

A stylized, high-contrast illustration in a pulp magazine style. The background is a textured, light brownish-tan. In the upper left, a red saucer-shaped object floats, emitting a bright green conical beam of light that illuminates a portion of the scene. The central focus is a large, dark silhouette of a mecha, composed of several interconnected, rounded and angular shapes. It has a long, horizontal arm extending to the left, ending in a smaller, more complex mechanical structure. The mecha's legs are also visible, with one leg on the right featuring a prominent red star. In the lower center, a small silhouette of a person stands on a dark, silhouetted horizon, holding a long, thin object (possibly a rifle or a tool). A small dog is standing next to the person. The background behind the mecha shows a cityscape with various buildings and structures, rendered in shades of red and brown. Several small, dark silhouettes of birds are scattered across the sky. The overall aesthetic is reminiscent of mid-20th-century pulp magazine covers, with a focus on bold shapes and dramatic lighting.

FRAGGED **DIESELPUNK MECHA**

A WADE DYER RPG

Table of Contents

3	Introduction	38	Mech Combat
4	Map of Cronicia		Weapon Stats & Attack Rolls
6	Short Story: Subterfuge		Cover
17	History of Cronicia		Destruction of Cover
18	Timeline		Failed Attack Roll: Scatter
19	Technology		180° Arc of Fire
	Nations		Strong Hit: Critical Hit
20	People's Republic of Gerim		Keywords
21	Brashja Empire	41	Optional: Mech Size
22	Daleong Kingdom		Heat
23	Equildor Union		Shuts Down
24	Nomadic Houses		Mech Explodes
25	Example Nomadic Houses	43	Example Environments
26	Rules		System Rolls
	Character Creation		Movement & Rotation
	Attributes		Weapon Types
	Equipment Slots	44	Passion
27	Advancement		Fortitude
	Traits		Destruction
28	Healing		Patience
	Repair	47	GM Guide
	Skills		Loot & Rewards
	Tools, Gadgets & Misc		Combat
	Items		Types of NPCs
	Strong Hit: Effort	48	Example NPC Factions
31	Skill Details		Piety
			Aliens
32	Personal Combat	49	The Hollow
	Attribute Damage & Death		Xenonati
	Weapons	50	Adventure Ideas
33	Example Strong/Weak vs	54	NPC Ability Tables
	Actions	56	Example NPCs
	Combat Order	58	Lists
34	Mechs		Nationality
	Mech Creation		Advancement Traits
	Attribute Location	59	Attribute Traits
	Example Attribute Location	60	Primary Skill Traits
35	Attribute & Damage	64	Personal Combat Skill Traits
	Other Stats	65	Mech System Traits
36	Example Mechs	66	Build
			Mech Attribute Traits
		68	Weapons
		69	Melee Var & Mods
		70	Tactical Var & Mods
		71	Support Var & Mods
		72	Gun Var & Mods
		73	Example Personal Combat Weapons
		74	Example Gadgets
		75	Example Misc Items & Services
		76	Acknowledgments

Introduction

The screech of steel meeting steel, the rattle of gunfire, and the pungent reek of gasoline fills the air as mechanical monstrosities battle across a rural horizon of rolling rocky hills, quaint farmsteads and horse-drawn carts. Meanwhile, the cities are technological wonders: vast skyscrapers tower over sparkling city streets as hovering public trams rattle through overflowing shopping districts and over teeming crowds. They are places of great thought and culture on the surface, but are rife with corruption, intrigue, and espionage as politicians and industrialists vie for power, and scientists steal each other's secrets.

The year is 1945. The nation-states of Cronicia are immersed in a catastrophic war that has raged on for over a decade. The formerly impassable mountain ranges that once separated the great powers of the People's Republic of Gerim and the Brashja Empire mean little when faced with Cronicia's newest wonders, including anti-gravity parachutes and massive sky-fortress zeppelins, which can insert forces directly into tactical locations.

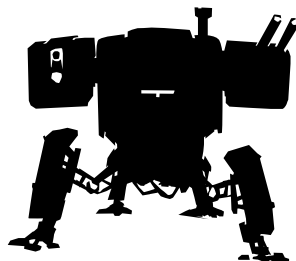
This war threatens to tear Cronicia apart as technology advances at an unprecedented rate, turning major cities into majestic hubs of civilization while simultaneously robbing the smaller villages and surrounding nations of their resources. The only balancing powers remaining are the Nomadic Houses, a loose confederation of people formed by the innumerable refugees forced to flee their homelands due to the countless wars fought over many centuries. Nomadic pilots turn to mercenary work as a chance to earn a living for themselves and protect their Houses from erasure.

Players will (generally) take control of one of these Nomadic mercenaries, fighting in their own private Mecha for coin, fame or lofty ideals. The Nomads, who occupy central Cronicia, are in prime locations to strike against all sides, and possibly each other.

But as the nations of Cronicia fixate on war, they overlook greater threats. News of mechanical undead horrors, known as the Hollows, flood in from the south. Clandestine reports hint at occult covens and saucer-like unidentified flying crafts. If Cronicia does not find a path towards peace and uncover the true powers fuelling the land's endless wars, the entire continent may be doomed...

Inspirational Artwork for this Setting:

www.pinterest.com.au/wadedyer18/fragged-dieselpunk-mecha-rpg/



THE CONTINENT OF CRONICIA





Daleong Kingdom

Reynes

Pilgrim's Rest

Nomadic Houses



Brashja Empire

Leadheim

- National Border
- Former National Border
- ➔ Recent Military Movement
- 🎯 Capital
- 🔬 Major Laboratory
- 🏭 Major Mech Factory
- ✈ Major Aeroplane Airfield
- 🚁 Major Zeppelin Airfield
- 🚢 Major Port

Short Story: Subterfuge

Biting cold.

It gnawed through the insulation of Nahum's suit as he fell, with even his eyes stinging behind his goggles. He had just enough time to make a mental note about improving his flight suit before he plunged through the cloudbank.

And now, I'm cold AND wet.

For a few seconds, everything was a murky grey. Then the man emerged from the clouds, and Brashja landscape was arrayed below him like a canvas of glimmering lights. The surrounding countryside was bathed in moonlight, its rolling hills, forests and swamps dotted with tiny villages and farms. The sleepy hamlets stood in stark contrast with Nahum's target: Leadheim. The capital city was a blight on the landscape, an imposingly-rigid collection of concrete blocks, skyscrapers and patrolling zeppelins, their searchlights ever-vigilant. The gridded metropolis was sequestered inside a gargantuan wall, five-feet-thick.

Useful for repelling artillery fire, though not for a single skydiving mercenary.

The roof of the Spiegel building – one of the highest in the city – was rapidly approaching, though the trajectory was slightly off. Nahum reached down and yanked a cord trailing from his right leg. There was an expulsion of smoke before the motors kicked in, and his aerial trajectory slowly changed from vertical to diagonal. Nahum angled his body into a perfect I-shape, his leg boosters releasing a torrent of smoke that was quickly whipped away by the high-altitude winds.

The flat roof was close now. The man flicked the off-switch for the boosters and slapped the centre of his chest harness. A parachute as black as his flight suit emerged from his back, and a few seconds later, he was landing in a roll.

The zeppelins stayed their courses. No searchlights immediately swung in his direction. The mercenary glanced upwards, noting that there wasn't so much as a cloud out of place. The high-altitude Republic stealth planes worked as promised. He allowed himself a brief grin as the adrenaline from the skydive subsided. So far, so good.

Reclining in the chair with his feet up on the table, Nahum followed the commander with his eyes as the man entered the briefing room. He was middle-aged, medals pinned to his lapels: the typical military type. He'd given his name, but Nahum had purposefully forgotten. It wasn't important.

"Nahum Villencia Lacroix," the commander said, placing a folder on the table. "From the Nomadic House, Green Dragon. Mercenary. We

know quite a bit about you."

Nahum answered with a lazy smile. So they thought.

"I'd be lying if I said I wasn't impressed with your latest assignment," the commander continued, flipping open the folder. "An entire ship en route to the Daelong Kingdom, loaded with weapons... now resting at the bottom of the ocean thanks to some well-placed explosive charges. Quite the blow to our alliance."

The commander leaned in, narrowing his eyes with a deceptively-friendly smile. "How did you manage that, by the way?"

The mercenary met the man's gaze with an unflinching one of his own.

"Not really sure what you're talking about."

The commander slammed the folder shut, the smile vanishing from his face. "You can speak most languages on the continent, as you are of mixed heritage you can also blend in as a citizen in most villages, towns and cities, and you can pilot anything with a cockpit. It's time you stop being a thorn in the Republic's side, Nahum, and use those talents for good."

"Good is relative," Nahum replied, with a nonchalant shrug. "But for what you're paying me... I'll be a thorn in whoever's side you like."

Nahum made his way over to one of the square, metallic air vents that protruded from the roof's surface. The grate was loose, as promised. It was full of gear: also as promised. It took only seconds to ditch the parachute and flight suit, and within minutes, Nahum was placing the clunky, black metal helmet of a Brashja infantryman over his head. A smoky-black overcoat obscured the rest of his frame. Even in the cool night air, the all-encompassing helmet began to heat up inside.



Only moments before a hover-train stormed past the rooftop on elevated tracks, Nahum picked the roof lock and vanished into the building, leaving his parachute gear stashed inside the air vent. It would no doubt be a surprise find for some confused serviceman in

a month or so.

Nahum headed straight for the elevator car, the walls of which were comprised of mirrors. The doors slid shut, and he observed a masked, red-eyed Brashja soldier staring back at him, swathed in pure black.

Good grief. These people are committed to a theme.

The doors opened on the floor below, and Nahum was joined by two dolled-up senior citizens. He gave them both a courteous nod. They responded with a muffled greeting, though Nahum saw the weariness in their eyes as they did so.

Soldiers were a reminder of what was happening outside the walls of their cozy skyscrapers... or perhaps they were just thinking about the toll the war was taking on their pocketbooks. Either way, Nahum was amused at their discomfort.

The elevator car descended to the lobby, where the rich couple exited the gold-encrusted spinning doors for a night on the town. Nahum headed left, to the hotel bar. He was met by a haze of cigarette smoke, through which he barely managed to discern an empty table on the opposite side. A woman with coffee-coloured skin, silky black hair and an all-too-revealing dress crooned into the microphone from the stage. Half the population of the bar were soldiers, some of them silent and spellbound as they gazed up at the stage, and others laughing with their comrades, their expressions in stark contrast to those etched upon their discarded helmets.

Nahum stifled a cough as he sat down, sliding off his own helmet and ruffling his wavy, jet-black hair into something presentable.

The singer caressed the microphone with white-gloved hands, her body swaying in time to the music. Scanning the room for either of his contacts, Nahum couldn't help but admire the woman's voice: soft, yet strong, and with that rare gift of filling the words with emotion. The song was a sad one, the lyrics too vague to link to any one event, meaning that they were brought to life for anyone who'd experienced tragedy. Instantly, that left no one in the room unaffected.

Finally, Nahum's wandering eyes locked onto the first of the two men he was supposed to find. A short fellow was weaving his way through the tables, wearing soldier fatigues with a yellow stripe on the shoulder: the symbol of the science division. Nahum rose and greeted the man with feigned enthusiasm, which was returned before they both sank into their seats.

"Didn't think you'd make it," Nahum said, his voice low enough that the music prevented anyone from listening in. "You're tougher than you look, short-stuff."

"Thanks, I think," the blonde man muttered back. "But I was chosen

for this mission."

"The team will be small," said the Gerim commander. "Just you, our resistance contact on the inside, and one of our tech operatives."

Nahum made a small noise of assent, then glanced around the lavishly-furnished Gerim war room. Nothing but garish velvet chairs, himself, the commander... and a skinny young man, barely more than a teenager, sitting at the opposite end of the long table. The mercenary narrowed his eyes. Surely not.

"Silas Jones," the commander continued, and the younger man stood. "Possibly our best."

Nahum had been convinced that the kid was just there to move the slides along. For a moment, Silas looked like he was dithering over whether to extend his hand. He was perhaps nineteen, scrawny, with sandy-blond hair and an overly-serious look, as if he were putting it on. The sparse lighting of the room seemed to make the boy's face even more sallow. Under the weight of Nahum's gaze, the young man swallowed and sat down.

Infiltrating Brashja's most fortified city, with a fresh-faced kid trailing along behind. This one was going to be a challenge. Then again... that was the way Nahum liked it.

"I... might have missed my landing," the younger man half-whispered, massaging the bridge of his nose in exasperation. "Landed in some hick corn field. Had to hitch a lift on a horse and cart: said I'd gotten separated while on a drill. And have you ever stashed yourself in the bowels of a Mech shipment? It's hot, and no fun."

Nahum allowed himself a private smirk at the thought of it. Still, the kid had made it past the walls and into the city. Perhaps all the talk of Silas Jones being Gerim's best tech expert was more than just hot air.

With one final, sustained note, the singer finished her song. She beamed as she directed applause towards the band, then blew a kiss to the assembled crowd before disappearing backstage. A few people wolf-whistled as they watched her go, and there were a few seconds of silence before the band started up again with a classic jazz number.

Moonlight Love Affair. That was the signal.

"Come on," Nahum muttered, and both men rose from the table. Pulling out cigars with all the casual air of two men stepping outside for a smoke, they made their way out the back entrance. The streets glistened with recently-fallen rain, and the alleyway outside was

entirely deserted besides a single man. He wore a soldier overcoat that clung to his broad shoulders, and a cigar stuck out of his ample black mustache. He raised his smoking cigar to Nahum and Silas in greeting, and they responded.

"Can barely get this thing going in the rain," he grumbled, and Nahum laughed.

"But they still make the best cigars in Brashja."

The man nodded, then inclined his head before turning and heading further into the alleyway. Nahum narrowed his eyes. Not having a description of their contact had set him on edge at the briefing, but the man had known the correct phrase.

He and Silas followed at a distance until the man rounded a corner that led deeper into the maze of alleyways behind the blocky Leadheim buildings. By this point, the light from the street-lamps was barely a whisper, desperately grasping at the corners of the concrete and steel structures.

However, as soon as Nahum and Silas rounded the corner, they found themselves staring down the barrel of a gun, clutched in the man's meaty fingers. His eyes gleamed like they were sources of light as he motioned upwards with the barrel. Silas and Nahum raised their hands.

"Tripped at the first hurdle," he said, a smirk visible behind his facial hair. "Gerim really sent their best this time."

