

HORIZON WARS

BATTLE ROYALE

In what came to be described by its own historian as “The Fourth Age of Humanity”, the relationship between humans and technology became increasingly blurred as consciousness was mapped and the mysteries of mind fell before the onslaught of progress.

In due course, this golden age would come to an end in the Great Scattering, in which the new beings – a harmonious melding of biological and artificial intelligence – set out in defiance of their own cultural dread to explore and tame a mysterious galaxy. However, before that time, the population of the Sol system enjoyed all kinds of novel and extreme forms of entertainment and recreation. Amongst these was the “battle royale” in which highly-skilled masters of various forms of martial arts would test their skills upon one another “to the death” – although generally only to the point of the destruction of whatever physical form the participants were currently occupying.

The Battles Royale were frequently recorded and students, enthusiasts and voyeurs could experience each battle again and again from the perspective of its participants.

Mech-on-mech Battles Royale were one of the most popular, enduring and spectacular of the many styles, with pilots frequently occupying the same physical shells for as long as they could, bearing the scars and repair work from each battle openly as a display of courage and prowess.

Building your mech

Each player designs a single mech using the rules in the Horizon Wars rulebook, but with access to the Battle Royale upgrades in these rules. Players may field a mech of any Presence. A P3 mech has the normal 17 stat points to allocate. A P2 mech has 14 stat points and an additional 4 points that may be spent on upgrades only. A P1 mech has 11 stat points and an additional 8 points to spend on upgrades.

Playing Field

The table may be of any size or shape, but should be liberally covered with dense, line-of-sight-blocking terrain.

Deployment

Each player should take four power cell counters and then take it turns to place these on the battlefield. They may be placed anywhere on the battlefield.

Each player then takes it in turn to place his or her mech on any ground-level point of the battlefield at least 18” away from another mech.

Turn Order

Each player is dealt (or chooses) one card from a normal 52-card deck.

These cards are then put together into the turn order deck. Shuffle the turn order deck and place it to the side of the table. At the start of the game, turn over the top card. Whoever’s card it is may

then activate his or her mech and his or her card is then placed on the discard pile. Then turn over the next card. Keep going until everyone's card has been played then shuffle the deck again and start over.

Actions

Each mech has two action tokens at the start of a turn. When his or her mech is activated the mech may use one or both action tokens to perform one action per token. The actions are those listed in the Horizon Wars rulebook or any other special action conferred by an upgrade or special rule.

Reactions

Any time another player's mech completes an action that placed it at any time during the action within the line of sight of your mech, if you have at least one action token remaining and if your mech has not previously performed a reaction in this turn, you may declare a reaction. Remove one token and flip any remaining token over to indicate that the mech has performed a reaction.

The available reactions are those listed in the Horizon Wars rulebook or any other special reaction conferred by an upgrade or special rule.

Victory

Victory goes to the last mech standing. Ejected pilots do not count.

Power Cell Counters

Power cells provide a super-boost to mechs' in-built repair ability. A damaged mech that is in base contact with a power cell may spend an action to *recover* but, instead of making a D roll, immediately recovers two stat points *and* two points of damage – this is an exception to the normal rule that damage cannot be reduced.

One a cell is used, remove it.

Emergency Protocol!

If a mech is reduced to 0A, the pilot is automatically *ejected*. Pilots are infantry with the following stats:

P	M	F	A	D	Special
1	5	1	2	5	Power converter

When ejected, place the pilot in contact with the destroyed mech. The pilot may act normally and retains any action tokens the mech had before it was destroyed. An ejected pilot gains the *remount* action. In addition, the pilot has the *power converter* special ability.

Remount

The remount action may be declared when a pilot is in base contact with his or her own mech only.

Power converter

The element can collect power cell counters. The power cell counters have no effect on the element itself, but if the element mounts a mech, the mech immediately gains the benefit of all power cells collected by this element without needing to spend any further actions or roll any dice.

Custom Upgrades

The following upgrades are intended for use in the Battle Royale version of Horizon Wars. You are, of course, free to use them in any other game, but we cannot guarantee they will be either useful or balanced out of context. You have been warned.

