



WAR ROBOTS

ART & LORE

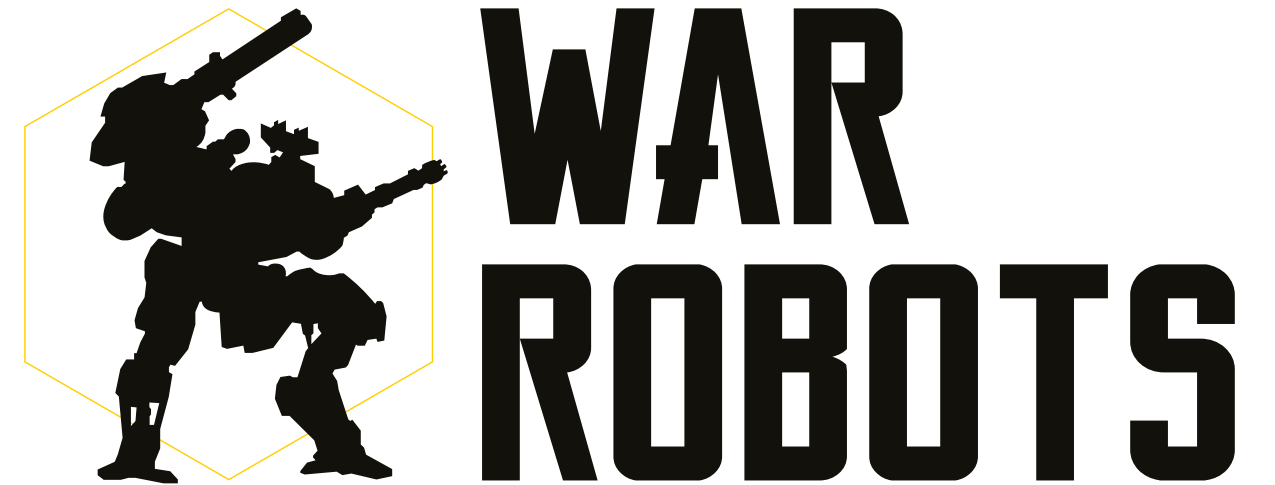


POWERED BY
WAR ROBOTS TEAM



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Limited edition 2024



ART & LORE



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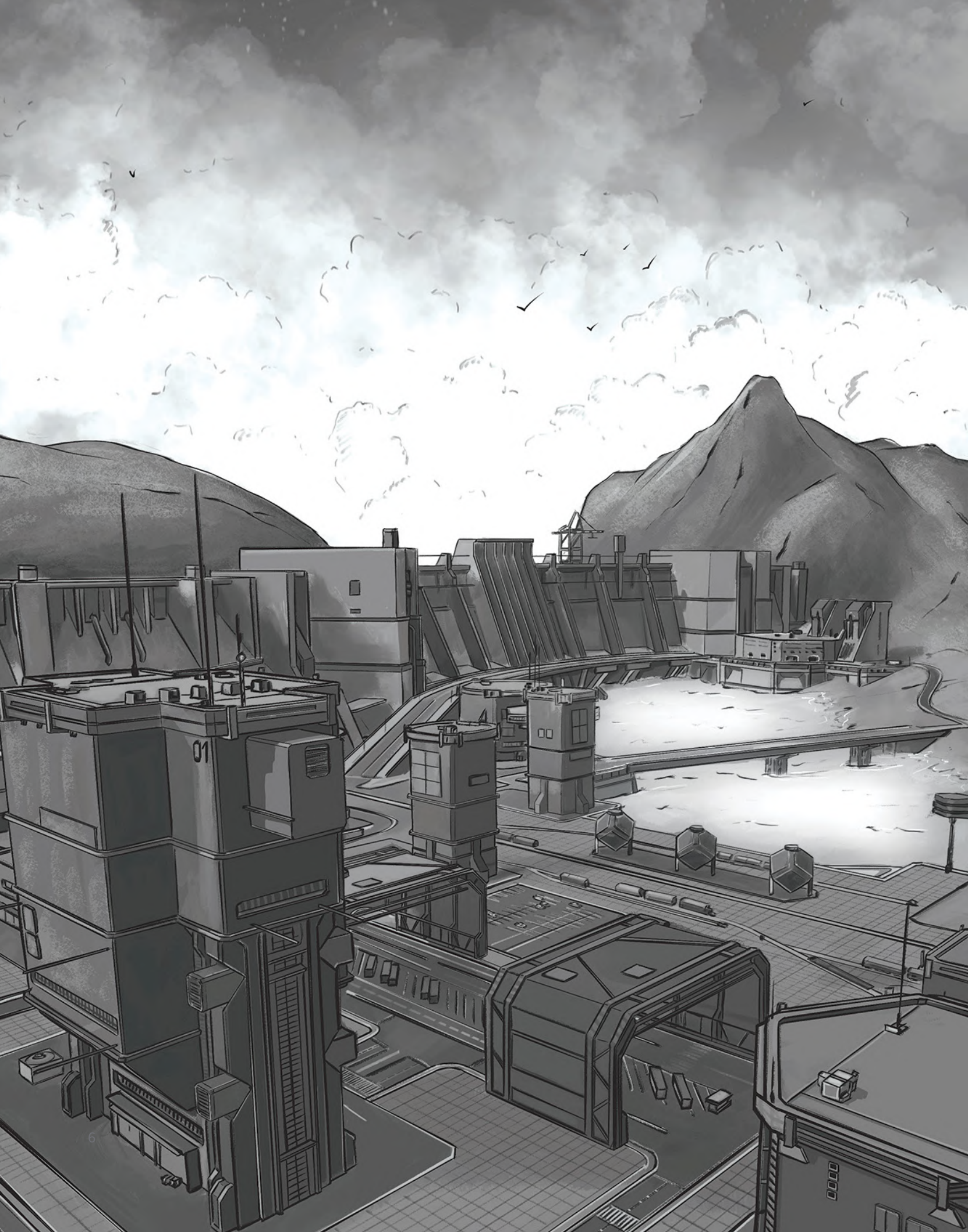
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WORLD

In 2080, humanity was thriving on Earth. Transnational corporations developed technologies at an unprecedented rate, changing the lives of billions for the better and transforming the existing social order along the way. National governments were dwarfed by corporate structures, but few saw it as a threat. Resources were abundant, their distribution efficient, and a bright future seemed to be just one more innovation away.

However, once a technology race becomes its own purpose, safety considerations often take a back seat. An ambitious experiment with groundbreaking interspace warp travel technology went terribly wrong. Earthquakes, gravitational anomalies and electromagnetic storms plagued the planet, ruining cities and disrupting communication. The worst of the aftereffects were the warp tornadoes. Appearing sporadically around the world, these pillars of pure warp energy disintegrated everything they touched and randomly teleported massive objects. With the situation getting more unpredictable and dangerous by the day, the only way to survive was to flee off-world. Led by the five megacorporations, each with its own agenda, the remnants of humanity departed for Mars.

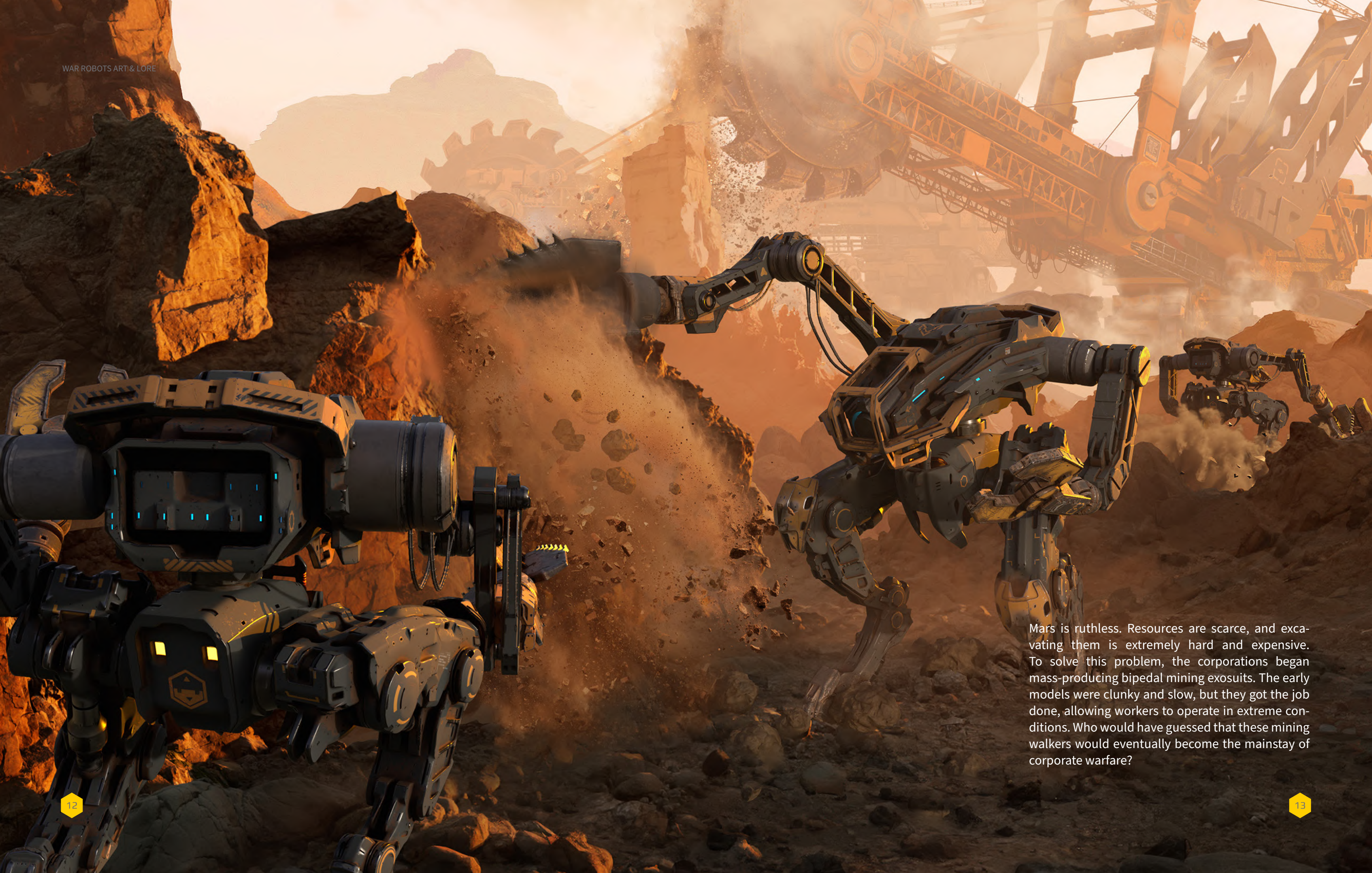


< THE GOVERNMENTS OF OLD EARTH HAVE BEEN REPLACED. >

The journey to the Red Planet is dangerous, and Mars is not the most welcoming host. Each corporation settled in a different region. SpaceTech landed in a relatively hospitable area of the Gale Crater. The DSC ended up in Acidalia Planitia in the northern hemisphere, where the days are short and the nights are cold. Icarus Technologies drew the shortest straw, finding refuge near Mars's South Pole, with its extremely low temperatures and bone-chilling winds. EvoLife took shelter in the Noctis Labyrinthus, where they built their underground laboratories among the crevasses. As for Yan-di Ventures, the company decided to stay in the Martian orbit, away from potential conflict.

Life on Mars is rife with challenges, so humanity had to adapt. There are no cities, only sealed colonies in the corporate territories. The governments of Old Earth have been replaced, each megacorp a dominion unto itself, their citizens treated as company employees under an oath of loyalty, their lives defined by corporate codes. Some corps, like SpaceTech, allow their members to live in comfort with every technological marvel at hand. Others, like the DSC, established strict militaristic regimes, their colonies becoming veritable forts protected by impenetrable shields. And some, like Icarus Technologies, are building a true cyberpunk society with a thin line between the virtual world and reality.





Mars is ruthless. Resources are scarce, and excavating them is extremely hard and expensive. To solve this problem, the corporations began mass-producing bipedal mining exosuits. The early models were clunky and slow, but they got the job done, allowing workers to operate in extreme conditions. Who would have guessed that these mining walkers would eventually become the mainstay of corporate warfare?

The Earth was still out there, scarred and shaken, but not dead yet. Years passed, and humanity attempted its first trips back home, starting with a pioneering effort by a small group of scientists from Icarus Technologies.

They made two discoveries. The first was that at least some parts of the Earth seemed to be recovering. The second was that the Warp tech that caused the Cataclysm could be salvaged and replicated. In an effort to be first in the rediscovery of this vital technology, Icarus ran an emergency research project which revealed the mistake that caused Earth's downfall some 40 years ago: warp tunnels require a connected entrance and exit point, and when one is missing, the tunnel catastrophically collapses, causing untold destruction in real space.

However, controlled warp drives could be placed on a mothership and linked to a warp beacon on Earth, allowing for jumps to the surface from orbit in the blink of an eye.

Because the Earth was no longer lost forever, a new struggle for dominance began. As corporate citizens were a rare resource, the corporations banked on armor to back their claims to the prize. The quickest and most efficient way to put units in action was to repurpose what already existed — so the mining robots of Mars strode out onto the battlefield to reclaim humanity's homeworld.

STARBASES

Orbital starbases are “parking lots” for Motherships, where pilots can refuel and maintain their craft. All out of their own pockets, of course. There is a clever economic cycle at play: corporations sell robots and give missions to the Commanders, who fight, get paid and spend most their earnings on repairing their war machines. The cycle is complete and the corporations always win.



MOTHERSHIPS

Motherships are huge orbital spaceships used by Commanders as forward bases to warp robots onto the battlefield and provide fire support. Warp travel is only possible if there are two warp beacons: one on the ship and another on Earth. This is why the planetside beacons are so important. The corporation that captures them can quickly send in more forces and establish control over territory.

MARS

The various robots built by the corporations are also often sold to independent Commanders and Pilots on Mars. Neo Tortuga is an independent colony which serves as a hub for all hired guns. That is the place where free Pilots live, train, assemble squads and look for jobs.

An open conflict was not an option. If war was to spread to Mars and its fragile colonies, humanity might never recover. Cooperation was also undesirable as profit had to be maximized and mergers avoided. As the decades passed, each member of the Big Five established its own ideology and ethics for its citizens to bring them together and solidify their group's hold on vital resources. Yet this opportunity for rapid expansion could not be missed, making a confrontation unavoidable.

The corporations resorted to exiles and outcasts to wage their proxy wars for them. They call these soldiers of fortune Pilots. Their captains, who also undertake the logistical problems of robot warfare, are known as Commanders. These groups fight for anyone with deep enough pockets and take pride in their hard-won independence.

Every pilot on the battlefield is a hothead who enjoys the thrill of the fight. For them, the robot wars are a game. However, even the most brutal game has its rules. Every robot is equipped with an auto ejection module, which activates if the machine receives critical damage — all to ensure that the pilot survives. All robots are replaceable, but pilots are not, and there are too few talented humans left to take unnecessary risks.





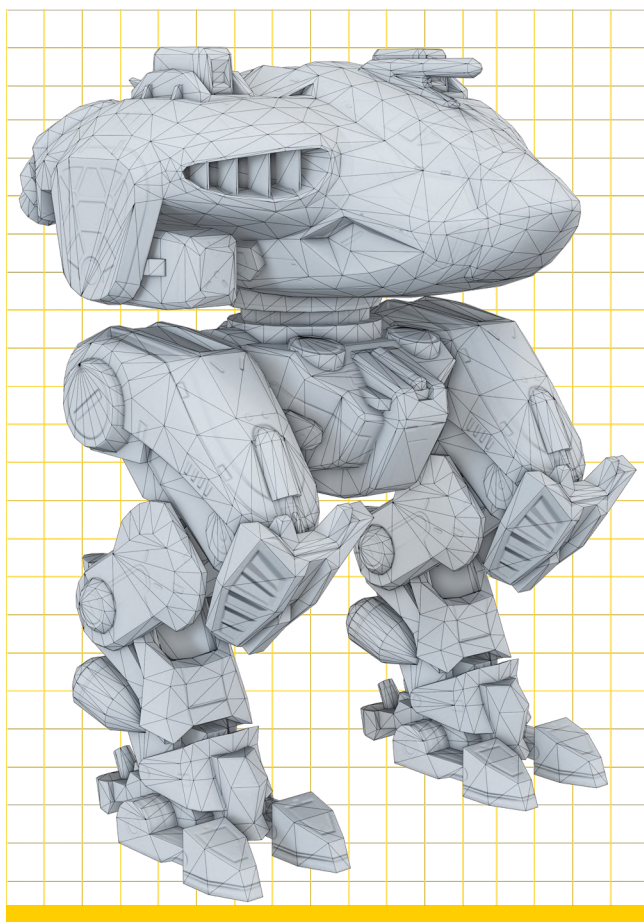
SpaceTech



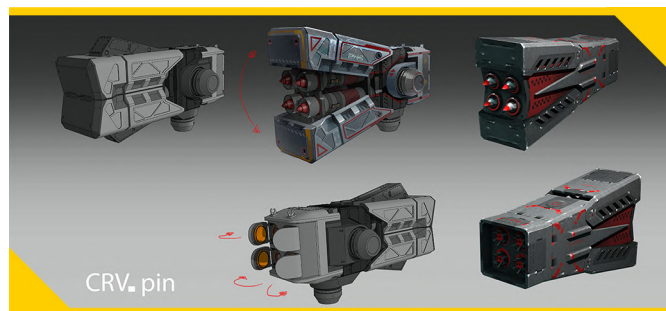
**Griffin
Ao Jun
Hawk
Orochi
Seraph**

Griffin inherits some of its shape from the pre-cataclysm HP.80 Victor. In the early days of war robot building it was still unclear which structural features were essential for the new type of warfare and which could be abandoned in favor of experimental solutions.

GRIFFIN'S PREDOMINANT TACTIC IS KNOWN AS THE "DEATH BUTTON".



A pilot performs a jump, shoots a volley of unguided missiles or plasma clumps, and then retreats behind cover to reload.



GRIFFIN



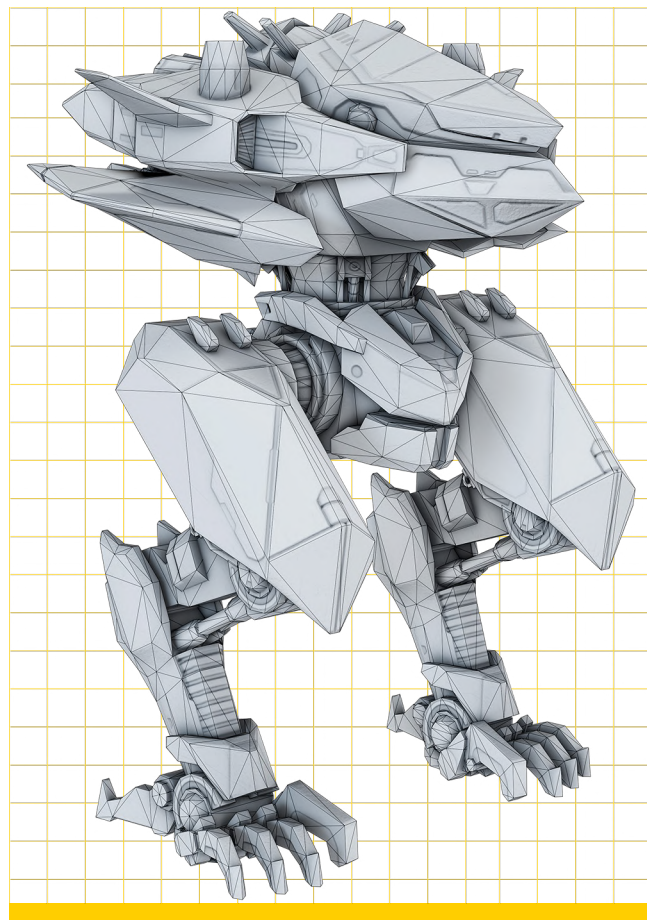
- Generation: 2
- Combat role: Glass Cannon
- Ability: Jump

The Griffin project became a turning point for Space-Tech's robot industry. The earlier jet engines mounted on Cossack and Rogatka had their tactical applications, but it was the iconic avian that proved that enough payload can be taken into the air on a relatively well-armored platform. SpaceTech would build upon their initial success, eventually becoming the corporation most known for cutting-edge aerial units.



Ao Jun's ability to rain down incendiaries from the sky while evading enemy targeting led to many a sleepless night in the HQs of other corporations. Eventually, DSC had to develop the absolutely irreplaceable energy hog which is the Quantum Radar to counter the White Dragon.

IF YOU HAVE VISUAL CONTACT WITH AO JUN, THEN IT'S ALREADY TOO LATE. ACTIVATE EVERY DEFENSIVE TECH AT YOUR DISPOSAL AND PRAY THAT THE THERMAL BARRIER HOLDS. - KYLE ROGERS



AO JUN



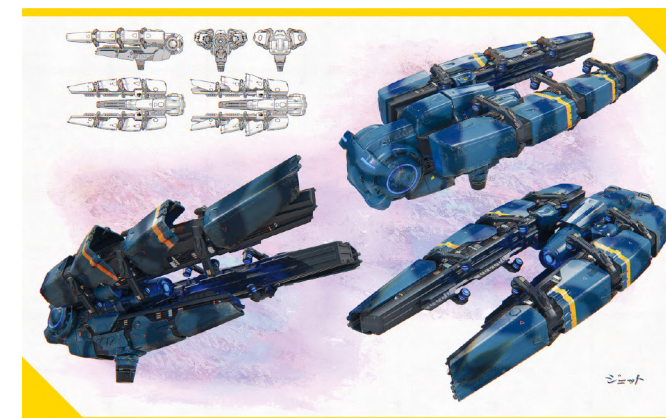
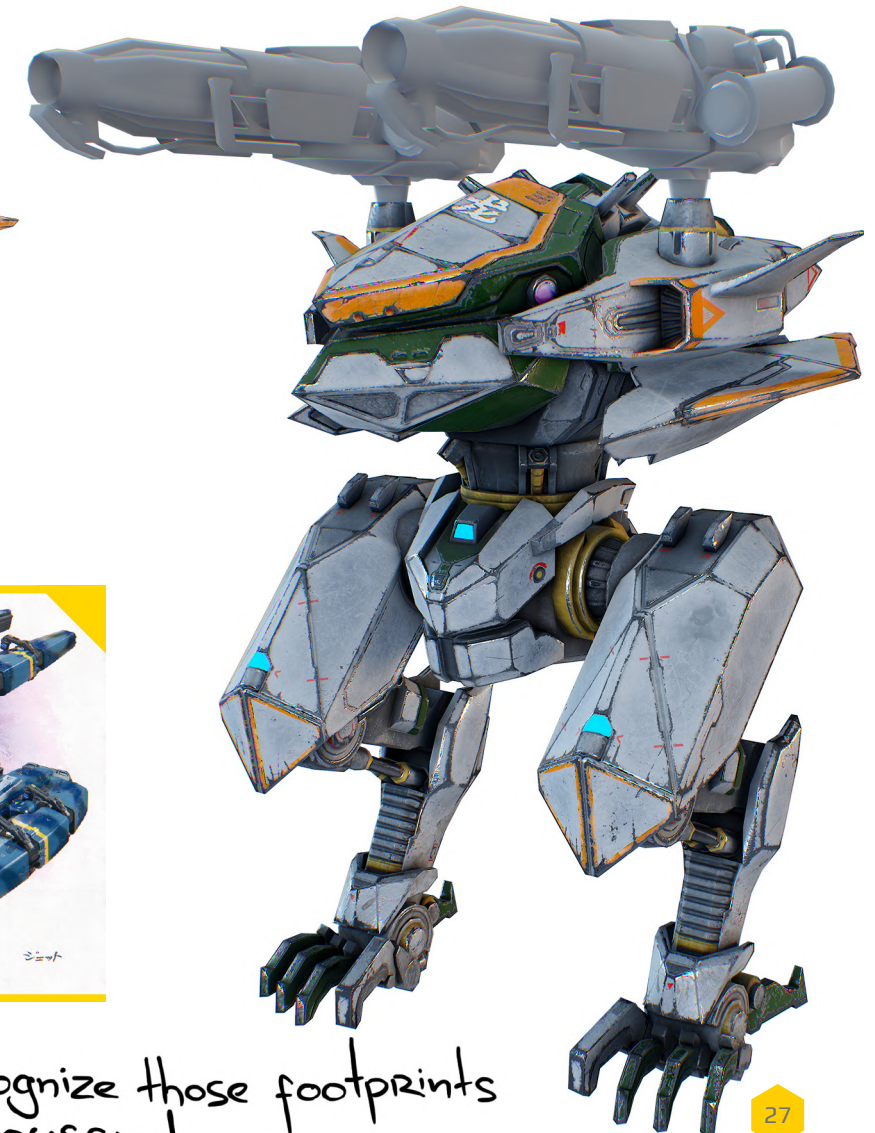
- Generation: 3
- Combat role: Raider
- Ability: Dragon Breath

The SpaceTech Board is famously open-handed when it comes to research funding. When the "Ao" concept was first proposed, it was seen as nothing more than a new jet engine experiment. However, the field tests convinced its potential sponsors that making a walker fly rather than jump was the future of robot warfare.

