

## Tags

### **General Tags**

Ranges (constraint). The distance at which the item will affect a target: intimate, hand, close, close/far, far (cf ).

Sizes (mechanical): when different-sized vehicles or groups fight, the smaller inflicts less harm than usual upon the bigger, but the bigger inflicts more harm than usual upon the smaller. Each step's difference is worth +1harm and -1harm. The sizes are:

Mansize (speeder bike, air or ground speeder, a few guys)

Small (air-car, fighter, 15 guys )

Medium (shuttle, transport, yacht, 30 guys )

Large (corvette, frigate, heavy tank, 60 guys)

Huge (destroyer, cruiser, 150 guys)

Massive (battle cruiser, small space station, colony ship, 300 guys)

Vast (dreadnaught, large space station, 600 guys)

+n bonus (+1hot forward, +1sharp when eyesight matters, +1 to going aggro etc.)  
(mechanical): adds to a particular stat or a particular move's roll, under the specified conditions. See also forward and ongoing.

Alive (cue): it's a living creature.

Applied (constraint): requires intimacy and uninterrupted time to use. Subject must be willing or restrained. Contrast tag.

Close (constraint, a range): she can bring it to bear only when her target is close enough to have a shouted conversation.

Close/far (constraint, a range): she can bring it to bear at both close and far range.

Far (constraint, a range): she can bring it to bear only when she's pretty far from her target or subject. If she can see the whites of his eyes, they're too close together.

Forward (mechanical): the indicated bonus applies to the next use.

Hand (constraint, a range): she can bring it to bear only when she's within arm's reach of her target or subject.

Implanted (constraint): it's permanently implanted in its user's skin, body, or brain. Contrast worn.

Infinite (constraint): throw one away, the character has another one, and another, and another; she has as many as she needs. It's important to distinguish an infinite thing, as one item, from any one of its individual members. Take infinite valuable knives, for instance: the character can throw one knife away and have more, indefinitely, but if she throws all her knives away as an item, they're all gone. Similarly, it's all her knives as an item, not any individual knife, that are valuable. Treat any one knife as disposable, transient, not even really a thing.

Intimate (constraint, a range): she can bring it to bear only when she's very close to her target or subject, close enough to hold, kiss or grapple him. Arm's reach isn't close enough.

Ongoing (mechanical): the described bonus applies to every appropriate roll until some narrative twist eliminates it.

Refill (mechanical): using it uses it up. The character can't use it again unless she has a refill.

Remote (constraint): the character can use it at a distance by remote control, or maybe it can operate at a distance autonomously.

Tag (constraint): the character has to touch her target to use it, but only an instant of time, and there's no need for the subject or target to cooperate. Contrast applied.

Valuable (constraint, cue): it's worth more than 1-barter.

Worn (constraint): to use it, the character has to be wearing it. Contrast implanted.

### **Weapon Tags**

n-armor (1-armor, 2-armor etc.) (mechanical): reduces incoming harm by n.

n-harm (1-harm, 2-harm etc.) (mechanical): inflicts n harm.

+nharm (+1harm, +2harm) (mechanical): adds n to the harm it inflicts.

AP (mechanical): it ignores its target's armor, inflicting its full harm.

Area (mechanical, constraint): its target or subject is an area, not a person; it fully affects everyone and everything there. An area weapon used against a larger gang inflicts its full harm, provided that the gang is crowded into the area in question.

Autofire (mechanical, cue, constraint): at the character's option, the weapon makes an area attack (cf ), but must immediately reload (cf ).

Energy (cue): it causes harm with heat, lasers, or other energy.

Loud (cue): everyone nearby hears it, and can potentially identify what made the noise. It wakes up sleeping people, startles people who aren't expecting it, and is generally distinctive and unignorable.

Messy (cue): it's loud (cf ). Furthermore, it might hit every person in its area but might miss any given person in its area; and it leaves a mess behind—cosmetic property damage, blood and gore, or some other kind of mess as appropriate.

Reload (constraint): using it means the character has to take specific action to reload or reset it before she can use it again.

S-harm (cue): it disables its target without causing any harm. Use it on a PC, and doing anything at all means doing it under fire; the fire is "you're stunned."

### **Squad and Gang Tags**

Mobile (constraint): the gang's not tied to a home base. Gangs lacking mobile ARE tied to a home base.

Rich (cue): outside of battle, the gang always has a little scratch.

Savage (cue): the gang fights brutally, viciously, without mercy, discipline or honor. They loot and violate the dead proudly display the trophies of their kills.

Unruly (cue): the gang has internal factions that dislike one another and some of its members are ambitious beyond their loyalty. Create these factions and ambitious bastards as threats and have them act sometimes on their impulses. See the fronts chapter, page 138, for details.

Vulnerable: [specify] (cue, constraint): when things go badly for the gang, this is how they react. the alpha can try to impose her will upon the gang to resist the effect.

- Breakdown: if the gang doesn't have time and resources, their bikes fall apart and they lose their ability to fight effectively on the go.
- Desertion: if the gang loses a fight or if its alpha or leader presses it too hard, its members ditch out by 1s and 2s.
- Disease: if the gang's alpha or leader doesn't take particular care of them, they get sick.
- Grounded: if the weather or the terrain is wrong, the gang won't take its bikes out into it.
- Obligation: somebody else has power over the gang's alpha or leader, and can demand the gang's service. Choose a bad time.
- Reprisals: whenever the gang's alpha or leader relaxes vigilance, the gangs' victims and enemies murder the gang's members by 1s and 2s.

### **Vehicle Tags**

atmospheric (constraint): this thing can fly but can't reach orbit.

cargo (constraint): you've got lots of room for cargo.

fast (cue): it's faster than average.

fighters (cue): you've got bays full of starfighters you can send out to intercept or interdict.

forwardarc (constraint): your weapons can only fire at targets in front of your vehicle.

Hyperdrive-n (constraint, mechanical): this ship can travel through hyperspace. "n" defines how long the trip takes. Multiply the base interstellar travel time by n. Normally includes orbital and atmospheric tags (cf).

luxurious (cue): the ride is very comfortable, with attractive amenities.

military (cue): this is military grade equipment and subject to regulation.

n-seater (constraint): your ride carries a total of n people.

orbital (constraint): this vehicle can fly in atmosphere or normal space. Oh, yes, it has life support too.

sensors (constraint, cue): the ship or vehicle has an extended suite of sensors

spacious (constraint): you've got significant space for passengers and their stuff.

tractors (constraint): you've got a powerful array of tractors that can be used to trap smaller ships.

troops (cue): you've got troops, vehicles, and equipments for ground operations