
EQ SMG (1) drum mag					
Upgrades					
Name		Description			
Auto-Doc		Loaded with Stim			
Escape Hatch		Allows Pilot to escape ACPA without external help			
Scatter Pack		Loaded with AP Grenade			
EMP Sponge (x2)		Ignores single EMP effect per 24h			
Emergency Recovery Systems (x2)		Can ignore single critical effect per installation			
Borg Weapon		Tsunami Arms Helix (internal)			
SUPERHEAVY Weapon		Anti-Tank Rifle OR Anti Materiel Railgun			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Anti-Tank Rifle	Heavy Weapons	9d6	1	1	Standard
Anti-Material Railgun	Heavy Weapons	6d6 (ignore first 10 SP)	1	1	Standard

Counting cost: 100K (frame) + 5K (Tier I upgrades) + 15K (Tier II upgrades) + 10K (Tier III Upgrade) + 2K (Internal Weapons) + 100EB (Utilities)

Totals: 132'100 EB. Factory made Boris is deliberately left with empty Sensory Suite Options to be filled by buyers choice, usually on the spot.

Mexican Metals “Nemesis”

► Design Notes:

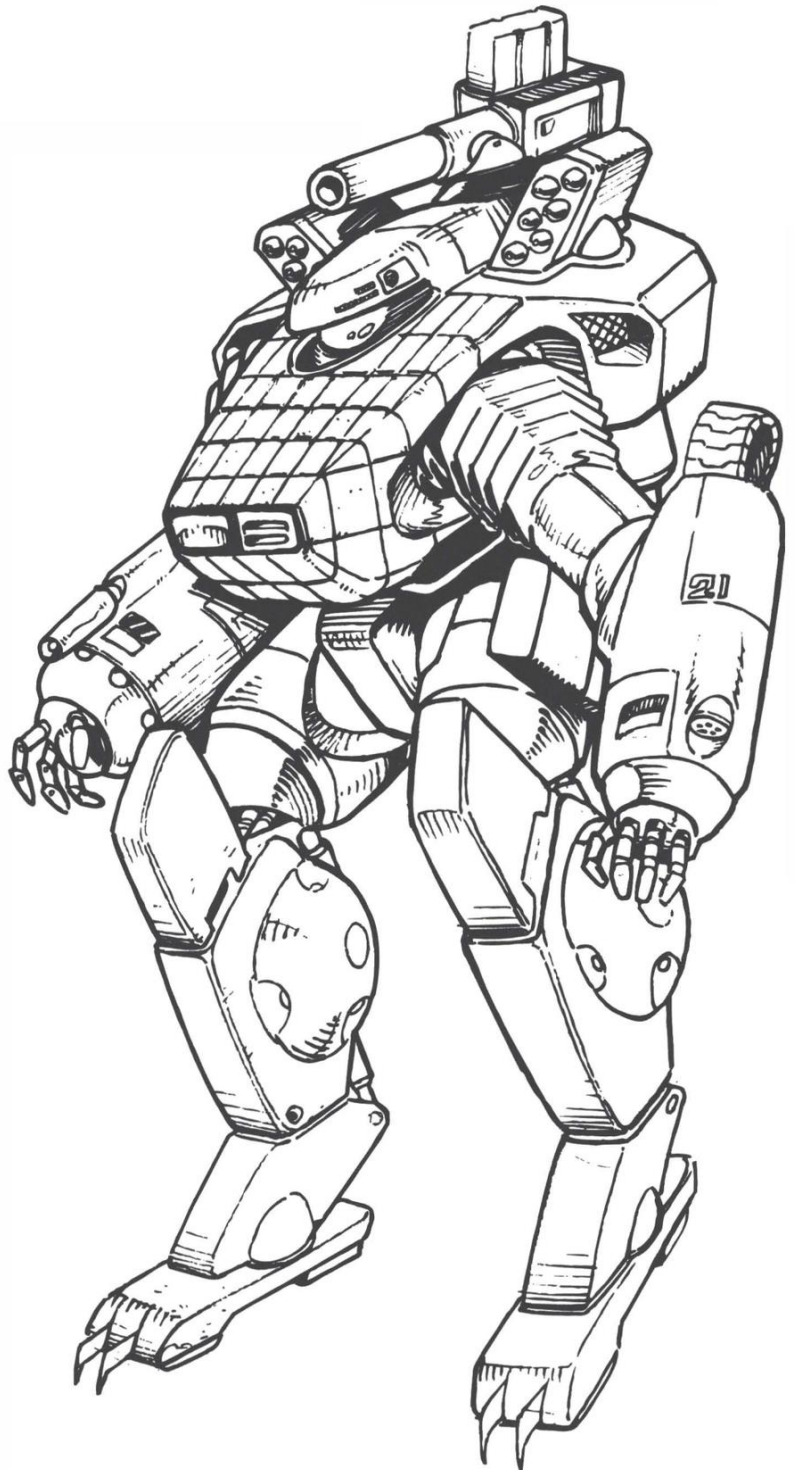
Produced with good technical knowledge, and absolutely awful PR stunts, Mexican Metals Nemesis is one of the heaviest Assault Armours of 2020s. Despite being even enduring than Russian models, it earned its reputation as a good example of a heavy suit from off brand producer.