Counter-intelligence. A thousand colourful swear words burst into Nahum's mind as he and Silas raised their hands, but he forced down the panic and surveyed the territory. A dumpster slightly to their right. Silas to his left, the kid's hands trembling in the corner of his vision. His own concealed pistol strapped to his left thigh, which now felt miles away.

"I could wait for the patrol," the mustachioed man muttered, almost to himself. "But I could say you put up a fight." Slowly, he raised the gun to head height. "All the credit to myself. And no one has to know."

His finger tightened on the trigger, and Nahum was only milliseconds away from hurling himself forward when there was a soft *thunk*. The mustached man seemed to lose all motor functions, his eyes becoming unfocused and the gun falling from his grasp. He had time to blurt out a pathetic gurgle of bewilderment before he pitched forward, landing face-first on the wet cobbles with a strange, rectangular knife buried in the back of his neck.

The lounge singer emerged from the cloying gloom of the alleyway, her eyes icy. She now wore a fur coat over her dress, though the image of elegance was spoiled somewhat by her only wearing one shoe, the other one clutched in her hand. She strode over to the dead agent and yanked the knife out of his still-bleeding neck. It retracted with a click, and she screwed it into the bottom of her shoe- where it

formed the high-heel- before slipping it back onto her foot.



"They make the best cigars in Brashja," she finally said, her tone derisive.

"You were the contact," Nahum confirmed, a smile creeping onto his face. "I, uh... didn't expect-"

"That was the point," she shot back. "It's Ailsa. And if you two are done jeopardizing the entire mission, then deal with this and follow me. Discreetly."

She breezed straight past them and started towards the main street. Silas clapped a hand over his mouth, apparently to stop himself from hyperventilating. Nahum tore his eyes away from Ailsa - no easy task - before turning to the fresh corpse. He supposed it was only fair that they'd have to do a little dumpster diving.

The commander was smoking, a habit Nahum detested. The expulsions had filled the small briefing room, and even Silas was struggling to hold in a cough.

"Your first task will be to make contact with our operative on the inside," the commander said. "In the interest of keeping all of this secure, you're going to have to identify them with a pass-phrase. The phrase, meeting location and other relevant information are in your dossier."

Nahum was perfectly aware of all of this. He'd memorized the entire dossier in the half-an-hour they'd kept him waiting before the briefing.

"I want to know about these Mechs," he said, holding up the relevant page. "There's a lot of blanked out information here, so if you wouldn't mind explaining..."

"That's need-to-know," Silas interrupted. Nahum silenced the young man with a look.

"He's correct," the commander confirmed. "Your job is infiltration. Anything else is secondary."

Nahum dropped the question, at least for the moment. He was a Nomadic House merc; Gerim high-ups weren't about to splurge any military secrets to the likes of him. Still, it had been pathetically easy to read between the lines of what the dossier left out.

Brashja had some sort of Mech technology, and Gerim wanted it. Badly.

Nahum settled back in his chair, content with the info that he was being given in the moment. At some point on this mission, he'd either be piloting a Mech or blowing a bunch of them sky-high. Truth be told, he hoped it was both.

Silas had managed to avoid throwing up as they buried the dead man under a mound of trash, though the kid's hands still shook as they emerged onto the main street. Ailsa stood inside a phone booth, a flirty look on her face as she twirled the cable around her finger. She glanced at both of them, finished her conversation and started off down the street with the two spies in tow.

The lightest possible rain fell as Nahum and Silas trailed along behind, looking to all the world like two off-duty military sorts on leave from the horrors of the front line. Leadheim's night life seemed strangely at odds with the drab design of its structures. From the air, it had looked like a neat row of solid concrete blocks, built for utility and nothing else.

Even so, outside the square slabs that served as homes, bars and shops, life flourished in its own ways. They passed what looked to be a restaurant, which had numerous tables scattered outside under canopies. A small band stood outside playing an eclectic mix of instruments while a group of soldiers – their helmets cast aside and forgotten for the moment – danced with a gaggle of pretty girls. They whirled and spun, laughter bouncing off the surrounding grey surfaces, with the warm light from the restaurant highlighting the scene like a spotlight on a stage.

Flowers trailed from perfectly-square windows, and even the gargoyles sitting on their plinths across the city stood tall and triumphant, their poses inspiring and unafraid. They passed a city square, deserted except for two lovers sitting on the edge of a bubbling fountain, sharing a kiss in the moonlight.

"Far cry from Deity, don't you think?" Nahum asked, keeping the reference to Gerim's capital city so quiet it was almost silent.

"Nothing I didn't expect," Silas replied, his tone derisive. "All this grey... it's disgusting. How do they live like this?"

Nahum simply replied with a noncommittal 'hmm', deciding to keep the rest of his thoughts to himself. Ailsa sauntered onwards, crossing streets, stopping to look into shop windows, and all the while seeming as if she had all the time in the world to enjoy the cool evening. Finally, they found themselves out of the central business district and into a set of quieter streets.

Ailsa took a sudden right turn, disappearing into the space between two buildings. The two men rounded the corner to see her unexpectedly prying open a manhole cover with a crowbar, and after

beckoning them to follow, she vanished into the gloom.

"Of course," Silas breathed. "Sewers. Just my luck."

Nahum rolled his eyes and went first, dropping down the short ladder until his boots were submerged in what he hoped was relatively fresh water. Silas replaced the manhole cover as best as he could, and Ailsa – perched on a dry shelf that ran alongside the flow – led the way with a bulky flashlight. That fur coat apparently had some deep pockets.

"This subterfuge business..." Nahum began, as they made their way through the narrow tunnel. "Not very, ah... ladylike, wouldn't you say?"

To his mild surprise, Ailsa didn't take the bait and fire back.

"Of course it isn't," she replied, her face a mask. "But the resistance needed help. People who... didn't stand out. And I don't need to tell you how war changes all the rules."

"How far to the lab entrance?" Silas whispered from the rear.

"Not far. We're not getting any backup?"

"They seemed to think Silas and I would be enough," Nahum replied, with a vague edge to his tone. "Alongside present company, of course."

It was only minutes until the pathway opened up, and they came across a much wider chamber. The room was filled with machinery, but they all had eyes for one thing: the mass of gears that formed a humongous circular door directly in front.

"Time to go to work, tech guy," Nahum said. Silas was already moving to the control box, while Ailsa had disappeared behind a stack of dusty parts. A minute later she emerged, now more sensibly dressed in slacks and a shirt, though even these seemed to compliment her figure. She tugged at her boots with an expression of discomfort.

"How do soldiers wear these?" she complained. "No flexibility at all."

"You just changed out of high-heels," Nahum pointed out, and Ailsa scoffed.

"Honey, I work in heels. These are just oppressive."

"If you say so. And it's Nahum, by the way."

He noted that she'd equipped herself with a handgun. Usually, Nahum would have no problem allying himself with strange women bearing firearms and hidden blades in their heels. In fact, the thought excited him more than he'd admit out loud. And yet... Ailsa set him on edge, for some reason.

She pulled her long hair into a ponytail, and he averted his eyes to where Silas was busy shocking himself on the door. The younger man hissed in pain, shook his hand and withdrew a tool from his belt. There was a shower of sparks, and suddenly the gears in the door were turning. The door groaned, then slid open just enough to allow them passage.

The concrete ground beneath them turned to metal, and they found themselves walking on a criss-crossing walkway that covered a powerful flow of water.

"This is a disused testing floor, from back when the lab was focused on submarines," Ailsa explained, briefly shining a torch downwards to illuminate the torrent. "A brief, unsuccessful attempt to keep up with Daelong's navy. They tried to scrub it from the lab's blueprints after the structure became unstable, but... they didn't get all of them. It's due to be filled in next week."

Nahum glanced downwards at the flow, which must have led out to the river upon which the lab was situated. If any of these grates gave way, there would be no way back up. The current would carry them wherever it wanted.

"It shouldn't be far," Silas said. "Just let me..."

He pulled out a metallic disc and pressed a button on the side. A hologram flickered to life, showing a three-dimensional image of the lab, as well as a blinking red line that indicated their path.

"That's Daelong tech..." Ailsa breathed, her face illuminated by the blue light. "They really do make some nice stuff."

"And I wish they'd share a little more," Silas muttered in response. "But sometimes they lend us their toys. And it helps—"

The young man accidentally kicked something that made a grinding noise as it slid along the metal floor. All three of them froze, Ailsa pointing her flashlight downwards to reveal a rusted Mech arm. She waved her torch in an arc, and they saw whole piles of rusting Bot-Bot and Mech pieces, forgotten to the goings on of the laboratory above.

"It's... like a graveyard," Silas said, softly. Nahum didn't share the sentimental tone, but it was an accurate enough description.

They made their way down the tunnel, a thousand unblinking, dead, robotic eyes watching their every step. The roof began to lower, and at the same time, the piles of junk grew higher. Eventually they were wading through mounds of scrap, the ceiling only a couple of feet above their heads. Silas suddenly held up a hand, then pointed it upwards.

"This is it."

He pulled out another device: another disc, this one much thicker. Four metallic, spider-like arms flicked out of the centre with a

click that echoed off the walls. Silas hurled the disc upwards, and they all stepped back as it clung to the concrete ceiling. The disc began to spin, glowing white hot as it did so, eventually scything a small hole directly through the surface. A chunk of rock fell to the tunnel floor, still red and smouldering around the edges.



"Localised heat ray tech," Silas said, his look of pride being replaced with exasperation. "One use only, and that was a prototype. It'll take forever to make a new one..."

Nahum had stopped listening a long time ago. He leapt off a nearby Mech head and grabbed the edge of the hole with his gloved hands, hoisting himself upwards. The room above was sparsely lit, but any further details were lost as Nahum straightened and found himself staring down the barrel of a pair of assault rifles, held by two surprised guards.

Of course. They'd made enough noise with the hole.

"Gentlemen," the mercenary said, slowly raising his hands with a disarming smile. "Good evening."

It was at that moment when Ailsa began to clamber through the hole, oblivious to the danger. One of the guards lowered his gun to the newcomer, and Nahum struck. He slammed a palm down on the rifle, knocking it out of the man's grip. Darting to the left, so that the first man was blocked by the second, the mercenary easily deflected an unwieldy punch, snapped the offending arm and swept the guard's legs out from underneath him.

The second guard whipped his rifle upwards, but Ailsa flung herself at him in a spear tackle, and the two of them went down.

Now with only one opponent, Nahum clicked his fingers, releasing knuckle blades hidden in his sleeve. The downed man had time for the briefest of cries before his neck was pierced. He struggled for a moment, and went still. Nahum whirled around to see Ailsa releasing the second man, his neck broken. His helmet clanged as he hit the ground, the sound echoing all through the massive space.

"Wh... what was..." Silas began, pulling himself through the hole and surveying the scene. He seemed to drop the issue, simply dusting himself off with a disgusted expression. Sweeping the room for any other signs of life, Nahum quickly frisked the dead guard and found an important-looking keycard in his coat pocket.

"Well, now we've got that out of the way..." Ailsa said, her expression as grim as the state of her hair, "...welcome to Gestalt Laboratories."

The room they were in was simply enormous, hangar-sized, and filled to the brim with Mechs, equipment, workstations and criss-crossing walkways leading to even more platforms. They stood between two rows of Brashja Mechs, stocky and robust with their tiny legs and huge bodies.

"This is where they develop them..." Silas said, his mouth agape. "These are real assault class Brashja Mechs. I've... I've never been this close to a functioning one before."

"Spend some time in Leadheim," Ailsa muttered. "Attending the military parades is practically law."

"I'd love to..." Silas began, though the smile slid from his face as he saw the look Nahum was giving him. "Right. Mission. We need to find the prototypes."

"What are we looking for?" Ailsa asked. The young man pulled out the hologram disc again, flicking through the images until he came to a set of digitized sketches.

"These are just my predictions," he explained. "But they should be sleeker. Not as bulky, with longer appendages. I mean, they could be anywhere in here..."

"Such as right in the middle?" Nahum suggested. The other two looked up, and saw three Mechs on a raised platform in the centre of the chamber. There was no mistaking it: they were different.

Compared to the bulky Mechs lining the floor, they had cylinder shaped hulls with longer limbs and what seemed to be bulky metallic additions on their backs. Silas moved towards them as if in a reverent trance, pulling out his notebook as he climbed the short flight of stairs.

"Impossible..." he muttered, furiously scribbling. "They look to be using Kingdom and Union tech. Hardly any weight, but they have aquatic capabilities, instant conversion to fuel for the jet boosters, infra-red vision... I wonder if they have weapon kickback issues?"

"So it's a fancy Mech," Ailsa said, arms folded. "Gerim's afraid of this thing?"

"This could change everything," Silas replied, whirling round and pointing up at the prototypes with wide eyes. "Brashja Mechs can't handle the terrain in the north, but once they finish these, they can go anywhere. I can think of only two people on the planet who could've created something like this."

"And speaking of which..." Nahum said, his eyes trailing upwards. A square block of opaque windows jutted out of the wall on the highest level, about a hundred feet in the air. There was no walkway that led directly inside: only an elevator car with gilded doors at the far end of the hangar. "Pretty nice spot for a view of your glorious creations, don't you think?"

"Professor Samuel Yaxley," the commander said, sliding across a picture of a bookish-looking scientist with raven-hair. "Kidnapped in a night raid on a Daelong Kingdom facility."

"Daelong needs him, and Brashja knew it," Silas said, sounding confident for the first time. "He's been developing Mechs that no one has ever seen before. Hybrids."

"That's enough, soldier," the commander snapped, and Silas couldn't sit down fast enough.

Nahum glanced over the picture, the pieces already sliding into place. This professor was being forced to work for the enemy, and Daelong wanted him back. Objective two was a rescue mission.

It was either that, or an assassination. Nahum could settle for either.

They'd left the kid jotting down notes on the ground floor.

"We're checking out the control centre," Nahum said, causing Silas to finally look up from his notebook. He held up the tiny communication disc. "Use your transponder if you need us."

"I... yeah," Silas said, fishing his own transponder out of his breast pocket. "And... same if you need me."

Nahum avoided answering that one, and they left the young man pouring over the Mechs. He and Ailsa now stood in the elevator car, which glided upwards with barely a whisper. The card he'd found in the guard's pocket seemed to do the trick.

"You know, most folks in the city try to avoid Gestalt Labs," the woman said. She stared down at the disappearing ground floor, her expression thoughtful. "There are all kinds of rumours. Like how they're turning people in Hollows, and... other rubbish."

