

HARDWAR

EVENTEERS

Reporters of the Hardwar era are a far cry of journalists of the 20th century - they are hologgers and virtual streamers, crossed with paparazzi and influencers. Independent journalism is a thing of the past, events getting maximum attention with minimum thought are all that counts. Eventeers aim is simple - to record and sell shocking events in the flashy clip, earning quick money on likes, subscriptions, and ads. Since traditional violence is rare these days, dangerous sports or even Hardwar combat are apexes for forms of thrill holo-entertainment. This pushes many Eventeers into the really hot zones. Some are trying to act as social consciousness, some try to unveil corporate conspiracies, some are just doing it for the money and thrill.

Not all of them are freelancers - the best ones are usually employed by corporations and political groups as a specific type of Public Relations specialist, propagandists, and advertisers. It is not a surprise that many corporate PR departments keep them on retainer and employ them to record censor, and narrate the story from a proper angle. They are also sort of policy liaisons, ensuring that hired corporate security will not cause legal troubles. Such hired influencers are called Eventeers, an amalgam of "event" and "privateers".

While almost every combat element is equipped to record as much as possible for legal and training purposes, only eventeers can capture, edit, and narrate a story to maximize profits and assure positive reception. Also, there is no better assurance for stockholders and no better advertisement of effectiveness than broadcasting own assets destroying competition assets.

Eventeer units usually keep their OB-Vans behind the frontline, sending small and well-armored reporter teams into the thick of the fight. Such a unit usually consists of a personality/reporter, drone operator/hacker, cameraman/technician, and driver/bodyguard. They usually travel in modified, light armored versions of military RVs, and are accompanied by a handful of HoloTV drones. Their task is to get into the thickest firefights and record victories of their employers. Those materials can be then used to tarnish opponents, glorify own forces, and provide narrative - the stronger material, the more views, the narrative is heard better. Eventeer units often carry observer transponders that may offer them some protection from both sides of the battle, but this job is still dangerous and it is quite often deadly for glory-hungry Eventeers.



EVENTEERS IN BATTLE

Commander may add Eventeer unit to detachment. Every time Eventeer records a kill of an enemy element, his commander earns +1P in the final tally. Successful Charge ending with the destruction of enemy counts as +2P. Damaging enemy Eventeer causes loss of -1P, and destroying it increases that penalty to -2 points. There can be only one Eventeer unit deployed per detachment.

	P	M	F	Δ	D	SPECIAL
EVENTEER	2	4	3*	1	1	Wheeled, Rapid, Glory Shot*, Teledrones, Observer Transponder

*GLORY SHOT

Eventeer is unarmed and cannot attack in any way. Its F statistics represents the ability to take award-winning (read: 1M+ views) holo of Hardwar mayhem. Eventeer may react to Friendly elements as well. To record a kill, Eventeer must declare reaction to Friendly element, after a friendly element declaration of attack, but before any dice are rolled. Immediately after a successful resolution, Eventeer is rolling own F for „attack”. If least one successful hit is scored, target, if destroyed or incapacitated on the record, is worth P+1 for victory purposes. If a friendly element was successfully charging (and destroying opponent), an incapacitated enemy is worth P+2.

TELEDRONES

Eventeer is equipped with a complement of advanced holovideo drones, providing different angles and vantage points. Teledrones allow Eventeer to establish LOS from point anywhere within 3” radius from its base (also vertically), but all distances are still measured from the base. This allows for safe peek out of the corner without endangering event team.