Sheer number of weapons on board of this beast makes it more of a fire support platform, or even an artillery platform than anything resembling actual infantry unit. In short – Nemesis is designed to lay mayhem and destruction onto the battlefield.

By the time of the RED, Nemesis were bought out in bulk by war corps, and are still sometimes seen in action to this day, even they are not manufactured anymore. It's just uncommon for anyone to take them down.

As a matter of fact, Boris was the one to start the trend of building frames that would sink in anything short of concrete.

But believe me or not, it's not the biggest one.



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Heavy	-4 REF, DEX	User's + 4	16	5	1481
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/60		/	/ 12	/21	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Anti-Dazzle (1)			Level Dampener (1)		
LL/IR/UV (2)			Radio Communicator (1)		
Micro video (2)			Scrambler / Descrambler (1)		
Tele Optics (1)			Radar Detector (1)		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Left Arm Internal Weapons			Right Arm Internal Weapons		
Anti-Material Rifle			Tsunami Arms Helix		
Upgrades					
Name		Description			
Climbers		Blades designed to slowly climb solid surfaces			
Auto-Doc		Loaded with Rapidetox			
Escape Hatch		Allows Pilot to escape ACPA without external help			
Scatter Pack x2		Loaded with EMP and Incendiary Grenade			
EMP Sponge x2		Ignores single EMP effect per 24h			
Upgraded Sensory Suite		10 option slots instead of 5			
Borg Weapon x2		Generic Borg/ACPA Sniper Rifle, Tsunami Arms Helix			
SUPERHEAVY Ordnance x2		Recoilless Cannon, Multiple Launch Rocket System			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Recoilless Cannon	Heavy Weapons	10d6 (4d6 backblast)	1	1	Standard
Quad Rocket System	Heavy Weapons	8d6 + 8d6	2	4	Standard
Brawling / Climbers	Brawling	5d6 +3	2	NA	NA

Counting cost: 100K (frame) + 7K (Tier I upgrades) + 15K (Tier II upgrades) + 20K (Tier III upgrades)

Totals: 142'400 EB. Big gun incarnate.

Catalogue II: Time of the RED

► Three example PA to spark referee imagination

European Defence Force “Feldscher”

► Design Notes:

Not exactly a combat model, the Feldscher is effectively a armoured Field Surgeon Unit. Rather than raining the battlefield with death and destruction, it's EDF's attempt to lessen the casualties on Western Frontlines.