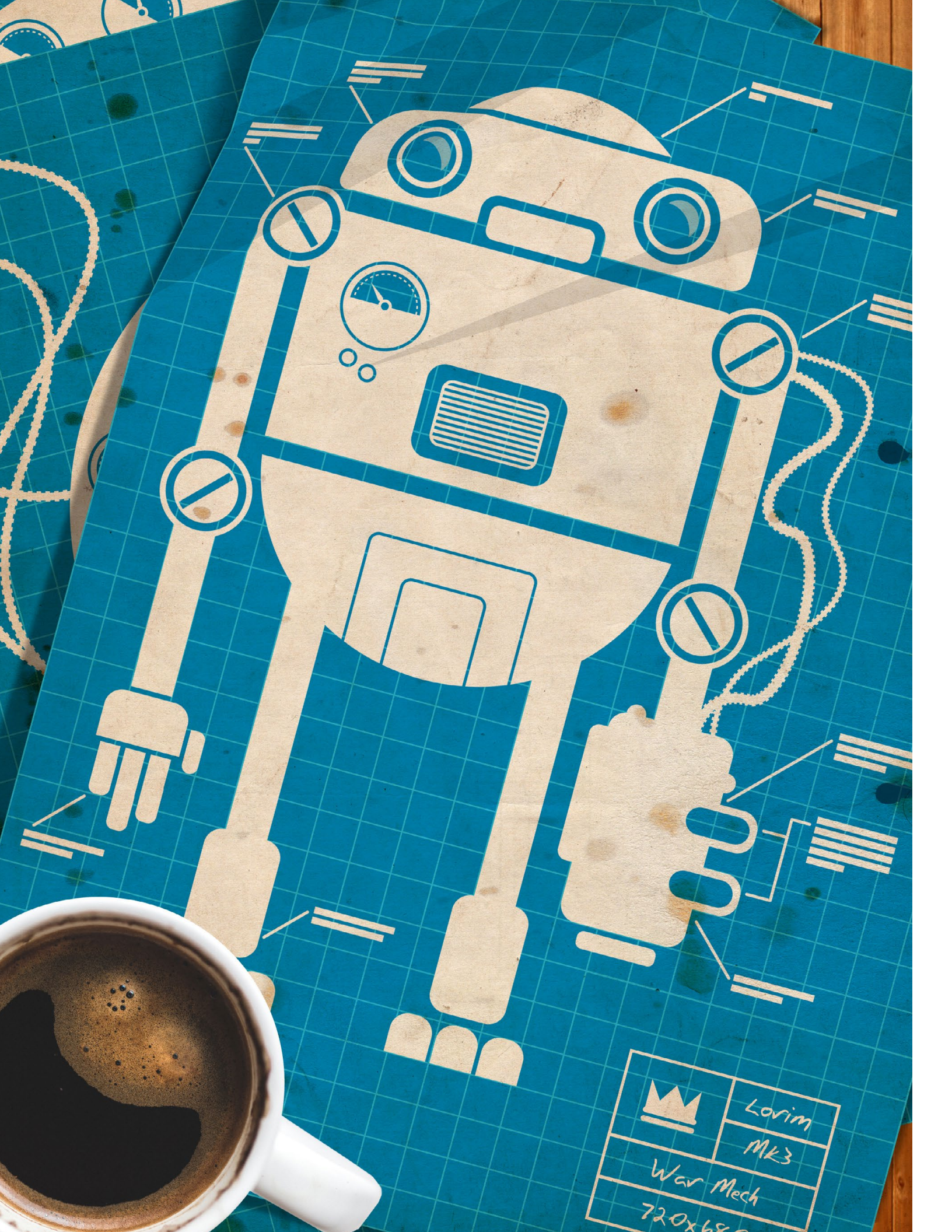
"Giving you any song inspiration?" Nahum asked, and Ailsa gave a pained smile.

"Honey, I could write a lot of songs about the things I've seen in the last few years. But I don't think the boys at the bar would appreciate them."

"You say that..." Nahum replied, with a shrug. "But with that dress you were wearing, you could sing about a romantic fling with a Hollow, and folks would barely notice."

"The sad thing?" Ailsa said, as the doors slid open. "You're probably right."

The lights flickered on as they entered, and they found themselves



	Lorim
	Mk3
War Mech	
720x680	

standing in a lavish office. Books coated the walls, set in oaken shelves. The carpet was wine-red, glossy and expensive. At the far end stood a mahogany desk, with the glass behind giving a stunning view of the hangar. Nahum crossed to the window and saw the tiny figure of Silas, still scribbling away. The kid who was now holding some blueprints, had prized open the cockpit, and was inspecting the inside.

Nahum snapped off each and every one of the locks on the desk, finding only diagrams that meant little to him. He shoved them in his pocket anyway.

"Nahum..." Ailsa said, half in a whisper. "You said... we needed to find someone?"

He turned to see her looking upwards. A metal shape hung from the ceiling, partially hidden in darkness above the lighting: a cage.

"Here!" Ailsa called moving to a lever on the wall. She pulled it downwards, and the cage began to descend. It finally settled on the carpet in the centre of the room, and they saw a huddled shape in white lying in the centre, next to a small bowl of water and a bucket.

Nahum picked the cage lock in seconds, and the door slid open. The figure started, its head springing upwards.

"Surely, it's not morning quite yet!" a man's voice snapped. The face was haggard, with an untrimmed black beard, but the man's eyes were wide and calculating. They seemed to focus on Nahum, and the caged man was clambering to his feet with a wild energy, supporting himself with the bars.

"You're not Brashja," he breathed. "Well, the lady is, but you're not. So this is either a rescue, or a cruel trick. My money is on... ooh, I just don't know."

"Professor Yaxley?" Nahum ventured, and the man clapped his hands in delight.

"Not Brashja scum, or an Equildor dog! Maybe it is a rescue. Oh, and I'm just not presentable..."

He stepped forward, revealing a white lab coat caked in grime. His black hair was a tangled bird's nest, his frame gaunt. The thing that struck Nahum the most was the stench: the professor stank.

"Oh my, I'm a mess," Yaxley stammered, trying to brush dirt off his coat. "And in front of a lady as well! I do apologise. So unlike me. Very unlike me indeed."

Nahum was about to ask if the man could walk, but found his question answered when Yaxley sprung out of the cage door, raking fingers through his tangled hair and looking around as if it were the first time he'd ever seen the outside world.

"Oh my," the professor said, pressing his face against the glass.

"Those are some beautiful hybrids. Did I help with those? They kept shocking me... I really can't remember."

Ailsa gave an exaggerated shrug behind the man's back, subtly moving back from the smell. Nahum returned the gesture with a shrug of his own. He glanced out the window, and saw that the cockpit of the prototype Mech was closed. Silas was nowhere to be seen.

"Such a shame..." Yaxley was murmuring, resting against the window with his forehead propping him up. "They'll all hate me. Just like I hate me."

"Professor, we need to leave," Nahum began, "And preferably--"

There was a *ding* as the elevator doors slid open. All three of the room's occupants turned to see six armoured soldiers pouring out of the car, led by a tall man in a white coat, though his was pristine. There was no mistaking the bulk, the flaming red hair and beard, and the gleaming silver arm.

"Oh, Doctor Jarrow!" squeaked Professor Yaxley, seemingly unable to restrain himself. "You're working late!"

He clamped a hand over his own mouth. The doctor lazily raised his organic arm, and six assault rifles were pointed in their direction.

"That man's life belongs to me," Doctor Jarrow hissed, an Equildor accent curling his words. "And you are trespassing."

"Doctor Kairen Jarrow," the commander said, as an image of the man slid onto the briefing room screen. "Equildor scientist. Due to be executed for crimes against humanity in his home state, but Brashja put their foot down. Caused quite the diplomatic incident, though not enough to dissolve the alliance."

The photo was obviously taken in secret, perhaps from across a street or through a window. Even so, Doctor Jarrow's face could clearly be seen: bearded, his hair sticking upwards, and his eyes mismatched. Nahum found himself drawn to the man's left eye, which was clearly artificial. There was no white—only a circular metal shutter, like that of a camera— but something still felt... off. Nahum couldn't put his finger on it.

"Why was he on trial?" he asked, before flipping the page of his dossier and seeing a few choice photos of the good doctor's experiments. Nahum had seen a lot of carnage, but even he felt the strong urge to wretch.

"Officially, he's in Brashja custody," the commander continued, the previous question clearly answered. "If you can call a generous salary and his own laboratory 'custody'. Regardless, his existence is one of Gerim's greatest threats."

"You want him dead?"

"If everything goes to plan, you'll never cross paths," the commander replied, before pausing. "...but, if it should occur..."

He didn't even need to finish.

"I said unhand my property," Jarrow snarled, when Nahum and Ailsa refused to move. "I will not ask again."

"Well, since you're so attached..." Nahum replied. With one smooth motion, he grabbed Yaxley by the collar, drew his concealed pistol and pointed the gun into the man's temple. "How about we make a deal?"

Jarrow's eyes turned into slits. The shadow of rage crossed his face, only to be banished by a boom of laughter, coarse and silenced as quickly as it had begun.

"I like the Nomadic houses," the man said, taking slow steps forward. "Gerim is so dull and predictable. If you were one of them, you'd all have surrendered by now. Never leave a man behind, all that foolishness."

He stopped a few feet away from the desk. Nahum tightened his grip on the gun. Yaxley kept a hand clamped over his mouth, looking from the man holding the gun to his head, then to his tormentor, and back again. Ailsa didn't even seem to breathe.

"Brashja could use you," Jarrow continued, his tone honeyed. "Leave this... waste. Abandon this assignment. Choose the winning side. I did the same, and I've been rewarded beyond my imagination."

He was now close enough for Nahum to see his eyes. One was a brilliant blue, surrounded by webbed red reins. The other... silver, with a blinking red light at the centre.

"You're right," Nahum said softly. Slowly, he withdrew his gun from Yaxley's head. "I'm not Gerim."

Jarrow smiled, revealing surprisingly perfect teeth. The smile lasted only a second, however, as there was an unmistakeable set of clunking footsteps from far below.

"But I think the winning side is still up in the air."

"Who would dare—" Jarrow snarled, moving towards the window. Nahum held up his blinking transponder with a casual smile.

"That would be the man we left behind."

An incandescent red beam blasted out of the floor, scything directly between Doctor Jarrow and Nahum. Both men flung themselves backwards, Nahum vaulting over the desk just as the

beam tore another scar through the centre of the room. He kicked the desk over to act as cover: lucky, since a couple of seconds later, a Mech came barrelling through the left-hand glass wall of the office, jet boosters expelling a torrent of smoke and sending shards flying everywhere.

"Everybody freeze," said Silas, over the mech's intercom. "I don't want to have to..."

The soldiers, having regained their wits, all raised their rifles and began to fire at once. The Mech raised a massive arm to defend its cockpit, staggering back slightly. Nahum and Ailsa began to fire as well, regaining the attention of a few of the soldiers.

"Hang on," Silas said, his voice booming through the gunfire, "Just finding the button again, gah..."

The Mech raised its arm and let loose with another beam of heat, scything through the soldiers. A few were disintegrated on the spot, while others fell back, screaming with smouldering stumps where their limbs used to be. A couple stumbled towards the elevator. Ailsa nailed one in the back and he hit the floor, while the other managed to slam the door shut behind him. The elevator car began to ascend, the man becoming lost from view, and the room was quiet again.

There was a hiss, and the cockpit of the Mech slid open to reveal Silas, looking flushed with his victory.

"That was..." he began, breathing heavily, "I mean, just sitting inside one would be enough, but..."

"You did good, kid," Nahum interrupted. "Thanks for the backup."

Silas nodded, then his eyes slid down to where Yaxley was caressing the Mech's metal arm.

"I made this..." the scientist said faintly. "It's very nice. Isn't it nice?"

"We found our guy," Nahum said, in answer to Silas' questioning look. At that moment, klaxons began blaring all throughout the complex, all the lights dimming and flashing red.

"So much for subterfuge," Ailsa said, striding to the window. "We're about to have a lot of company. What's our exit plan?"

Nahum looked to Silas in the Mech, then to Yaxley, who'd stopped stroking his creation and was staring downwards with a serious expression. Possibly, he was contemplating being forced back into the cage.

"The waterway," said the Nomadic mercenary. "You think you can get the aquatic parts working?"

"Well, I..." Silas began, but Yaxley stuck up one finger.

"Of course I can," said the scientist. "The controls for the retractable fins are located on the left-hand side of the pilot's seat. The oxygen lock is automatic upon submersion in water. The boosters run on interchangeable hybrid fuel; the conversations switch is underneath the dash."

Everyone stared at him, and the scientist gave an exaggerated shrug. "I know my own machines!"

"Take him, then," Nahum continued, with Yaxley already settling into the cockpit behind Silas. It was just about big enough for two, though it wouldn't be a comfortable ride, especially with the way Yaxley smelled. "Get to the waterway; without their prototypes, they won't be able to follow you."

"What about you?"

Nahum glanced at Ailsa, who nodded. "We'll find our own way out. See you at the rendezvous point."

"Wait!" Silas cried, fishing out his notes. "If we manage to retrieve a Mech, we won't need these specs. Best to have them in two places, you know?"

Nahum caught the notebook and blueprints, tucking them away inside his coat pocket. With a final, awkward salute, Silas closed the cockpit on himself and Yaxley. The Mech turned and leapt out of the hole it had made in the wall. Using jet boosters to stop its fall, Silas pointed downwards with the heat ray and blasted a much larger hole in the floor, dropping all the way down to the sewers below, where the two of them would head for the river.

There was an almighty crashing noise as Ailsa hurled a chair through the back window, and the two of them stood overlooking the hangar bay. The nearest walkway was about fifteen feet below.

"Ready?" Nahum asked, holding out a hand.

"Don't even think about it," she shot back, keeping her hands at her sides.

"Worth a shot."

The elevator doors dinged again, and a torrent of fresh soldiers poured into the room. The two of them leapt into the open air, landed heavily on the metal surface and taking off in a sprint. There was a hail of gunfire, and Nahum turned briefly to fire back, bullets ricocheting off the guardrails and walkway.

They leapt off their current walkway and onto the next one, and this time Ailsa cover-fired as Nahum fell to meet her. They were close to the centre now, with the prototype Mechs almost directly below them. Soldiers were barking orders, still firing although the maze of walkways stopped most of their bullets.

The two infiltrators descended another level, which left them

about thirty feet above the Mechs. There was a low hiss from above, and the two skidded to a halt as the path in front of them was seared clean in two by a heat ray. Nahum whirled to see Doctor Jarrow, the jet pack on his back still smoking, leaning on a railing one level above them. His coat smouldered, and pieces of glass still jutted from his left side. And yet, his eyes were murderous.

