

SQUAD CREATION

The directions that follow are useful for creating your squad step by step, however if you want to randomly generate your squad in part or in whole jump to Appendix A for methods to do that.

1. Choose your squad's **Patron Faction**. The faction will determine what bonus supplies you get for completing missions (see Reward section), and guide what goal your faction is working on (see Faction Goals section). The possible options are:
 - **Autocracy** (+1 Materiel, +1 Trust with the Employer at Mission Reward)
 - **Corporatocracy** (+2 Materiel at Mission Reward)
 - **Democracy** (+1 Materiel, +1 Personnel at Mission Reward)
 - **Independent** (+2 Rep without a Supply roll at Mission Reward)
 - **Oligarchy** (+1 Personnel, +1 Trust with the Employer at Mission Reward)
 - **Theocracy** (+2 Personnel at Mission Reward)

Note that while the squad's Patron Faction does not necessarily own the squad, it does expect them to follow its orders and work towards its interests. Additionally the Independent faction is purposefully more challenging than other patron factions. This is to represent the challenge of working against the established systems, the structures that support them, and acting *without* those same supports.

2. Set your **Relationship** with each Faction to 0. They don't know or care the Squad is until they've performed some missions for or against them. Set your Trust with each Faction to 0 for the same reason.
3. Create a NPC who is the **Direct Superior** of the squad. This is someone that the GM can often use to assign the squad missions, and who the squad will have a connection to whether for good or ill. One Squad is friendly with the Direct Superior so take +1 Status with them and describe the connection. Another Squad dislikes the Direct Superior; take -1 Status with them and describe the issue. See Direct Superior for suggestions.
4. Choose a **goal for your Patron Faction**. Things to consider in this decision are the amount of politics, combat, and brutality everyone wants, as well as themes they might want to explore. Independent squads skip this step. See the Faction Goals section for more details. The possible options are:
 - Assault the Foe
 - Divided They Fall
 - Golden Streets

- Hearts and Minds
 - Hostile Takeover
 - Intelligence Coup
 - Manufacture Heroes
 - Secure the Borders
5. Choose a **Squad Playbook**. This will determine the nature of most of your missions and some common training everyone in the squad has.
 6. Choose an **initial reputation** and **Forward Operating Base** (FOB). When you reinforce your reputation on a mission the squad marks 1xp. Your starting FOB will be small and unimpressive. See Squad Reputation for suggestions.
 7. Create your immediate Region or choose one from the Regions listed in the Izya setting. This is the area surrounding your FOB. All it needs is a rating of 0-4 for Wealth, Might, Technology, and Crime. Write the ratings on the squad's Claim Map.
 8. Choose a **Squad Ability**. This is a special trick everyone in the squad can call upon.
 9. Choose **two Upgrades**. These are tools, personnel, and facilities the squad can use. Each squad playbook has two pre-selected upgrades (for example Profiteers always have Resolve Training and Secure FOB) and the squad also gets to choose two more from the squad playbook or the general squad upgrades. A squad helped you get the upgrades; take +1 Status with them. Another squad was denied those upgrades because you have them; take -1 Status with them. Each of these squads can be from the same faction as the players' squad and/or from a different faction.
 10. **Name your squad**. This might be your official designation or it might be a group call sign. Other squads and factions will know you by this name.

DIRECT SUPERIOR

The squad's **Direct Superior** is the NPC that they will probably be interacting with the most. This person will be higher rank than the pilots, give them orders, and assign them missions. They should have a title suitable to the faction they belong to, and a brief description of their appearance and personality. If the PCs lack a patron faction and are Independent their superior might be from another squad, a mysterious source, or someone else with unofficial authority over the pilots.

Ultimately the purpose of the direct superior is not to boss around the pilots. They are there as a direct representative of the squad's patron faction, to embody the link between the patron and the squad, and as a way for the GM to provide missions to the players. They should rarely be the focus of the narrative but almost always be a narrative tool for the GM.

EXAMPLE DIRECT SUPERIORS

- Carberry, a shady and cruel fixer.
- Scratch, a cheerful and energetic Proxy.
- Project Lead Walker, an ambitious and hard working manager.
- Executive Assistant McEvoy, a Stressed and organized worker.
- Captain Martinez, a weary and grumpy officer.
- Quartermaster Hawkins, a sentimental and thoughtful trooper.
- Bishop Acampora, a patient and caring member of the clergy.
- Confessor Tebbel, an inquisitive and meticulous theologian.
- Councillor Swan, a hard hearted and calculating bureaucrat.
- Alderperson Drake, a fiery and passionate politician.
- Virtue de Quidt, an experienced and crafty noble.
- Margrave Takeyuki, a paranoid and meek leader.

SQUAD REPUTATION

The squad's reputation is the idea that immediately springs to mind when a potential employer thinks about them. It should be a word or phrase that the squad either already embodies or strives for, but does not directly speak to their competence. "Skilled" is a bad reputation, try "Daring" instead. By living up to their reputation the squad gets to mark XP at the end of the session.