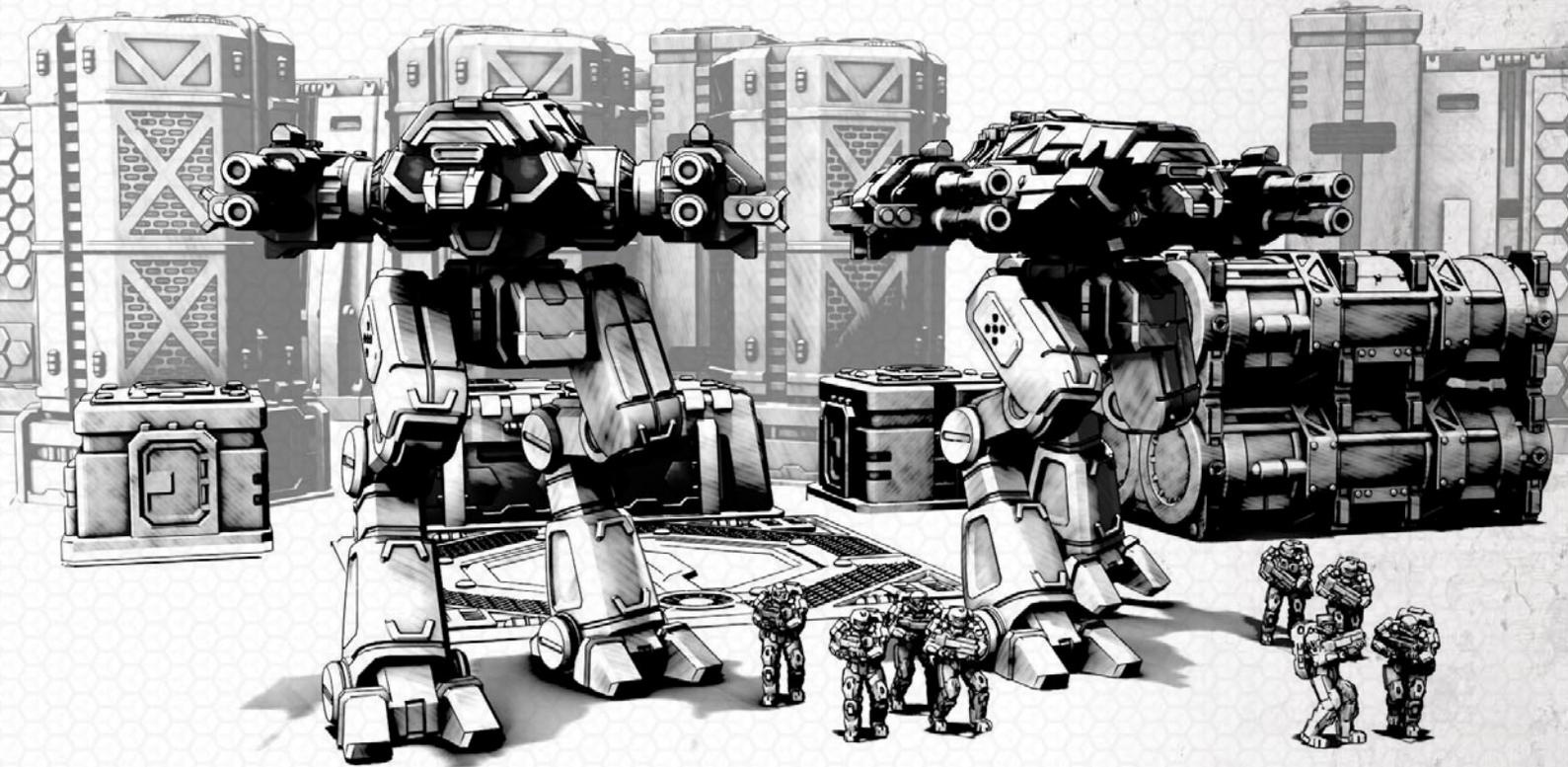
OBSERVER TRANSPONDER

Licensed Eventeers usually are equipped with so-called observer transponders that broadcast strong signal informing of non-combatant nature of the element, similar to those carried by humanitarian and medical mission vehicles. Attacking elements with Observer Transponder is considered a war crime, which means extra expenses on lawyers, bribes, and PR specialists to clear the mess. Intentional** attack on Eventeer results in a one-time penalty of -1 P to final victory score. Further destruction of Eventeer element means loss of additional -1P in victory score, to a total of -2. Eventeer does not provide its P points to the victory score of the opponent. Because of its non-combatant status, Eventeer blocks the line of sight for both sides.



** - collateral damage and/or destruction of Eventeer due to entering minefields, getting into flamethrower area and others similar mishaps do not reduce P in victory score.

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Hardwar is a fast-paced tactical combat game set in plausible near future - a blend of dystopia and utopia in which nations are squeezed by the pressure of super-powerful corporations, and yet space travel beyond the borders of our solar system lies tentatively within our grasp. Many challenges of disease and poverty seem to have been overcome, yet the megawealthy continue to treat the world as a playground that bends to their whim.

In such an environment, full-blown war is rare. But small, secretive conflicts of fierce intensity are commonplace and corporations employ "security forces" with access to top-level military hardware in numbers that would put many smaller nations' militaries to shame.

Hardwar is based on Horizon Wars game engine, developed by Strato Minis Studio and Precinct Omega.

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