He raised his prosthetic hand again, and a searing lance of heat emanated from his palm, slicing through the walkway behind them and cutting through the metal chains holding it up. The pathway suddenly tilted, and Ailsa gave a gasp of surprise as she began to fall. Nahum clamped one hand onto the nearest supported rail, managing to grab the woman's arm with his other. They dangled there, the man's arm feeling like it was about to tear from its socket.

"Your sabotage ends here," Jarrow snarled. "Filthy spies, coming to MY LAB, and stealing MY WORK!"

The circle of red in his bionic palm began to blaze red. Nahum glanced down at Ailsa, and their eyes met.

"Trust me on this one," Nahum half-whispered, letting go of the railing. The death ray soared over their heads as they fell. The man pulled Ailsa upwards so she hung of his neck, then slapped his leg boosters. They spluttered to life, desperately trying to compensate for the extra weight.

It was just about enough, and their descent slowed. Nahum and Ailsa crashed to the floor with an impact that would leave some serious bruising, but nothing worse. They wasted no time clambering up the raised platform and into the cockpits of the two extra prototypes. The heads slammed shut, the controls illuminating the surprisingly comfy space.

"Establishing connection..." Nahum muttered, slipping his arms through the straps. "You hearing me?"

"I got you," said Ailsa's voice on the comms.

"Alright, first..."

He raised the Mech's arm— the motion so much smoother than he'd been expecting— and hit the big red button. Doctor Jarrow and the advancing soldiers were lost in a white-hot wave of heat and destruction. Ailsa's mech spun around, its other arm flipping around to reveal a gatling gun. A group of soldiers approaching from the lower entrance were forced to take cover behind unmoving Mechs as they were met with a storm of gunfire.

"I'm thinking we don't stick around to fight the entire Brashja army."

"No... we're going up."

Nahum flipped open a red switch cover to find flame symbols on a large black button. Pressing it caused the jet boosters to roar to life, and the Mech began to ascend. The soldiers standing on

the walkways opened fire before the bulky shapes of both Mechs smashed straight through the metal walkways. The roof rapidly approaching, the Mechs raised their arm cannons together, and blasts of heat and bullets scythed their way through the concrete ceiling. Even as they crashed their way through the jagged hole, the heat warning lights began to flash red.

"These Mechs aren't built to fly, you know. We don't have any way of landing."

"We don't need to," Nahum said, simply. The Mechs blasted upwards into the night sky, rapidly losing power. "Punch it all: overload the system!"

Ignoring every single rule of Mech piloting he'd ever learned, he flicked every single switch he could find and jammed the weapon controls in the active position. The Mech's arms began to wildly flail, its legs treading air at full speed. It released a torrent of bullets with one arm and sprayed its heat ray indiscriminately, far beyond safe levels. The cockpit flashed red as several more alarms began to blare.

"It's time to go."

He briefly heard Ailsa give a sigh of exasperation as the auto-eject flung him free, along with the straps connected to a parachute, and he was suddenly freefalling once more, now into a thick bank of fog. Ailsa's Mech began to spasm in a similar way before she too was catapulted free

The jet boosters finally died, and the twin Mechs fell a few moments before – one after the other – they exploded into orange conflagrations as they crashed back through the roof of Gestalt Labs.

Nahum turned mid-fall and saw the moonlight gleaming off the river. Angling his body towards it, he slapped his leg boosters. They worked... for a few moments, before finally spluttering and dying.

The mercenary winced as he deployed the parachute chord. Even with that, he was heading for the water at quite a speed.

His last thought was of Ailsa before he hit the icy water.

Hunkered down in the shadows underneath a wooden rural bridge, Nahum was shaking water out of his hair when he saw a figure approaching from his left. He whipped out his gun, only to relax when he recognized the shape. Ailsa stepped into view, somehow having remained dry. Apparently she spent more time focusing on her parachute and less time on fancy aerial acrobatics.

"We made it," Nahum said, with a grin. "Well, for now."

"For now," she agreed. The woman folded her arms against the night air and gazed across to the other side of the vast river. Smoke

still poured out the top of Gestalt Laboratories, the surrounding buildings charred and blighted from the Mechs' final moments. The klaxons still echoed across the water.

Ailsa sighed. "Somehow, I... think my stage career is over."

Nahum couldn't help but laugh. She shot him a withering look, but soon smiled herself.

"That was noble," she said, after a moment, "Refusing Jarrow's offer. You didn't have to."

Nahum considered telling her. He wanted her to understand – if only because of a horrible ominous feeling in his gut – what he'd seen in Jarrow's eyes. Or rather... his one eye, plucked from a Hollow. Those were eyes no Nomad could ever forget, or trust.

"I'm not stone-cold," he said, instead. "Not entirely. Maybe remember that next time we... partner up."

He gave her a dashing side-smile, and she returned a confident one of her own as she leveled her pistol at his head.

Nahum narrowed his eyes. The woman's hands trembled.

"The notebook and blueprints," Ailsa said. "Now."

Nahum paused, then slowly reached down to where he'd removed his sodden coat. He fished out the damp book and folded blue papers and kicked them over to her. She retrieved them from the ground without breaking eye contact.

"I didn't want this," she said, her voice breaking slightly. "I... this is nothing personal. But the people I fight for... they need this. There's so much more going on than just this war."

"You do what you have to," the man replied, his own voice perfectly level. Ailsa swallowed. The former lounge singer lowered the gun, turned on her heel and was lost in the gathering fog. Nahum watched as the shape of her body dissipated, then let out a long sigh.

To his surprise, he wasn't even disappointed. They'd see each other again, him and Ailsa. Nahum was a man who believed in fate. It was one of the few things he did believe in.

He smiled as he swung his coat over his shoulders, gazing up at the lights of the city, gleaming though the mist. That was, the city that wanted to kill him, and also the one surrounded by a concrete wall and mounds of Brashja soldiers after his head.

Life was a challenge. That was the way Nahum liked it.

History of Cronicia

Cronicia's history has been greatly influenced by its terrain. Over countless centuries, small nations would rise and fall, each existing in their own part of the continent, developing their own cultures and technologies. For brief periods of time these people groups may have united, either through diplomacy or conquest. But they would inevitably fragment, as large centralised governments were impossible to maintain due travel and communication restrictions. One of the lands longest lasting great nations was the Brashja Empire, which united most of eastern Cronicia for a century. Held together through a shared religion that saw their king as the God Father and their land as the God Mother.

Over time, as technology advanced, each growing nation became aware of just how rich Cronicia was in many valuable resources. This became even more apparent when the technologically advanced Daelong Kingdom arrived on Cronicia's shores, creating colonies to export the continents many resources back to their homeland. The Brashja Empire had long since fallen, and the castles, swords and bows of Cronicia's small coastal nations were no match for Daelong's gunpowder.

Daelong was profiting off of its coastal colonies, but had great difficulty penetrating deeper into the mainland. This difficulty was exasperated by the Eastern War, a gruelling war that was being waged against them, and by them, in the far east. During this time, Daelong was weakened, and their colonies were allowed to grow mostly unmanaged, leading to the unregulated trade of Daelong technologies and goods to the central Cronician nations.

Almost two centuries later a new great power rose in west Cronicia: the People's Republic of Gerim, founded on the subjugation of their neighbours by a new technology – the Aeroplane. They struck hard and fast, conquering territories to the west before anyone could respond, starting what would later be known as the Unification Wars. The many individual nation-states could do little to withstand the Republic invasion on their own, and so the nations of east Cronicia reunite as one, adopting the name and flag of their former great kingdom. The Brashjan Empire lived once more, created to protect the eastern territories from Republic's greed. Restricted to the coastlines, the Kingdom of Daelong played little role in the Unification Wars. They watched as these two new powers took control of a land they could not access.

The many individual nation-states that had once formed the Brashja Empire feared the Republic, knowing that they would eventually come for them, and so they reunite as one. They adopted the name and flag of their ancestors, and the Brashjan Empire lived once more, created to protect the eastern territories from the Republic's greed.

The Brashjans dedicated themselves to building the technology needed to fight back against the Republic. Finding the solution in the form of anti-aircraft weaponry that far exceeded all expectations, devastating the Republic's air force. With their forces crippled and the mounting threat of the Equildor Union taking action against the

Republic with their newly developed Mechanical Fighting Units, Gerim was forced to withdraw from the war.

The Equildor Union offered to moderate the peace treaty that would see an end to the Unification War and prohibition of both great Nations entering central Cronicia in their capital city of Alfheim. Both sides were willing to allow this, provided Equildor shared their Mech technology with them. Equildor saw this as a cheap price to pay for peace, and, for a while at least, peace was found.

But it was not a true peace, as both great nations took this time to consolidate their power and build up their military forces. The Republic wasted no time in rebuilding their air force, supplementing it with a mech army the likes of which no other nation possessed. For two decades the Brashja Empire looked on as the Republic outproduced and out developed them, and they began to look for a way to shut down their old enemy for good.

Their chance came when the Republic of Gerim entered into Central Cronicia to hunt down a rogue Nomadic warlord that was exploiting the Alfheim Accord to raid Gerim farms. Military action within central Cronicia was outright forbidden and when news of the clandestine operation reached Brashja, they struck hard, bribing the Equildor Union to combine forces with theirs to strike hard at central Gerim.

The Republic of Gerim was not prepared for the sudden invasion, and it seemed the combined might of both nations would lead to the swift end to the Republic.

All would have been lost for Gerim when unexpectedly a great sickness, known as the Hollowing Sickness, spread throughout northern Equildor. The mechanical and living dead were reanimated into soulless soldiers and weapon of death that struck out at all living things. The disease spread rampantly, and Equildor was forced to retreat from the conflict if it hoped to survive. This gave Gerim the chance it needed, and what should have been a quick fight turned into a prolonged war.

This Mechanized War has since swept across all of Cronicia with the Daelong Kingdom joining the Republic in the hopes of finally gaining access to the coveted central continent, and the many Nomadic Houses hiring themselves out as mercenaries to all sides. With a constant stream of new technologies perpetually changing the nature of warfare, it is not uncommon to see the mechanical monsters of dreams and nightmares fighting alongside heroic examples of bygone warfare. Mysterious armies clash with Gerim on their western borders. At the same time, strange saucer-shaped craft have been spotted over southern Brashja, and silver like creatures have been uncovered in the frozen wilds of Equildor.

Something else is at work in Cronicia, powers behind the veil, pulling the nation's strings. Who will stand against these mysterious threats and bring the lasting peace that Cronicia has never known?

Timeline

- 1586 » Daleong Kingdom colonization begins.
- 1706 » First rebellion in Daleong Kingdom colonies.

Colonial/Eastern War

- 1710 » Widespread rebellion in Daleong Kingdom colonies.
- 1713 » Far east nations war against one another.
- 1714 » Daleong Kingdom joins far east conflict.
- 1718 » Daleong Kingdom unifies its colonies.
- 1719 » Far east conflict ends.
- 1896 » People's Republic of Gerim is founded.
- 1897 » Republic of Gerim invents the aeroplane.

Unification Wars

- 1899 » Republic of Gerim subjugates neighbouring nation states and nomadic tribes in western Cronicia.
- 1902 » Brashja Empire is formed to protect the eastern Cronician people from expected Republic of Gerim and Daleong Kingdom aggression.
- 1903 » Nomadic Houses settle in central Cronicia, fleeing Republic of Gerim and Brashja Empire oppression.
- 1905 » First Republic of Gerim and Brashja Empire clash.
- 1907 » Brashja Empire devastates the Republic of Gerim's air force with new anti-aircraft weaponry.
- 1907 » First prototype Mechs used by Equildor Union.
- 1908 » The Republic and the Empire sign the Alheim Accord: ending the war and agreeing to not occupy Nomad controlled central Cronicia.
- 1924 » First prototype Bot Bot units used by Equildor Union.
- 1925 » Republic of Gerim and Brashja Empire cold war leads to an arms race.
- 1929 » Republic of Gerim subjugates a central Cronician Nomadic warlord.

Mechanized War

- 1932 » Brashja Empire allies with the Equildor Union and launches a surprise strike on southern Gerims.
- 1933 » A great sickness breaks out in Equildor, saving the Republic of Gerim and forcing the Equildor Union to flee south, as an undead force known as the Hollow emerges.
- 1935 » Republic of Gerim and the Daleong Kingdom form an alliance and attack northern Brashja.
- 1935 » Nomad Mercenaries enter the conflict on all sides.
- 1938 » Daleong Kingdom fleet deployed to the southern Cronicia sea.
- 1941 » Republic of Gerim secure a passage through northern Cronicia.
- 1943 » Brashja Empire drops Mechs into Daleong, using armoured zeppelins and new anti-gravity parachutes.
- 1944 » Unidentified forces clash in west Gerim.
- 1944 » Unidentified saucer-like prototype aircraft crash site discovered in northern Equildor.

"Wars and brawls are all the same. They're all about resources. All sides start off with passion and vigour. But these resources will grow thin as the fight goes on.

If a fighter's vigour is greater than their passion, they will easily give up their ground against a competent opponent. Falling back to a position of safety to preserve their strength.

But if both fighter's passions outstrip their vigour, the conflict will turn pathetic and inconsequential. Rolling in the mud and dust, with tooth and desperation as their weapons.

This war over Cronicia should of ended in either way a long time ago.

But our vigour of steel, oil and food is never ending. With some new technology or newly discovered resource always appearing just when all hope of going on seems lost.

And our passions remain steadfast as every potential killing stroke is miraculously deflected, every shameful defeat is closely followed by a moral boosting victory, and the single minded sense of purpose and charisma that our leaders display make them almost non-human.

One side should have won by now. Or all sides should be in the mud and dust.

It's almost as if... we're all being fed vigour and passion."

- Daniel K Queensworth,
Daleong Philosopher on
'The Nature of Man & Fist, Vol 3'.

Technology

City & Rural Regions

The differences between the cities and rural regions in Cronica are astonishing, where the glut of technological advancements and resources are given to the largest cities. Some of the greatest examples of these technological feats include: floating buildings, hovering vehicles, automated food dispensers, high-speed lifts, and more. While most rural towns and villagers make wide use of older technologies such as horses and carts, bicycles and pit latrines, with only the occasional (and highly valued) technological wonder.

Mechs

Since their invention within the Equildor Union, Mechs have dominated most military conflicts, largely due to their ability to transverse Cronica's many forms of difficult terrain and the large weapon payloads that they can harness.