Has stealth when flying
Use QR



Promote Lee already

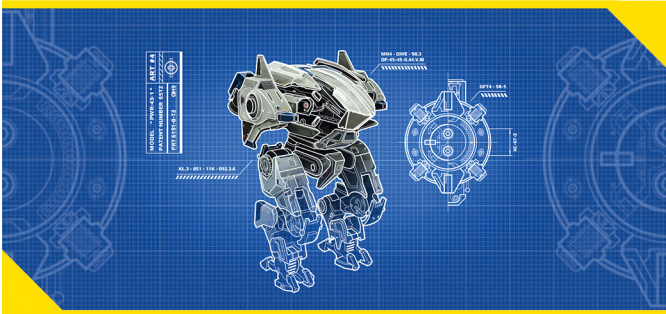
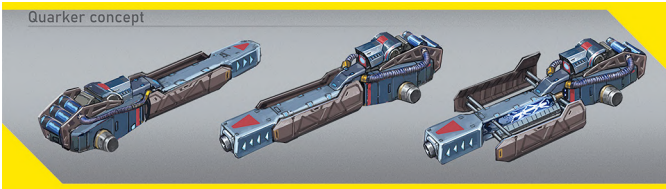
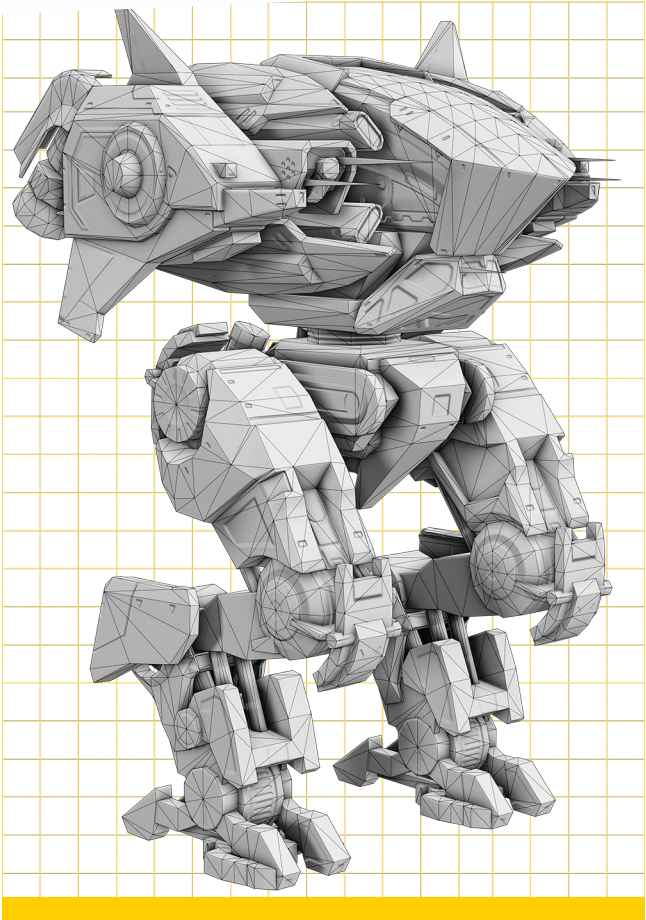


You'll recognize those footprints in a thousand

< SIMULATED EMISSION? POPULATION INVERSION?
WAVELENGTH? PFFFF! BATTERY GOES IN, DEATH RAY GOES
OUT, ENEMIES GO EVAC. SIMPLE AS THAT.
- DAMNED JOHNNY >

Hawk's entire design revolves around its cannon.
Some argue that Hawk is the cannon.

Damage depends
on robot equipment



HAWK



- Generation: 4
- Combat role: Raider
- Ability: Transform

Hawk was designed to counter titans. So that it can take on targets outside its class, Hawk is armed with a beam cannon adapted from the largest weapons of the Dreadnaught mothership. The robot can divert energy from its conventional weapon slots to power the cannon and unleash a beam of coherent photons upon the enemy. Earlier armor types would usually only withstand the scorching light for several seconds before starting to melt.

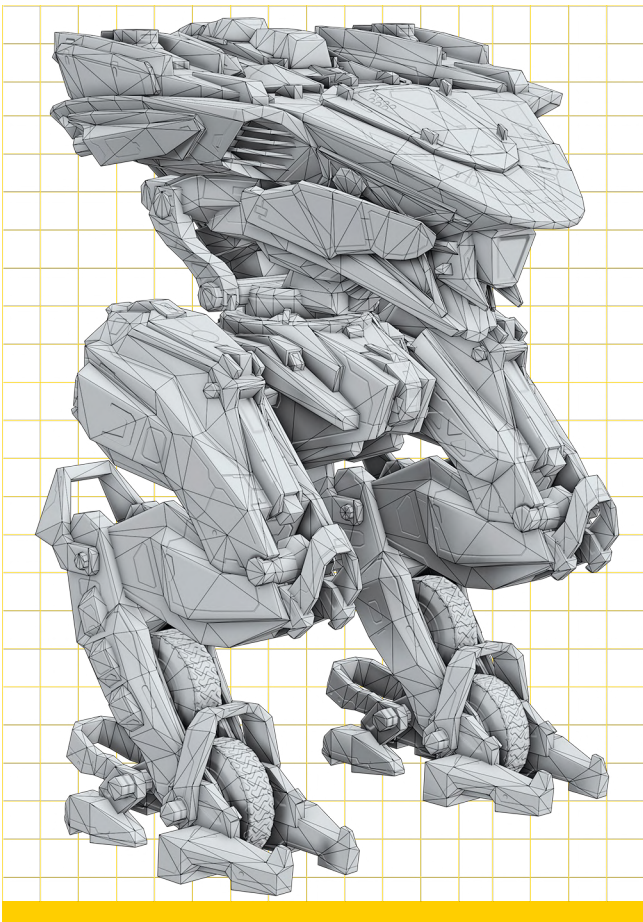
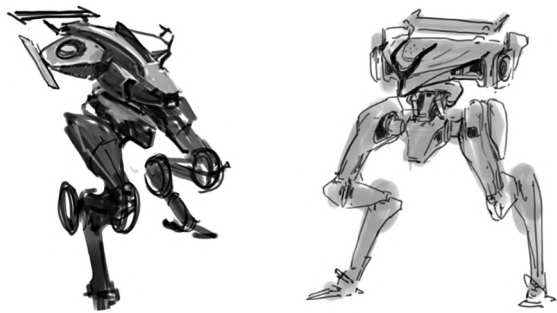


Weapon slots
turned off during
the flight



Orochi still sits at the top of the Yan-di Speed Show leaderboard and remains the prime driver of Nitro Unit sales across the Big Five.

NEVER TURN YOUR BACK ON A CHASING OROCHI.
YOU'RE BETTER OFF TRYING TO SHOOT IT THROUGH STEALTH
THAN TRYING TO OUTPACE IT. - JAD PARKES



OROCHI



- Generation: 4
- Combat role: Saboteur
- Ability: Viper Strike

SpaceTech military doctrine emphasizes mobility, but some of their robots do not take to the sky. On even terrain, Orochi almost keeps neck and neck with the flyers thanks to a most unusual structural solution — wheels. It is an exceptionally nimble robot which can chase down weaker targets and avoid close encounters when the opponent is too strong.

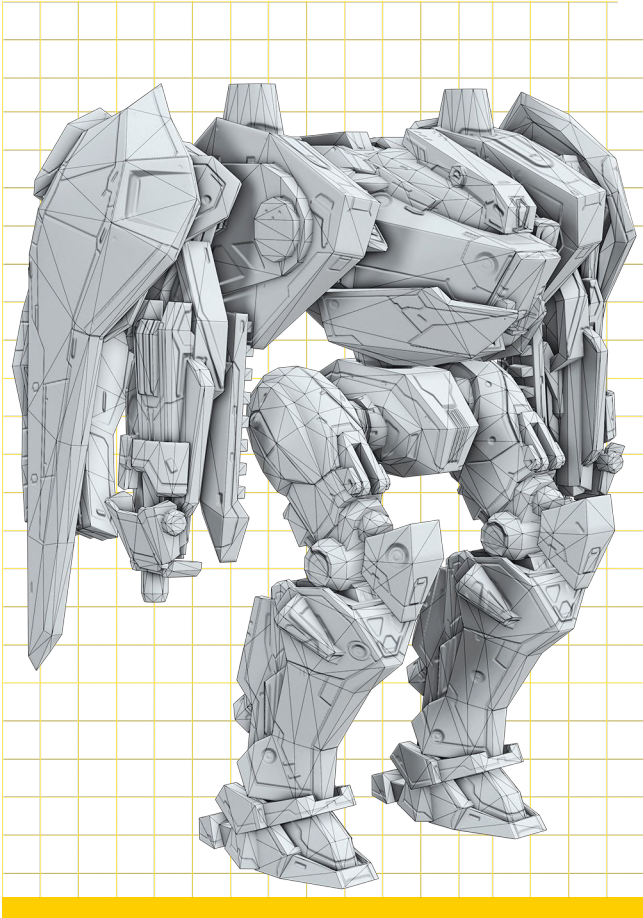
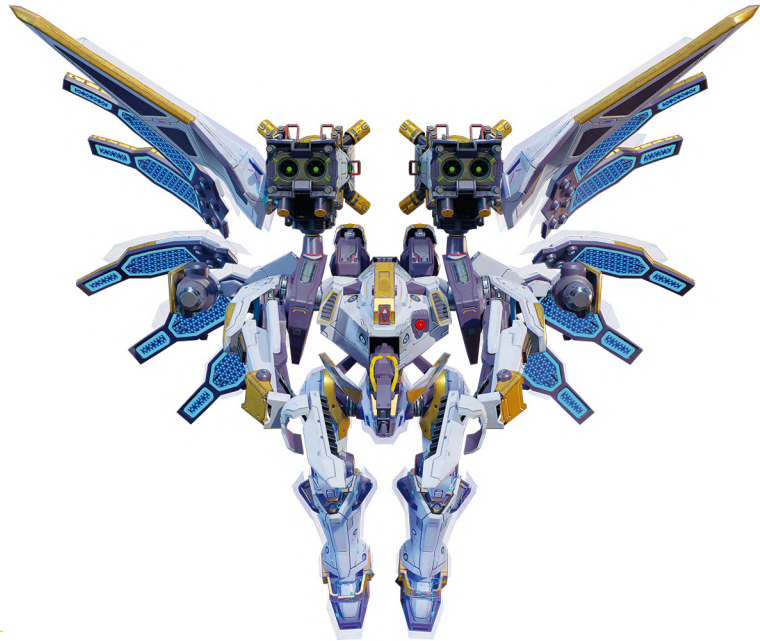
Party setup



Eat my dust!



Seraph's wings are not for flying. They are a part of the robot's electric weapon. More down-to-earth solutions were considered, but in the end the creators settled for an ethereal design to further boost SpaceTech's corporate identity.



WEAPON CHARGING TO 400
MEGAVOLT... I CAN'T BELIEVE I'M
SAYING THIS! - JILL SUMMERS



SERAPH

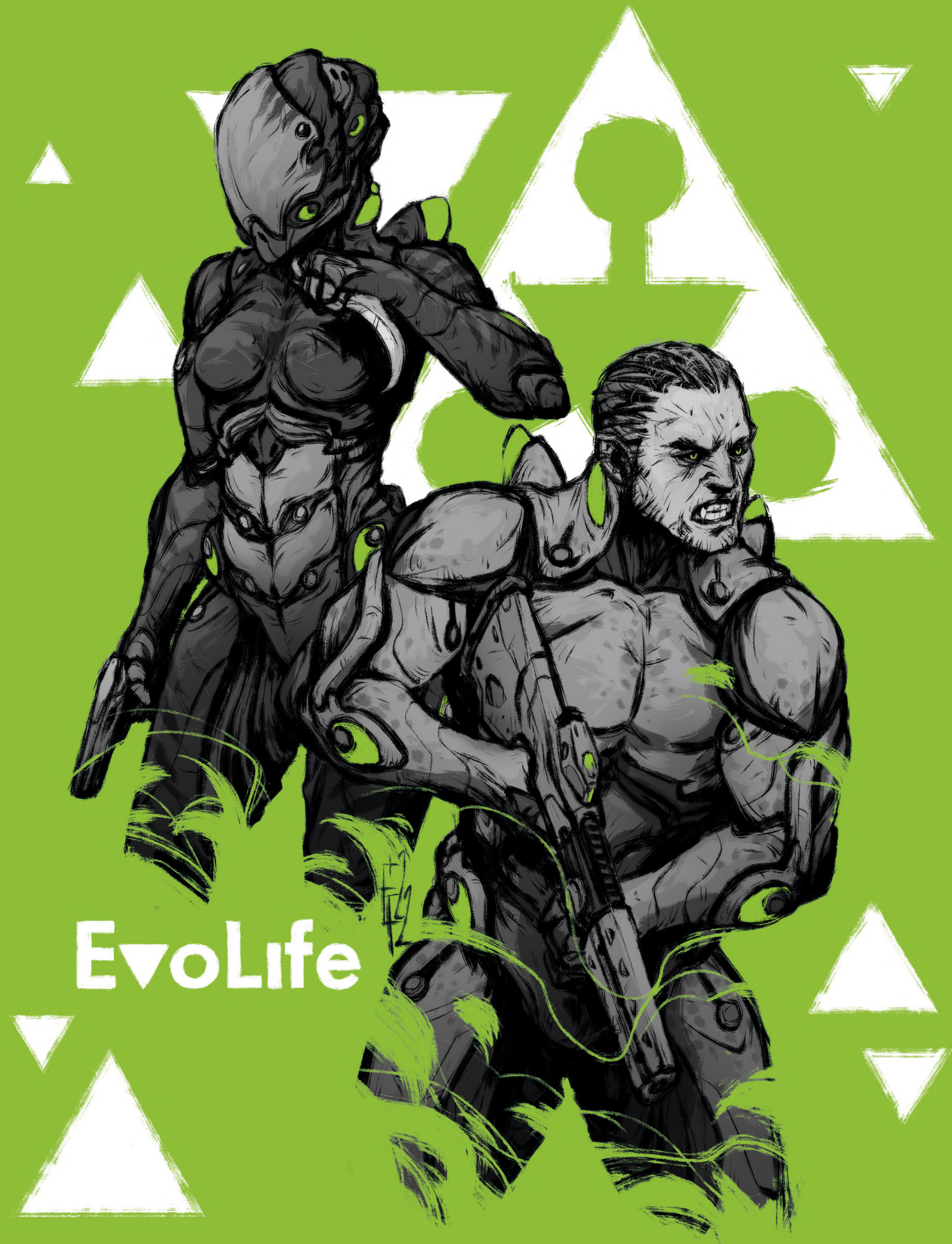


- Generation: 4
- Combat role: Raider
- Ability: Skyward

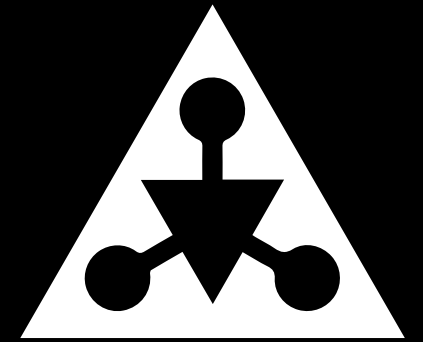
On the practical side, Seraph continues the line of titan killer robots. The firepower of its two heavy slots is doubled by a unique energy weapon that strikes the target with an electrical discharge. But this robot is more than just an effective combat unit for SpaceTech. It serves as a showcase of the corporation's engineering prowess and a testament to the triumph of technological progress. SpaceTech rules the skies, all other corporations have to adapt.

Protected by Forcefield





EvoLife



**Fujin
Mender
Leech
Nodens
Jaeger**

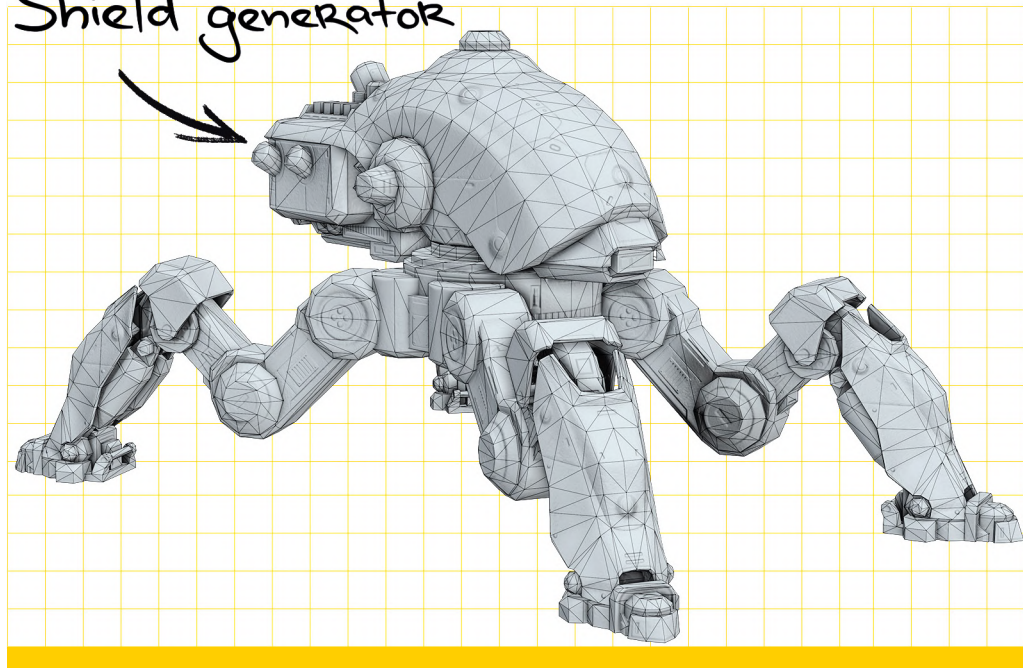
A tactic called the "shield train" is used to maximize the defensive potential of the Ancile. Two Fujins stand close to each other and take turns to recharge the shield, maintaining a near permanent energy dome around their position.



< GET BACK INSIDE THE SHIELD, NOW! >



Shield generator



FUJIN

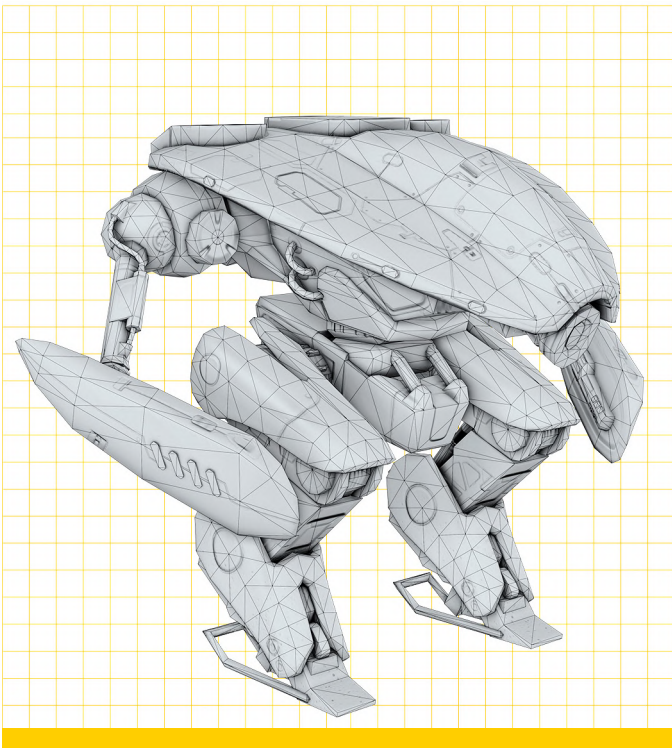


- Generation: 2
- Combat role: Brawler/Glass Cannon
- Ability: Sentry Mode

Fujin is EvoLife's first take on a war robot. Designed for colony defense, Fujin excels at two things: crossing difficult terrain and shielding static objects. Earlier versions of the robot could only deploy an Ancile shield while remaining completely stationary. Later on, the model received a much needed upgrade and can now walk slowly with its shield raised. Ideal for catching an occasional meteorite or a rogue missile!



WHY DO I ALWAYS HAVE TO
CHASE MY TEAMMATES?
USE YOUR BRAINS,
PEOPLE, IT'S NOT
A FREE-FOR-ALL!
- MARIE LECLAIR



ASPIS

MENDER

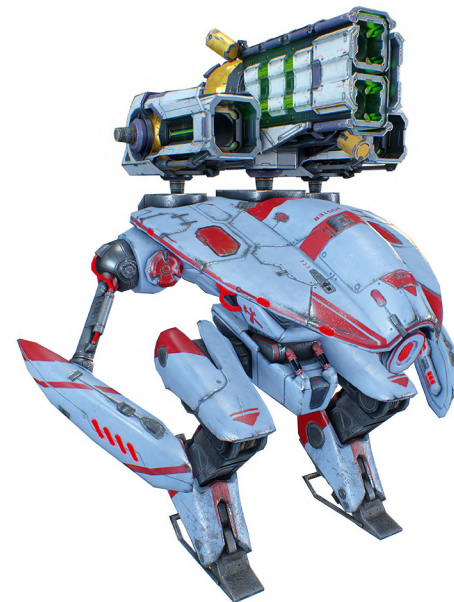


- Generation: 3
- Combat role: Support
- Ability: Support

You can hear microrobots
Buzzing around busily

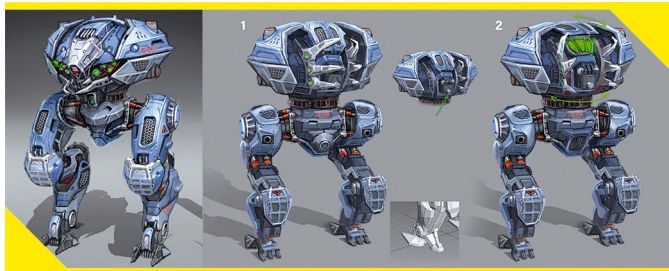
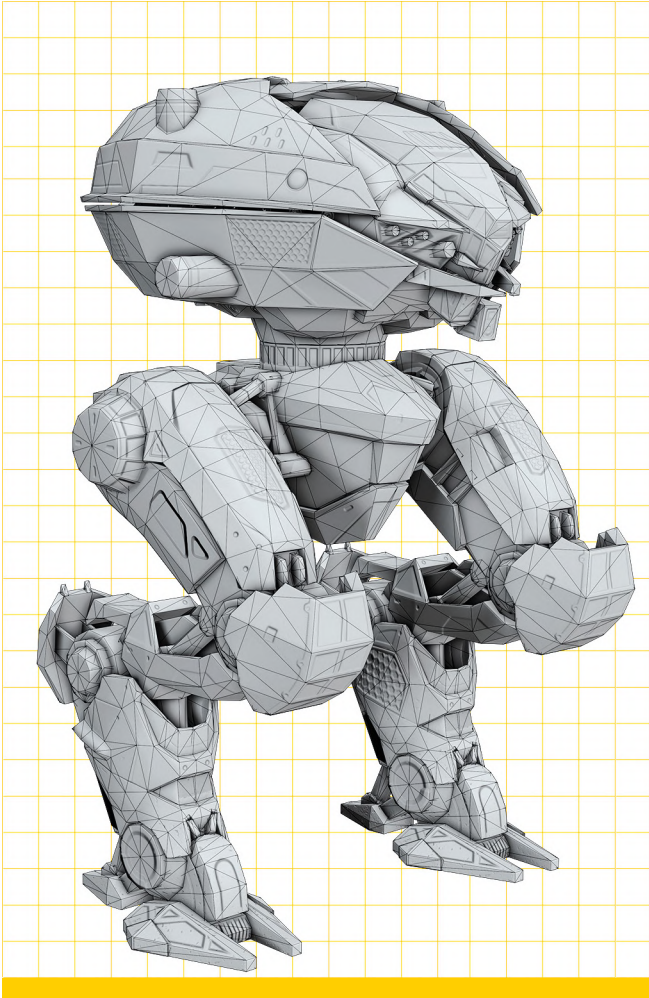
EvoLife pioneered the concept of a support robot. Mender hosts several tons of highly efficient microbots that spring into action at the pilot's command to rebuild the vitals and armor of nearby allies.

The Green Corporation ensures all active Menders follow their strict update compliance policy so that their microbots are always compatible with the latest war walkers of other factions. Incidents still occur, and the patients of a Mender might discover a structural part or armor plate sticking out of a strange part of their hull.



Damage reports from Leech duels are an endless source of meme fuel for EvoLife mechanics. There are confirmed cases of self-destruction without the robot even engaging in a firefight.