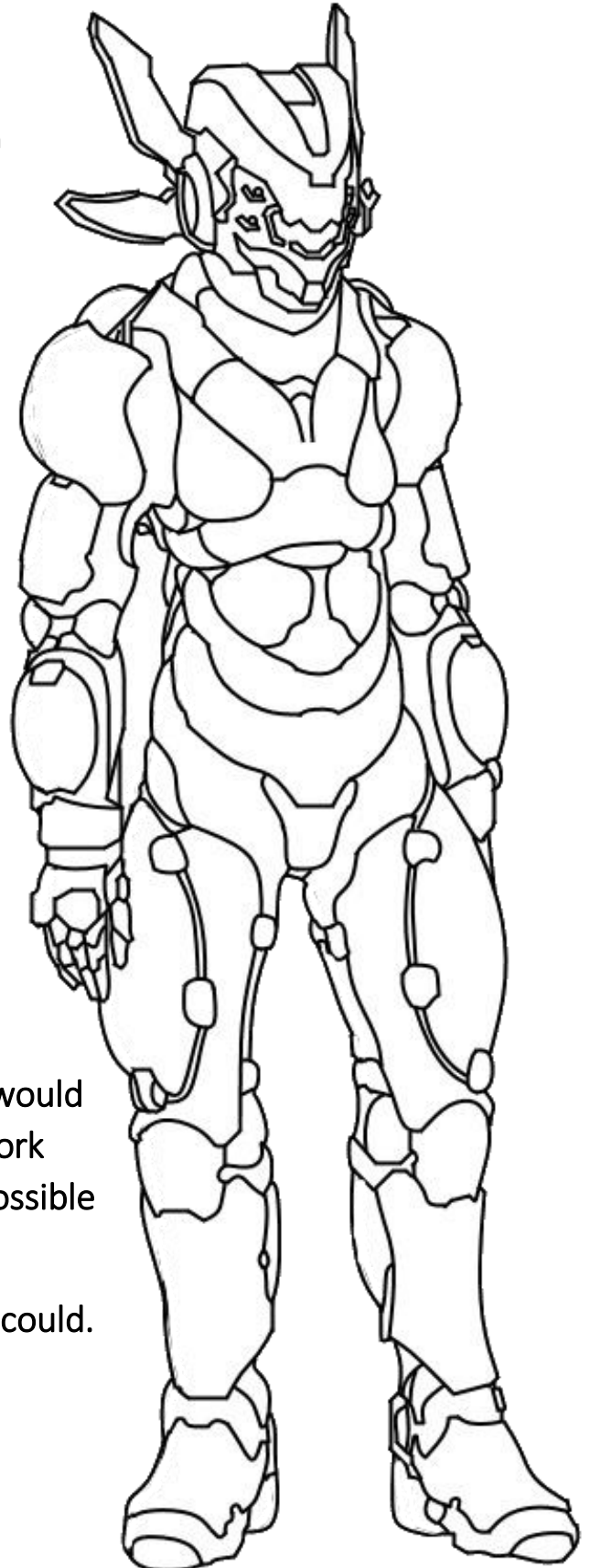
To say it's not suited to engage in firefight, is an understatement. Factory made Feldschers feature not a single lethal weapon neither internal, nor external at their disposal. Only means of self-defence are their mechanical fists and right arm mounted Stun Pistol. Well, to be honest, they also load them with two smoke grenades – makes an easier escape for you.

Despite it being ill engineered for military purpose, thousands of units were sold to non-army buyers, mostly Trauma Team Europe, Psycho Squads, but also corporate security, or just about anybody that could pay well enough.

To further push the agenda of non-combat ACPA (goes against the very definition of it) these suits are painted in flashy chrome by default. Usually new owners paint them in camouflage, but it's fairly common to see them with red crosses, crescents and stars swiped on their chests. Some say it makes an easier target, others claim that they do not differ enemy from an ally.

I don't think there's a medic alive, who would pass on a possibility of doing their work coated in bulletproof suit, with every possible amenity they could get?

If I could afford it, I'd take it anytime I could.