There are a wide variety of Mechs, both in form and function, as each nation adapts the technology to their own needs and aesthetic traditions. But in general, they are powered by large hybrid electric and diesel engines that generate the massive amounts of energy needed to power their many motors.

Bot Bots

With the fall of their Equildorian Directorate creators, no one is sure how these robotic entities were first invented. New Bot Bots are created by linking a young animal mind to an empty Bot Bot shell (this process is known as hatching), or by linking two existing Bot Bot minds up to an empty Bot Bot shell (this process is known as breeding). Producing and training new Bot Bots is much like animal husbandry, as breeders attempting to breed out undesirable traits and strengthen desirable traits.

While many Bot Bots are simple-minded, some have quite complex (and quirky) personalities and are able to perform intricate mathematical calculations. It is widely believed that without the computational power and precise construction abilities of Bot Bot assistants, Mechs would not be possible.

The Equildorians widely use the parts from old Bot Bots to replace limbs or organs that have been damaged by war or the Hollowing Sickness, adapting them for control by a human mind.

There are rumours that the Daleong Kingdom has come close to replicating the raw intelligence of advanced Bot Bots in a device known as a C.O.M.P.U.T.E.R., but no proof of this has been found.

Air

Before the invention of Mechs, the Republic of Gerim's air superiority ruled Cronica. Now with the widespread prevalence of Mechs and anti-aircraft weaponry, air power has taken on a support role. Large armoured Empire zeppelins deploy Mechs across the continent with anti-gravity parachutes, while high flying Republic spy planes and heavy bombers provide flexible support to their ground forces.

Manufacturing

While most modern manufacturing is handled by people, many (and especially with the Empire) are staffed by autonomous Bot Bots. These factories require very little human oversight as their Bot Bot workforces rarely falter, and never stop. With the war effort at its height, most Cronician factories are being used to churn out weapons of war, such as Mechs and munitions.

Tesla (Brashja Empire)

This mad scientist, who claims to have fled a 'great and moronic enemy from another world,' has taken residence within one of the Brashja Empire's secret labs, where he has developed many of their greatest inventions, such as anti-gravity hover pads and state-of-the-art lightning coil weaponry.

Laser, Ray & Beam Weapons

No longer the stuff of science fiction, these incredibly powerful and advanced weapons are seeing more regular combat use by both Mechs and infantry. As they are so complex, each weapon must be carefully crafted and maintained by an experienced scientist or engineer and are unlikely to be mass-manufactured in the foreseeable future.

Holograms (Daleong Kingdom)

A closely guarded technology of the Daleong Kingdom, holograms can be used to display simple three-dimensional images. Rumours abound that the Kingdom is developing methods to link two holograms together in real time, allowing face-to-face conversations over short distances. But if such technology exists, it is not widely used.

Magic & Alien Technology

There exists technology that is so advanced that it appears to be magic. Much of this technology is in truth, alien in nature, gifted by, or stolen from, beings from beyond the stars. This technology is incredibly powerful and often comes in the form of books, crystals and strange metallic objects with blinking lights. Some suspect the aliens are encouraging humans to view their technology as magic so that it may be dismissed by the wider public and myth and fantasy.

Space

Humanity has long been obsessed with space but has had little opportunity to work towards exploring it. The wars of the planet have distracted from the search for life above, yet a desire for military satellites in space has led to small steps in this direction. All attempts to launch actual manned missions into space have met with failure. Either the test subject never returned, the rockets exploded upon launch, or the labs burned in a mysterious fire... almost as if some force wants to keep humanity locked to the earth.

Nations

See pg: 48 for a full Example NPC Faction write ups.

People's Republic of Gerim

"Republic citizens arrogantly take their self-indulgent lifestyles of ease and safety as false signs of their own wisdom and nobility. They overlook the blood that stains their nation's history, the secret evils that others commit on their behalf, and act with feigned outraged surprise when those they have bullied fight back with hatred."

– Brashja Empire Propaganda.

Environment

The People's Republic of Gerim is a land of mountainous beauty, where snow-capped peaks tower over beautiful farmlands, ancient forests, and decadent light-filled cities.

Culture

The wars of the Republic have long been fought in fields of conflict far away from its grand cities, in places the average citizen couldn't point to on a map, allowing their culture to go on mostly uninterrupted. Without the fear of war, the people of Gerim have turned their attention to entertainment, producing plays, radio dramas, and great operas. The government has supported these many endeavours, using them as a tool to keep the populace distracted while also allowing them to broadcast propaganda through their media, selling a nation glorifying narrative.

The Republic is a nation of great divides, with the industrialists and political elites holding positions of unimaginable power. While the countless residents desperately seek to obtain the much-coveted status of 'citizen' through financial donations or military service. Many who work the nation's farms do so knowing they'll never enjoy the benefits of citizenship themselves, but hold out for a hope that their children may have better lives than they.

War Attitude

War has fuelled the Republic's growth and wealth, and so war is seen as a necessity. However, the average citizen is so distanced from the actual war that while they do support the efforts and respect the soldiers, they have little knowledge of what the war is doing to the other nations.

Though Cronicia as a whole sees them as a villain for their actions during the Unification Wars, the people of the Republic play the role of the victim of Empire aggression during the current Mechanized War.

Urban & Rural

The wealth gained during the Unification Wars has turned Gerim's cities into wonders of the world. Opulent skyscrapers dominate the skyline, with high-powered monorails snaking between them. Flashing neon signs light up the night sky, advertising the newest restaurant or show. Very few non-citizens live in the urban areas as many residential areas require citizenship.

The relatively clean and quaint rural towns of Gerim employ most residents working their way towards citizenship in the lands many farms, mines, oil rigs.

Governance

The Republic is a democracy where only 'citizens' can vote, and citizenship is limited to those who enlist in the military or who make large financial contributions to the government. Incentives for citizenship are so high that conscriptions have never been needed, and political leaders can depend on regular financial contributions.

Since the beginning of the Mechanized War emergency powers have been given to the president Mr John Strongarm, a powerful industrialist who gain his fortune during the southern Unification Wars. Elections still occur every five years, but whomever is elected has effective dictatorial authority. If and when the war finally ends the president will, theoretically, once again be answerable to the legislative branch of the government, the People's Council.

There are two major political parties within the Republic: The currently elected Citizen's Party, and the National Party. There are a variety of smaller political parties but they have little authority.

Economy

The Republic has a mostly free market economy but with government health, education, welfare and many employment opportunities being reserved for citizens. Most of the nation is made up of vast resource zones mostly dominated by agriculture and oil. Rail lines spread out from cities in every direction, like tendrils sucking up the wealth from the surrounding resource zones, and moving them towards the Republic's industrial hubs. While swift domestic air services ferry citizens, mail and other valuable produce across the vast land of Gerim.

The Republic is the largest oil exporter in the world. Huge tankers leave by port and airfield to the nations many trade partners and return with vast quantities of raw iron, rare minerals and other produce.

Technological & Manufacturing Focuses

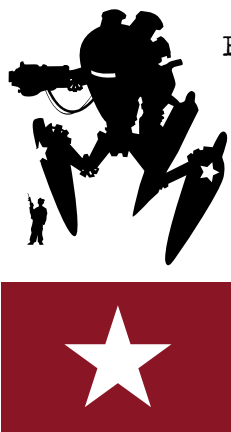
- » Aeronautics.
- » Sensors.

Mechs

- » 3 or 5 legs, with a focus on stability.
- » Large engines.
- » Heavy armour.
- » Often supported by fighters and bombers.

Conspiracy Theories

- » The Republic were given aeroplane technology by aliens.
- » The Republic were planning to attack north Brashja before the Brashja Empire Attaked south Gerim.
- » The Republic offered most of east Cronicia to the Daleong Kingdom if they win the war together.



Brashja Empire

"Glory to the Motherland, Glory to Father King, Glory to Brashja!"
- Patriotic Brashjan Chant.

Environment

The mountainous lands of Brashja are covered in muggy, difficult-to-navigate swamps and dense forests. It is a hard land that breeds even harder people.

Culture

The ancient Brashja Empire once controlled most of eastern Cronicia in a reign that lasted many generations. Over time, the boundaries, politics and cultures of the nations may have changed, but the people's strong sense of self-reliance and self-respect have only grown stronger. While the old Empire was held together by a common religion, the new Empire is held together through a strong sense of national pride and common purpose.

Brashjans are, in general, a tall, boisterous and proud people, who value a sense of hard work and strength that is championed by their nation's leaders. The perceptions that other nations have towards them mean little to the typical Brashjan, who doesn't care what outsiders think about them. They only care what they, their peers and their leaders think of them. While Brashjans do generally value function over form, they have a strong respect for artistic skill, and the power of aesthetics and story. Brashjans have a lot of pride in their history and country; perhaps too much, as they are known to choose their duties to the state over all others, including family.

War Attitude

The Brashja Empire is always ready for war and, to support such efforts, every healthy adult in the Empire receives basic combat training. This not only prepares the nation's citizens for conflict, it also helps to cement their loyalty to the state.

After defeating the Republic of Gerim during the Unification War the Empire considers it their responsibility to keep their warmongering neighbour in check. The Brashjans watched as the Republic rebuilt their forces in preparation for another war, and so the Empire took it upon themselves to strike first, initiating the Mechanized War. They would have succeeded if it were not for the mysterious Hollowing Sickness that robbed all Cronicia of a short conflict.

Urban & Rural

The Empire's walled cities make efficient use of their limited space, leading to neatly arranged square skyscrapers, gridded streets and busy skylines filled with zeppelins and hover trains.

Brashja's rural towns and villages are often built over swamps or amid dense forests. Most of these small communities have resided in their current locations for many centuries, often unchained except for a state-sponsored factory or military outpost.

Governance

Absolute power rests on the shoulders of 'Father', the Emperor (Kaiser) of Brashja, Louis Arnulf IV. Although a monarch the Emperor is not allowed to marry since the Motherland is his wife. Governance is handled by a Parliament known as the Reichstall, all are appointed by the Emperor and lead by his chosen successor the Chancellor.

The citizens of Brashja consider themselves a great family, all children of Father and the Motherland. It is in these fraternal bonds that the Empire finds unity and strength. Although there are many strict hierarchies within the Empire, each citizen sees each other as brothers and sisters. There is a sense that all are equal in value and dignity, but that hierarchies of authority are vitally important as a means to not only maintain order but to also amplify the effects of the nations most competent individuals.

Economy

The Empire does not enjoy the vast agricultural land and oil reserves that many other nations might access. But the one thing that the empire does have in its heartland is a vast steel industry and hydroelectric dams which are used to power the Bot Bot driven factories of the nation.

The Empire keeps to a policy of protectionism, keeping their resources for themselves and conquering rather than buying what they need. A moderate standard of living is enjoyed fairly equally among those in the Empire, all are considered essential for the war effort farmers and factory workers as much as soldiers. Though those within the Empire's massive cities do enjoy increased opportunities for advancement.

Technological & Manufacturing Focuses

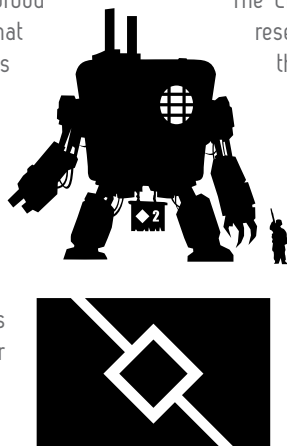
- » Automated Manufacturing.
- » Rocketry.
- » Tesla Technologies (Anti-Gravity, Coil Weaponry, etc...).

Mechs

- » Large hulls & small legs.
- » Heavy arm-mounted firepower.

Conspiracy Theories

- » The Empire have angered an alien faction in some way, possibly through obtaining Nikola Tesla.
- » Empire political leaders are knowingly working with aliens.



Daleong Kingdom

"The Daleong aristocracy were once the most powerful people in the world. But the outside world looks down on these stuck up toffs with pity, as they cling to pretences of wealth they no longer have, and airs of self-importance that only they acknowledge.

I would possibly fear their armies if I did not know that they were led by these dandelions in their funny outfits and odd hats."

– Sebastián Radcliffe, Equildor Union Captain.

Environment

The large island of Daleong off the northeast coast of Cronicia has many large flat plains, rolling hills, small forests and sheltered coves that make for ideal ports.

Culture

The Kingdom of Daleong is as old as it was powerful, a behemoth of naval power that is fuelled by its many colonies throughout the world. Life on the Daleong mainland stands in stark contrast to these colonies. The culture of the island values caution and peace, with old customs being taught to all children and polite civility being expected from all. Meanwhile, the many colonies are often harsh places where the people are forced to work long and hard days to feed the kingdom's insatiable hunger.

The aristocracy of Daleong devote much of their time to study and education, turning the invention of new technologies into a game between noble houses. This competitive spirit and dedication to knowledge has brought Daleong many technological advancements.

War Attitude

During the Colonial Wars, the Kingdom was at the height of its power, expanding rapidly across the world, harvesting resources and acquiring wealth wherever they could. But despite their power, its many attempts to access the vast resources of central Cronicia have always been thwarted. Over time the Kingdom's power has eroded as more colonies fail or rebel, often due to mismanagement. Daleong is but a shadow of its former self, but its people live in denial, going on as if the world was still theirs.

The government of Daleong view the Mechanized War as a chance to bring the Kingdom back to greatness by allying with the Republic and taking the Empire's lands. Whether they are successful or not, the fate of Daleong is tied to the outcome of this war.

Urban & Rural

The many cities of Daleong have never felt war, and so the newer buildings have been built atop the old, and around grand monuments to past triumphs. There many technological wonders of the age stand in stark contrast to the weathered stonework of an age past. The rural territories are governed by lords who are currently in favour with the king. The serfs who work these lands do so on behalf of the lord, making very little, if anything, for themselves.

Governance

The Kingdom is a very old hereditary monarchy, its history spans a thousand years. King Cornell III sits in absolute authority, he is given council by a court of appointed advisers and interested nobles. Additionally, should an aspect of governance be beneath his attention it can be delegated to the Chamber of High Lords who can legislate on his behalf.

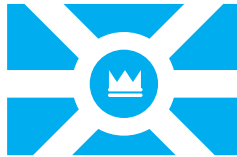
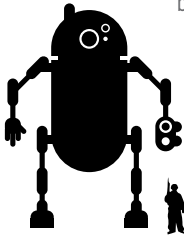
Daleong is run as a feudal society, land titles are assigned to noble families who rule on behalf of the monarch. Apart from birthright, the status of nobility may only be obtained through a direct decree from the monarch or through knighthood, most commonly for significant military accomplishments.