WHAT DO YOU MEAN CRITICAL LEG DAMAGE? WE HAVEN'T EVEN ENGAGED YET... SPECTRE, ABORT EMERGENCY WELDING. I REPEAT, STOP THE REPAIRS! - TAL MOKRI



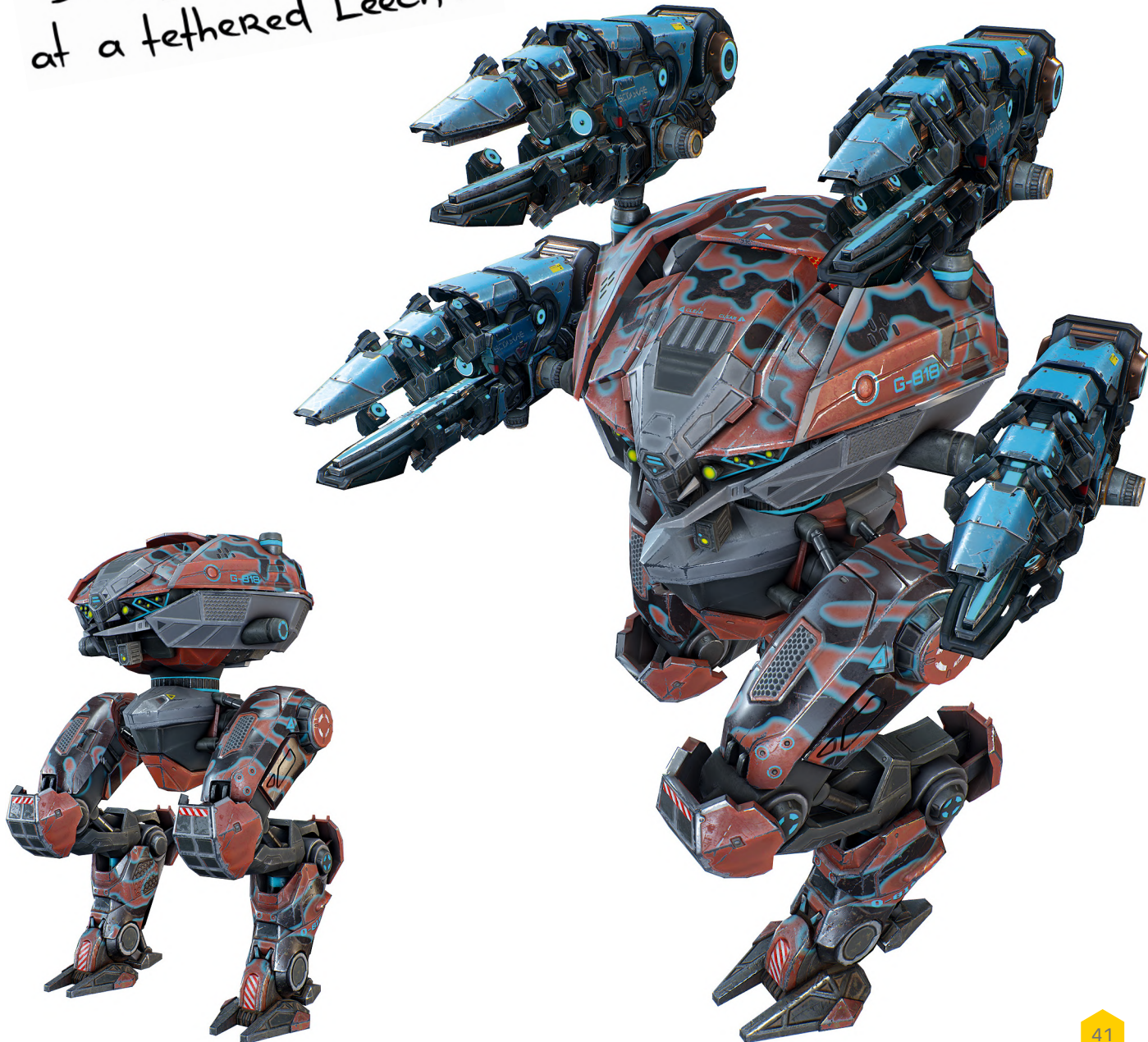
LEECH



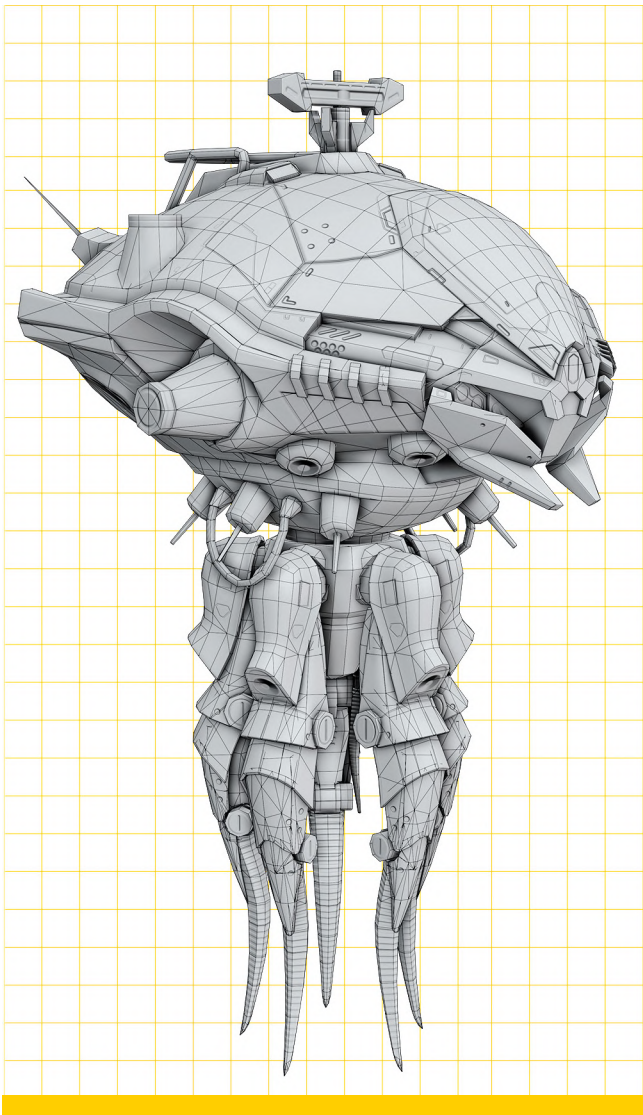
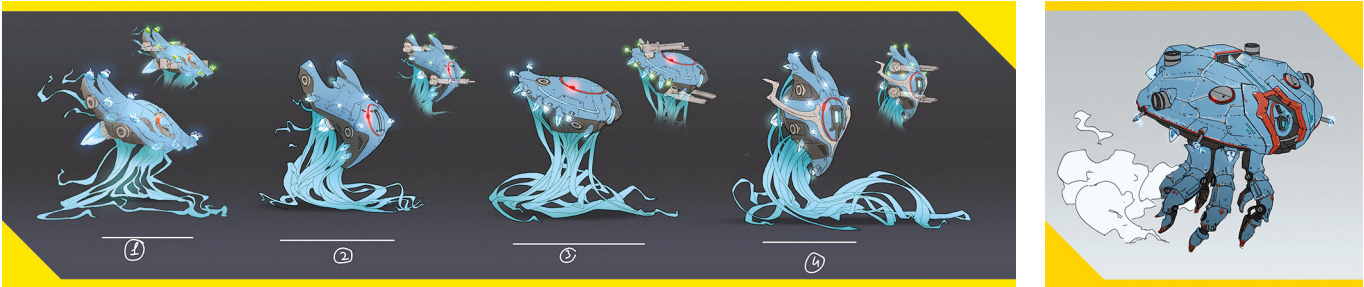
- Generation: 3
- Combat role: Glass Cannon
- Ability: Repulse

Do not shoot at a tethered Leech!

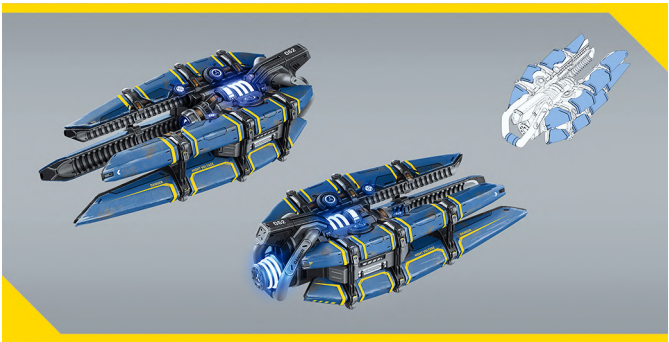
"If it works, don't touch it" is a principle Leech is designed to break. This robot hacks straight into the vital service systems of its target and makes them go haywire with fake damage reports. The target's automatic response causes significant internal damage, while Leech pushes forward and rains fire upon them with its four medium-slot weapons.



In order to offset high microbot consumption rates without bulking out the hull to host them, Nodens' designers chose to give the Titan the capability to replenish their supplies during a mission. A popular myth tells that shooting off the tentacles will destroy the titan. This is not necessarily true. The titan's upper part has an antigrav capability, making it a fully-fledged combat unit even when it is separated.



THE BOTTOM APPENDAGES
SERVE AS FACTORIES
THAT CAN PRODUCE
MICROBOTS ON THE SPOT.



NODENS

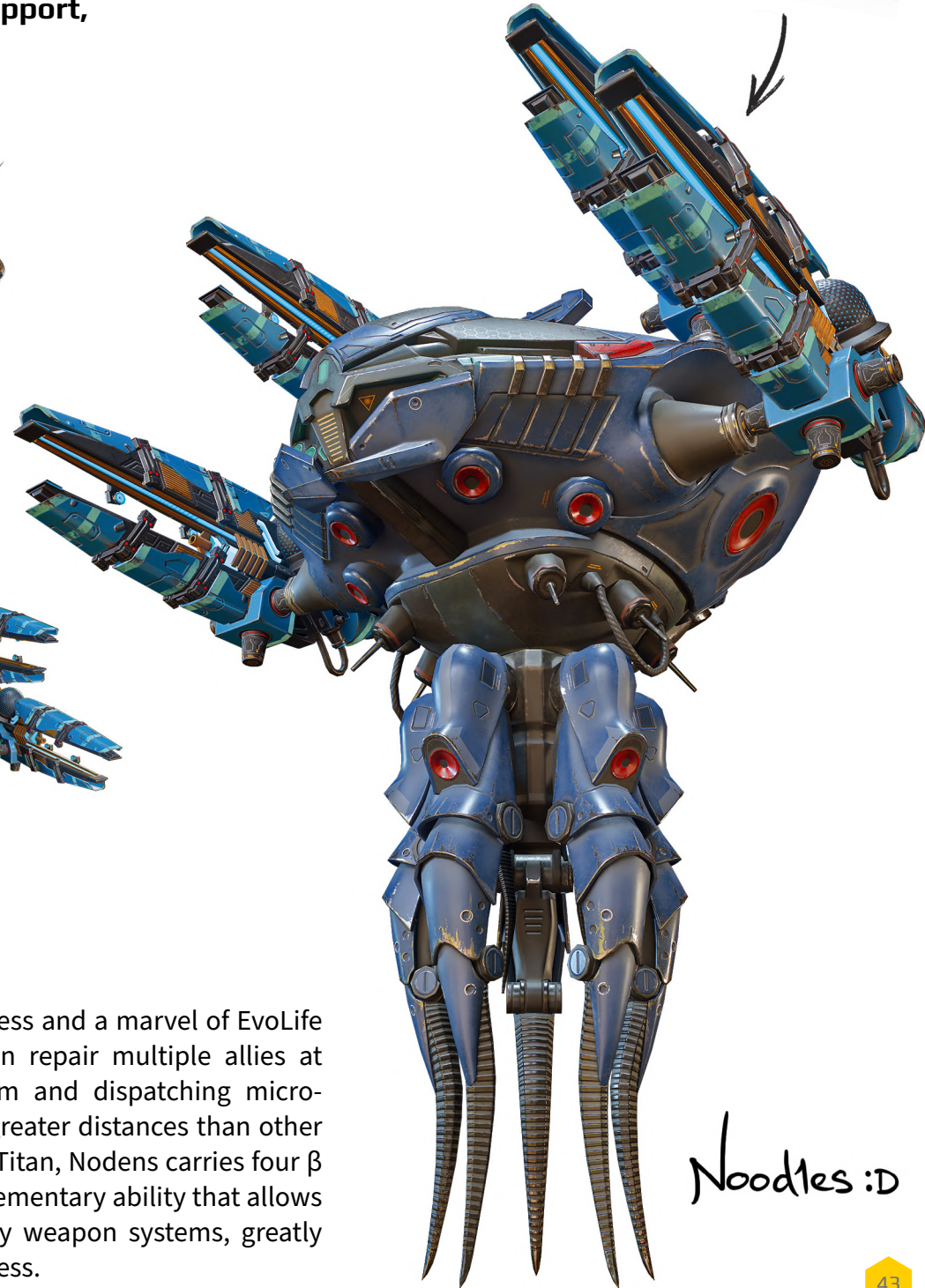


- Generation: 4
- Combat role: Support
- Ability: Active Support, Disposal



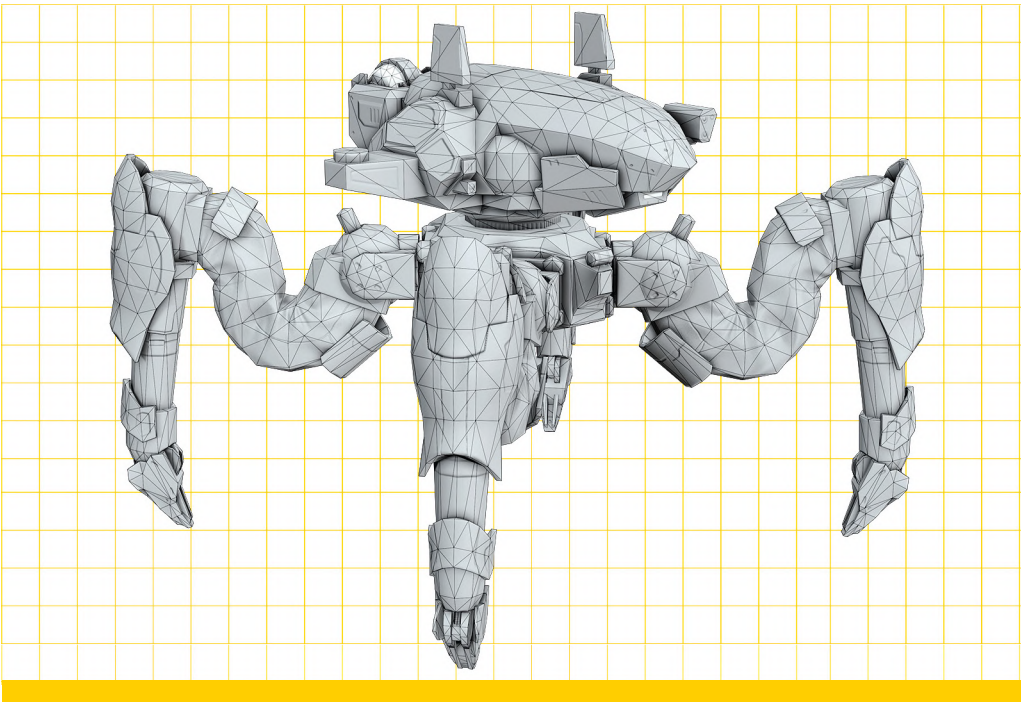
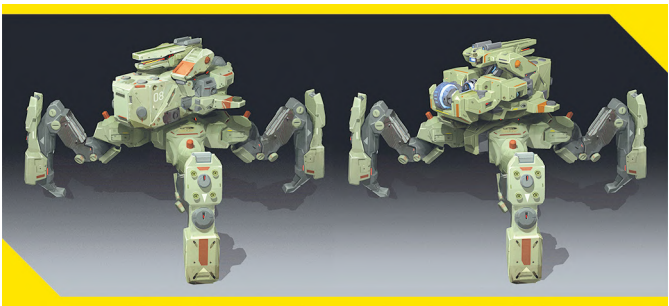
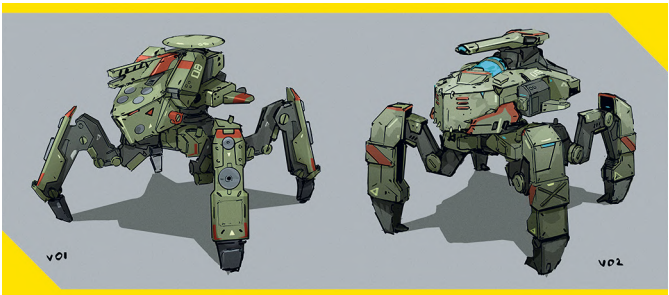
A hovering support fortress and a marvel of EvoLife engineering, Nodens can repair multiple allies at once by linking to them and dispatching microbots to aid them at far greater distances than other support robots. Being a Titan, Nodens carries four β guns and boasts a supplementary ability that allows it to tamper with enemy weapon systems, greatly reducing their effectiveness.

Cyclones
keep your distance



Noodles :D

Jaeger's railgun features outstanding penetration. The Freelance Pilot Association even lobbied for a ban on certain types of round for the weapon, as they were capable of piercing the usually impenetrable pilot ejection capsules along with a robot's usual armor. The initiative didn't gain sufficient support, but it's still considered unsportsmanlike to snipe at the capsule on purpose.



THIS ROBOT LIVES UP
TO ITS NAME BY BEING
A PRIME MARKSMAN.

Happy hunting!



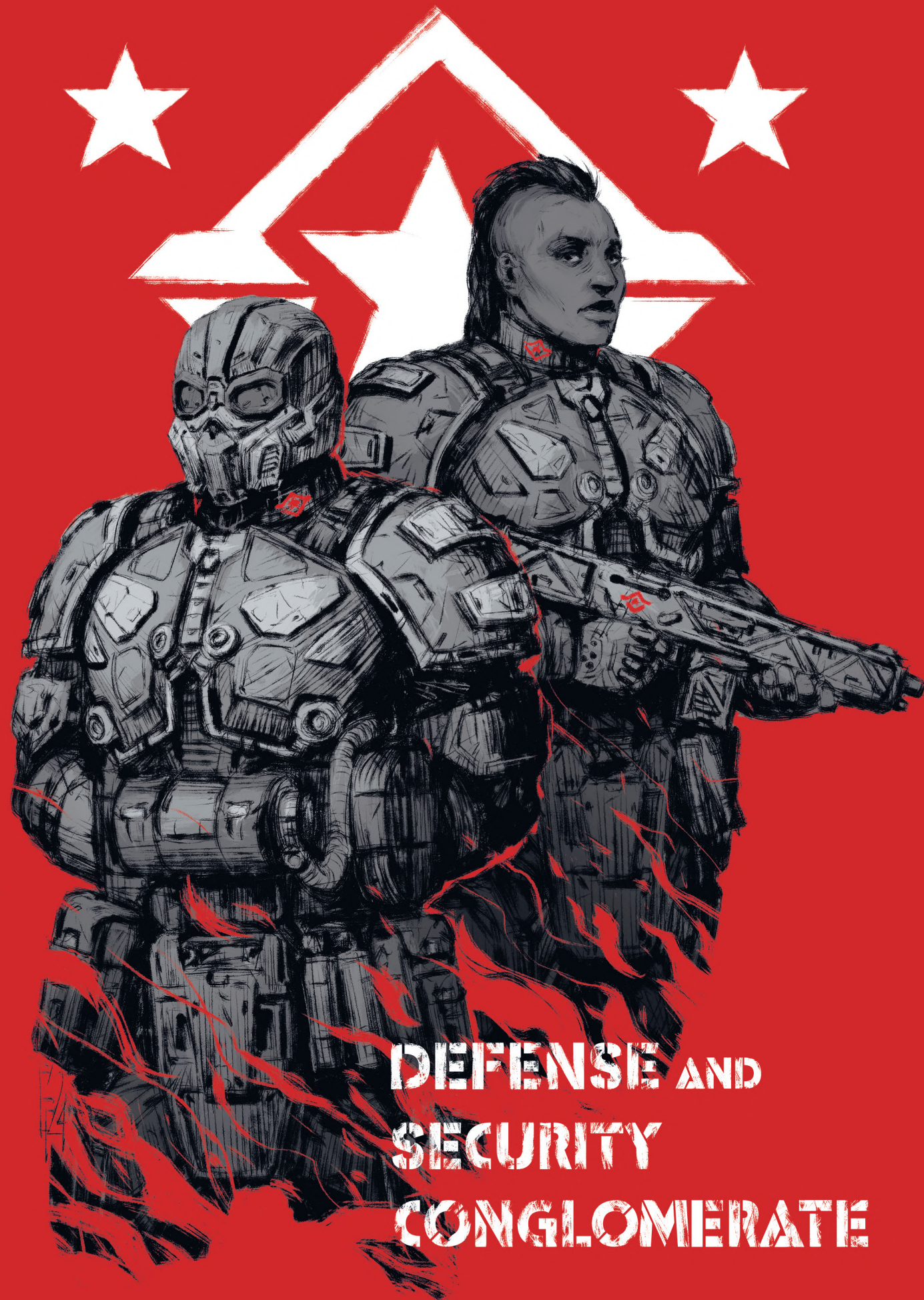
JAEGER



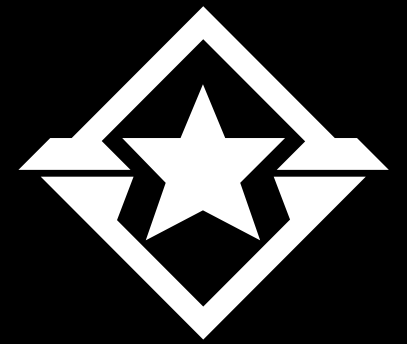
- Generation: 4
- Combat role: Sniper
- Ability: Sniper Mode

Jaeger was commissioned when EvoLife's strategy still centered on defense. Just like Fujin, this quadruped thrives in mid to long range duels, where it can use the full potential of its energy shield. The Aegis shield that Jager bears is a significant improvement over the Ancile, which could only stop kinetic projectiles. Jaeger's offensive weaponry includes an armor-piercing railgun with an extremely long range.



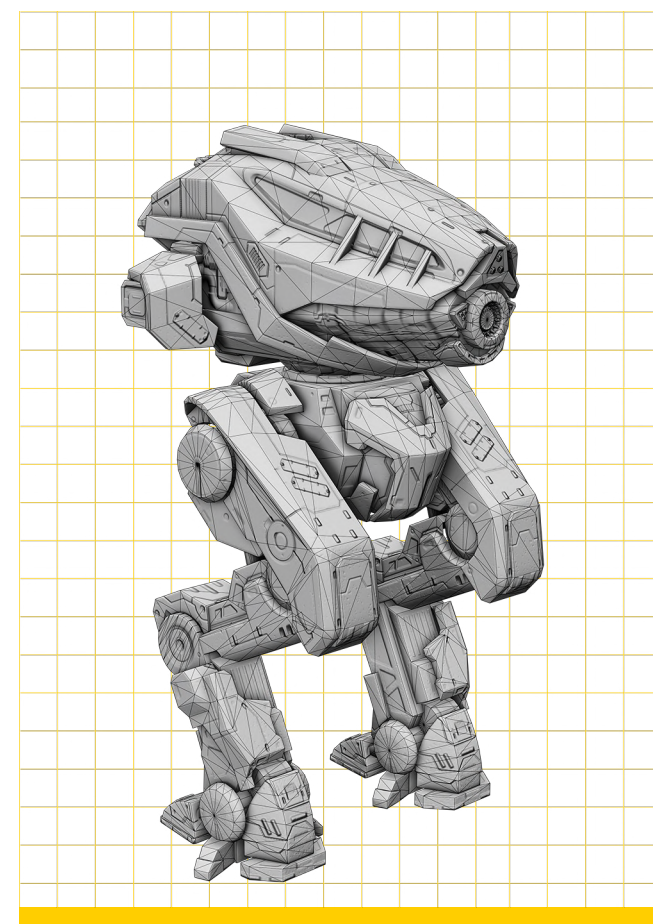


DSC



**Destrier
Rhino
Invader
Arthur
Shell**

Your first robot — as simple as that. Sturdy and quick, Destrier is great for beginner pilots to get a good grasp of their duties before moving to something more complex.



THE FIRST OF ITS KIND.

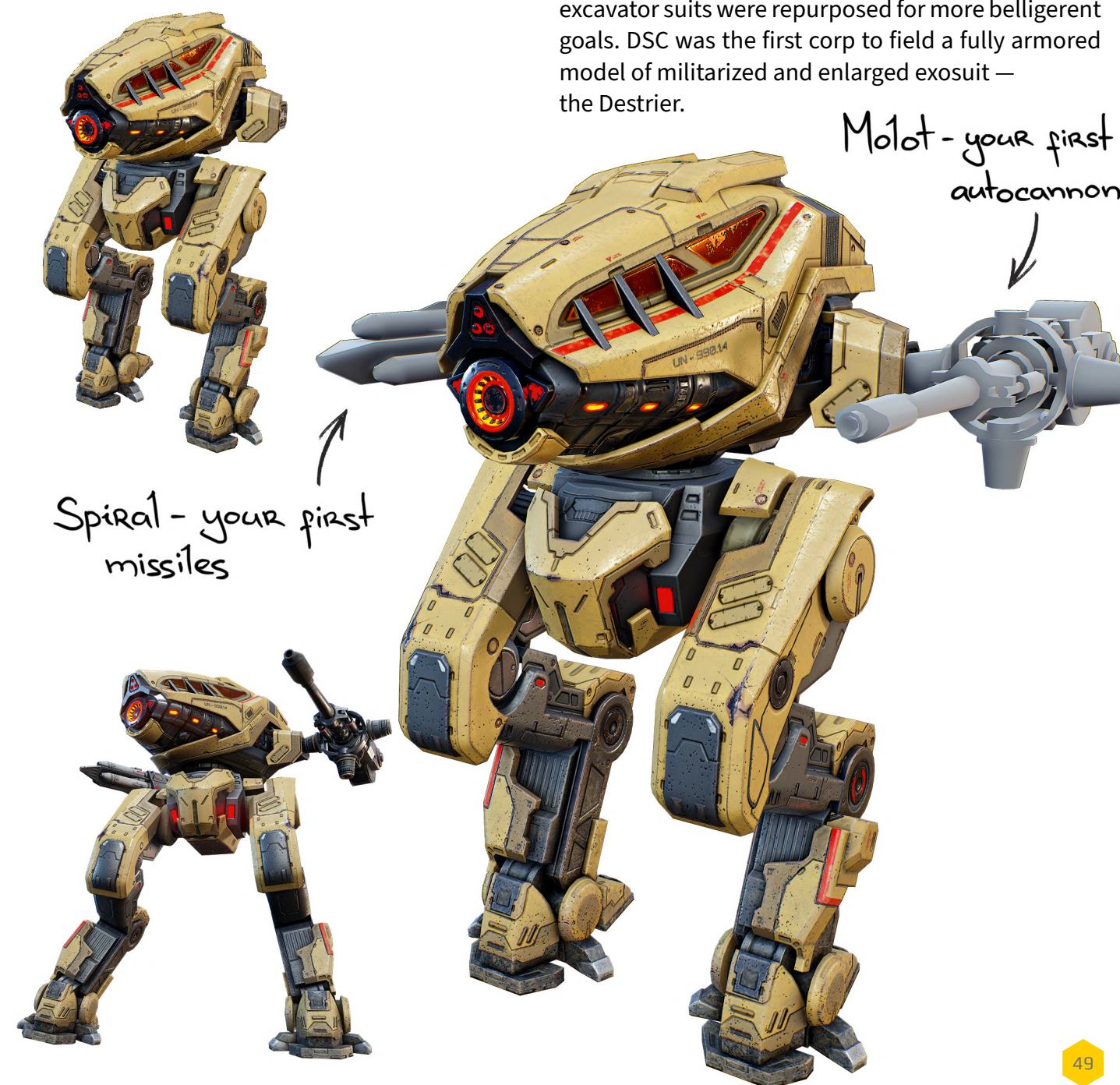


DESTRIER



- Generation: 0
- Combat role: War Robot
- Ability: N/A

There were no war robots when the first Arks landed on Mars. But even in the early days of the Exodus, the colonizers began developing exosuits to make their labor more efficient. Bipedal designs were favored as they could navigate unpredictable terrain and enhance humans rather than replacing them. As corporate interests inevitably collided, some of the excavator suits were repurposed for more belligerent goals. DSC was the first corp to field a fully armored model of militarized and enlarged exosuit — the Destrier.

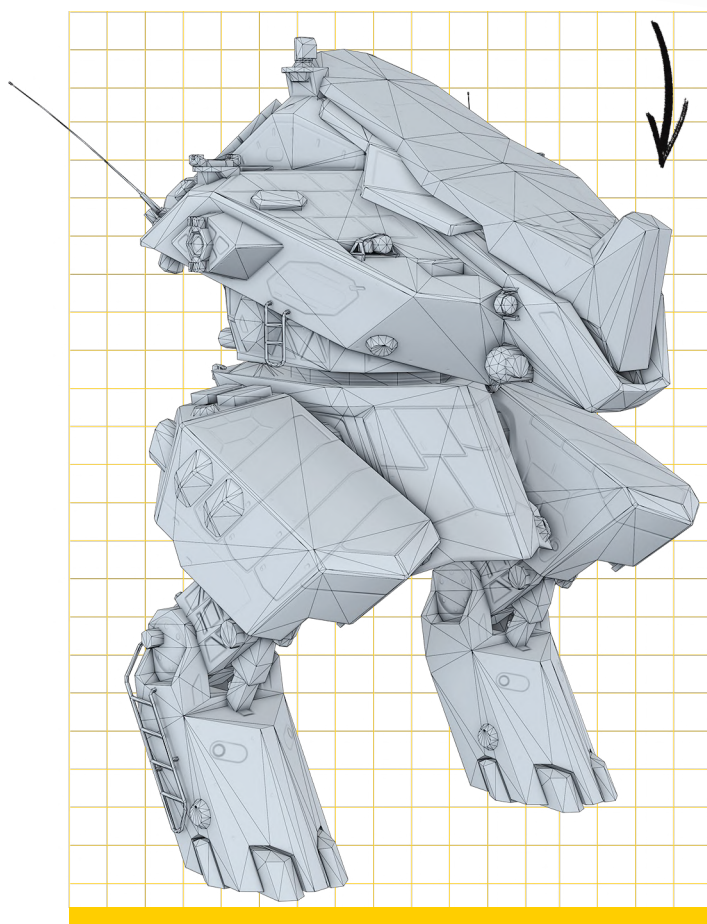


Noting the effectiveness of ramming tactics, DSC engineers considered developing melee weapons for the Rhino build. The idea was scrapped, however, when SpaceTech first presented their Scourge prototype.