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Light	-1 REF, DEX, TECH	User's +2	8	3	378
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/ 35		/ 36	/ 12h	/13	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
Anti-Dazzle			Level Dampener		
Chyron			Internal Agent		
Micro Optics			Radio Communicator		
LL/IR/UV (2)			Scrambler/Descrambler		
Radiation Detector					
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
Medscanner (3)			MicroWaldo (1)		
			5 x Airhypo cyberfinger (0)		
Left Arm Internal Weapons			Right Arm Internal Weapons		
			Stun Pistol (2)		
Upgrades					
Name		Description			
Environmental Seal		Stops any environmental hazards, +36h of life support			
Upgraded Reflex System		+2 MOVE, Encumbrance less severe by 1 point			
Upgraded Sensory Suite		10 option slots instead of 5			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Smoke Grenade x2	Athletics	None	1	2	Standard

Counting cost: 30K (frame) + 2200 (Sensory Suite) + 11K (upgrades) + 300eb (Internal Weapons & ammo) + 2500 (Utilities)

Totals: 46K EB. And they say you cannot put a price on someone's life.

Militech “Medusa”

► Design Notes:

Uncommonly small for a Medium Frame, the Medusa is the newest addition to Militech’s arsenal. Only being officially sold for a few months now. Medusa bring true versatility and mobility into modern urban combat.

Made to fight in urban environment, the Medusa model is fitted with equipment to traverse quickly through any terrain and even hastily scale skyscrapers in no time. In theory, all that mobility should provide a squad of well-communicating Troopers with an edge necessary to outperform enemy forces and employ outstanding hit-and-run tactics. With the model being relatively new to the market – the authenticity of the above is yet to be seen.

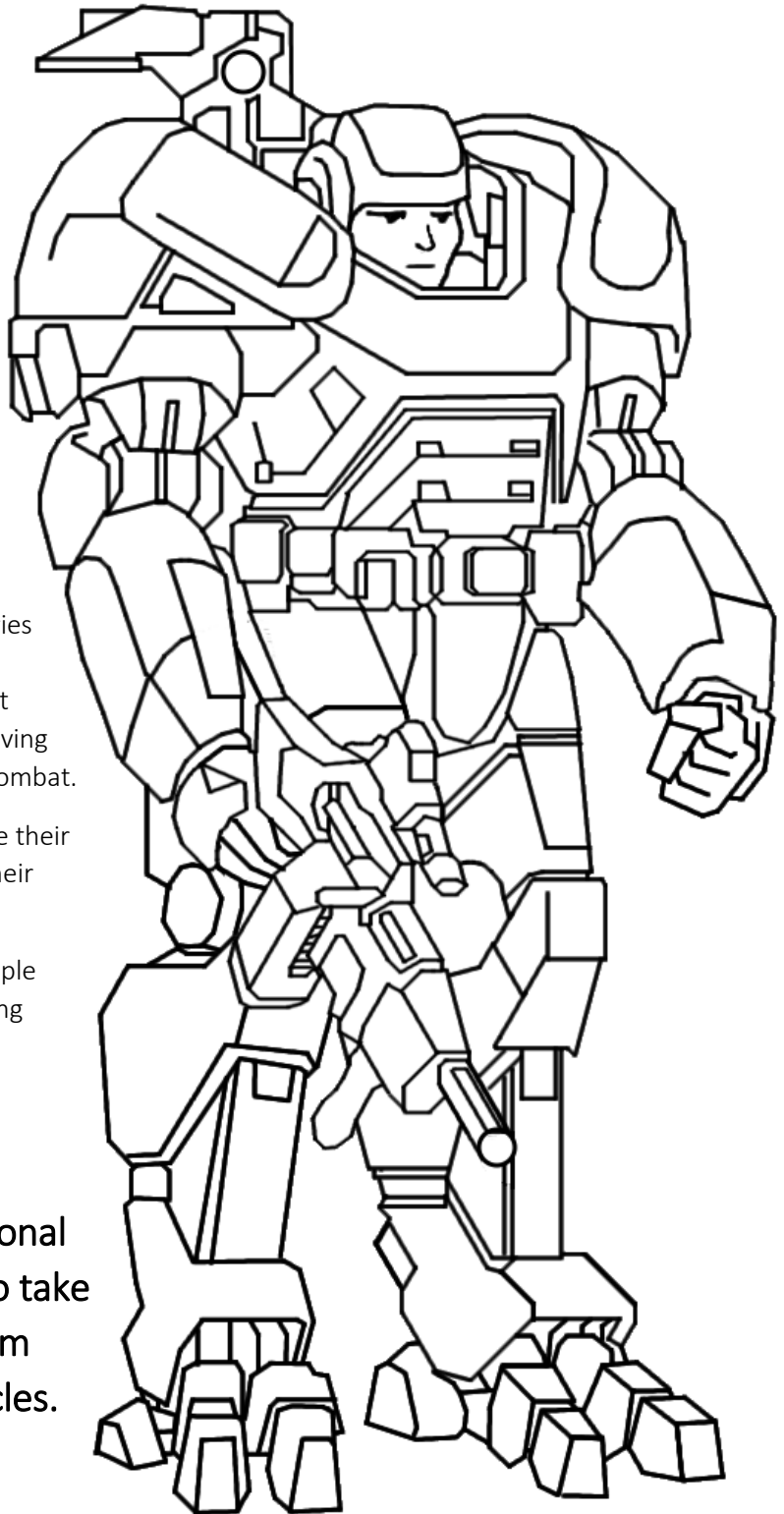
Despite its size, Medusa is fully capable of using Borg Weapons, usually each squad member carries a different one to maximize tactical possibilities. Medusa Suits come factory made with just about every single movement system imaginable – proving themselves they are best suited for fast paced combat.