Economy

As a feudal economy nobles own all the land and resources, workers are either slaves, serfs or yeomen. There are no slaves on the home island, but many work the various colonies managed by noble governors. Life-long servitude is outlawed with all slaves being offered their freedom after ten years of service, a practice that many nobels ignore.

On the home island yeoman may live in cities and offer up their professional skills in exchange for money while serfs trade their labour for the right to work the land owned by the nobles.

The Kingdom's economy has been locked into a downward spiral for two decades. With frequent slave revolts, intermittent trade due to war, depleting resources and regular miss-management by ill-suited rulers. Desperate to fight of collapse and to regain past glory, the Kingdom has entered Cronicia's Mechanized War.



Technological & Manufacturing Focuses

- » Ships.
- » Artillery.
- » Computers (including Holographics).

Mechs

- » Large curved hulls, and thin limbs.
- » Often with multiple pilots.
- » Often double as boats.
- » Often built for specialty purposes with 1 primary weapon.
- » Often armed with Artillery Flares to call in support fire from distant destroyer ships.

Conspiracy Theories

- » It is speculated that the Kingdom joined the Mechanized war in the hopes of gaining control over east Cronicia (and especially Equildor), and staving off national collapse.
- » If the Kingdom starts to lose the Mechanized War, many colonies are sure to seek independence.

Equildor Union

"A former midwife with a mechanical eye and Bot Bot leg piloting a Mech with tribal warpaint into battle against mechanical undead horrors? Yep, typical Equildor Union for ya."

- Adam Wright, Gerim Soldier.

Environment

Equildor is a harsh, cold land in the south of Cronicia, covered in ancient forests, cliffs and snow covered mountains. If this environment wasn't harsh enough, Equildor is cut off from the rest of Cronicia by the Hollows, who have turned northern Equildor into a hellscape of roaming monsters and ghost towns.

Culture

Southern Equildor was once a colony of the Daleong Kingdom, but they rebelled during the Colonial War. Equildor was far from the Daleong homeland, and the steep cliffs that surround them made it difficult for the Daleong navy to subdue them. After the rebellion, there was a widespread rejection of Daleong beliefs and culture, replacing Daleong traditions with new ones that are uniquely Equildorian. While northern Equildor embraced urban lifestyles centred around technology, southern Equildorians embrace simple, and often tribal, lifestyles of their ancient pre-Daleong ancestors.

Equildorians are a people of contrast, embracing some of Cronicias primitive lifestyles alongside some of its most advanced technologies. It is not uncommon to see subsistence woodsmen with Bot Bot hunting dogs or tribal witches with mechanical limbs. With the collapse of their technological capital and the spread of the Hollowing Sickness, this contrast has only grown. Equildorians are an adaptable people who fight against their dismal conditions with spirited festivities, exaggerated stories and rambunctious displays of skill.

War Attitude

Many believe that the Union was bribed or bullied into their alliance with the Empire. But whatever the truth may be they are now locked into that alliance and are fighting a war on all fronts: primarily against the Hollows in the north, but also against Republic aeroplanes from the east and a Kingdom fleet from the south.

Unlike the other nations, the Equildorians are fighting against annihilation with only the Empire and some Nomadic Houses for allies. They dare not risk these alliances for anything, often sending military forces off to distant fronts in exchange for much-needed aid in their homeland.

Urban & Rural

Equildor lost their single large city, Alfheim, to the Hollows, forcing them to retreat into their southern rural territories. These towns and villages are built with natural resources and techniques. These rugged, archaic buildings stand in contrast to the many mechanical wonders of the Union and its people.

Governance

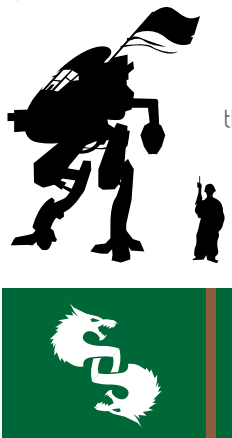
This Union government was once a thriving technocracy, ruled by the academic elite known as the Directorate. The Directorate abhorred war, overseeing the wording and signing of the Alfheim Accord that ended the Unification War, and have also been accused of infantilizing their rural citizens, encouraging them to maintain their traditional lifestyles and customs.

But the Director and most of their Senate of professors were destroyed by the terrifying Hollows at the start of the Mechanized War. This forced the ill-equipped military to declare martial law and take control of what remained of the county. Marshal of the armies, Camila Giordano now rules the Union with ruthless pragmatism. The military chain of command now governs the nation, with the survivors of the Directorate kept close to Camila as advisors.

Economy

Despite the nation's limited natural resources, the Union's single great city of Alfheim was once a beacon of learning and technological advancement to the world. But this came to a sudden and abrupt end with the outbreak of the Hollowing Sickness.

With the population of the Union so heavily diminished, they are relying increasingly on Bot Bots and civilian Mechs to fill the gap in their lost labour force. The Union is balancing on a razor's edge, they have begun to conscript ever more desperate candidates for the war. It is now common to see old men and teenagers serve in the Union military. With only Bot Bot trainers and breeders escaping conscription as they are so crucial to the crumbling nation.



Technological & Manufacturing Focuses

- » Bot Bots (including limb and organ replacement).
- » Mechs.

Mechs

- » Small, with large cockpits, long legs and little hull armour.
- » Fast & agile.
- » Commonly supported by Bot Bot infantry.

Conspiracy Theories

- » The Union were the first to receive Mech and Bot Bot technology from aliens.
- » A UFO crashed in northern Equildor, near the city of Alfheim, shortly before the Hollowing Sickness broke out.
- » The Marshal keeps the directorate close as they are the only challengers to her absolute power.
- » The Union were not bribed or forced to ally with the Empire. The Directorate sought to avoid the Mechanized War by aiding the Empire to quickly defeat the Republic, who they saw as more dangerous.

Nomadic Houses

"Do not take a pledge to a Nomad House lightly. We will offer you a home, but we will ask for your life in return. The life of a Nomad is a life of freedom, but only the truly dedicated will be able to find a family in these wild times."

—Jueong Darg, Ranger House.

Environment

The Nomadic Houses are spread out across Central Cronica, trapped between the Brashja Empire, the People's Republic of Gerim, and the encroaching Hollows. The harsh and dry mountains of their land are impassable to all who do not know their secret paths.

Culture

The Nomadic Houses were initially formed by refugees fleeing both the Republic and the Empire during the Unification Wars, and later those displaced by the Mechanized War. After the Unification War, the Republic and the Empire signed the Alfheim Accord, which forbade either nation from entering central Cronica, leaving the Nomads free to settle the land. A wide variety of Houses were formed, each with their own cultures, histories and attitudes to the surrounding nations. But a central binding thread was woven throughout the Houses, a great amount of trust placed in those who have earned their respect.

While many Houses are peaceful, seeking only to find a stable existence for themselves, others have turned to banditry. These dishonoured Houses put every Nomad in danger, as their reckless incursions into the great nation's territories invite retaliation.

War Attitude

The Nomads have faced war and conflict throughout their entire existence, which has hardened them into skilled scavengers and warriors.

Now with the Alfheim Accord discarded the Nomadic Houses find their way of life threatened. They now turn to mercenary work, selling their services to the highest bidder and/or with those that most align with their interests. From their prime location in central Cronica, the Nomadic Houses can strike against opponents unexpectedly, but friendships and alliances are fickle, changing at a moment notice.

Urban & Rural

There exists only one large city in central Cronica: Pilgrim's Rest. Only the three most honoured Nomadic House (the Triarchy) may reside in Pilgrim's Rest, though other Houses may stay for short times. Pilgrim's Rest is surrounded by Central Cronica's only great farmlands, and its many small stone buildings are decorated with the trophies and insignia of those who currently occupy them.

As the Nomads are regularly forced to move around, they invest very little in permanent physical structures. Instead, they prefer mobile homes according to the customs of their Houses. It is not uncommon to see large animal-drawn wagons, hot air balloons, land barges, or modified Mechs that are little more than mobile buildings.

Governance

The Nomadic Houses are led by the Triarchy, the three Houses that hold the greatest honour. The current Triarchy consists of the brutal Blast House, the large Viper House and skilled Ranger House. Each year the Triarchy is chosen through an event known as the Trials of Valour. At these trials members from each House are nominated for glorious conduct, namely successful mercenary contracts, and feats of skill. The Triarchy are the only Houses who may permanently reside within the Nomads only large city, Pilgrim's Rest, giving them access to prime resources and political power. Other portions of prime land are given out to other Houses according to their honour and size. Those Houses without honour must roam or become taxed vassals of honoured Houses.

Each House has their own rules for membership and internal advancement. With most mercenary Houses requiring gruelling demonstrations of loyalty and ability from new recruits.

Economy

The Nomadic lands are inhospitable and incredibly difficult to navigate. With Pilgrim's Rest controlling most of its arable land, and its limited oil and ore supplies are often underutilised and poorly maintained as they regularly change ownership between Houses that are more suited to combat than economics.

At times several Houses of varying honour, skill and size will form a symbiotic relationship around a resource. A small but accomplished mercenary House will claim dominion over valuable land but allow another industrially focused House to manage it as a vassal House. These relationships are becoming increasingly common as House leaders are their benefits.

While most Nomads live simple lives, many get by as hunters, smugglers, bandits and scavengers. There is little honour in these jobs however, and if any desiring influence and wealth must peruse the short and dangerous life of a mercenary.

Technological & Manufacturing Focuses

- » Making use of discarded and damaged machinery.
- » Radar blockers.
- » Mobile infrastructure.

Mechs

- » Cut and shut Mechs, made from multiple chassis, or cheaply made Mechs built from scrap parts.
- » Some produce large amounts of smoke.
- » Commonly supported by infantry.

Conspiracy Theories

- » The Nomads knew the aliens were fuelling the Mechanized War before it even started.
- » The Nomads have a plan to get the aliens to leave this world.



Example Nomadic Houses

Blast

Leader: White brothers.
Reputation: 1st Triarch, Brutal.
Primary Vocation: Mercenaries.
Size: Moderate.

Viper

Leader: Madam Jeong.
Reputation: 2nd Triarch, Planned.
Primary Vocation: Trade.
Size: Large.

Ranger

Leader: Jim Dirk.
Reputation: 3rd Triarch, Skilled.
Primary Vocation: Mech Mercs.
Size: Small.

Wolf

Leader: Grandma 'Grey Wolf'.
Reputation: Trusted.
Primary Vocation: Mercenaries.
Size: Moderate.

Spectre

Leader: 'Unknown'.
Reputation: Strange.
Primary Vocation: Bounty Hunters.
Size: Small.

Moon

Leader: Richard Moon.
Reputation: Master Craftsmen.
Primary Vocation: Construction.
Size: Large.

Titan

Leader: Adam Strongarm.
Reputation: Relentless.
Primary Vocation: Mercenaries.
Size: Moderate.

Wanderer

Leader: Pilgrim Council.
Reputation: Hospitable.
Primary Vocation: Trade.
Size: Moderate.

Bronze Riders

Leader: Mad Eva Riggs.
Reputation: Polarizing.
Primary Vocation: Mercenaries.
Size: Large.

Bright Family

Leader: Great grandad Bright.
Reputation: Vengeful.
Primary Vocation: Mercenaries.
Size: Small.

Lantern

Leader: The Dark Coven.
Reputation: Dangerous.
Primary Vocation: Covert Ops.
Size: Moderate.

Raven

Leader: Sedrick & Don Raven.
Reputation: Pitied.
Primary Vocation: Scavengers.
Size: Large.

Hydra

Leader: The Walk Triplets.
Reputation: Feared, Vicious.
Primary Vocation: Raiders.
Size: Large.

Crystal

Leader: Alicia 'The Sickly' Smith.
Reputation: Disliked, Weak.
Primary Vocation: Mercenaries.
Size: Moderate.

Gold Tooth

Leader: Amy Walkback.
Reputation: Hated, Cruel.
Primary Vocation: Raiders.
Size: Moderate.



Rules

Overview

Fragged Dieselpunk Mecha places you in an alternate 1940s world locked into an endless conflict that is the secret proxy war for extraterrestrial aliens.

The default assumption of this book is that the party of player characters (PCs) are mercenary Mech pilots fighting against the monsters and nations of Cronicia.

Fragged Empire Core Rule Book

This rule book is an adaption of the Fragged Empire rule system. All rules in this book are assumed to be the same as they are in the Core Rule Book (CRB) unless stated otherwise. You will need the CRB to make use of the rules within this book.

Fragged Empire: HACKED

The Fragged Empire: HACKED PDF has full rules for inserting Mechs into the Fragged Empire setting.

www.drivethrurpg.com/product/228310/Fragged-Empire-HACKED

The Core Rule Book can be purchased here:
www.fraggedempire.com

Character Creation

Works the same as in the Core Rule Book, but with a few small but important changes (highlighted in **black**).

- » The Game Master defines your starting Level (usually Level 1).
- » Select a **Nationality**.
- » Distribute **12** Attribute Points.
 - » **4** Attributes (0-5 points each).
- » Select your Trained Skills.
 - » **6** Primary (**Everyday** and/or **Education**) Skills.
 - » **No Training required for Personal Combat and Mech Systems.**
- » Select your Traits, 1 per Level.
 - » You may have up to 1 Trait per area: Level, Influence, each Attribute, each Trained Primary Skill and up to 1 Trait per Combat Skill.
- » Starting Influence = Your Level +2.
 - » Your Max Influence is your Level +4.
- » Starting Spare Time Points = Your Level +3.
- » Starting Cogs = 2.
- » Spend Spare Time Points (you may automatically gain any item or service that costs 14t or less, no roll required).
- » Allot your Influence.

Attributes

Brawn

Your strength and physical presence.

Brains

Your intelligence and wit.

Bravado

The strength of your personality, gusto and conviction.

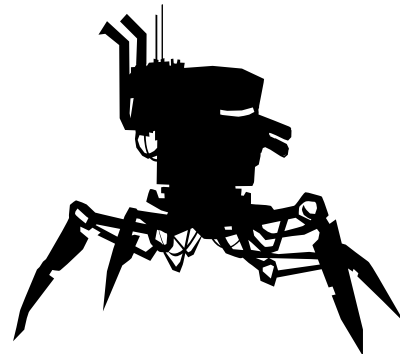
Luck

How often good things happen to you rather than bad.