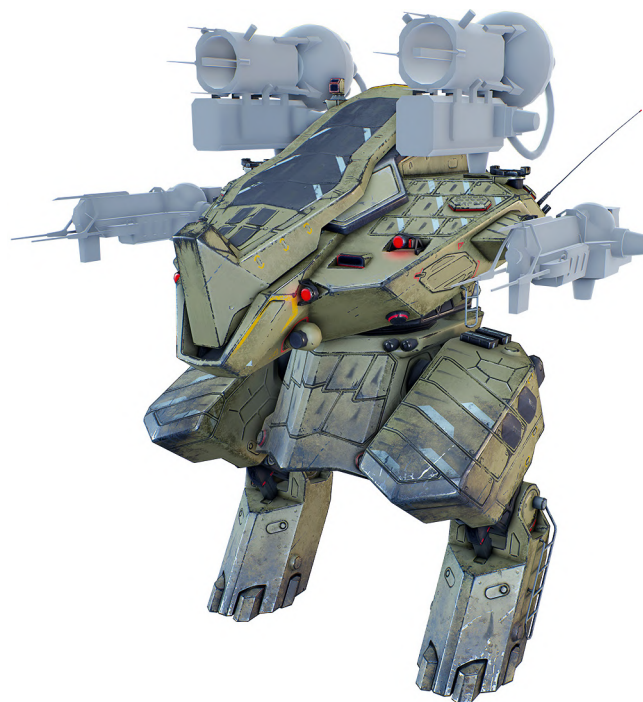
The Stampede ability seriously restricts Rhino's steering. Quicker robots can dodge its charge and target the hull parts that aren't protected by its shield.



Crushes unarmored targets without firing a shot



<CHAAARGE!>



RHINO



- Generation: 2
- Combat role: Brawler
- Ability: Assault Mode

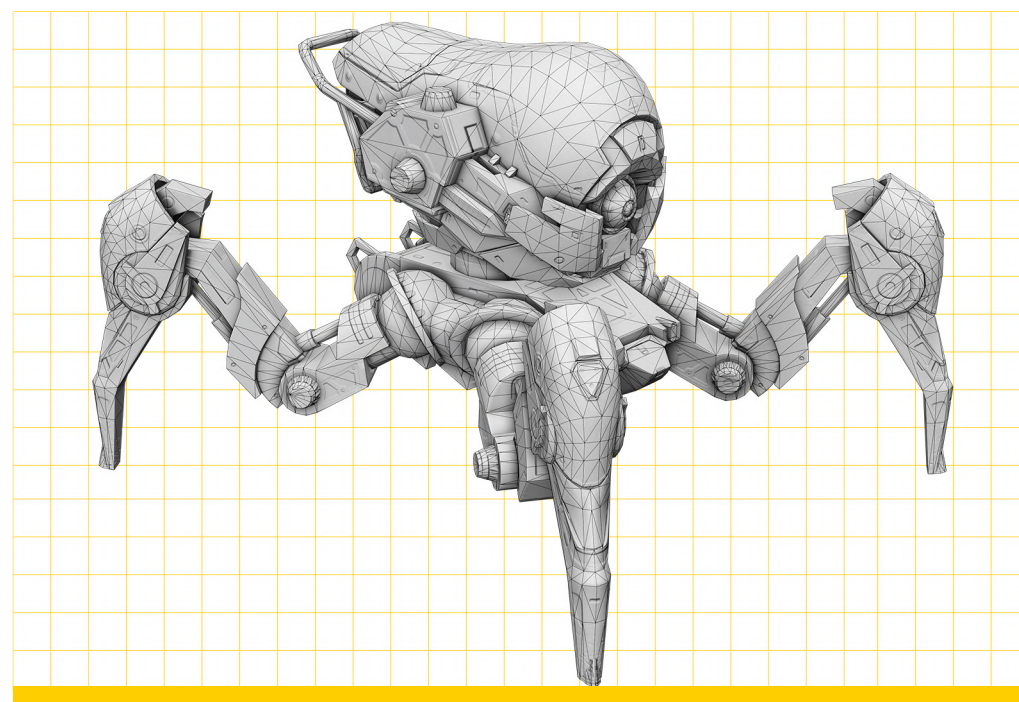
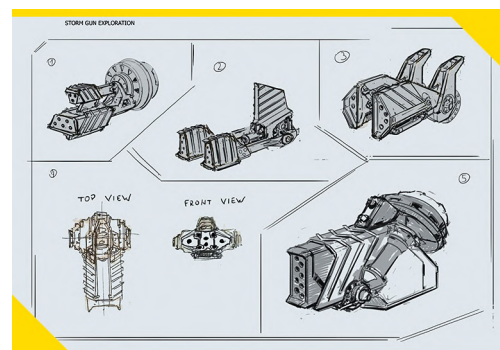
The DSC Central Committee believes in the unwavering morale of its pilots and this confidence factors into the corp's robot designs. Rhino was commissioned with a singular purpose — forcing a close-quarter brawl on any potential opponent. When this robot switches into Assault Mode, it sprints forward to clinch with the target and make maximum use of its frontal shield. Before the development of more maneuverable models, a Rhino charge had very few possible counterplays.



By the time Invader entered mass production, DSC forces still mainly used 1st generation auto-cannons and rocket launchers of the Conglomerate's own design. Freelance pilots, however, preferred equipping their Invaders with Yan-di arc shotguns. The new shotguns quickly proved to be the optimal setup for short-range engagements, forcing the Conglomerate to seek closer commercial ties with other corporations.



TO ALL IMPLANT OWNERS: MAKE SURE YOU INSTALL ANTI-JAMMING SCREENS IN THE COCKPIT! INVADER'S INCURSION PULSE DISABLES SMALLER ENEMY SYSTEMS WITHIN A RANGE OF ONE KILOMETER.



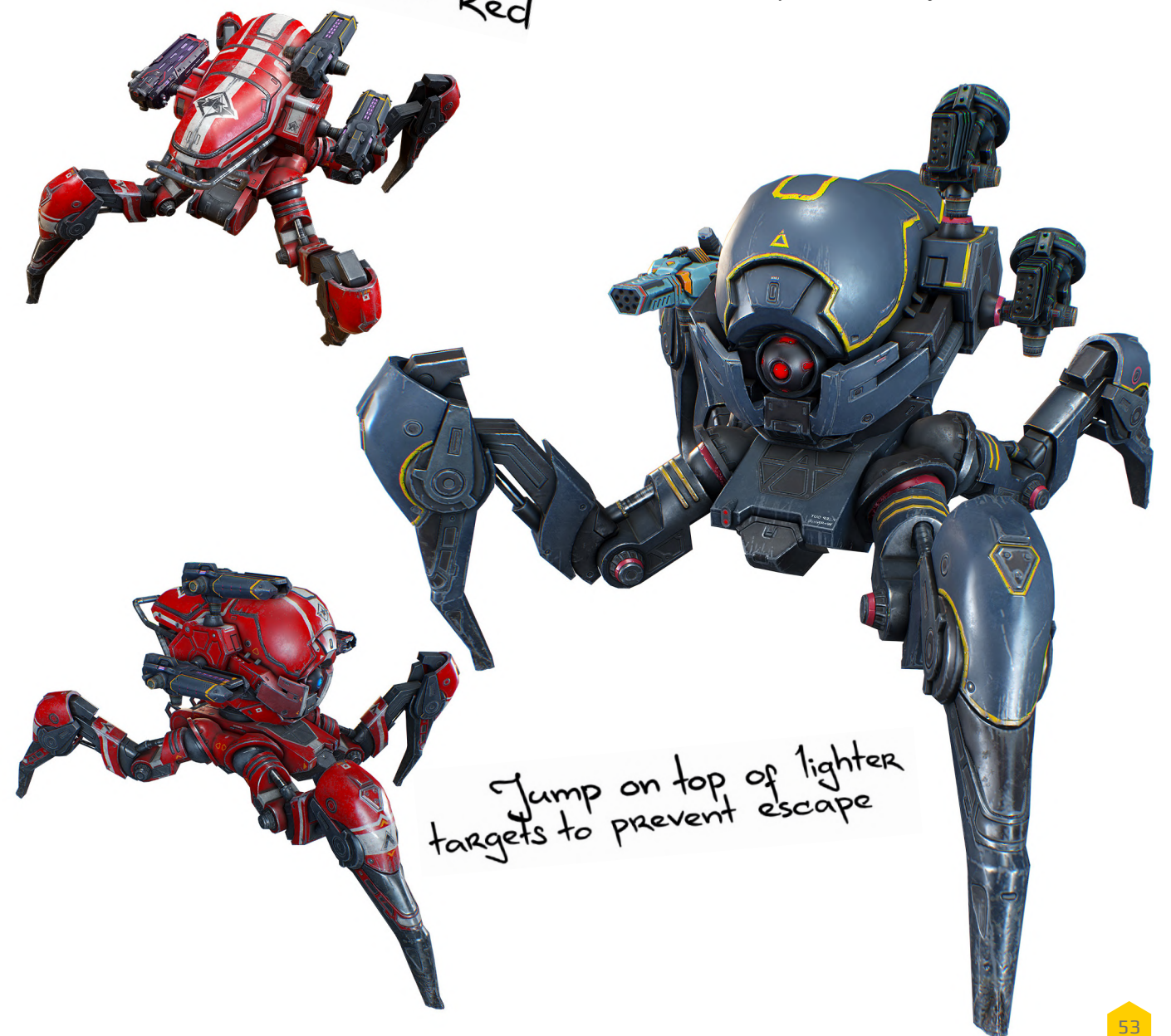
INVADER



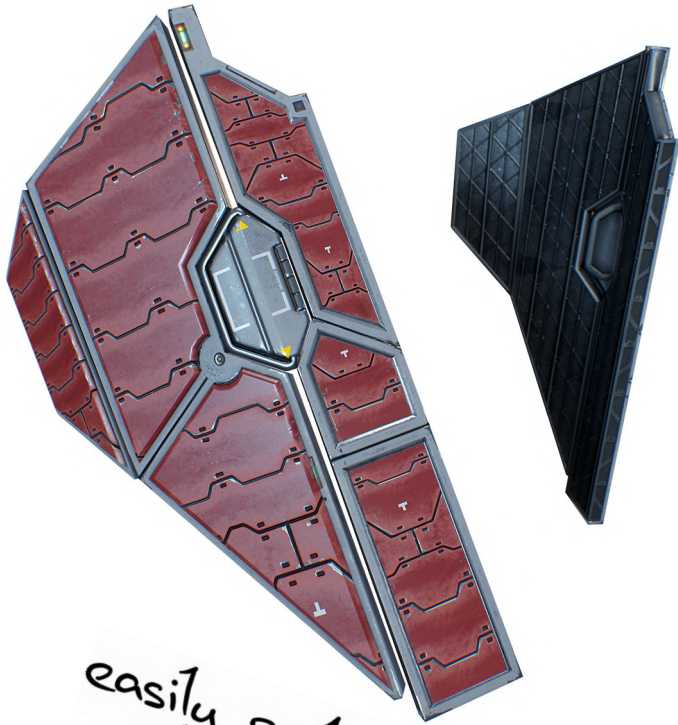
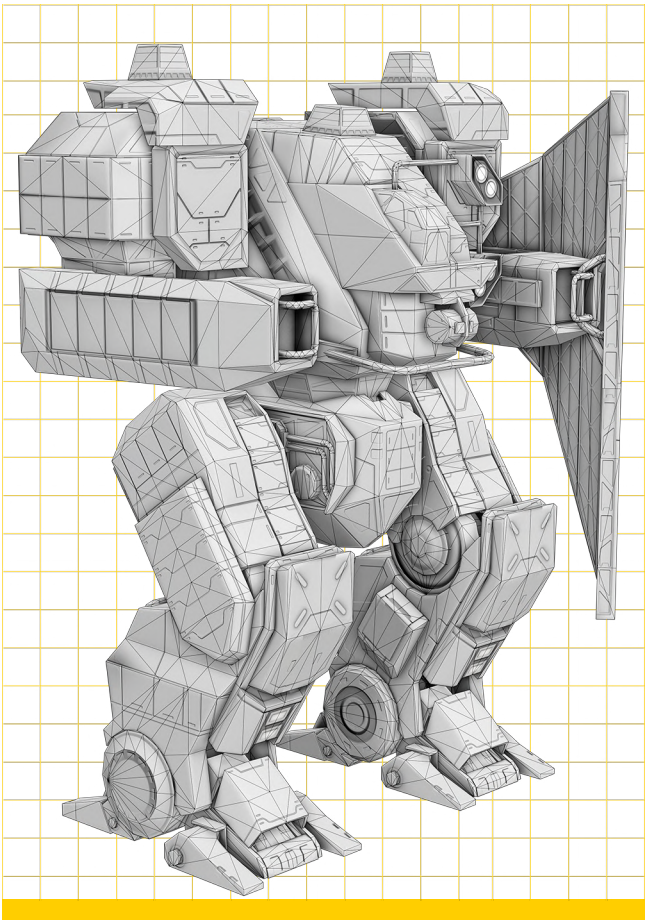
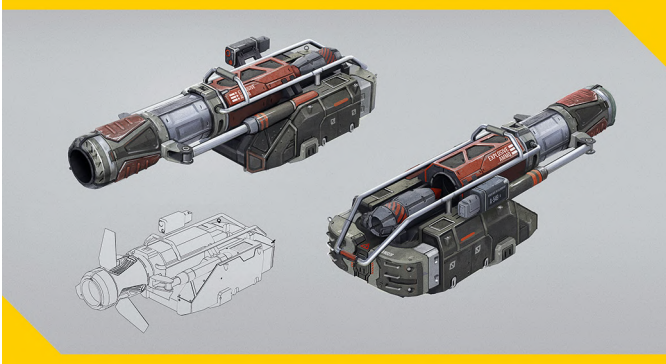
- Generation: 3
- Combat role: Brawler
- Ability: Incursion

Invader is a vanguard robot. Its task is to pick a fight and draw enemy attention away from its lightly-armored teammates. The quadruped chassis allows the robot to perform long leaps, helping to deal with uneven terrain and enemy fortifications, as well as staying ahead of faster targets. Designed for assault operations, Invader is equipped with an EMP generator to disable enemy equipment and disrupt communications in the combat zone. This generator can also affect the weapons of enemy robots.

DSC pilots love Red



Earlier titans have significant blind spots due to their weapon hardpoint layout and height. Arthur compensates for this with an ability to generate a seismic impulse that casts all nearby enemies aside.



easily Replaced

< HOLD FIRE, WAIT FOR IT TO OPEN THE SHIELD! HOLD... FORGET IT, WE'RE GETTING HIT, JUST SHOOT THE SHIELD! >

ARTHUR



- Generation: 3
- Combat role: Tank
- Ability: Phalanx Mode, Blast Wave



outflank!



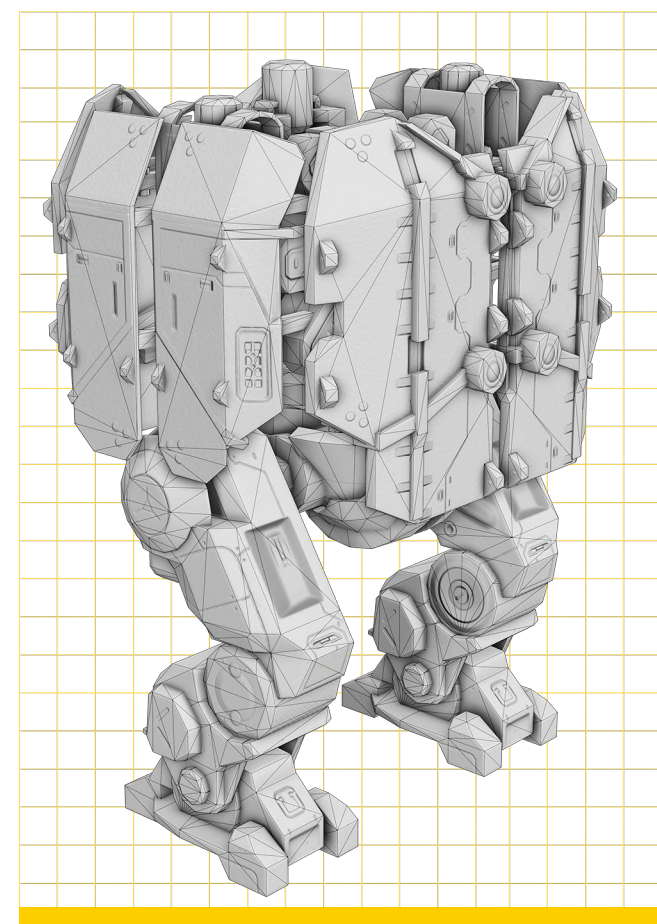
Having pioneered the walking war robot concept, the DSC also developed the very first titan. The Kid model, which drew heavily upon the Wild Bunch series, had limited success in a testing environment and was quickly followed by Project Arthur. The titan most famous for its shield continues the Camelot series. The theory behind giving a robot a detachable shield is to make a huge portion of its armor easily replaceable. Once back in the hangar, Arthur can be quickly equipped with duplicate shields without the need for structural repairs.



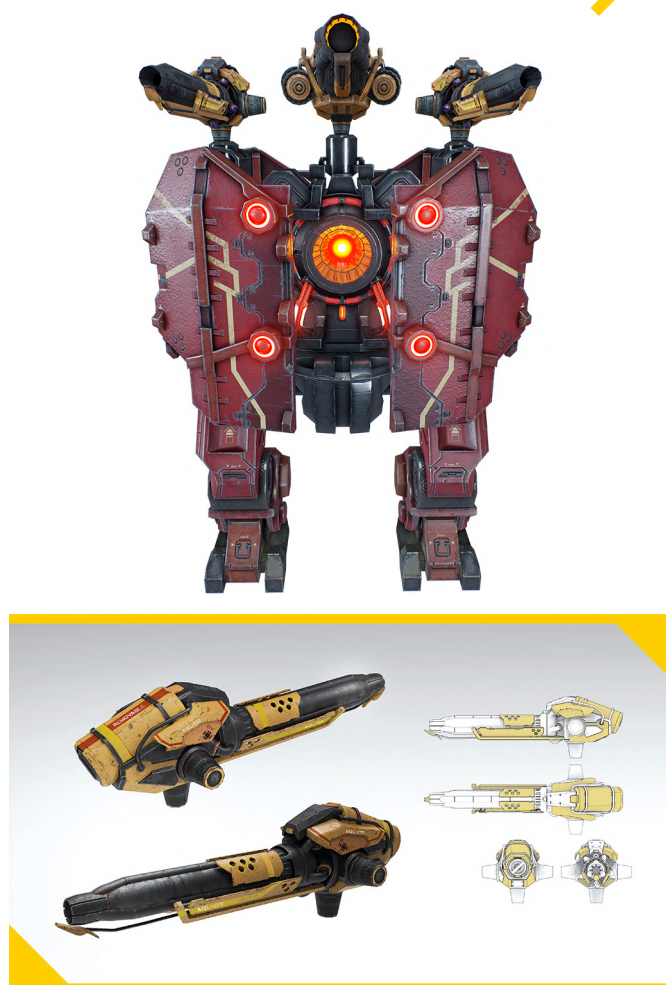
The documentation specifies that Shell is supposed to be piloted remotely. Whenever direct control is required, pilots install custom-built cockpits on their Shells with various levels of protection from radiation and heat.

Corporate pilots enjoy a x2.74 payroll multiplier on their Shell deployments. Interestingly enough, internal reporting shows that the Shell category is far from the biggest expense among the monthly pilot paychecks.

But where is the cockpit?



I NEED VOLUNTEERS FOR
THE SHELL SQUAD! SHELL
SQUAD, ANYONE...?



SHELL

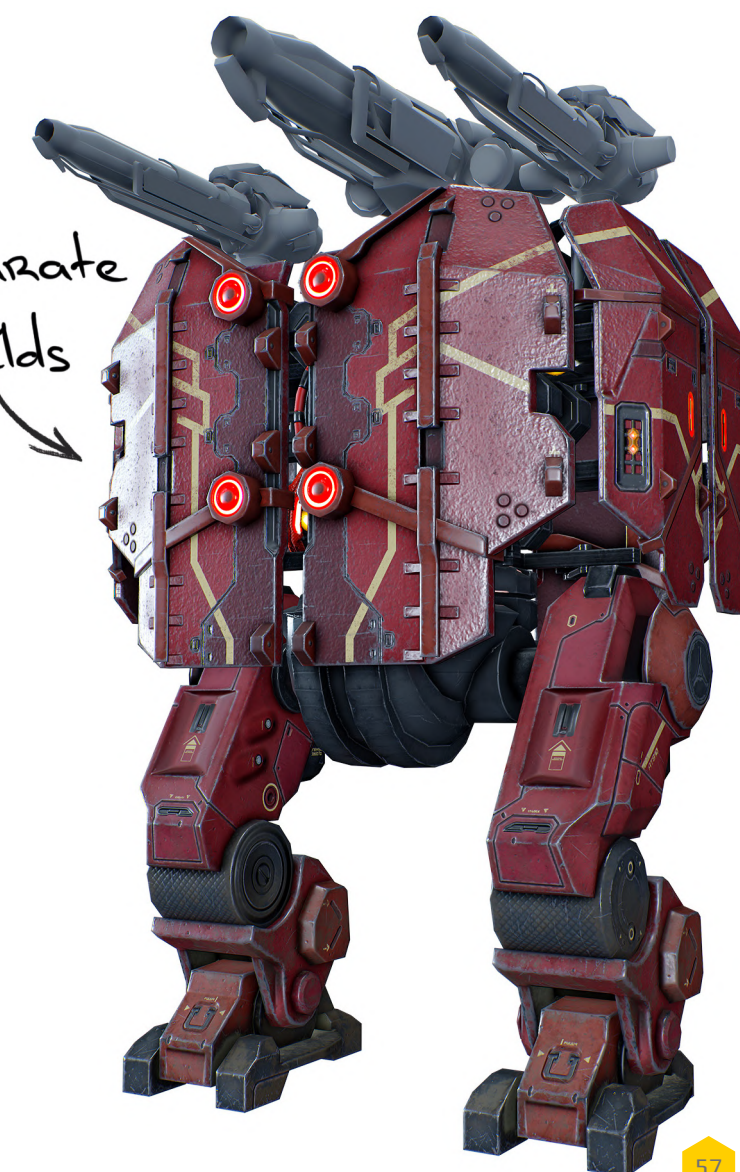


- Generation: 4
- Combat role: Brawler
- Ability: Atom

Shell is evidence that if an idea is crazy enough it can sometimes just work. The Conglomerate's twentieth robot is little more than a nuclear engine installed on a two-legged chassis and wrapped in modular shields. But despite the gray areas of Shell's design, the robot turned out to be a fearsome combat unit that uses the excess power generated by its core to damage and knock back the opponents after charging at them with surprising speed.



8 separate
shields





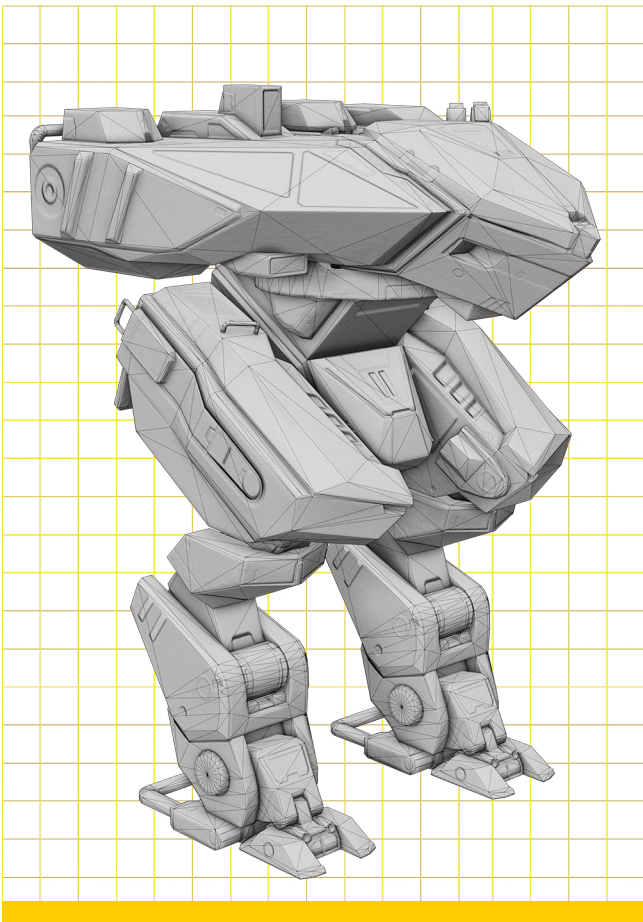
Icarus



Leo
Ares
Phantom
Minos
Skyros

As one of the earliest war robots, Leo's design is inspired by the Old Earth Leopard tank. Many commanders prefer it to the extravagant designs of today.

EFFICIENT
ENGINEERING NEVER
FALLS OUT
OF FASHION!



LEO



- Generation: 1
- Combat role: Brawler / Sniper
- Ability: N/A

A common, affordable and time-tested war walker of the first generation, Leo is valued for its decent durability and low maintenance. Its kit includes one heavy and three light slots that provide adequate firepower. This robot will hardly win a duel against the latest and greatest, but it is still used by aspiring commanders who know they will be bailing out more often than they would like.