Word on the Street is that some owners upgrade their Medusas with additional amenities that boost their capabilities to full scale guerrilla warfare.

After their initial development, there were multiple corrections to the original model including making one with a helmet.

Elite heavy infantry with exceptional mobility, and enough firepower to take out enemy targets ranging from infantry to lightly armoured vehicles.

They never act solo.



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)
Medium	-2 DEX, REF	User's +4	13	4	719
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)	
/50		/	/ 12	/ 16	
Sensory Suite					
Cybereye Options			Cyberaudio Options		
IR/LL/UV (2)			Level Dampener (1)		
Anti-Dazzle (1)			Radar Detector (1)		
Cyberarm Options					
Left Arm Utilities			Right Arm Utilities		
			Grapple Hand (1)		
Left Arm Internal Weapons			Right Arm Internal Weapons		
Ballistic Harpoon (4) Woodchippers Garage			Flare Gun (3) Woodchippers Garage		
Upgrades					
Name		Description			
Jet Pack (6)		Boosts jumping and negates falling damage.			
Climbers		Blades designed to slowly climb solid surfaces			
Powered Skates		20 MOVE on solid flat surfaces.			
Upgraded Reflex System		+2 MOVE, Encumbrance less severe by 1 point			
Borg Weapon		Rhinemetall EMG-86 Railgun (Held)			
Combat Grid		Can access other units Sensory Suite			
Weapons Held					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Railgun	Heavy Weapons	5d6	1	4	Standard

Counting cost: 50K (frame) + 8K (Tier I upgrades) + 10K (Tier II upgrades) + 10K (Tier III upgrades) + 1'100 (Internal Weapons) + 100eb (Utilities) + 1200eb (Sensory Suite)

Totals: 60'400 EB. Utilising almost any known mobility system, Urban should be able to surprise just about anyone in concrete and steel environment, where it could utilise it properly. Their exact price may vary, because they utilise Combat Grid, which encourages using plethora of different options.