- » Works like Fate (Core Rule Book, pg: 35), except that Luck is an Attribute.
- » Luck may never be damaged.
 - » 1e: 1d6 random damage =
 - » 1-2: Brawn.
 - » 3-4: Brains.
 - » 5-6: Bravado.
- » Luck may be permanently reduced by 1 to avoid death or the destruction of your Mech.

Equipment Slots

- » Characters have Equipment Slots equal to their Brawn.
- » This is a reflection of how much physical stuff they can carry.
- » Most items require only a single Slot.
- » Small items may require no Slots.
- » Large items may require multiple Slots.



Advancement

Resources

There are no Resources in Fragged Dieselpunk Mecha. All Personal Combat equipment is gained through Spare Time Rolls (see pg: 73), a simple Skill Roll.

Influence

Influence is spent to acquire and maintain a Mech (see pg: 34). Can be gained through in-game actions (ie: completing a mission) or by spending Cogs (see below).

Spare Time Points

- » You gain 1 Spare Time Point at the start of each game Session.
- » Additional Points may be gained as a reward for good role playing or if your character has a large amount of spare time.
- » You may reduce your Current Influence by 1 to gain a Spare Time Point.
- » Maximum unspent Spare Time Points = Brains +2.

Perks

GMs should create a range of Perks for their players to choose from (ie: contacts, access, etc...), based off their in-game actions.

- » Gain 1 Perk per 3 Levels.

Complications

GMs should create a range of Complications for their players to choose from (ie: Hunted, Psychological, etc...), based off their in-game actions.

- » Gain 1 Complication per 4 Levels.

Research

- » One Research Unit can be acquired by making a Spare Time Roll of 12t.
- » 3 Research Units can be spent to gain 1 Rare Knowledge (works like Secret Knowledge) or a new Language.

Cogs

Money in Fragged Dieselpunk Mecha are called Cogs. They work a little like Trade Goods, but require no storage space.

- » 4 Cogs can be spent to gain +1 Current Influence.
- » 1 Cog can be spent to gain +1 to a failed Wealth Roll (Stacks).

Traits

You may have up to 1 Trait per area: Level, Influence, each Attribute, each Trained Primary Skill and up to 1 Trait per Combat Skill.

Requirements

X Kn (Knowledge)

You must spend X Rare Knowledge to gain this Trait.

If you Retro this Trait you do not gain your Knowledge back.

Disadvantages

You're 1/6th Alien, Bot Bot or Hollow

As you become more Alien, Bot Bot or Hollow, not only does your appearance change, but the way your body works also changes.

- » If you become 6/6 non-human, (ie: 6/6 Alien, OR 2/6 Bot Bot and 4/6 Hollow) you become an NPC.

Alien:

- » Your body's DNA has been spliced with an alien's, giving you some of their physical traits: such as black eyes, greasy green skin, elongated fingers, or a bald head. Some alien hybrids have also been known to take on lizard-like properties.
- » Alien hybrids are a rare occurrence, and an even rarer sight as most keep their odd features hidden.
- » Only alien hybrids are able to interact with some alien technologies.
- » If you become 6/6 Alien the aliens will have full control over your mind and body.

Bot Bot:

- » You have replaced some of your limbs and/or organs with robotic parts.
- » Wounded soldiers with Bot Bot limbs are a common sight within society.
- » If you become 6/6 Bot Bot you will lose all sense of self and become a Bot Bot slave to whoever programmed you.

Hollow:

- » You are infected by the Hollowing sickness and your body has started to waste away as you become more and more undead-like. You have also installed some Bot Bot parts to keep you alive.
- » Part-Hollows are outcasts in most societies, with many trying to kill them before they completely succumb to the sickness.
- » If you become a 6/6 Hollow you will go on a murderous rampage as you seek to kill all living beings so that they may rise again as undead thralls.

Healing

Healing Rolls in Fragged Dieselpunk Mecha work like they do in the Core Rule Book (see pg: 92) except as stated below.

In-Combat Healing

First Aid: 10

Does not require Tools.

Stop bleeding, put out fire, or other minor fix.

Out-of-Combat Healing Rolls

Ongoing Care: 12t

» Requires a Medicine Toolbox.

» Heals 2 points of Damage to any character (may be split over different characters).

Paramedics: 12

Similar to Paramedics in the Core Rule Book.

» Requires a Medicine Toolbox.

» Heals 3 points of Damage to any character (may be split over different characters).

» May only be rolled directly after combat.

» Maximum of 1 attempted Paramedics roll per 3 characters.

Repair

There are no in-combat methods to Repair a Mech's Attributes.

Out-of-Combat Healing Rolls

Maintenance: 12t

» Requires a Mechanics Toolbox.

» Heals 2 points of Damage to any Mech (may be split over different Mechs).

» You may Retro any Trait if you have access to a Workshop.

Rebuild: 2x 14t

» Requires a Workshop.

» Heals 10 points of Damage to any Mech (may be split over different Mechs).

» You may Retro 6 Mech Attribute Points.

Skills

Attributes

Attributes don't contribute to Skill Roll Description bonuses. Primary Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while you have a -1 penalty if you have 1 or less in that Attribute.

» Wealth (Luck).

» Persuasion (Bravado).

» Leadership (Brawn).

» Insight (Bravado).

» Physical (Brawn).

» Stealth (Luck).

» Resolve (Bravado).

» Awareness (Luck).

» Nature (Brawn).

» Culture (Bravado).

» Medicine (Brains).

» Mechanics (Brawn).

» Electronics (Brains).

» Robotics (Brains).

» Aliens (Brains).

» Mechamancy (Luck).

Combat Skills

You do not become Trained (or Untrained) in Combat Skills.

All Combat Skills start with a +0 bonus, and gain +1 for each Attribute point that you have in the associated Attribute.

» Small Arms (Brains or Bravado).

» Heavy Arms (Brawn or Luck).

» Passion (Bravado).

» Fortitude (Brawn).

» Destruction (Luck).

» Patience (Brains).

Tools, Gadgets & Misc Items

See pg: 74-75 for a full list of example Gadgets & Items.

Tools in Fragged Dieselpunk Mecha work much like they do in the Core Rule Book except for a few minor changes.

» There are only Tools and Workshops.

» Tools grant +1 to a Primary Skill (does not Stack).

» Workshops are not acquired, the GM should just grant the PCs access to one when it makes sense (ie: when they bring their Mechs back to their home base, or when they hire one at a city). Workshops only grant a +1 bonus (not +2).

Slots

» The number of Equipment Slots required to equip this Item.

X Uses

» Costs a Spare Time Roll: You may use this item X times per Session.

» Costs a Skill Roll: You may use this item X times.

Strong Hit: Effort

Requirements Changed to:

» Does not Req Hit or Success. » Not a Spare Time Roll.

Strong Hit: Effort can be used with Attack Rolls.



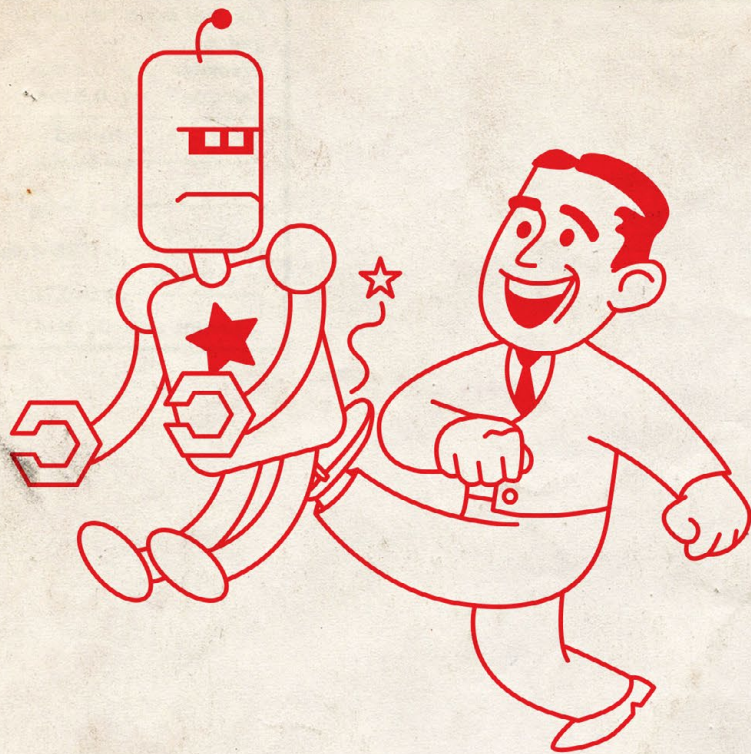
WHEN WE
ARE UNITED...

THEY'RE ALREADY HERE



...WE ARE

UNSTOPPABLE!



DON'T KICK
BOT BOTS*

BOT BOTS
ARE YOUR
FRIEND! **



*It is ok to kick Bot Bots when they refuse to obey their owner's orders, if they have trouble rebooting, or when they are deactivated and you are outside the sight of other Bot Bots.

**Except when they are not. Household Bot Bots have a 0.02% chance of murdering their owner after being kicked. Humans have a 5% chance of surviving a direct Bot Bot attack.

Please be a responsible Bot Bot owner.

Skill Details

Wealth

Same as the Core Rule Book (pg: 43).

- » 1 Cogs (pg: 75) can be spent to gain +1 to a failed Wealth Roll (Stacks).

Persuasion

Works like Conversation in the Core Rule Book (pg: 44).

Leadership, Physical, Resolve, Awareness, Culture, Medicine Mechanics & Electronics

Same as the Core Rule Book.

Insight

Works like Psychology in the Core Rule Book (pg: 44).

Stealth

This skill covers your ability to hide yourself and other objects from people. This includes your ability to remain unseen, pick pockets, conceal a weapon, perform sleight of hand, and possibly even your ability to hide your Mech. Stealth also covers your knowledge of these things.

New Rules

Stealth in Fraggd Dieselpunk Mecha works differently than in the Core Rule Book (pg: 109). It functions much more like a standard Skill and is not an Attack Roll vs a target's Defence vs Stealth.

The GM simply sets the difficulty of the Skill Roll (eg: higher if there are lots of observant NPCs around, or lower if the PC is wearing black and attempting to hide at night).

Attack

Making a Personal Combat Attack while Stealthed may result (at the GM's discretion) in an automatic take down (ie: kill or knock out) on the target.

Example Toolbox: Camouflaged Uniform

- » With these items a character skilled in Stealth can succeed in being silent or hiding in shadows that would be impossible in brighter clothes or heavy boots.

Nature

Works like Survival and Planetoids.

Robotics

Your knowledge of, and ability to work with, robotic technologies: including Mechs and Bot Bots.

Example Uses

- » Build a Bot Bot that will follow your basic orders.
- » Design a new arm for your Mech.

Aliens

Your knowledge of, and ability to work with, alien technologies: including Mech power cores. You will be unable to use most alien technologies (unless you are part alien, see pg: 27), but this Skill may help you to move in the right direction, and let you know what some devices do.

While you do not understand how many different alien factions and sub-species there are, or their motives, this Skill will help you to identify defining differences and your knowledge of various alien conspiracies.

Example Uses

- » Figure out that two different alien species were involved in an attack.
- » Identify psychic alien messages hidden within a TV.
- » Guess as to the differences between little green men and lizard people.

Mechamancy

Your ability to use and understand magic (specific types of alien technology). This form of magic is primarily focused around machines.

- » Mechamancy Skill Rolls should be difficult (ie: requiring a roll of 14 or more) and have dangerous or interesting results if they fail.
- » Players should feel free to get creative with their use of this Skill.
- » With the selection of some Traits (Dieselmancer, Necromancer or Electromancer), characters are able to expand their use of this Skill beyond machinery.
- » Mechamancy cannot (normally) be used to create new objects, it must work with what exists.
- » Rare Knowledge should be spent to cast very powerful spells.

Example Uses

- » Remotely control a Mech without being inside the cockpit.
- » Extract diesel from a dead Mech and telekinetically move it into another Mech.
- » Detect a buried Mech.
- » Summon the spirit of a dead machine and see the final moments of its life.
- » Sense how damaged a nearby Mech is.
- » Clean away rust with the wipe of your hand.
- » Give your Mech a new paint job in a few seconds.
- » Float a Mech across a river.
- » Bot Bot breeding.

Small Arms & Heavy Arms

Used for performing Actions in Personal Combat (pg: 32).

Passion, Fortitude, Destruction & Patience

Used for performing Mech System Rolls in Combat (pg: 44).

Personal Combat

Overview

See pg: 54 for balancing NPC Ability Tables.
See pg: 73 for a full list of example Weapons.

Personal Combat in Fragged Dieselpunk Mecha is a new form of combat, and makes use of a system that feels a little like both Personal and Theatre of the Mind Combat from the Core Rule Book.

Dangerous

Personal combat is very dangerous and will never be balanced. The PCs are assumed to primarily be Mech pilots, not elite or well-equipped infantry.

Battle Map, Miniatures & Movement

The use of miniatures and a battle map is optional for Personal Combat. Describing the scene and the distances (Close Range, Medium Range or Long Range) between characters should do.

Cover

Enemies have -2 to Hit you unless their Weapon has Strong vs Cover.

NPCs & Actions

» NPCs gain a +2 bonus to all Skill Rolls.

Victory & Loss

Personal Combat ends when the GMs says so.

Attribute Damage & Death

- » PCs die if any of their Attributes are reduced to -5.
- » NPCs die if any of the Attributes are reduced to 0 or below.
- » If a character suffers 3 or more Damage during a Turn they start to Bleed (suffering 1 Damage at the start of their Turn).

Weapons

- » Weapons cost Spare Time Points, not Resources.
- » Most Weapons require Equipment Slots (pg: 26).

Slots

- » The number of Equipment Slots (pg: 26) required to equip this Item.

X Uses

- » You may use this Weapon X times per Combat.

Strong vs:

- » Gain a +2 bonus to your Attack Roll for each point that your attack meets (Stacks), ie: Strong vs Not in Cover grants a +2 bonus vs characters who are not in Cover.

Weak vs:

- » Suffer a -2 penalty to your Attack Roll for each point that your attack meets (Stacks), ie: Weak vs Cover grants a -2 penalty vs characters who are in Cover.



Personal Combat Actions:

PCs act first, 2 Actions per Character, Weapons grant -2/+2 Description Bonus to all Weapons for each applicable 'Strong/Weak vs'.