EXAMPLE SQUAD REPUTATIONS

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| • Ambitious | • Honorable |
| • Amoral | • Professional |
| • Brutal | • Savvy |
| • Daring | • Subtle |
| • Destructive | • Strange |

FACTION GOALS

A faction's goal is the current strategic objective that they are trying to fulfill on their path of dominance in The War. The players and GM discuss which faction goal makes sense for their patron faction to have at the start of the game. Things to consider in this decision are the amount of politics, combat, and brutality everyone wants, as well as themes they might

want to explore. Each goal is represented by a 4 Tick Clock. Squads add Ticks by taking actions, usually during missions, that work towards the goal. When the Clock fills all squads patronized by the faction receive specialist training giving them a unique benefit. The players and GM then consider the current situation of The War and select a new and different goal as each goal can only be completed once.

The list of goals for a faction to have follows:

- **Assault the Foe:** Soften up a specific enemy held region in preparation for capture. This can be done by brazenly attacking that region, cutting that area off from reinforcements, gaining intel about the district's weak points, etc.
 - **Benefit: Vengeful.** Your squad's righteous anger empowers their actions. When making an Action Roll against a squad that employs any player's Rival, take improved Effect.
- **Divided They Fall:** Manipulate the enemy's plans. This can be done by planting false orders and intelligence, disrupting communications, pitting enemies against each other, etc.
 - **Benefit: 4D Chess.** You and your faction's agents synergize to pull off incredible feats of manipulation. Once per mission a pilot can manipulate an active Clock. Describe how you manipulated the situation to your liking. The pilot may spend up to 3 Stress to move that many ticks into any other Clocks. If the Clock being emptied has a negative outcome when filled, then the ticks must be transferred only to Clocks that also have a negative outcome. If the Clock being emptied has a positive outcome when filled, then the ticks must be transferred only to Clocks that also have a positive outcome.
- **Golden Streets:** Improve the supply situation of the patron faction. This can be done by improving the Wealth rating of controlled regions, giving supplies to your patron faction, refusing supply rolls from your patron, etc.
 - **Benefit: Beggars Can Be Choosers.** The squad knows how to beg, barter, and steal for more supplies when they really want to. If each pilot that participated in the mission spends 1 Stress the mission's supply roll is rolled again and the squad gets the higher result. This can be chosen after the initial roll is made. This does not apply to the Bureaucrat's Cook The Books ability.
- **Hearts and Minds:** Change the popular opinion of a faction in a manner that benefits your patron faction. This can be done by protecting the populace from marauders in

your patron's name, publicizing the corruption of an enemy faction, shifting musical tastes in support of your patron, etc.

- **Benefit: Recruitment Drive.** The people have seen the glory of your faction and want to be a part of it. Cohorts now cost 1 squad upgrade instead of 2, as the populace flock to recruitment centers.
- **Hostile Takeover:** Deny the enemy supplies. This can be done by blockading imports, destroying infrastructure, turning enemy supply sources to working for your patron faction, etc.
 - **Benefit: Level The Playing Field.** You've worked hard to deny the enemy what it needs to continue The War, and your efforts have begun to wear down their squads. Choose a faction. All of the squads belonging to that faction permanently lose 1 hold going from Strong to Weak at their current tier, or Weak to Strong but at a lower tier (Weak tier 1 squads become strong tier zero squads).
- **Intelligence Coup:** Steal valuable information from the enemy. This can be done by acquiring VIPs, retrieving actionable intel, stealing technological advances, etc.
 - **Benefit: Big Brother.** Between advances in technology and an extensive spy network you can get the answers you want. Once per session a pilot may spend 2 Stress to ask the GM a question. The GM must answer honestly. This does not provide improved Effect, improved Position, or additional dice.
- **Manufacture Heroes:** Act against a specific squad at least 2 tiers higher than the players' squad. This can be done by attacking regions controlled by that squad, denying that squad mission objectives, luring that squad into acting irrationally, etc.
 - **Benefit: Poster Child.** Now that you're heroes, your faction needs to keep you alive without removing you from the action. A pilot can push themselves for only 1 Stress a number of times per session equal to their squad's tier (minimum 1) by revealing how another squad belonging to their patron faction assisted them.
- **Secure the Borders:** Take proactive measures to protect the patron faction. This can be done by removing enemy agents acting within the patron faction, weakening neighbouring regions, constructing defenses, etc.
 - **Benefit: Nano Laminate Armor.** Molecule thin layers of ceramic-alloy composite are electro magnetically bonded to each other to create armor that is half the weight of standard vehicle armor but maintains the same durability.

Each vehicle can have one NLA declared. Functions as normal armor but is Load 1.

When a Faction's goal is fulfilled every squad that currently has it as their patron gains the appropriate benefit. When a faction other than the pilots' patron completes a goal, describe to the players the sweeping changes they hear about that are caused by the goal's completion. Look to the goal's benefit for inspiration as to the changes that occur. Remember that the fictional positioning of the game alters the position and effect of player rolls.