Moscow Robotics “Ursa Major”

► Design Notes:

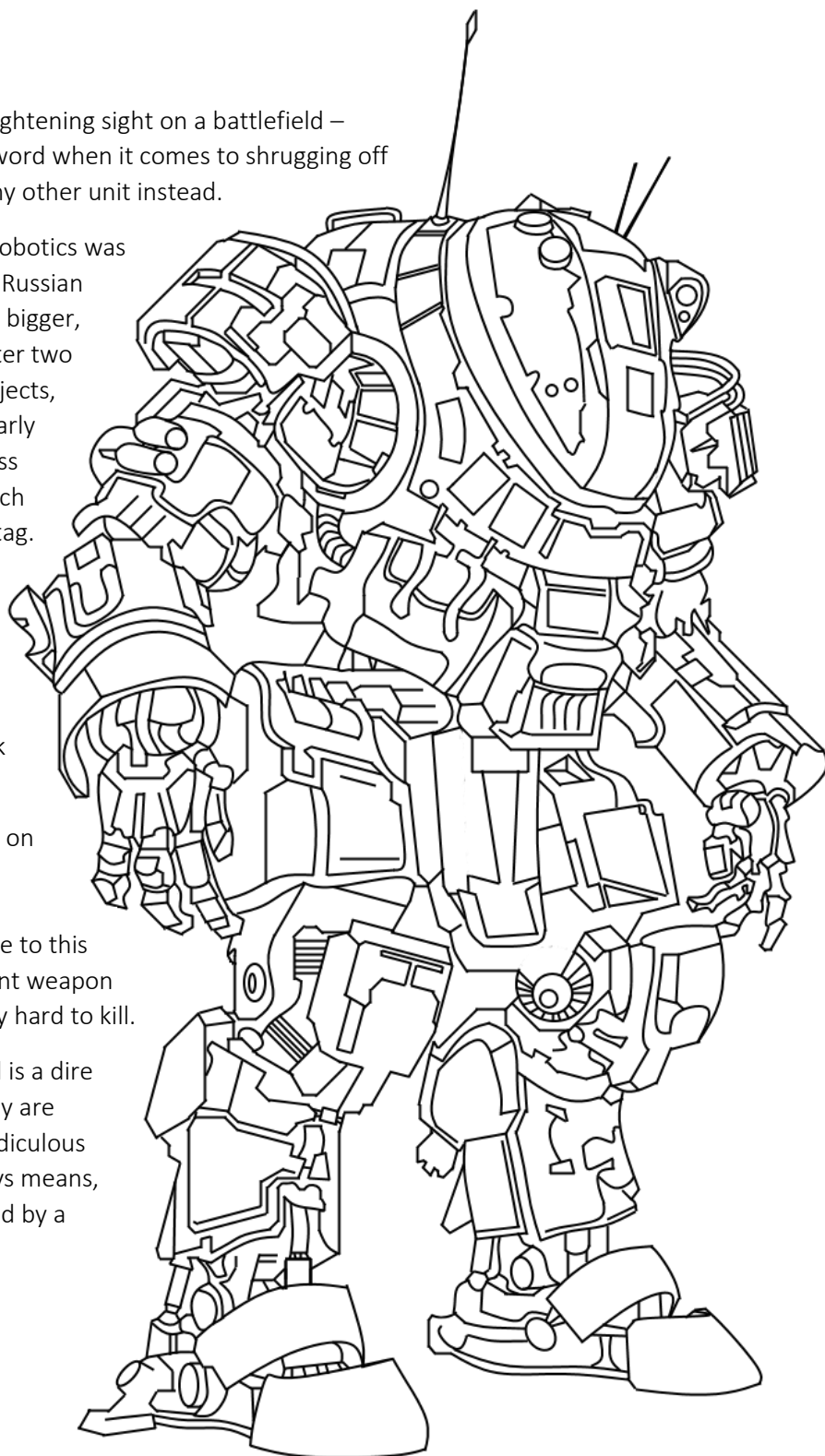
Pinnacle of ACPA survivability and a frightening sight on a battlefield – Ursa Major (Great Bear) has the final word when it comes to shrugging off excessive damage, that would trash any other unit instead.