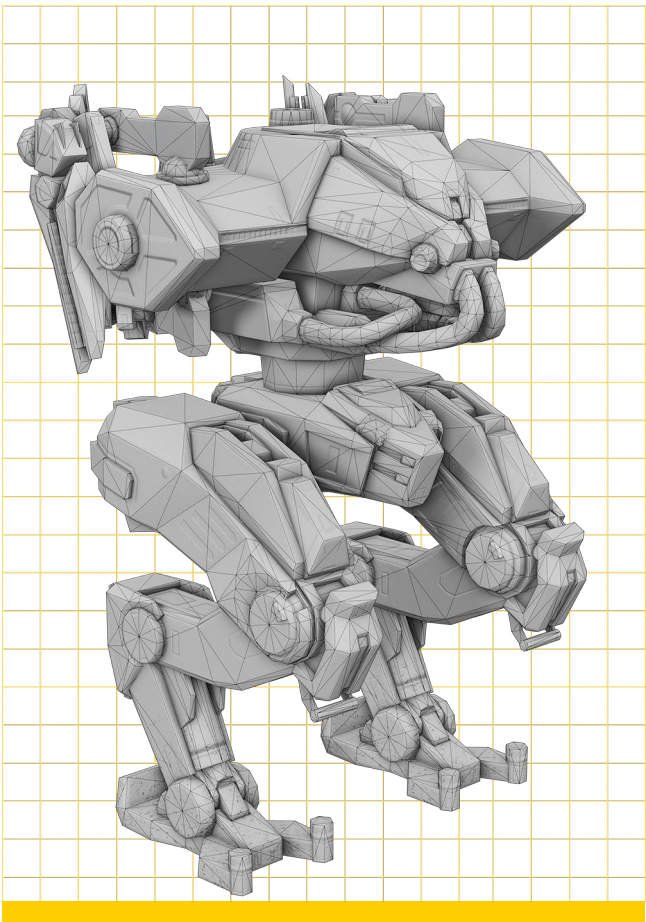
The 3x Punisher + 1x Avenger build
aka "Leadhose"



Pilots occasionally run weaponless Ares builds for a challenge. The firepower of its absorber-powered arms alone is enough to make the idea viable. As for the annoying structural integrity warning bleeps, they can be turned off by enterprising pilots that know a service center outside corporate control.

< RETALIATION
INCOMING IN
3, 2, 1... >

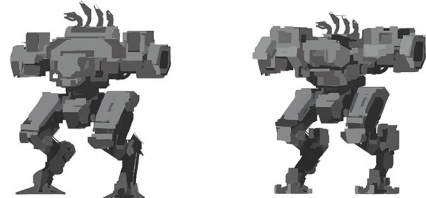
You can't unsee the eyes



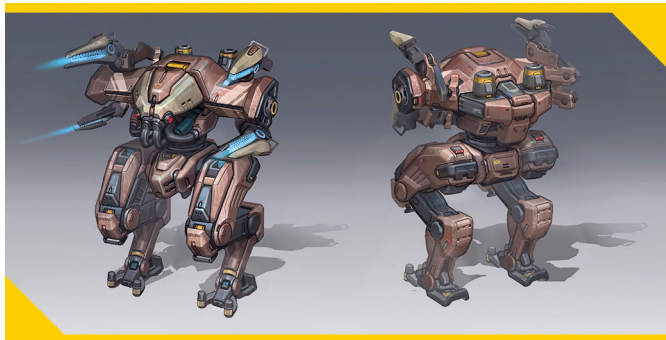
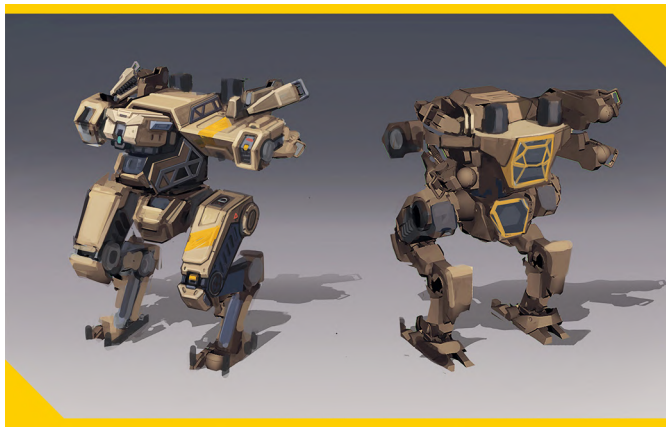
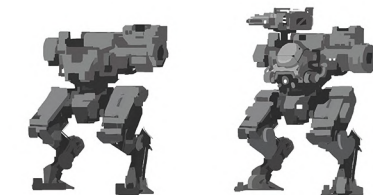
NEMESIS



OCTOPUS



ROGUE



ARES



- Generation: 3
- Combat role: Glass Cannon
- Ability: Retribution

Icarus claims to be the most technologically advanced faction on Mars. Even before they invented teleportation, the corporation was known for top-grade Absorber shields. First introduced as a part of Ares arsenal, the "purple shield" absorbs kinetic, thermal, and electromagnetic energy of any incoming projectiles that hit it. The energy is then discharged through Ares' arms dealing huge amounts of damage.

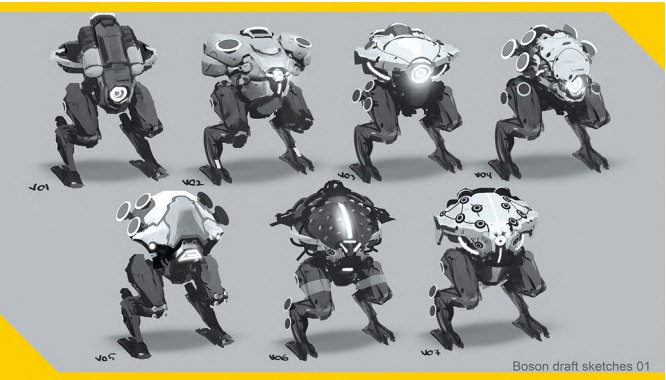
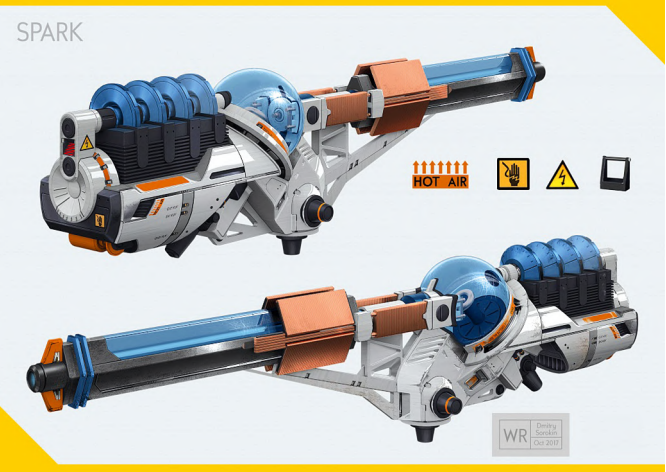
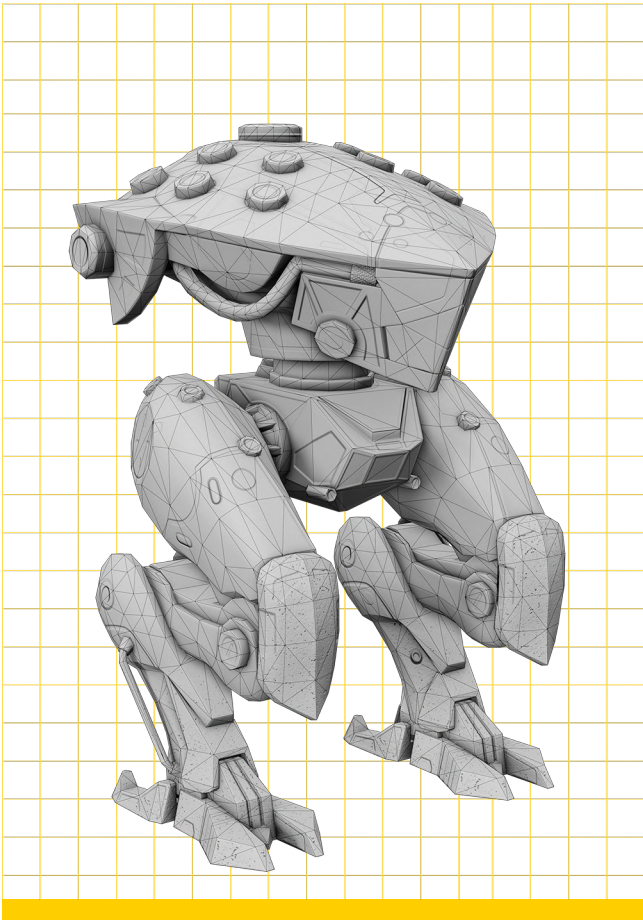


Remember to wait out
purple shields!

For Icarus, teleportation is a trademark technology and a major revenue source. They remain the sole supplier of warp drives on Mars.



< AAAND IT'S GONE... >



PHANTOM



- Generation: 3
- Combat role: Saboteur
- Ability: Blink

Developed for transporting goods over extremely difficult terrain, the teleport drive was soon adapted for combat purposes. Phantom deploys a special device on the ground that the robot can teleport back to in a matter of seconds. The pilot can engage in hit-and-run attacks, contest neighboring beacons and even lure the enemy into traps, while having the option of an instant retreat.

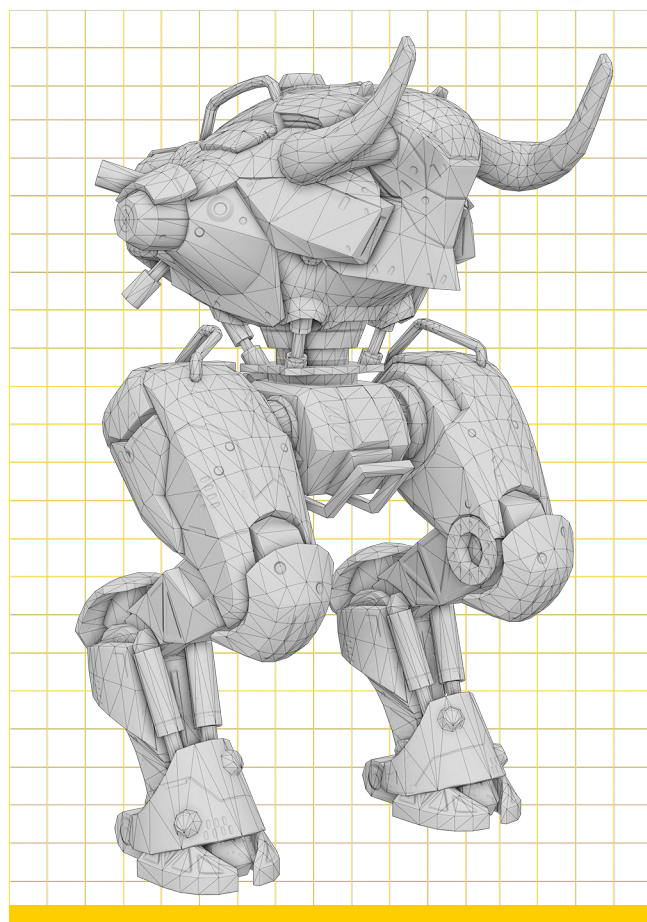
Runs faster with translocator deployed



Experienced Minos pilots thrive in environmentally hazardous areas. Sometimes, pushing an opponent off a cliff or into an acid pool is all that's needed to win a fight. However, this is considered a high-risk tactic, as the pilot has little control over steering once they fire off the Charge.



Sensor package inside,
not used for ramming



< COMING THROUGH! >



MINOS



- Generation: 4
- Combat role: Brawler
- Ability: Reflector, Charge

Minos is designed to break through the enemy lines and clear a path for lighter robots. A system of rocket boosters allows the titan to charge the enemy at an enormous speed. While charging, Minos loses much of its maneuvering ability but starts generating a strong magnetic field around itself. All targets within the field get pushed away from the titan and take electrical damage. This makes clearing the resistance from beacon areas significantly easier for its team.



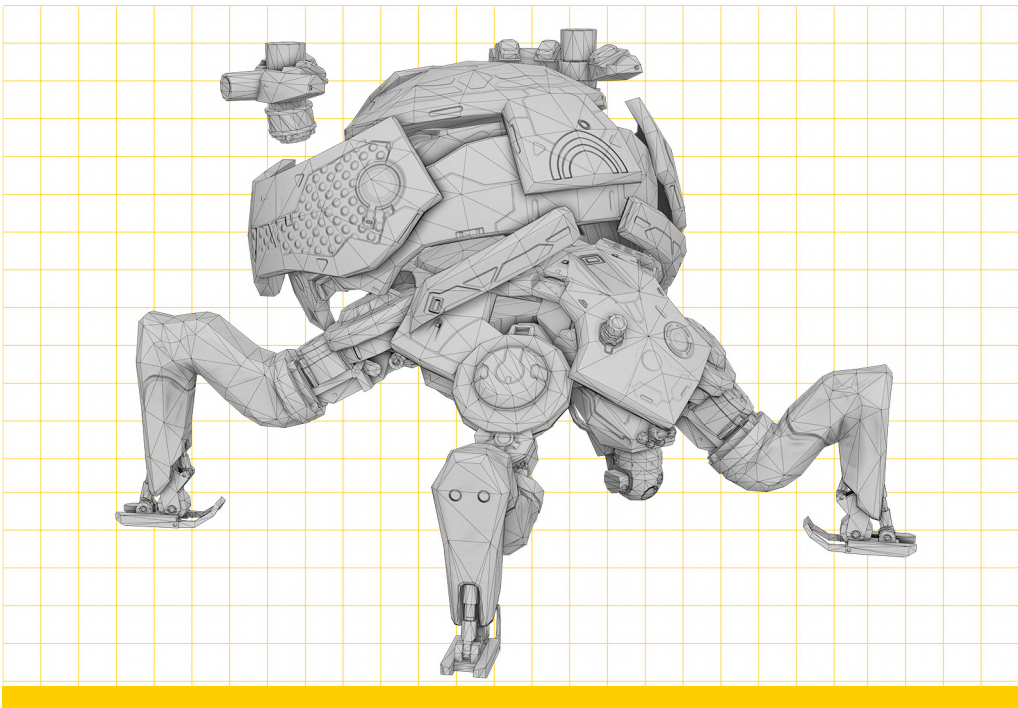
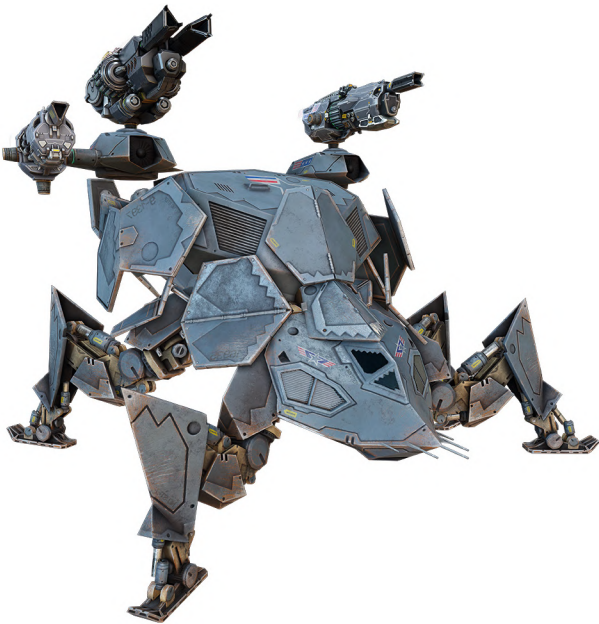
Squall shotguns,
devastating at
close range



clop - clop!

There are often jokes made about Skyros pilots being constantly seasick, but the cockpit doesn't actually rotate together with the hull. It's kept suspended at the core of the robot's structure in both combat modes.

< A GIANT WRECKING BALL. >

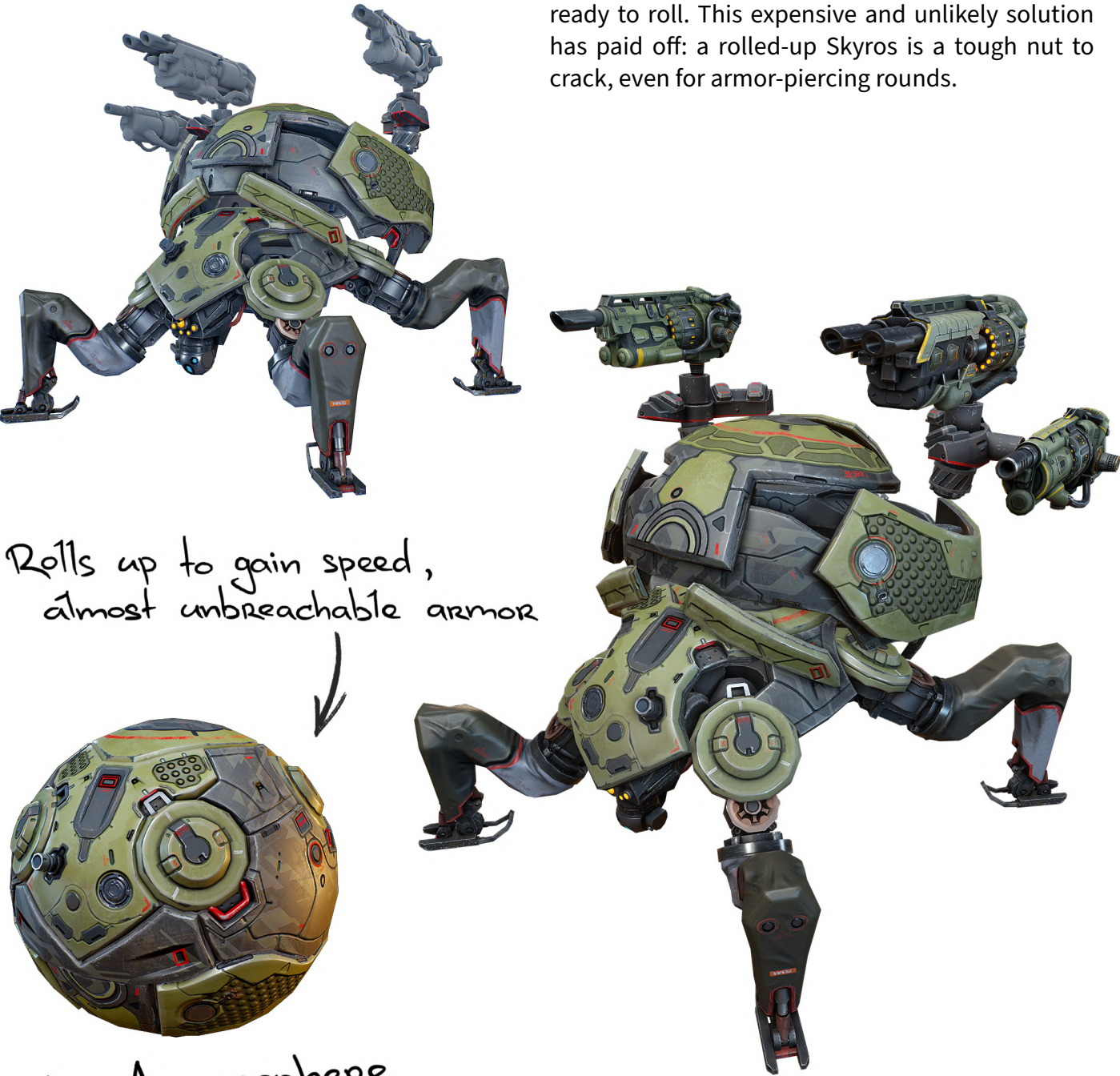


SKYROS



- Generation: 4
- Combat role: Brawler
- Ability: Metamorphosis

Icarus solves all problems with teleports. And the controversial Skyros concept presented many of them. One of the major questions was where to put the weapons when the robot goes into ball mode. A unique system was developed to allow the Armorsphere to teleport its weapons away when it gets ready to roll. This expensive and unlikely solution has paid off: a rolled-up Skyros is a tough nut to crack, even for armor-piercing rounds.



Rolls up to gain speed, almost unbreachable armor



The Armorsphere

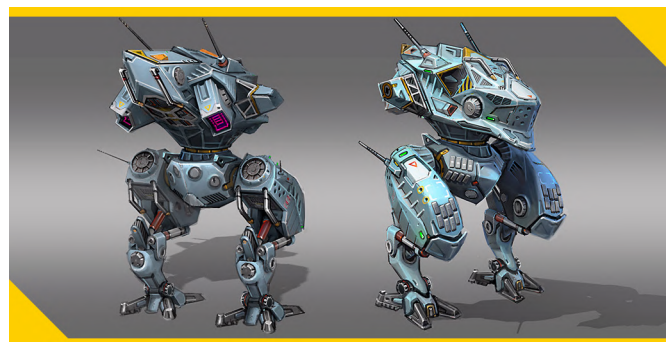


Yan-Di

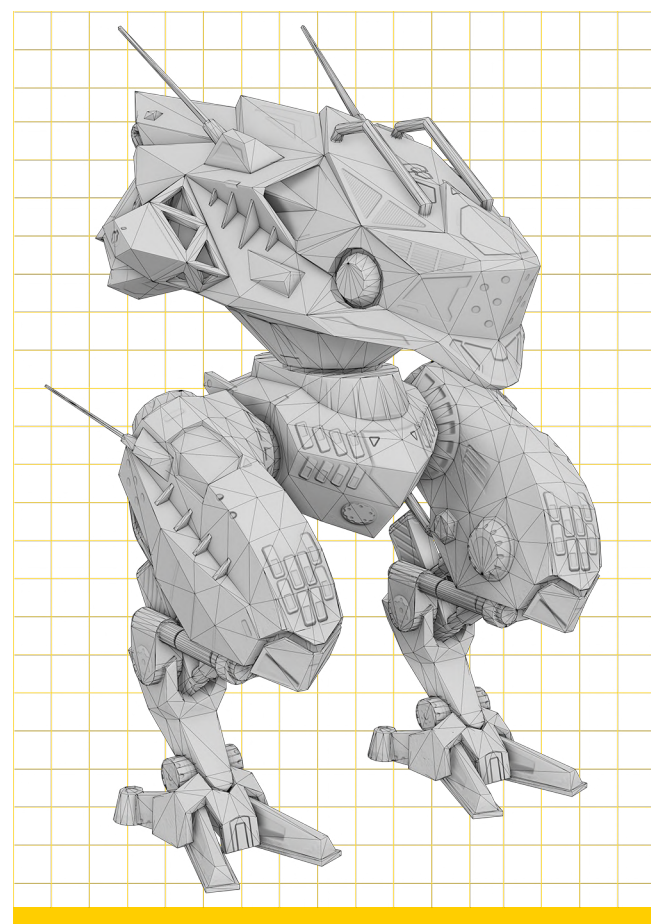


**Stalker
Ravana
Scorpion
Khepri
Indra**

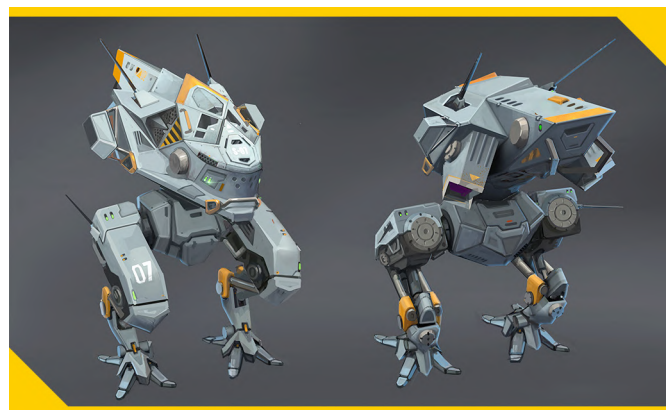
Yan-di went to great lengths to protect its Stealth technology. Initially, maintenance was only available in Yan-di licensed service centers. But like many other groundbreaking inventions of the Big Five it eventually fell prey to industrial espionage. Now every faction markets their own Stealth solution.



Stealth hides you from enemy aiming systems, not enemy eyes



< NEGATIVE, I DON'T SEE IT. THERE'S ONLY A GLITCHY CLOUD WHERE THE STALKER JUST STOOD. - APPM-3TR >



STALKER



- Generation: 2
- Combat role: Saboteur
- Ability: Stealth

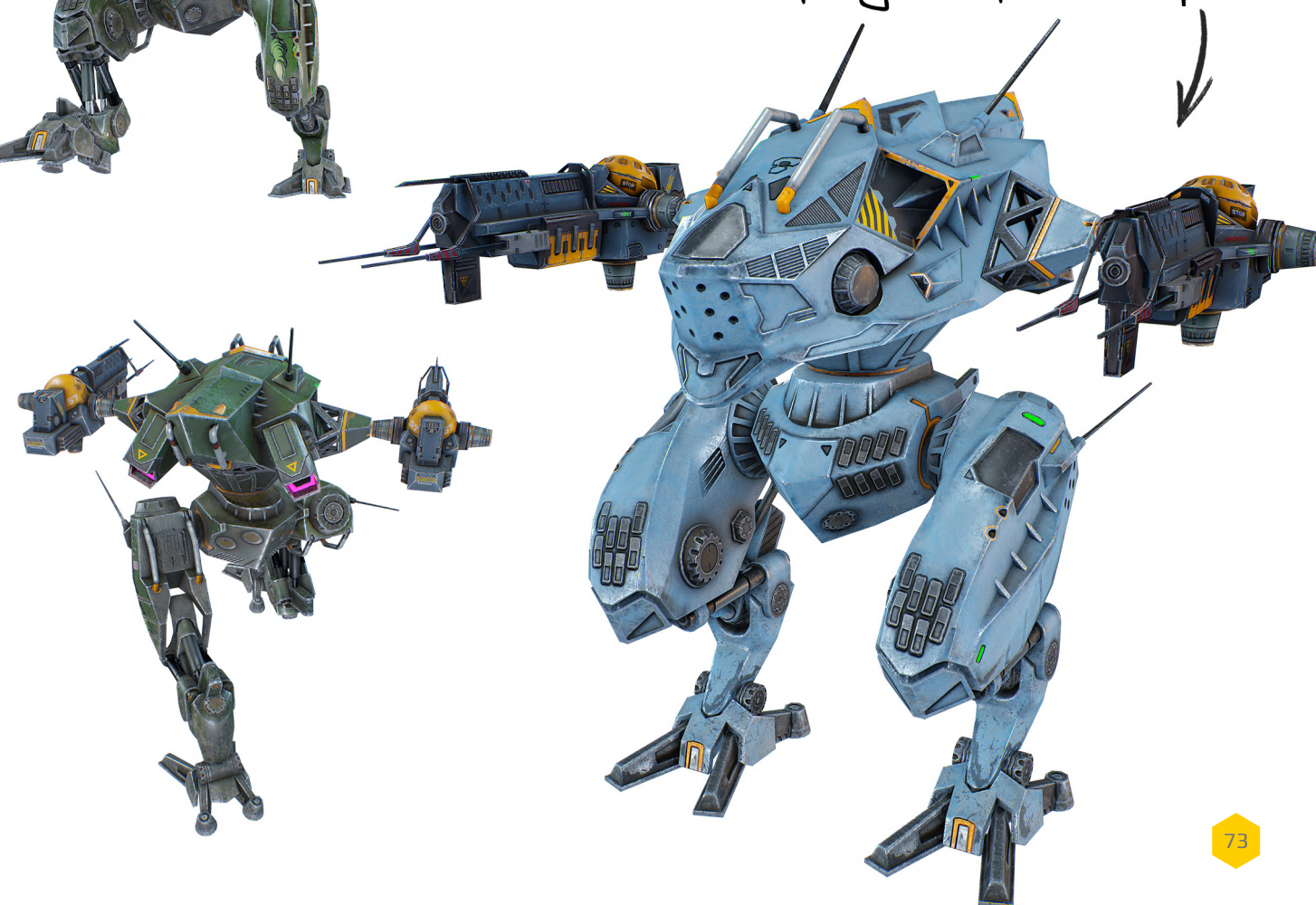
Stalker is a scout robot that relies on one of the key Yan-di technologies — Stealth. The engine architecture of early robots had its limitations, so Stalker creators had to settle for very light armor with only two light weapon slots to accommodate for the Stealth drive. With the adoption of newer engines, Stalker quickly became obsolete. However, the successful live tests of its invisibility tech set the tone for much of Yan-di's later research.