Upgrade	Cost	Effect
<p><i>Dismount Protocol</i> The pilot is a maverick with an immortality complex and a tendency to run around battlefields without the benefit of a mech.</p>	1	The mech pilot can dismount the mech without needing to evoke the <i>emergency protocol</i> . Whilst dismounted, the mech cannot be assigned actions
<p><i>Mech Prodigy</i> The pilot is not only a natural, but has undergone training and cybernetic adaptation to allow him or her to pilot any mech.</p>	1	The mech pilot can <i>remount</i> mechs with AO that are not his or her own. The mech gains the benefit of the pilot's <i>power converter</i> ability immediately. The mech otherwise retains all its stats and abilities from before.
<p><i>Remote connection</i> The pilot is equipped to be able to operate the mech even when not inside it. The technology is difficult to master and has drawbacks.</p>	1	When the pilot is dismounted, the player may allocate actions to either the pilot or the mech or to both. Note: This upgrade is only useful if the player also take the <i>dismount protocol</i> upgrade.
<p><i>Support Drones</i> The mech is assisted by a pair of tiny, flying support drones that may perform several functions.</p>	1+	<p>The abilities of support drones depend on how many points are spent on them.</p> <p>A support drone may always be removed to cancel one Shooting hit on the mech. This must be declared <u>before</u> making the Defence roll, then whatever the result of the Defence roll, +1 additional hit is cancelled. If more hits are cancelled than were suffered, there is no other effect.</p> <p>In addition, for each extra point spent, the drone gains one of the following abilities:</p> <ul style="list-style-type: none"> • Shield drone – After a Defence roll against a Shoot action, remove one shield drone to re-roll any number of Defence dice. • Gun drone – After making a Shoot action, remove one gun drone to re-roll any number of Firepower dice. • Spotter drone – A mech with the <i>indirect fire</i> upgrade may nominate any point within 3" of the mech itself and draw a LOS from that point instead of from the mech. <p>The drones must be represented with counters on the table, placed adjacent to the mech. However, these may not be targeted with Shoot or Charge actions, and do not provide cover.</p>

<p>Echo Cloak The mech can eject a cloud of tiny image projectors, each one appearing to be the mech and each one able to scatter in a random direction.</p>	1	<p>The mech may perform a special <i>scatter</i> action. When the mech scatters, remove the mech and replace it with six numbered counters: one on the place where the mech was and five adjacent to the central counter. The player must secretly note which is the real mech.</p> <p>When the mech performs actions, each counter may perform the same action. If the mech performs a Shoot action or its counter comes into contact with a hostile element, remove all the remaining echo counters and replace the mech on its counter.</p> <p>If an echo is shot or charged, simply remove the echo. The Shoot or Charge action ends immediately and nothing else happens.</p>
<p>Smart Missile Smart missiles are actuated consciousnesses – often fans or assistants to the pilot who embed their consciousness into a single, devastating attack before restoring their consciousness to a new shell.</p>	1+	<p>This upgrade may be taken several times for several missiles. Each missile may be used once in a Shoot action.</p> <p>In a Shoot action using a smart missile the action requires no LOS. Regardless of the range of the target, treat the range as 12".</p>
<p>Flight frame With a mighty blast of rockets, the mech roars into the air and shoots forward, almost faster than the eye can follow.</p>	1+	<p>This upgrade may be taken multiple times to provide multiple uses. For each use, the mech may make a single rapid move in a straight line, ignoring <u>all</u> intervening terrain. The movement may not end on impassable or impenetrable terrain but may go through these.</p>
<p>Intimidating Reputation The mech pilot is a veteran of such battles, with a savage code of honour and revenge out of step with the values of the age.</p>	1	<p>If the mech currently carries no damage, a Shoot action made at this mech reduces the number of dice rolled by -1. If the shot is being taken from outside the target mech's LOS, reduce the number of dice rolled by -2.</p> <p>In a charge, the mech counts as being +1 P.</p>
<p>Aura of Immolation The mech has a holographic aura depicting flames or howling souls or some other psychological weapon appropriate to the pilot's temperament.</p>	1	<p>In a charge, the mech counts as being +1 P. In addition, if a charge is a draw, the mech wins (unless the opponent also has an aura of immolation, in which case it is resolved normally).</p> <p>May not be combined with <i>Intimidating Reputation</i>.</p>
<p>Headhunter There's nothing the pilot likes better than hunting down pilots desperately running around in the open, and... squish.</p>	1	<p>If a headhunter kills a dismounted pilot, it counts as if it had picked up a power cell.</p>

