NDC Frame Arms

A major benefit of the humanoid combat Frame is its ability to wield a variety of weapons in its hands or hard points. Each Frame has its own loadout capabilities.

Listed here are weapons and equipment that are available for Frame pilots within the New Dusk Conclave. Pilots should ensure that their Frame is able to handle whatever weapons they wish to equip it with. If a pilot is unsure of what their Frame can support, they should speak to their flight deck's Frame Engineer or a commanding officer[1].

A quick guide on how damage works in SARP is provided at the end of this article.

Loadouts

A Frame will typically list its hardpoints and hands, as well as the type of weapons that are supported within that 'slot'. Most Frames will have a recommended loadout, but pilots are allowed to make changes to better suit the mission at hand.

When selecting weapons, consider the mission's parameters. Will you be hitting larger or more heavily armored targets? Are the targets highly agile or largely stationary? A weapon with a high Rate of Fire (RoF) may need to hit multiple times to deal lethal damage, but give you a better chance of hitting an agile target. Some very potent weapons may only fire a few times per minute, making any miss a costly mistake.

All Frame loadouts are designed to fit within SARP's weapon limitation guide. If you choose to equip *less* weapons that your loadout's maximum, you may gain some roleplay benefits such as improved maneuverability or speed thanks to the reduced weight. Talk to your GM if that's what you want!

Once you're ready, it's time to make a new article for your Frame! It should go in a namespace underneath your character's, so if your link is characters:(character_name), you'd put it at characters:(character_name):(frame_name). If you need help with this, ask your GM.

Below is some code for a generic loadout template, every frame's options vary, but this should provide a good framework.

```
====== (Character Name)'s (Frame Class or "Unique Name") ======
(Character Name)'s (Frame Class or "Unique Name") is (a/an) (LINK TO FRAME
ARTICLE) which is piloted by [[characters:(YOUR CHARACTER'S NAME)|]].

(A BASIC DESCRIPTION OF THE FRAME AND ANY OF ITS CUSTOM DETAILS, SUCH AS
DECALS OR PAINT JOBS, IF YOU WANT)

(ART TAKEN FROM THE FRAME'S ARTICLE, CENTERED)

==== Loadout ==== (REPLACE WITH LOADOUT FROM FRAME ARTICLE, IF AVAILABLE, AND
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FILL OUT USING THE NDC'S FRAME ARMS PAGE)
^Location^^
^Right Hand (T-) |Insert Link Here|
^Left Hand (T-) |Insert Link Here|
^Left Shoulder (T-) |Insert Link Here|
^Right Shoulder (T-) |Insert Link Here|
^Left Hip (T-) |Insert Link Here|
^Right Hip (T-) |Insert Link Here|

===== OOC Notes =====
(PRESERVE THIS FROM THE ORIGINAL ARTICLE TEMPLATE, IF POSSIBLE)
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Frame Armory

Frame weaponry comes in two variants - hand held and mounted.

Hand-Held

Hand-held weapons come in a wide variety of forms and purposes. From a simple pistol to a massive sword, a pilot has many options.

Remember when selecting a hand-held weapon that you should generally stay at or below that hand's rated maximum Tier. If the weapon can be held in two hands, you can go up no more than one Tier at the cost of using both hands - in other words, if you have two T8 open hands, you can wield a single T9 two-handed weapon.

Unless otherwise listed, all weapons listed here are for a single hand of their Tier.

Weapon Name	Manufacturer	Tier	Rate of Fire	Damage Type	Qualities
TLAC (Riflized)	Department Of Engineering	T7 Light Anti-Mecha	240 RPM	Kinetic	
Torrent MPR	Department Of Engineering	T7 Light Anti-Mecha	600 RPM	Plasma	
MAKO (Sniper Configuration)	Black Wing Enterprises	T8 Medium Anti-Mecha	4 RPM	Kinetic	
NH-FA-1 "Diadem" Divider Cannon	Noval Heavy Industries	T9 Heavy Anti-Mecha	8 RPM	Beam	
Shot Cannon	Department Of Engineering	T10 Light Anti-Ship	60 RPM	Kinetic/Explosive	Two Handed

Mounted

Mounted weapons and equipment are permanent or semi-permanent additions to a Frame that are not

directly built-in to the Frame itself. The NDC has standardized the ways in which these weapons and equipment attach to the Frames operating within the legion and fleet; if it's listed here and a slot of the appropriate Tier is available for it, your Frame can equip it.

It may take longer to equip or unequip a mounted weapon or equipment, particularly when compared to hand held weaponry, but things in this tier tend to be more diverse in purpose.

Weapons and non-weapon equipment have been separated to simplify the selection process.

Weapon Name	Manufacturer	Tier	Rate of Fire	Damage Type	Qualities
"Swarm" Rocket Pod	Department Of Engineering	T5-T6 Medium to Heavy Anti-Armor	60/180 RPM	Variable Payload	
Orbit Jumper Missile Launcher	Galactic Horizon	T6-T7 Heavy Anti-Armor/Light Anti-Mecha	6 RPM	Explsoive	
OHI Mini Missile	Osman Heavy Industries	T7 Light Anti-Mecha	Varies	Explosive	
OHI Standard Missiles	Osman Heavy Industries	T8 Medium Anti-Mecha	Varies	Explosive	
FiveR Missile Pod loaded with Galactic Horizon Long Range Striker Missile	Galactic Horizon	T9 Heavy Anti-Mecha	Simmultaneous or 6 RPM	Explosive	

Equipment Name	Manufacturer	Tier	Rate of Fire	Damage Type	Qualities
Thruster Unit	Sample Industries	T8 Weapon Slot	-	-	Shoulder or legs only
Buckler	Sample Industries	T9 Weapon Slot	-	-	Mounted on forearm, uses up a hand-held weapon slot

SARP Damage Crash Course

You may see weapons or craft referred to by Tiers or by Tier Descriptions, as follows:

Tier	Tier Description
Tier 7 / T7	Light Anti-Mecha[2]
Tier 8 / T8	Medium Anti-Mecha[3]
Tier 9 / T9	Heavy Anti-Mecha[4]

In SARP, damage is *generally* dictated by Tiers. A Tier 8, or 'Medium Mecha', could *potentially* be destroyed by a single shot from a Tier 8 weapon. Dealing on-tier damage is often equates in-roleplay to scoring a "critical hit", with your shot or strike hitting a vulnerable or important location on a target.

Each Tier that a weapon is higher than the thing it is hitting increases its lethality, such that a T9 weapon

hitting a T8 craft is "Quite Lethal" and a T11 weapon hitting a T8 craft is "Assuredly Lethal". The inverse is also true, with lower Tiers being progressively less lethal to a higher Tier craft or ship. A mecha's rifle shot hitting an enemy tank is more likely to destroy it than small arms fire, for example.

There may be times where it *seems* silly that a Frame with an open hand can't hold or equip a certain weapon, even though it seems like it should. Part of how we keep things fair is by limiting the amount and strength of Tiers on any given craft based upon their size.

Know that we don't calculate damage in SARP. Tiers exist as a roleplay aide and balancing component, but they never enter the roleplay directly. It's up to you and your GM to tell a compelling story!

For a better understanding of how damage in SARP works, read the Handling Damage section of the DRv3 guide.

OOC Notes

Whisper created this article on 2020/12/21 07:26.

⬜ This article is a work-in-progress. Is it not currently approved.

[1)]
ie, your plot's GM
[2)] , [3)] , [4)]
Mechas/Frames and Fighters are considered to be the same size class and take/deal damage equally

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