Stalker looks nothing like the flamboyant Yan-di designs of today. The corporation only began to acquire its trademark style during with the third generation of its robots, after its dominance over the Martian financial market became absolute.

Scout ahead!



Magnums fire bolts of high-temperature plasma



Some attribute Yan-di's interest in esoteric influences from pre-Cataclysm Earth to the extensive use of Phase Shift by its pilots. Travelling outside the material world is no laughing matter, even if you know you'll eventually return.



YAN-DI'S GOLDEN CLASSIC.



RAVANA

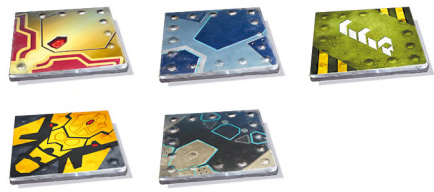


- Generation: 4
- Combat role: Brawler
- Ability: Transcendence

Ravana represents possibly the biggest breakthrough in Yan-di robot building. The corporation's proprietary Phase Shift drive model allows the robot to become immaterial for a few seconds. A well-timed use of the Transcendence ability can save the pilot from a barrage of missiles on even an orbital strike — the projectiles will simply pass through the hull without causing any damage. However, there's no return fire from the other side. Ravana can't use its weapons while it lingers outside the material plane.



Ivory Ravana because Yan-di can afford it



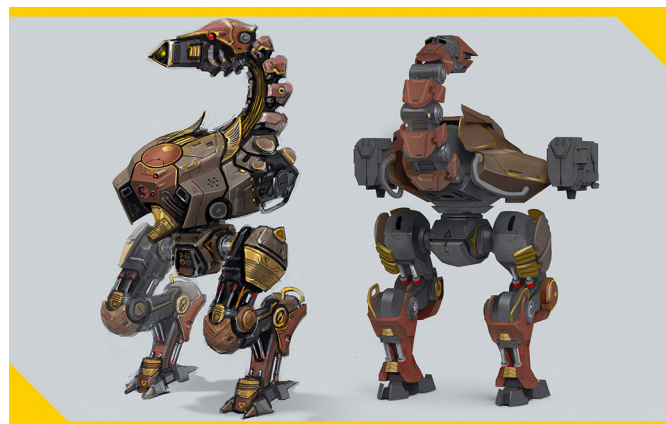
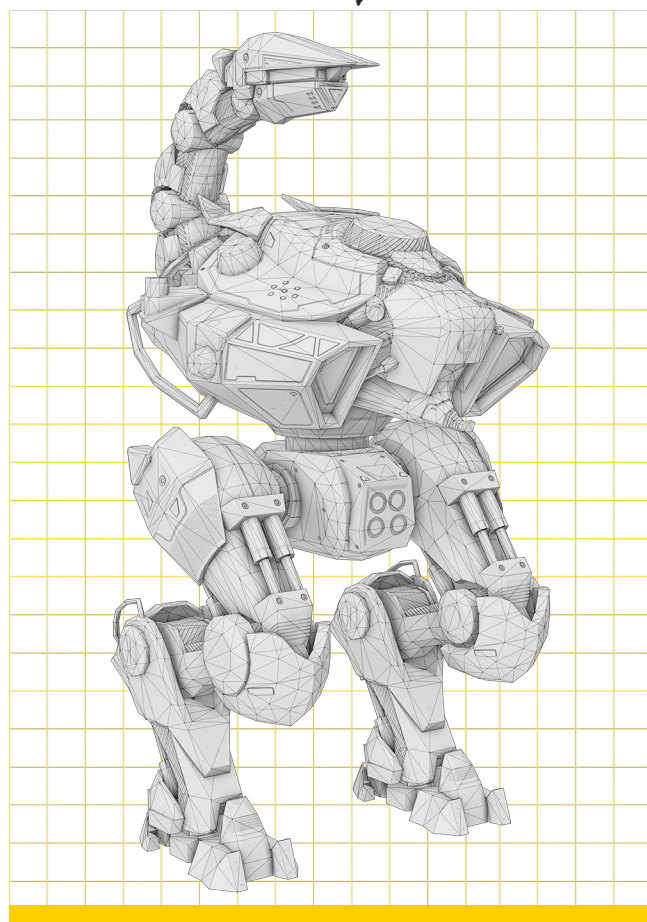
3x Cryo aka "Hailstorm"



The tail was added upon personal request from a major sponsor. The engineers sought to give it at least some practical use, so Scorpion received a small corrosive cannon on top of its three weapon slots. Scorpion's teleport is vastly superior to Phantom's classic beacon device. Scorpion marks a target and then uses it as a beacon to teleport to. Ideal for laying an ambush!

APPEARS FROM
NOWHERE
TO CAUSE PANIC
AND DESTRUCTION.
HAS TAIL.

mostly decorative
But helps with Balance



SCORPION



- Generation: 4
- Combat role: Saboteur
- Ability: Backstab

The Scorpion project is a prime example of faction relationships within the Big Five. Even as commanders hired by Icarus on one side and Yan-di on the other continued to clash on distant Earth, corporate representatives were signing a contract for the joint production of a new teleporting robot. Icarus never disclosed the secret of the translocation technology, but they keep supplying teleportation drives for Scorpion and other similar machines even to this day.



"Venomous" paintjob
fits the concept



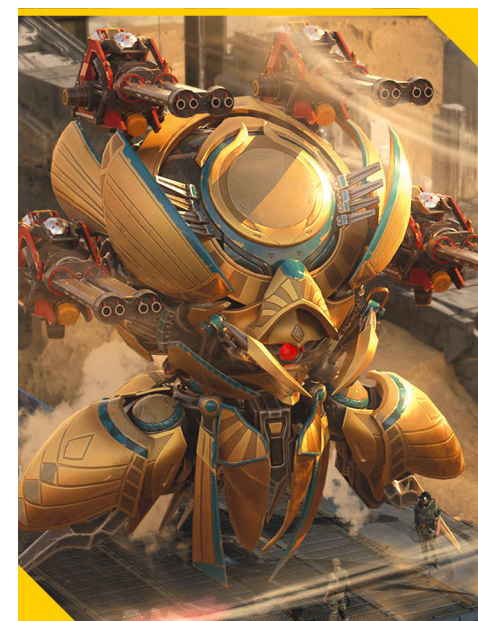
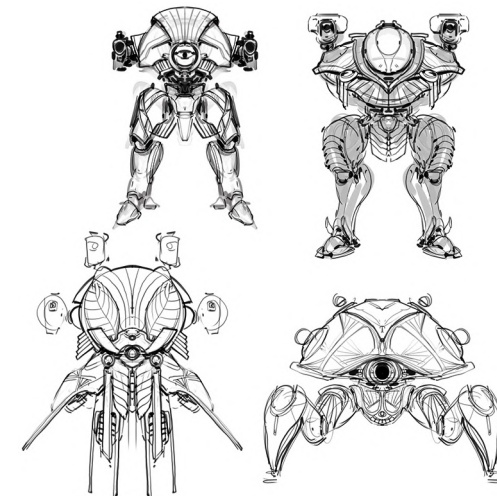
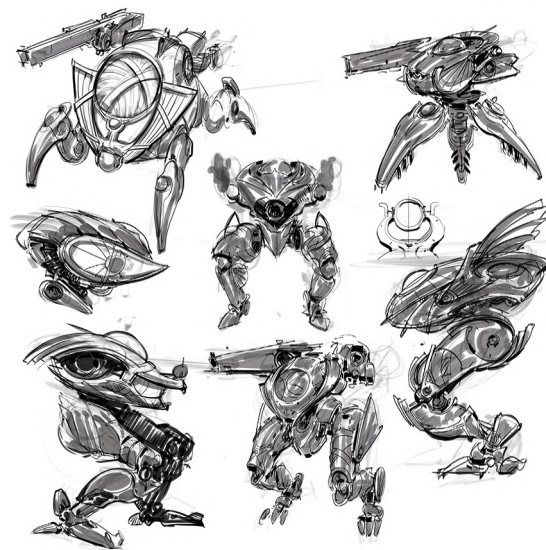
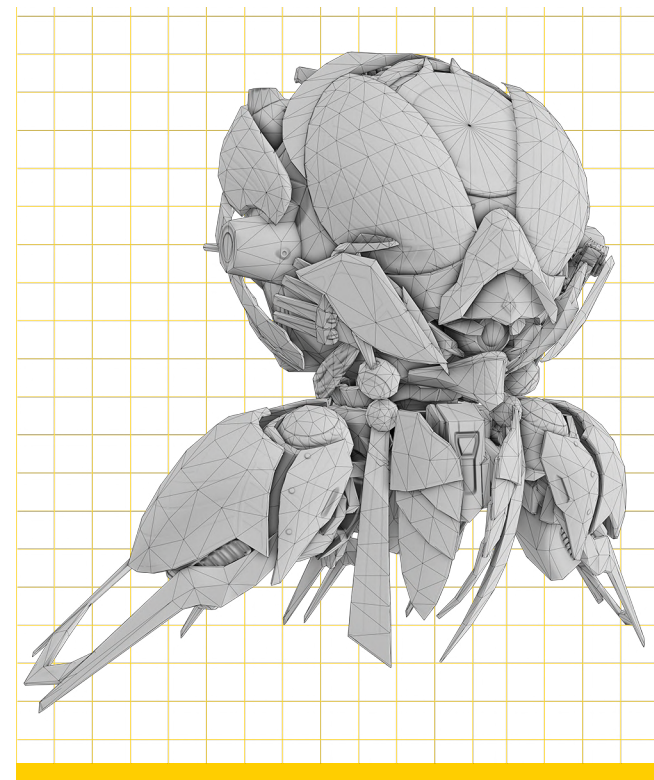
The element of surprise
is always on your side



Unlike most other war robots, Khepri doesn't have legs. It moves by hovering over the ground. A costly means of transportation but surprisingly effective. Could this be the future of robot chassis?

< WHY ISN'T THIS
FALCON GOING DOWN?
KHEPRI, THAT'S
WHY! - YANG LEE >

Once again, the Yan-di industrial espionage machine has brought some great results. This time they were able to steal the robot bonding tech that was used by EvoLife in their Nodens and Leech. Yan-di modified that technology and created Khepri. It is a robot that can bind to its allies to increase their efficiency in battle.



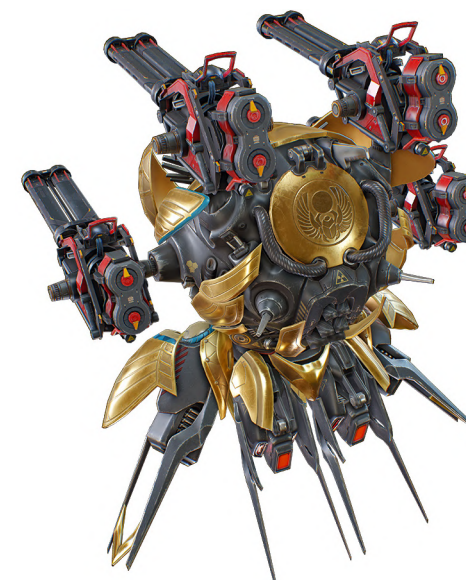
KHEPRI



- Generation: 4
- Combat role: Support
- Ability: Bond

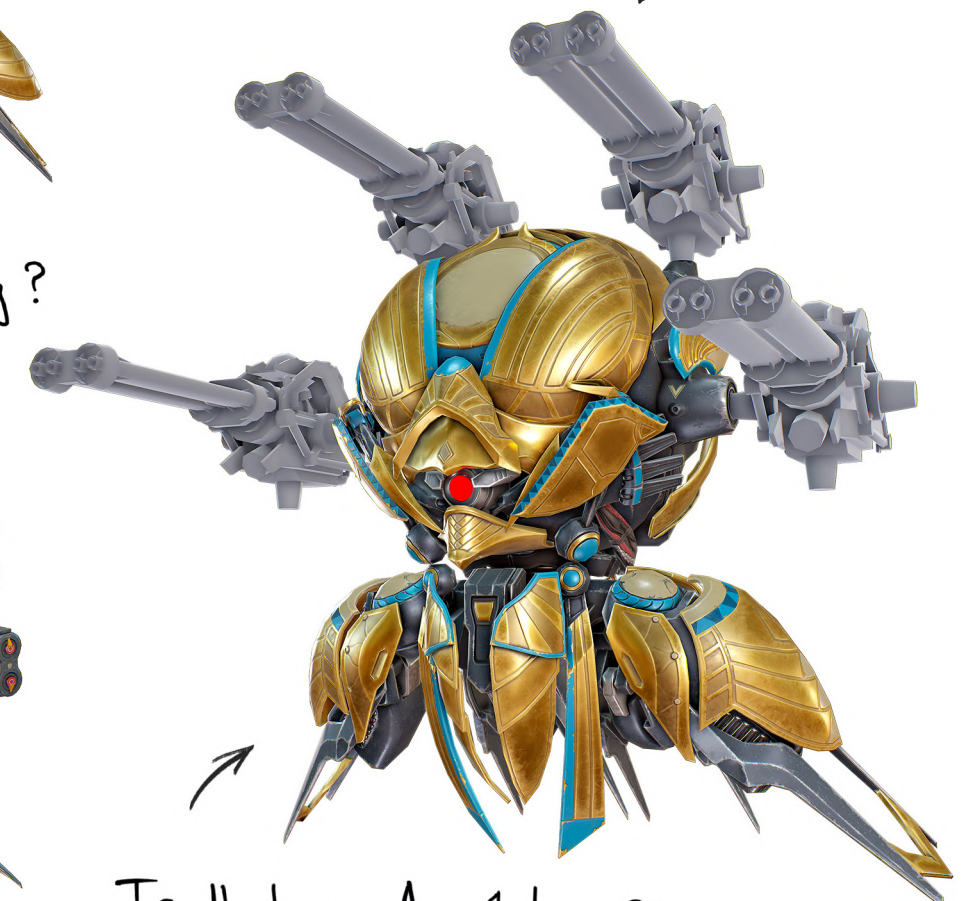


hovering > walking ?



Khepri is the rare case of a support robot commissioned by Yan-di. The small portion of the Golden Corporation's robot corps that's not outsourced to commanders is staffed exclusively with representatives of the corporate elite. And if there's anything the richest of Mars seek on the field of battle, it's personal glory and opportunity for self-promotion. But Khepri can do more than hold its own in a duel. The repair links it establishes with its allies boost both the defense and speed of the robot itself.

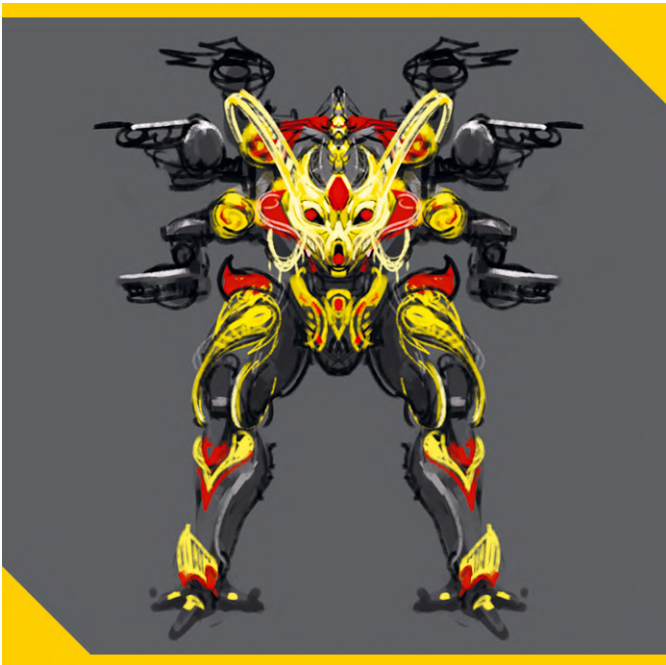
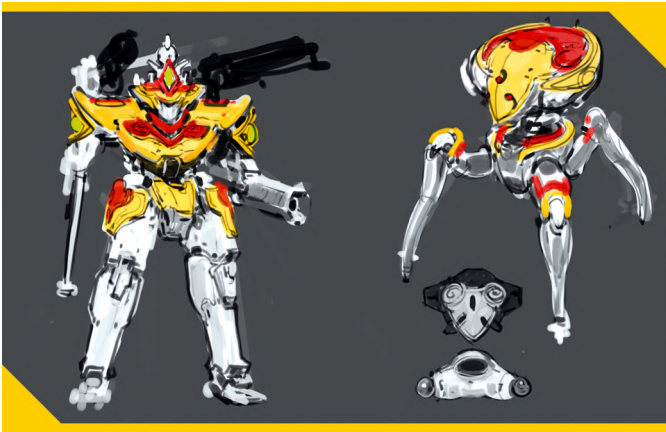
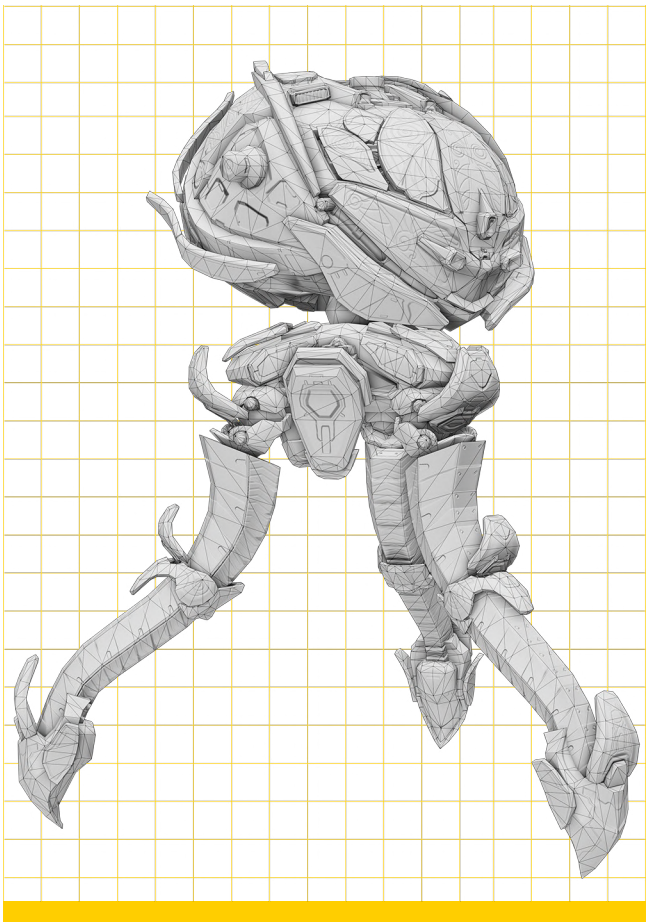
bendy bullets
can be annoying



Is that an Au plating ?!

In the highly contested reclamation regions on Earth, Indra is used to great effect against various groups of rogue pilots. When the titan is within range to use its Electrical Lasso, escape becomes nearly impossible. Even without direct sales, the Yan-di board considers Indra a worthwhile investment as it helps combat guerrilla attacks on the corporation's supply lines.

< A PHASE-SHIFTING
TITAN. NOW YOU'VE
SEEN IT ALL. >



INDRA



- Generation: 4
- Combat role: Brawler
- Ability: Electrical Lasso, Vipassana

Indra is the titan class successor of Ravana. It relies on the same Transcendence technology to negate the most devastating of enemy volleys. A unique tripod locomotion system ensures Indra is always swift, while its lasso ability never lets an enemy evade its attack.

Of course it looks alien!
They build them on Mars





MAPS

Ground Zero
Springfield
Powerplant
Dead City

Dreadnought
Abyss
Factory
Castle

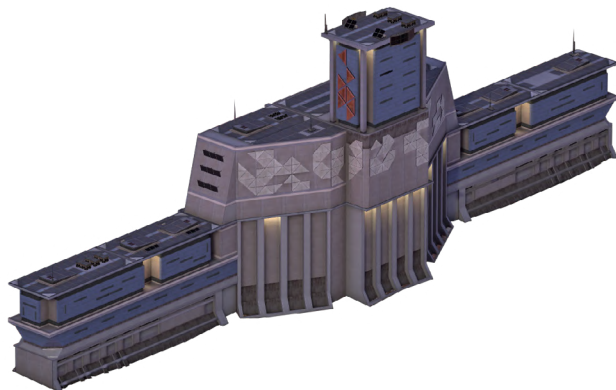
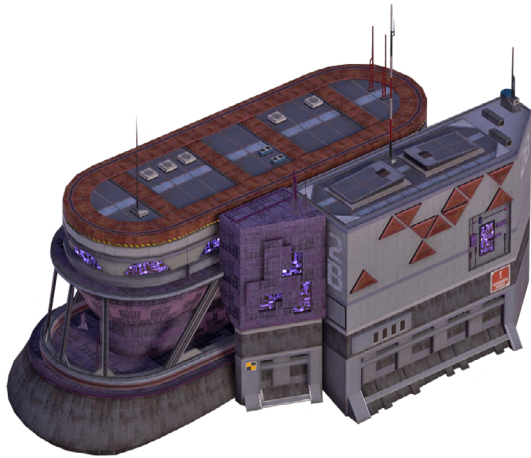


GROUND ZERO

THE WARP DRIVE IMPLoded AND THE CATAclysm WAS UNLEASHED.

The place where it all began. Once, a top-security research complex on the Antarctic coast. Now, a death zone where only the bravest of pilots are willing to deploy.

At the peak of their development, the Big Five agreed to collaborate on a project of unprecedented scale. With faster-than-light travel as their goal, they began researching warp teleportation. SpaceTech sought to discover new worlds to free humanity from its territorial disputes, EvoLife saw a future in integrating into new ecosystems, DSC wanted an ultimate logistical solution for their military, Yan-di couldn't miss a major investment opportunity and Icarus were there to provide their unmatched technological expertise to the other corporations at a ridiculous cost. However, a fundamental error in their understanding of the Warp led to disaster — the warp drive they built imploded and the Cataclysm was unleashed.







SPRINGFIELD

A FORMER INDUSTRIAL CITY

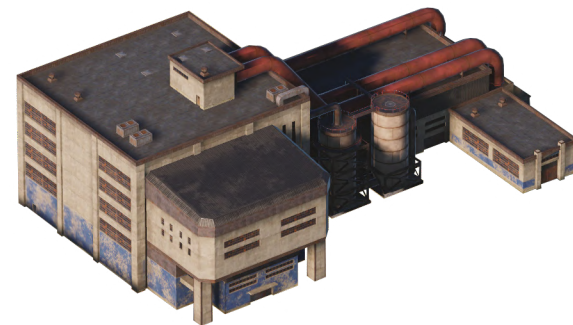
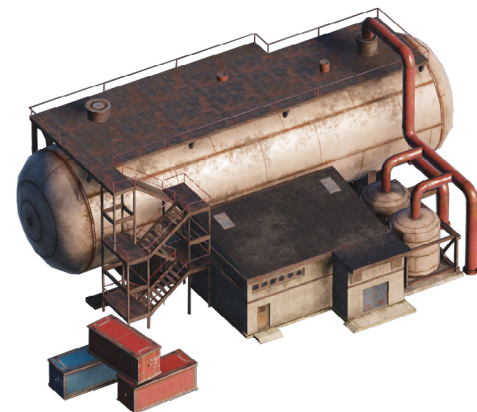
The corporations spare no expense to undermine each other's Reclamation efforts, while carefully avoiding direct confrontation. The independent networks are flooded with mission postings every day, offering rewards for all kinds of "fieldwork", from escorting cargo to capturing strategically important territory. One of these territories is Springfield.

The site has now been developed by Icarus Technologies and serves as the corporation's main research center on the planet. Springfield's proximity to uncontaminated water and land allows for traditional agriculture, making the urban area fully self-sustainable.

Springfield is well-protected by the surrounding terrain and guarded by Icarus security forces. However, the nature of beacon warfare makes urban combat unavoidable and the city is far from becoming a livable place for civilians again.







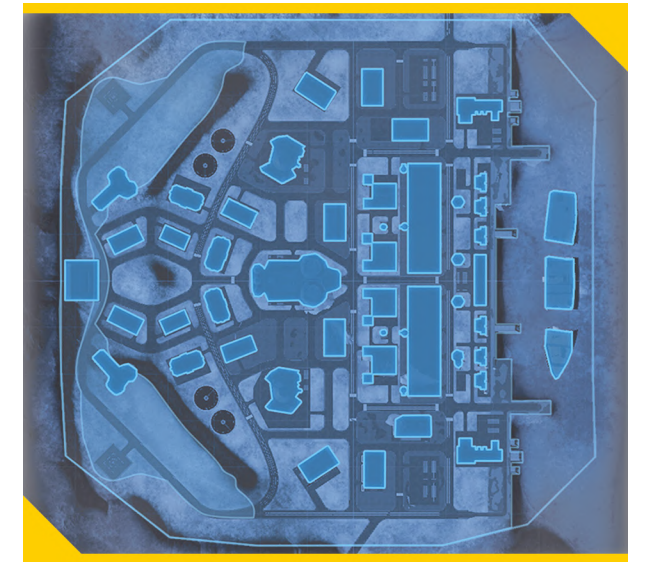
POWERPLANT

THE LOCATION IS KNOWN FOR ITS HUGE RESERVES OF THORIUM.