In late 2030s newly formed Moscow Robotics was given a task of remaking most famous Russian frame, the beloved Boris IIC, into even bigger, heavier and scarier metal monster. After two years of work, and a few scrapped projects, Ursa Major was finally introduced in early 2040s. Never reached the stage of mass production however, as it failed to reach high demand due to its massive price tag. Up to this day most of ever build Great Bears serve in soviet state, outside of which only the Europeans buy them frequently. They are rarely seen deployed in off country missions. Nonetheless a sight of this brutish hulk is always a imposing presence.

Ursa Major design was mainly focused on enduring any punishment that could possibly be thrown at it, then finishing enemy by any means available. It is due to this fact that almost any Ursa has a different weapon loadout. However they're all extremely hard to kill.

Sight of a Great Bear on the battlefield is a dire one – almost everyone knows that they are almost impossible to pilot without a ridiculous amount of experience – and this always means, you are on the wrong side of a gun held by a skilled Trooper.

Run, you Fools!



Frame	Encumbrance	MOVE	BODY	ARM	Weight (Kg)	
Heavy	-5 DEX, REF	User's +4	16	5	1687	
Structural Damage Points (SDP)		Life Support	Battery (hours)	Stopping Power (SP)		
/60		/	/ 12	/ 21		
Sensory Suite						
Cybereye Options			Cyberaudio Options			
Anti-dazzle (1)			Level Damper (1)			
Targeting Scope (1)			Radio Communicator (1)			
Teleoptics (1)						
Cyberarm Options						
Left Arm Utilities			Right Arm Utilities			
Left Arm Internal Weapons			Right Arm Internal Weapons			
Popup Shield 30HP (Thick) (5)			Popup Shield 30HP (Thick) (5)			
(Alternatively: Tsunami Arms Helix)			(Alternatively: Militech Cowboy U-56)			
Upgrades						
Name		Description				
Environmental Seal		Stops any environmental hazards, +36h of life support				
Energy Reserves		2 additional batteries, each lasts 12h				
Upgraded Armour		+3 SP, Encumbrance more severe by 1 point				
Upgraded Servomotors		BODY +3, SDP + 10, +1d6 Brawling, +3 Melee damage				
EMP Shielding		Invulnerable for radiation, and more importantly EMP				
Emergency Recovery Systems (x5)		Can ignore single critical effect per installation				
Immortality Protocol		Repairs 12SDP when severely damaged, regenerates 1SP/day				
SUPERHEAVY Weapon (x3)		MLRS or Recoiless, AT rifle or AM Railgun, and AP Gattling				
Drone Rig		Loaded with Automated Turret (Flamethrower)				
Weapons Held						
Name / Type		Skill	Damage	Rate of Fire	Ammo	Quality
Quad Rocket System		Heavy Weapons	8d6 + 8d6	2	8	Standard
Recoilless Cannon		Heavy Weapons	10d6 (4d6 backblast)	1	1	Standard
Anti-Tank Rifle		Heavy Weapons	9d6	1	1	Standard
Anti-Materiel Railgun		Heavy Weapons	6d6 (ignores first 10SP)	1	1	Standard
Automatic Grenade Launcher		Autofire	6d6	1	30	Standard
Brawling		Brawling	6d6	2	NA	NA

Counting cost: 100K (frame) + 2K (Tier I upgrades) + 40K (Tier II upgrades) + 50K (Tier III upgrades) + 2K (Shields) + 1300eb (Sensory Suite).

Totals 195'300eb. Priciest ACPA in the Catalogue, it still has room for improvement. Note that it loads "only" three out of five possible SUPERHEAVY weapons, but you know – there's always room for more.

Assault variant removes shields (-2K) and adds two Internal Borg Weapons (+ 10K) = 203'300eb.