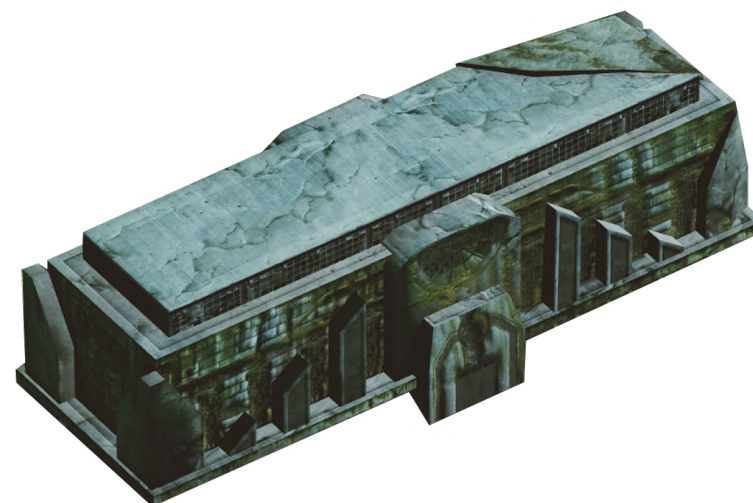
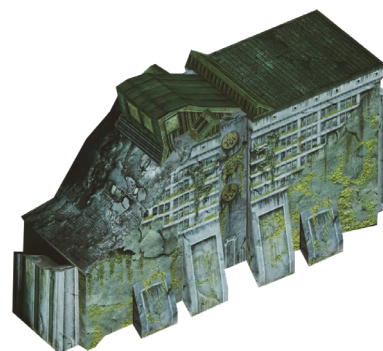
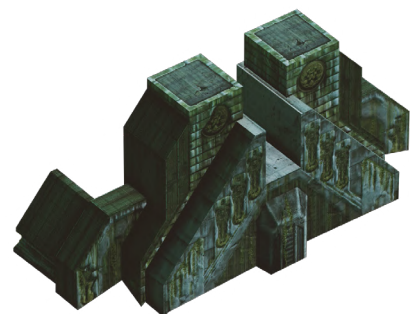
Now that the Mars colonies have achieved stability and even begun to prosper, the primary appeal of Earth to the Corporations is its vast trove of pre-Cataclysmic wealth. While the value of some resources is not the same it was in the olden days, those used in power generation are always in demand. The location with the codename of “Powerplant” is known for its huge reserves of Thorium, which is used to power the nuclear reactors of spaceships and Clan bases in orbit.

The complex on the Aegean coast is a constant battlefield, as full territorial control is required to unseal the Thorium vaults and transport the resources therein. Corporate management has some hope that the power station can be restarted one day, so pilots deployed to contest the area are advised to avoid unnecessary destruction.

The earliest reports from Powerplant specifically mention the absence of water for miles into the former seabed. Climate change on Earth is of little concern to the Big Five, so the reappearance of the sea went unnoticed, and unresearched.







DEAD CITY

THE OUTBURST ON GROUND ZERO FED BACK TO EVERY WARP INSTALLATION ON THE PLANET.

The name of the city is lost to history. Preserving geographic knowledge of a dying planet was never a priority for those who departed it. The ruined agglomeration is a prime example of how devastating the initial blast was. Due to its relative proximity to the epicenter, the city would never have survived in any case. But the prototype warp systems installed throughout the region made things substantially worse. With no conductor to stabilize the warp flow, the outburst on Ground Zero fed back to every warp installation on the planet. The city was annihilated in an instant.

While no corporation has laid claim to the area, independent Commanders do not always require corporate instruction to end up fighting. Collecting spare parts to cut down maintenance costs, capturing beacons to expedite transportation, or simply stumbling upon a rival faction are all easy causes to make Dead City a frequent arena for skirmishes between robot pilots.







DREADNOUGHT

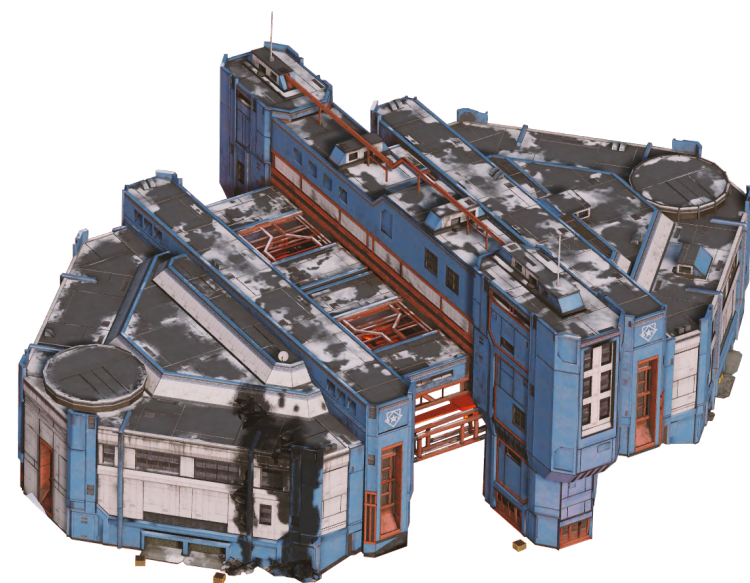
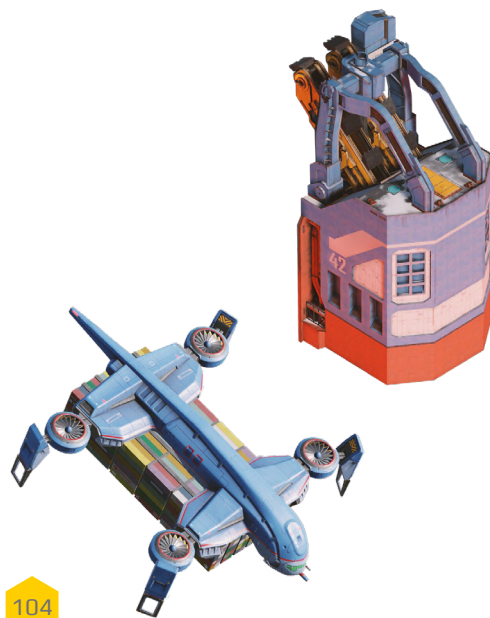
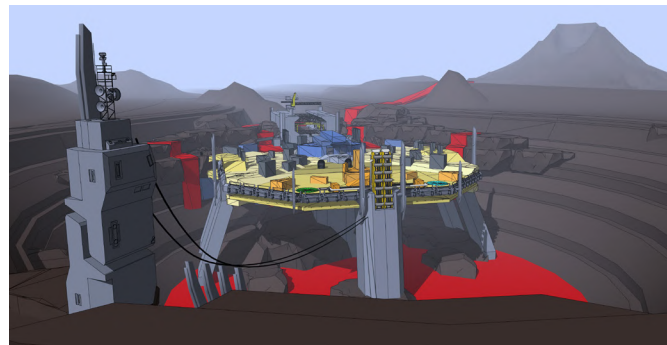
A CRASHED ORBITAL A-19 DREADNOUGHT SUPPORT SHIP

It took some time for the Corporations and independent Commanders to adapt to the realities of the Old World again. The scope of the consequences of the disaster was not initially clear, and few of the groups involved accounted for the frequent electromagnetic storms raging about the planet. Judging by its partially intact hull, this ship attempted to operate at low altitude and got bricked by a sudden warp flare. Commanders now try to avoid sending ships into the Earth's atmosphere, even if it means sacrificing firepower.

The ship's carcass serves as a convenient anchor point for beacon deployment in an otherwise barren territory with no natural cover. While the immediate area is not important, controlling the Dreadnought allows Commanders to send scouting parties across the whole region. The trick is to hold the beacons long enough for the reconnaissance parties to safely return.







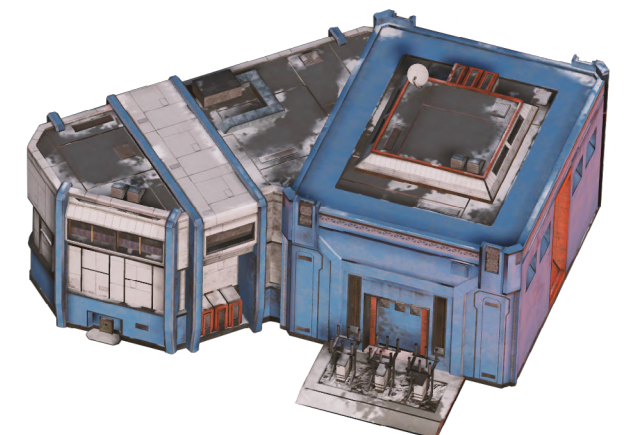
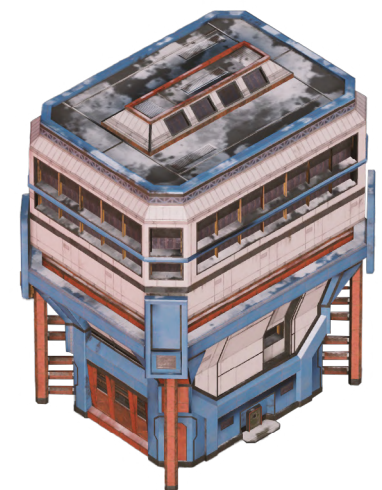
ABYSS

A POWERFUL MINING COMPLEX

Making New Humanity prosper is at the heart of each Corporation's agenda on Earth. In practice, it means a race to establish control over resource deposits and organize their regular shipments to Mars. Even collaboration is possible, as every member of the Big Five can benefit from a boost to the Martian economy, but more often than not, there is a catch.

The powerful mining complex known simply as the Abyss provided a steady supply of natural diamonds to the Defense and Security Conglomerate's factories on Mars. The mine remained extremely productive due to the use of teleporters in ore extraction, which were sold and installed by Icarus Technologies.

However, the relay system recently malfunctioned and unaffiliated pilots have used its gateways to launch an attack on the complex. As the assault progressed, the nearby volcano suddenly erupted, flooding the kimberlite pipe with lava and severely damaging the mine's defense systems. There is no way to connect the attack to Icarus agents, but various sources at DSC report that a retaliatory operation is already being planned. Meanwhile, squads of pilots clash in a battle on a slowly crumbling rig platform.





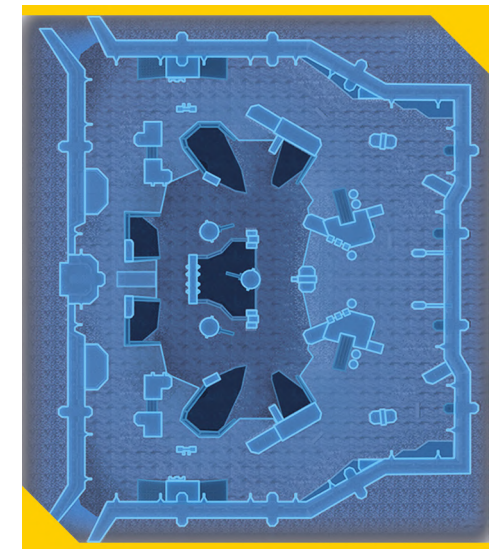


FACTORY

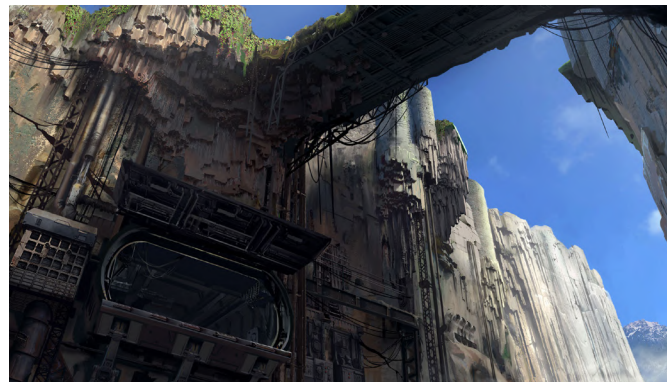
A MASSIVE INDUSTRIAL CENTER CAPABLE OF REPAIRING WAR ROBOTS

Yan-di occupied this former aerospace factory at the earliest stage of their Reclamation campaign. Since then, it developed into a massive industrial center capable of repairing war robots and producing essential orbital infrastructure components. The factory was staffed primarily by the Yan-di servant class. Deep in debt with the corporation's banks and deprived of most civil rights, these workers endured a toxic environment and poor working conditions for the promise of returning to Yan-di's Martian stations one day. Eventually, the situation boiled over into a revolt.

The workers seized control of the beacons used by the security force and sent a transmission to all available Commander networks, asking for help. Other corporations were more than willing to subsidize the rescue mission, as it allowed them to undercut a powerful rival. With Yan-di losing control and robot shootouts happening daily, the manufacturing facilities are quickly degrading and the prices in the orbital facilities are rising.







CASTLE

A BREATH OF FRESH MOUNTAIN AIR

This location would be irrelevant if not for one particular rumor. It is widely known among the pilots that the castle belonged to a powerful family which was closely associated with the Yan-di ruling elite at the time of the Cataclysm. Over the centuries, the place had been reconstructed multiple times, serving first as a fortress, then as a luxury retreat and eventually becoming a fortress again, this time with air defense systems dotting the cliffs and shield generators installed in the towers. Word has it, the owners of the castle stood guard over some of the Yan-di strategic reserves of precious metals that had not yet been extracted when the Cataclysm struck.

No matter if it is fact or fable, the search for the treasure continues. Whenever a faction takes control of the area, their market value increases. This prompts the other factions to sponsor their own forays into the mountains. At this point, it's mostly the pilots who benefit from this seemingly hopeless gold rush. Every pilot could use a breath of fresh air every now and then!







PILOTS

Corporations
Neo-Tortuga
Gray Swarm

CORPORATIONS



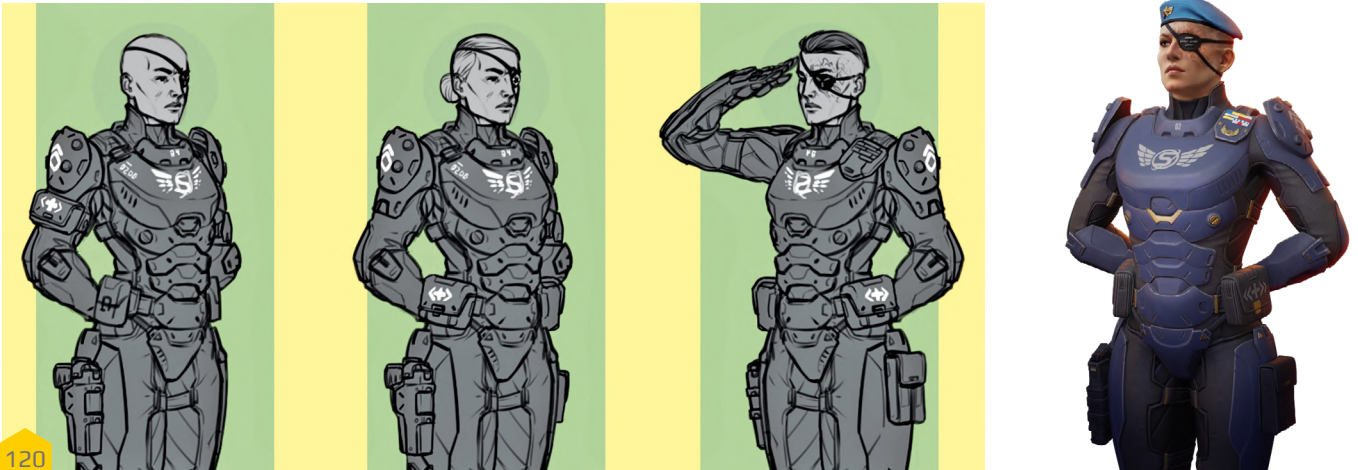
GLORIA EARHART



JAMES VELOCCI



JILL SUMMERS



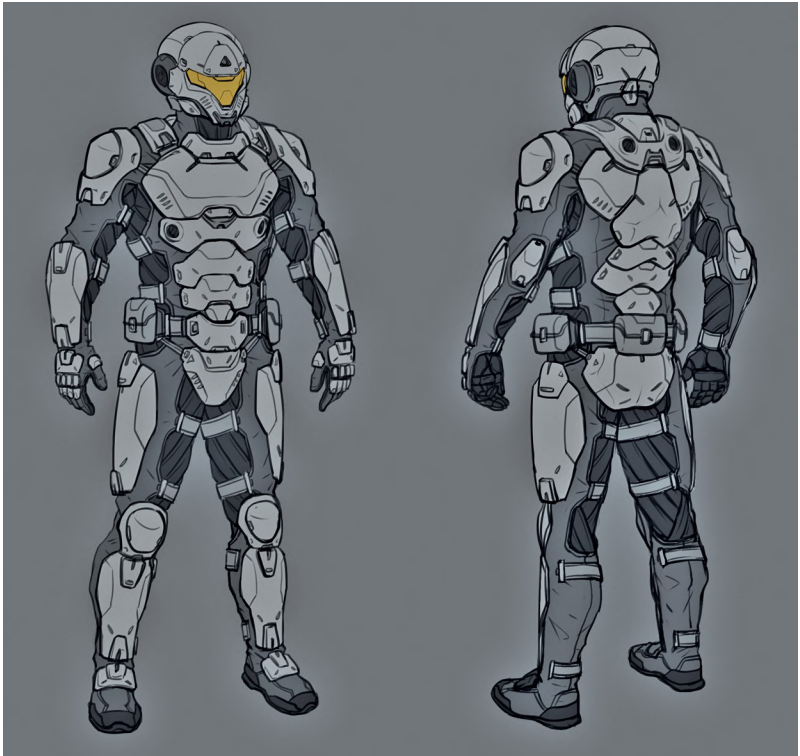
SPACETECH



SPACETECH RETAIN MOST OF THEIR VALUES FROM THE OLD ERA.

SpaceTech were the first to leave for Mars when the Cataclysm began. Those lucky or competent enough to be assigned a place on the arkships escaped the chaos of the following years. While the other corporations hurriedly prepared their own escape, SpaceTech was already building colonies in the few temperate regions of Mars and scanning the new planet for vital resources. It was their fortunate decision to relocate at an early stage, as much as their corporate culture, that helped SpaceTech retain most of their values from the old era. The white-and-blue corporation is the most democratic of the five, with regular elections, tolerance of independent reporting on

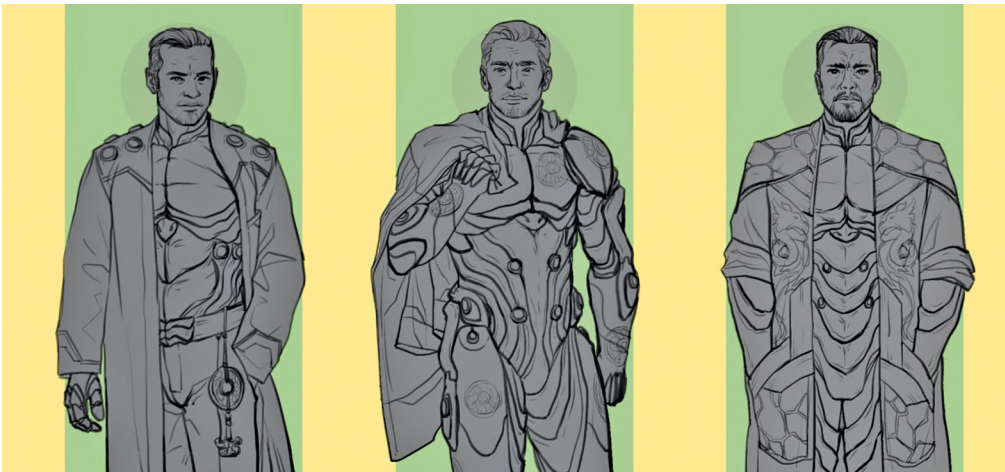
internal affairs and the encouragement of citizens to work towards their personal success goals for various contractors and research centers. As a result, a SpaceTech pilot is a well-educated professional who has gone through training that emphasizes scientifically proven efficiency, rather than being inculcated with notions such as fighting spirit, duty, corporate loyalty and the like. This corporation's pilots often suggest modifications to their robots' design that are later incorporated into production units. The Board and the pilots in the field think alike, which is what makes SpaceTech such a success.



NIAN



OLIVER SONG



UNKNOWN EVOLIFE PILOT



EVOLIFE



HUMANITY HAS TO CHANGE.

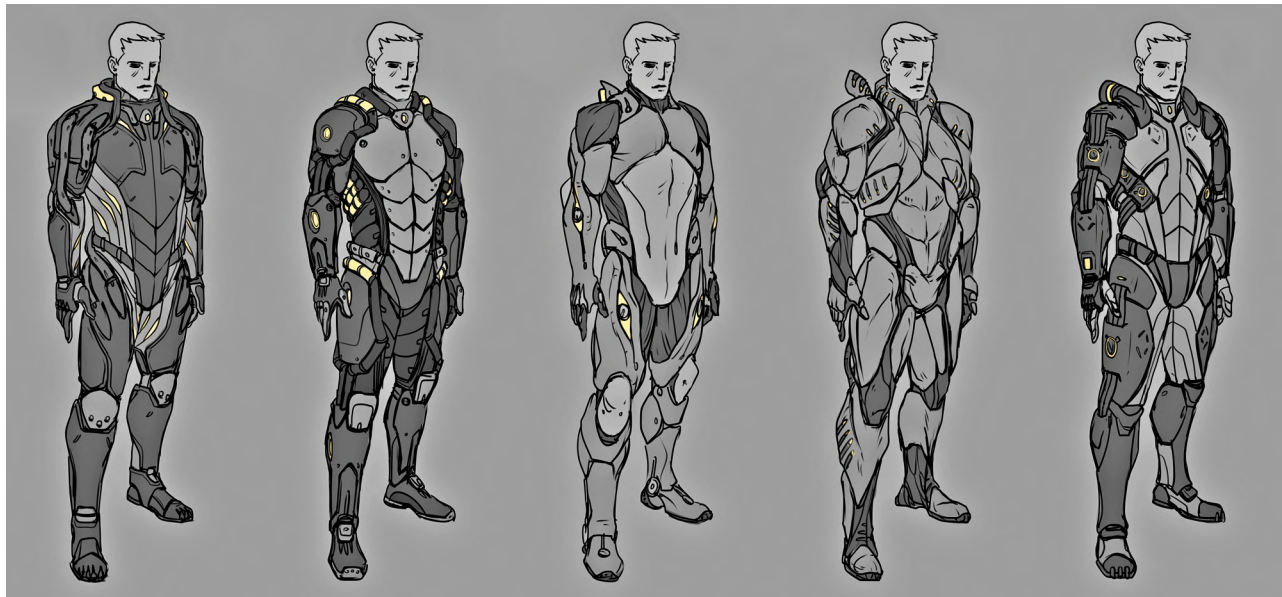
EvoLife's main forte has always been biotechnology. In a changing world, evolution is the only way to survive and a species needs an ecosystem to evolve in. With no ecosystem to speak of on Mars, EvoLife is working hard on creating one. Other corporations do not know for sure what it is that EvoLife is busy with in their underground colonies, but their nutrition products are highly sought after on both planets.

The green corporation are not idealists. When required, they are just as ready to build robots and compete for resources as anyone else. It is just that their focus is fundamentally different from that of other corporations. If humanity is ever to prosper again, it has to change, and this is not a process that can happen naturally within the confines of a colony.

This is why the leaders of EvoLife have chosen the path of meticulous planning and management,

running the society in the Noctis Labyrinthus as a hive where an individual is only as valuable as their role in the system. Jobs are assigned based on natural predisposition, with specific foods and enhancements for workers to fit the job. Pilots are no exception.

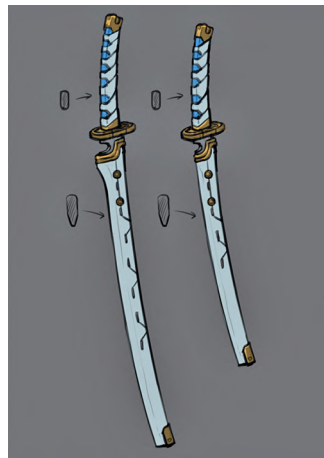
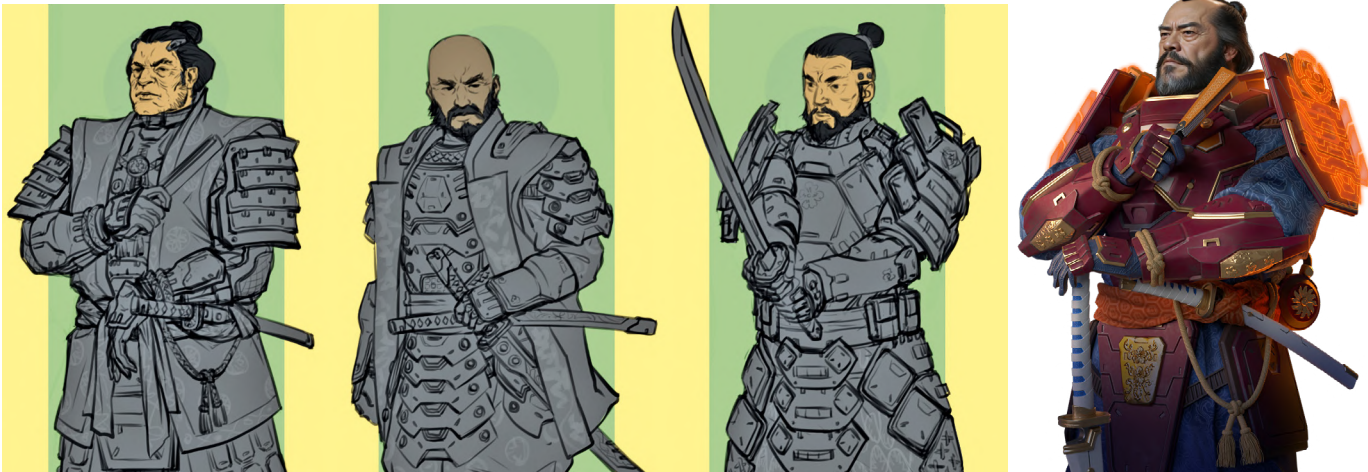
All EvoLife pilots are biologically enhanced. They react faster than their opponents and recuperate from debilitating injuries with relative ease. On top of that, they often control personal swarms of microrobots that assist them in battle. As a result of the stifling and close attention afforded to them by the corporation and the pressure to conform to a rigidly defined set of behaviors for the good of the collective, desertion rates are high among EvoLife pilots. Away from the Mars HQ, they are drawn to seek personal freedom and many take their impressive arsenal to the field of mercenary work.



JACK MOORE



TOSHIRO KUROSAWA



DSC



THE SOLDIERS OF THE DSC ARE KNOWN FOR THEIR GREAT RESOLVE.

The Control Committee oversees every aspect of life in the Defense and Security Conglomerate's colonies. Whether it is the rations, work schedule or the color of the walls, there is a regulation for everything. The board believes that an open war between the Big Five is inevitable and they steer their economy accordingly.

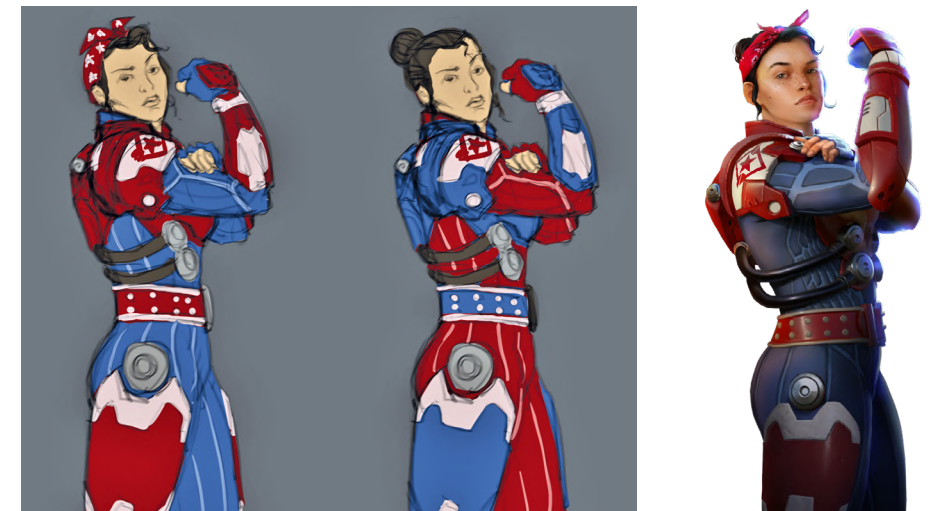
The Conglomerate's settlements are little more than fortified factories protected by energy shields of the corporation's own design. Life inside is not bad — the working conditions are kept to a high standard, social order is maintained and food is guaranteed to every citizen. However, one fact that it is prohibited to discuss in internal communications among anyone who is not directly involved in the supply chain, is that the DSC often has to import that food.

The leadership is in firm control the DSC economy and ideology. The education system is geared

towards making sure that Martian politics are understood only in ways that suit the corporation. Obligatory military service and regular refresher training instill discipline. There is also a carefully curated cult of hero pilots which gives the population a sense of collective pride.

The soldiers of the DSC are known for their great resolve. Where a SpaceTech pilot might think of retreating to fight another day, a red will keep pushing until the ejection system triggers. During their training, promising candidates are offered a choice of an Old World military tradition to follow. The options are carefully selected by a special committee, and learning materials are provided by the corporate archive. This is the path for DSC pilots to earn personal renown and join the ranks of the hero pilots in official propaganda.

UNKNOWN DSC PILOT



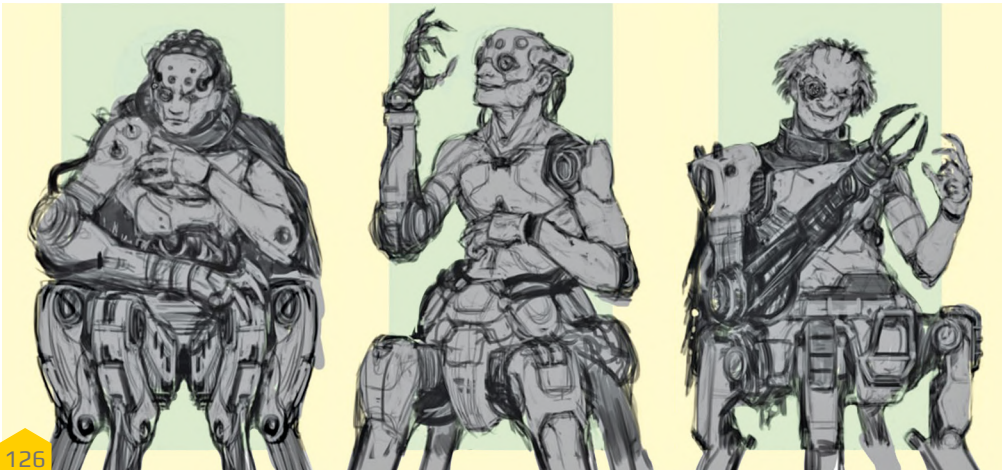
◆ ZOE BILLOTE



◆ ISHIKAWA SAIZOU



◆ SAMAEL JOHANSEN



ICARUS



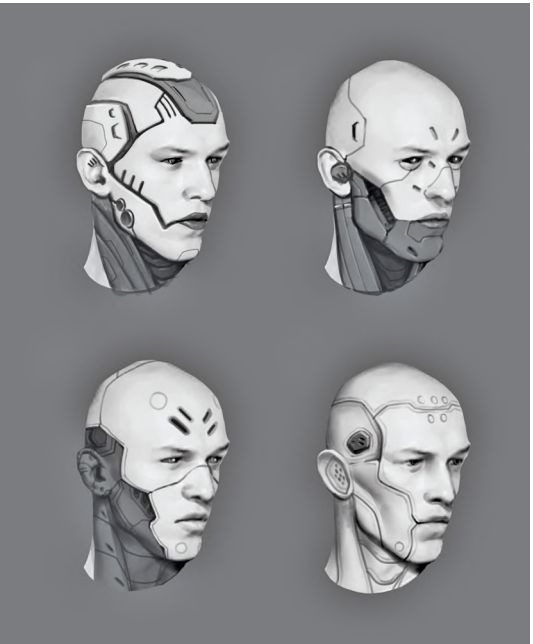
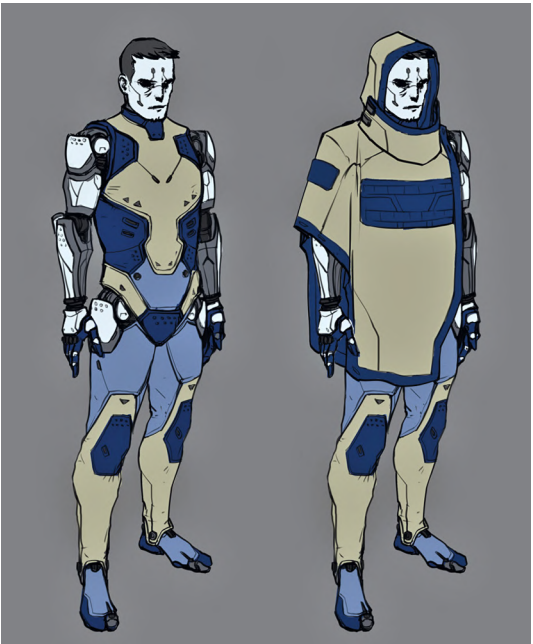
< LIFE IN AN ICARUS COLONY IS ONE OF ETERNAL CONFINEMENT. >

The extremely harsh climate of the South Pole makes operations on the surface a nightmare and a waste of workforce. Everything is done with remote-controlled robots. The Pole was never their actual destination, but a forced emergency landing meant that the ark ships could never take off again, so the Icarians had to salvage most of their fleet and build shelters right where they touched down. Once access to orbit became possible again, the settlements had already built up enough infrastructure for future growth. Their original plans to relocate as soon as possible were scrapped.

The crash landing and the development of make-shift colonies from cannibalized ships had a huge impact on the corporation's culture. Today, Icarus is still very decentralized, with self-reliant

communities located at great distances from each other using the powerful SolNetwork to maintain contact. Every Icarian receives an implant that provides a seamless connection to the Network. From childhood to the end of their working years, citizens get multiple upgrades that boost their learning abilities and give them tools like reinforced limbs or integrated zoom lenses. Unless their occupation demands otherwise, most Icarus citizens spend the majority of their life immersed in VR, keeping their mind away from the cold reality of Mars.

Icarian pilots are well-equipped for all kinds of combat. Situation awareness chips, sleep suppressors and built-in armor are some of the latest generation of implants supplied by their communities to give them an edge over any opponent.



UNKNOWN YAN-DI PILOT



BAI XING



GINA BERTINI



YAN-DI



EGALITARIANISM WAS NEVER PART OF THE CORPORATION'S CULTURE.

Yan-di is the wealthiest of the corporations. Only they have the technology to produce the special type of batteries known as Power Cells. These batteries are used throughout the colonies and are the most widespread solution for powering war robots. The golden corporation also has the best economists. They skillfully capitalize on their monopoly and use the immense power of the numerous Yan-di banks to practically control the flow of all inter-corporate trade on Mars. This is what makes Yan-di society prosper, or the Yan-di elites, to be more exact.

Egalitarianism was never part of the corporation's culture. However, after the apocalyptic experience of fleeing Earth, social inequality became one of its root principles. You either succeeded, or had to

serve the successful. One of the paths to success was simply being born into the right family and trying not to squander the inheritance. Those who follow this elementary rule have near infinite resources at their disposal and are free to do whatever they want.


Yan-di pilots are drawn exclusively from the upper crust of the corporation. They are not just good because they are thoroughly trained, they are good because they enjoy what they do and can afford to spend as much time practicing as they want.

Despite the disdainful glances from their counterparts, the "Aristocorps" can compete with all of them on more than equal terms.



NEO-TORTUGA

No matter the colony, corporate media will always make you believe that only a licensed pilot can take the cockpit of a war robot. While being a pilot does require years of training, most of the pilots on Mars skip the licensing part. All five corporations build many more robots than their security forces demand, even though none of the Big Five is known for poor planning. The surplus is sold to the sixth major player on the Red Planet — the Independent Groups.



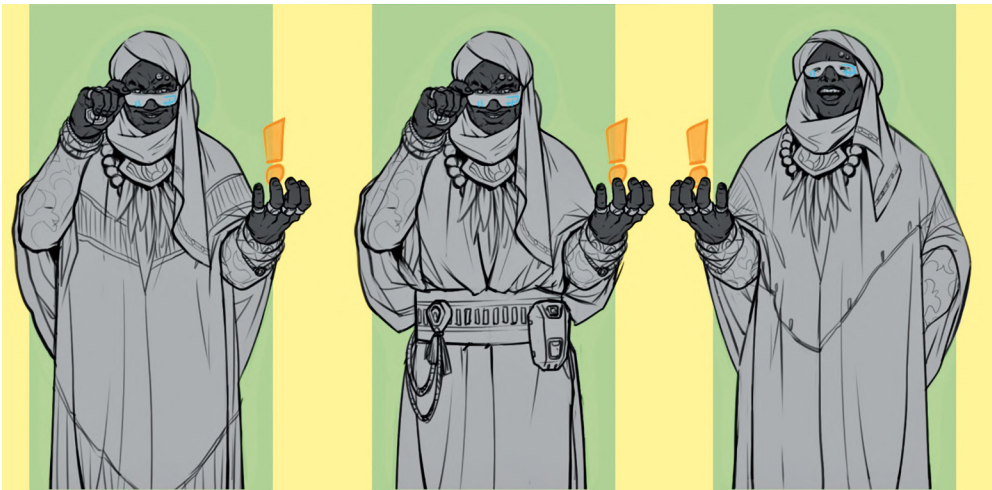
For the first few years after the establishment of the first colonies, their societies remained monolithic and unified. Leaving the group meant certain death. However, once the initial shock started to wear off, more and more people discovered ways to carve out their own place under the now distant sun. Some rebelled against what they saw as unjust treatment, some were disillusioned with the agenda of their corporations and tried to break off entire settlements,

while some simply thought that stealing equipment and resources was far better than working for them. Even though the unrest never caused significant damage to any of the Martian Giants, it created pockets of life outside the corporate umbrella. The biggest of them is known as Neo-Tortuga, a haven for free pilots, commanders and the opportunists out to make a quick buck on running the robot support infrastructure.

◆ GINTARE KAIRYTE



◆ BROKER



◆ HANK



TORTUGA DEALERS

< THERE IS NO CENTRAL AUTHORITY. >

Neo-Tortuga is a convoluted amalgamation of hangars, depots, all sorts of shops and bars, and even some private houses. Any tasks that require colony-wide cooperation, like maintaining the main shield, are managed by various councils that usually consist of prominent commanders. There are also professional associations that help the town stay in contact with the corporate world. The brokers arrange the jobs, the black marketeers supply the resources and some especially well-connected dealers can provide pilots with the latest robots even before they enter service in their corporation's expeditionary force on Earth.

◆ LIVIA BORGIA





Corporations need an unaffiliated force to wrestle for control on Earth, so they refrain from taking any action against most of their former citizens, also because of the booming trade between Neo-Tortuga and the corporate colonies. It is not uncommon for official corporate representatives to appear in Neo-Tortuga's numerous pilot bars or to talk business aboard an independent commander's ship. The independents rely on the corporate economies for everything, including food, clothing, consumer goods and especially the robots that earn them a living.

◆ CAPTAIN CLYDE



◆ KATE O'DONNELL



◆ VASILISA MAXIMOVA



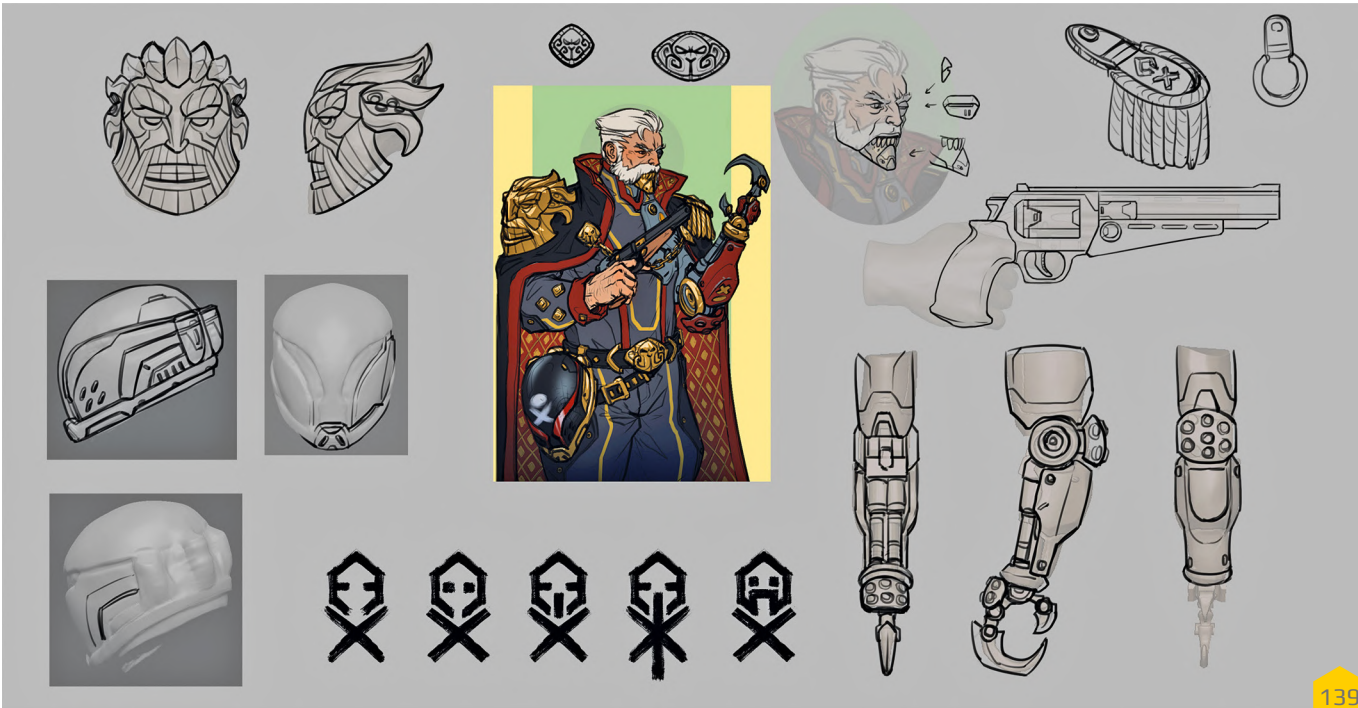
◆ SVYATOGOR BELOV



PILOT CLANS

INDEPENDENT PILOTS COME FROM ALL WALKS OF MARTIAN LIFE.

Once they sever ties with their corporation of origin, they start building their own brand. Some mercenary groups develop a unique fighting style and dress code to promote their reputation. Being a legend helps with getting the juiciest of contracts. Besides, there is no point in dressing in dull suits when charging into something as exciting as a robot battle.



LEVI HICKOK



The head bartender of the Under Ancile bar in Neo-Tortuga, Levi is absolutely loyal to the Mercenary Code. Committing a crime within the boundaries of the Free Town will certainly get you into a gunfight with Levi. And if you are wondering, no — you don't need atmospheric oxygen to fire that gun.



IBREEZ BAQIR



Ibreez is a prominent member of the Ultimate Club. This private association of extremely wealthy pilots sponsors the modification of popular robots. From armor alloys to the functionality of their software, these modified robots surpass the originals in every possible way, but they are very expensive to produce. The members of the Ultimate Club have a dress code which they also apply to their robots. To take down a black-and-gold target is a highlight for any pilot and it's never an easy task.



SOLO PILOTS

THESEUS



Theseus' only remaining organic parts are his head, heart, left lung and oddly enough, his spleen, which he kept for sentimental reasons when his abdominal cavity was reconstructed. This pilot has seen the Walking Wars in all their manifestations, and whenever there was a choice of ejecting or taking another projectile for a partner, he would always choose the latter. Each of his artificial parts is inscribed with the names of the people he saved, and those he could not save. Strangely enough, you get the feeling that it's still the same Theseus that began his career on a Gen 1 Gepard.



MARIE LECLAIR



An Icarus pilot deployed on Earth, Marie went AWOL when her girlfriend was kidnapped by reavers and the Icarus Administration refused to investigate. She nearly got herself killed, recklessly attacking various independent squadrons in the hope of finding information and even attempting a frontal assault on a bandit hideout. After losing almost all hope, she found unexpected allies in a mercenary group led by Iskra. One bloody battle later, Marie was reunited with her sweetheart. They are now both under Iskra's leadership, free from the rigid regulations of the corporate world.



◆ **RIVER CHASE**



River always wanted a pair of splendid feline ears, but the official EvoLife clinics were only allowed to make modifications that were of practical use. She took a risk and approached a doctor outside the colonies. Unluckily for her, the doctor had been bribed by DSC agents to take part in a plausibly deniable experimental project. River is now famous for her exquisite ears, coupled with frenzied fits of rage and trance-like states of extreme concentration which seem to be triggered by certain colors. She has learned to control this unusual feature of her modification by using colored patches and charms that she has strategically placed around her cockpit.



◆ **ROBERTO BAROS**



After failing to evacuate from a downed robot, Roberto was saved by Scavengers — a nomadic group on Earth who make their living by scavenging robot battle sites and using the parts to build their own robot modifications in makeshift hangars on Earth. Roberto decided to join them and remains as one of the few pilots who is happy not to visit Mars at all.



SOLO PILOTS

◆ **GHOST**



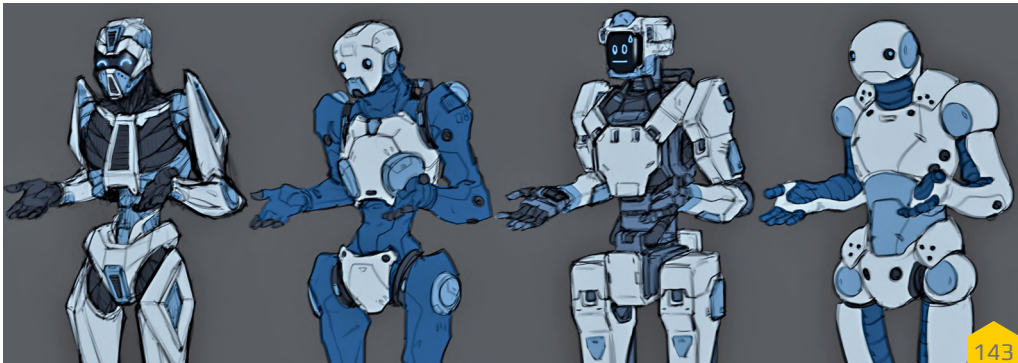
Nobody knows who Ghost is. No one can even be sure that it is always the same person wearing his armor. For a single pilot, Ghost has a habit of appearing in too many places a little too quickly. He is also a wanted criminal in all of the corporate colonies. However, the most observant barflies at Under Ancile point out that it is only the opponents of SpaceTech who end up dead or missing after Ghost is seen in an area. Not that anybody would accuse that most philanthropic of corporations of using hired assassins...



◆ **APPM-3TR**



This android introduces itself as Access Point Personnel Member 3TR, explaining that 3TR is the name of its series. Once upon a time, Icarus enthusiasts lovingly called them "Total Recall" for their unmatched data processing power. The series got discontinued when it became clear that just a few homebrew mods can turn a mass-market 3TR into military-grade tech. This APPM-3TR's non-replaceable battery is dying. It needs to plug into a power outlet every 156.7 minutes or stay connected to a robot to keep going. Who knows how much longer this android will last?



From day one, the Walking Wars consumed the attention of every corporate executive and every pilot on Earth. Everyone's intelligence operations were directed exclusively at their Martian opponents and nobody noticed the emergence of a new common foe. Crawling on mechanical legs, the vicious AI of the Grey Swarm began attacking corporate and independent forces alike.

The smaller companies of free pilots were the initial targets of these raids, counting the famous Eagles Squad of Kyle Rogers among the casualties. The corporations were reluctant to react, but after their supply lines came under attack too, they responded with the Hunting Grounds initiative. Important areas of interest overrun by the Swarm would be marked for cleanup and commanders would get a bounty for eliminating the bugs. This only addressed part of the problem. The Swarm kept on coming.



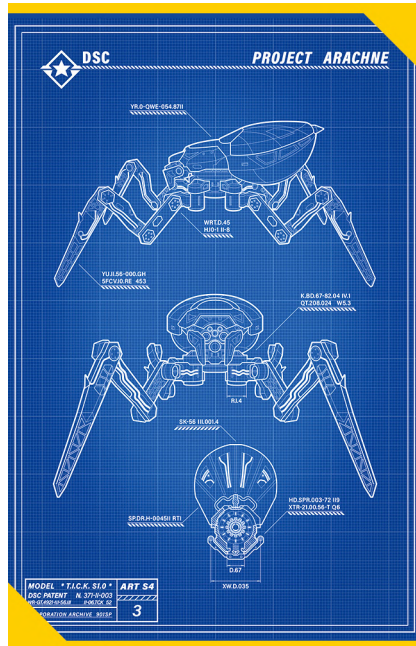
GRAY SWARM

▶ NESSA & RAVEN STORY



PROJECT ARACHNE LIVES ON

A few years later, the pilot Nessa Riggs stumbled upon one of the Grey Swarm factories. It turned out that the bugs were constantly replenishing their numbers by using spare parts salvaged from defeated robots. Barely escaping with her life, Nessa warned the commanders of the severity of the threat.

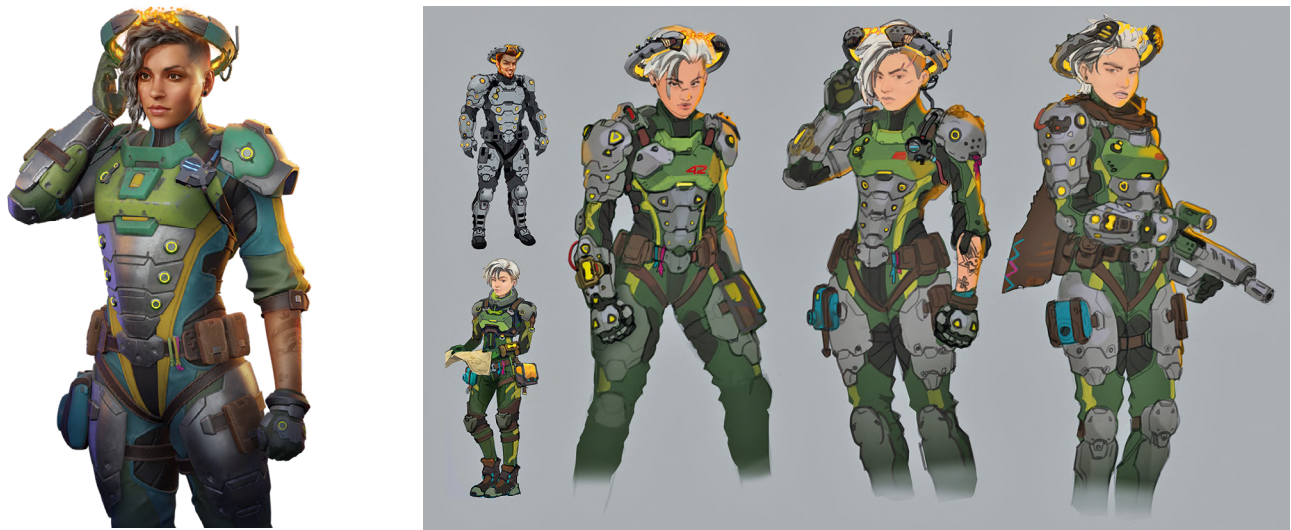


NESSA RIGGS



While it wasn't obvious at first, Nessa's foray into the Swarm's domain triggered an incursion of an unprecedented scale. As it was later discovered by private investigator Hugo Booker, the bugs were an offshoot of Project Arachne — a major pre-Cat-aclysm initiative by DSC. In their goal to build the perfect military, the Red Corporation developed a pipeline for a fully automated production of quadrupedal drones. A powerful AI would manage the supply chains and, when necessary, assume control of all units to defend the production centers, buying the Conglomerate time to mobilize. When DSC departed for Mars, the factories remained active. The AI adapted to the changing environment and continued churning out new units, feeding off the power cell reserves and redistributing materials between its factories to maximize the output. After a direct intrusion into one of its facilities, the Swarm deemed war robots a threat to its production chains.

NESSA RIGGS



GRAY SWARM

THE BATTLE FOR GROUND ZERO



< — HOW MANY? >
< — TOO MANY! >

The AI couldn't grasp the concept of robots teleporting from orbit, but it correctly identified beacons as a critical link in the enemy logistics. With some data about the Warp research apparently lingering in its systems, the Swarm began concentrating at Ground Zero. It is doubtful that the bugs could ever replicate Warp technology, but the consequences of such a breakthrough would be disastrous. Hugo Booker tried to intervene with his Nether, but was unable to break through the Swarm's perimeter alone. It took a reckless attack from Nessa and Theseus who came to Hugo's rescue to secure a bridgehead and install several beacons in the area. With the Warp gates

open, more Commanders were able to send in their robots and push back the Swarm. However, the Swarm's factories remain intact and the powerful AI is calculating where to strike next. Commanders must be on guard if they want to stay on the planet.

HUGO BOOKER





The War Robots story continues. As the Big Five step up their Reclamation efforts, more and more commanders arrive on the planet. Pilots hone their skills, master new tactics and adopt new technologies. The fighting goes on and fresh tales of glory are heard at the Under Ancile bar every day. Some even say that corporate citizens have begun viewing the free pilots as heroes. In this world, a walking war robot is all it takes to make the first step on the path to becoming a legend. Take the helm of your Destrier and head for the nearest beacon! Happy hunting!

PLAY ON ANDROID AND IOS