Move	Move 4.	Dodge	Enemies suffer -2 to harm you (Stacks).	Small Arms	14	Target takes 1 Attribute Dmg.
Think	Make a Skill Roll. Ready a Weapon.	Aim	+2 to your next Attack Roll (Stacks).	Heavy Arms	16	Target takes 1d3 Attribute Dmg.

Example Strong/Weak vs

GMs are encouraged to create unique Weapons with new Strong and Weak vs abilities. This is a great way to spice things up and to convey some of the strange technologies that can exist.

Armoured

- » Your target is wearing body armour, or is an armoured vehicle.

Big

- » Your target is big, or a vehicle.

Close Range

- » Your target is within 20m of you.

Cover

- » Your target is in cover.
- » You do not suffer a -2 Hit penalty to your Attack Roll from their Cover (you gain a +2 Hit bonus).

Fast

- » Your target is able to quickly move.

Group

- » Your target is near several other enemies.

Long Range

- » Your target is more than 75m from you.

Moving

- » Your target moved more than 4m during their last Turn.

Not X

- » Your target is not gaining X.

Slow

- » Your target lacks the ability to move quickly.

Surprised

- » Your target is surprised by your attack.

Unaware

- » Your target cannot perceive you.

You Moved

- » You have moved at least 4m during this Turn.

You're X

- » You're gaining X at the moment.

Actions

- » Each character may perform any 2 Actions per Turn.

Move

- » Move 4 spaces (roughly 8 meters).

Think

- » Perform a Skill Roll (ie: hide, stop Bleeding, etc...).
- » Draw, reload or unjam a weapon.

Dodge

- » All enemies have -2 to Hit you until your next Turn (Stacks).

Aim

- » Your next Attack Roll gains a +2 bonus (Stacks).

Small Arms

- » If you pass a Small Arms Attack Roll of 14 and are armed with a Small Arms Weapon an opponent takes 1 point of Damage to a random (1d6) Attribute.

Heavy Arms

- » If you pass a Heavy Arms Attack Roll of 16 and are armed with a Heavy Arms Weapon an opponent takes 1d3 point of Damage to a random (1d6) Attribute.

Combat Order

- » One PC takes their entire Turn first, then an NPC takes their entire Turn.
 - » If the players cannot quickly decided which one of them is going to act an NPC takes their Turn.
 - » If the NPCs have a significant advantage over the PCs (ie: they ambushed them, have them vastly outnumbered, etc...) an NPC may take their Turn first.
- » This sequence is repeated until all characters have acted.
- » Everyone who gains a Surprise Round may perform a single Action.



Mechs

Mech Creation

See pg: 66 for a full list of Mech Builds, Traits and Weapons.

Mechs are created much like characters, as they have Attributes, Traits, and Weapons.

- » Select a Build.
- » Determine what Attributes will be Locations 1-7 or 0-6.
- » Distribute 20 Attribute Points.
 - » 7 Attributes (0-5 points each).
- » Select Traits for any Attribute Locations 1-6.
- » Select Weapons (making any required Spare Time Rolls).
 - » Install Weapons into any Hull or Arm 1-6 Location.
 - » Weapons Installed into a Arm Locations gain +1d6 Hit.
 - » Weapons Installed into a Hull Locations have their Arc of Fire reduced from 180° to 45°.
- » Allot the required Influence.

Cost Influence

Mechs are acquired by allotting Influence Points. Multiple characters can contribute Influence Points to the same Mech, though this is uncommon. Influence Points are spent on Weapons and Traits.

- » Mech Influence Cost: Traits (2 each) + Weapon Costs.

Attribute Location

All Mechs are built differently, some with multiple arms, some with no arms, some with lots of hull armour, while others have a large core. To reflect this Mechs select what Location their Attributes go into.

- » Only 1 Attribute may be Located in location 0 or 7.
 - » This Attribute is harder to hit.
 - » This Attribute may not have a Trait.
 - » This Attribute may not have a Weapon Installed on it.
- » All Mechs must have at least 1 Core, Cockpit & Leg Location.
- » 2 or more Location may have the same Attribute.

Critical Hits

Your Attribute Locations will greatly affect how Critical Hits damage your Mech (ie: more Hull Locations will make your Mech tougher) and how much firepower you have (ie: more Arms will result in more powerful Weapons).

- » Critical Hits from a Mech's Left Side roll Crit Location: 1d3.
- » Critical Hits from a Mech's Right Side roll Crit Location: 1d3+3.
- » Critical Hits from a Mech's front or rear roll Crit Location 1d6.

Traits

- » Add up the value of all Locations (not just the Location that the Trait is attached to) for an Attribute to see if you meet the required Attribute score (ie: 2 Locations with 2 in both would allow you to select a Trait with a Minimum Requirement of 4).
- » Traits may only be selected for Attribute Locations 1-6.
- » Each Location may have 1 Trait (not 1 per Attribute).
- » Each Trait may only be selected once.

Weapon Installation

- » A single Weapon may be Installed into any Hull or Arm 1-6 Location.
- » Weapons Installed into an Arm Location gain +1d6 Hit.
- » Weapons Installed into a Hull Location have their Arc of Fire reduced from 180° to 45°.

- » If a Location's value drops below an Installed Weapon's Mount Stat, that Weapon cannot be used.

Example Attribute Locations

Republic of Gerim

- | | |
|------------------|-------------------|
| » 1) Hull (Left) | » 4) Core |
| » 2) Arms | » 5) Hull |
| » 3) Legs | » 6) Hull (Right) |
| | » 7) Cockpit |

Brashja Empire

- | | |
|------------------|-------------------|
| » 1) Hull (Left) | » 4) Cockpit |
| » 2) Arms (Left) | » 5) Arms (Right) |
| » 3) Core | » 6) Hull (Right) |
| | » 7) Legs |

Daleong Kingdom

- | | |
|------------------|-------------------|
| » 0) Core | » 4) Cockpit |
| » 1) Hull (Left) | » 5) Hull (Right) |
| » 2) Hull (Left) | » 6) Hull (Right) |
| » 3) Legs | |

Equildor Union

- | | |
|-----------------|------------------|
| » 1) Arm (Left) | » 4) Cockpit |
| » 2) Leg (Left) | » 5) Leg (Right) |
| » 3) Cockpit | » 6) Arm (Right) |
| | » 7) Core |

Attributes & Damage

- » Mechs are not killed by reducing any Attribute to -5 (or -0 for NPCs). They are killed in multiple different ways.
- » Mechs do not Bleed if an Attribute is reduced to a negative.

Cockpit

- » You gain +1 Armour against the first Critical Hit on this Location during a Combat.
- » If this location takes Attribute Damage: the Pilots of this Mech take 2 Damage (no Armour) to a random 1d6 Attribute.
- » If this Location is reduced to -2: this Mech stops working.
 - » Pilot loses 1 Influence (down to a minimum of 5).
 - » Then roll 1d6:
 - » On a roll of 1 or 2: the pilot of this Mech dies.

Core

- » If this Location is reduced to -2 this Mech Explodes (see pg: 41).

Hull

- » You gain +1 Armour against any Critical Hit on this Location.
- » You may Install 1 Weapon on this Location.
- » Any Weapons Installed on this Location has its Arc of Fire reduced from 180° to 45°.
- » If this Location's value drops below an Installed Weapon's Mount Stat: that Weapon cannot be used.
- » If this Location is reduced to -4: this Mech stops working.
 - » Then roll 1d6:
 - » On a roll of a 1: this Mech Explodes (see pg: 41).

Arms

- » You may Install 1 Weapon on this Location.
- » Any Weapon Installed on this Location gains +1d6 Hit.
- » If this Location's value drops below an Installed Weapon's Mount Stat: that Weapon cannot be used.
- » This Location cannot be reduced below -2.

Legs

- » This Location cannot be reduced below -2.
- » If all Leg Locations are reduced to -2: this Mech falls over.
 - » Then roll 1d6:
 - » On a roll of a 1-4: this Mech stops working.
 - » On a roll of a 5 or 6: this Mech may continue to fight:
 - » This Mech may not Move or Rotate.
 - » All of its Weapons suffering -1d6 Hit.

Other Stats

Heat

See pg: 41 for full Heat rules.

Diesel = 6

Most Mechs are powered by diesel engines that are amplified by alien technology. Without this precious diesel they cannot function.

- » Support Weapons are the main way to increase a Mech's units of Diesel.
- » Mechs may share Diesel units with each other.
- » If a Mech is reduced to 0 Diesel units they will stop functioning within 1 or 2 days (GM's discretion) or after 1 Turn of Combat.
- » 1 day of travel reduces a Mech's Diesel units by 1.
 - » GMs may wish to alter this number to suite the style of game they wish to run (ie: reduced by 1 per 3 days of travel).
- » The first time a Mech reaches 5 Current Heat during Combat reduces their Diesel units by 1.
- » Diesel units may be gained from destroyed/captured Mechs and other appropriate resupply.

Defence = 14 + Cockpit

Determines how hard it is for Attacks to Hit you.

- » Add together all Cockpit Attribute stats.
- » May be increased by Cover.

Armour = 3

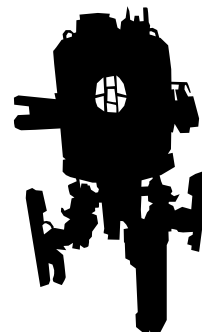
Stability = 20

Works like Endurance.

Recovery = Core x2

Determines how much Stability is Healed by some System Rolls.

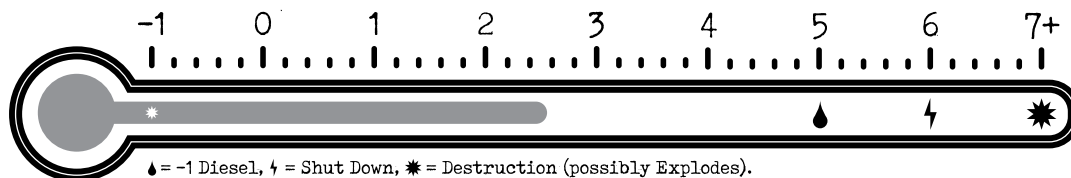
- » Add together all Core Attribute stats.



Mech Sheet (Smith)

Name: Paladin Build: Daleong Kingdom Influence Cost: Traits (2 each) + Weapons = 9

Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
0) Cockpit	0000	2		+1 Armour vs 1st Crit.	
1) Arm (Left):	0000	4	> _____	+1d6 Hit.	
2) Hull (Left):	0000	1	> <u>Heavy Mech</u>	+1 Armour. 45° Arc of Fire.	
3) Legs:	0000	2	> _____		
4) Core:	0000	4	> _____		
5) Hull (Right):	0000	5	> _____	+1 Armour. 45° Arc of Fire.	
6) Hull (Right):	0000	2	> _____	+1 Armour. 45° Arc of Fire.	



Diesel
6 + _____
= 6
1 Day Travel costs
1 Diesel.

Defence: 14 + Cockpit + -4 = 12

Armour: 3 + 1 = 4

Light Cover: +2

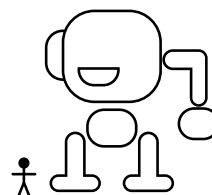
at 0 Stability - 1

Heavy Cover: +4
Reduce Stability Dmg by 1 per 2d6 Hit.

Stability: 20 + _____ = 20

Entrenched Cover: +8
Immune to Critical Hits while you have Stability.

Recovery (Core x2) + _____ = 8



Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
88mm Cannon	3d6	+3	5	2nd	6	5	2	1	2	Gun, Cannon.	144, 2
Pen 2 min 3.											

Ammo 00000 00000 00000

Heavy Rocket	2d6	+0	5	2nd	3	6	2	5	5	Gun, Rocket, Artillery.	144, 3
Pen 2 min 3.											
May not be Reloaded during combat.											

Ammo 00000 00000 00000

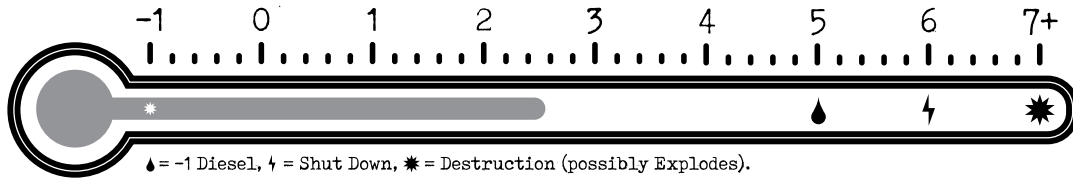
2x Shotguns	3d6	+3	3	1st	4	3	6	2 + 6	1	Melee, Shotgun.	2x104, 2
Max Rng 6.											
Strong Hit (5-6).											

Ammo 00000 00000 00000

Mech Sheet (Spider)

Name: Tarantula Build: Republic of Gerim Influence Cost: Traits (2 each) + Weapons = 10

Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
1) Legs (Left):	000	3	> <u>Agile Build</u>		
2) Hull (Left):	000	2	> <u>Paint Job</u>	+1 Armour. 45° Arc of Fire.	
3) Arm:	000	3	> _____	+1 Armour +1d6 Hit.	
4) Cockpit:	000	4	> _____	+1 Armour vs 1st Crit.	
5) Hull (Right):	000	2	> _____	+1 Armour. 45° Arc of Fire.	
6) Legs (Right):	000	3	> <u>Evasive</u>		
7) Core:	000	3			



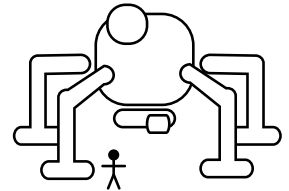
Diesel
 6 + _____
 = 6
 1 Day Travel costs
 1 Diesel.

Defence: 14 + Cockpit + 2 = 20 Armour: 3 + _____ = 3

Light Cover: +2 at 0 Stability -

Heavy Cover: +4 Stability: 20 + _____ = 20

Entrenched Cover: +8 Recovery (Core x2) + _____ = 6
 Immune to Critical Hits while you have Stability.



Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
MG Turret	5d6	+0	5	2nd	3	4	3	3	2	Guns, Machine Gun.	141, 1
Strong Hit (5-6), Reload 2.											

Ammo 00000 00000 00000

Multi-Canon	5d6	-2	4	2nd	7	4	Inf	2	1	Guns, Canon.	121, 1
Splash 1, Multi Crit.											
Pen 2 min 4.											

Ammo 00000 00000 00000

Missile Infantry	5d6	+0	4	2nd	3	4	Inf	5	2	Support, Inf-Anti-M.	141, 2
Defence: 18, Armour: 4, Durability: 3*, Move: 3.											

*A Critical Hit may never deal more than 1 Durability Damage to you, Diesel +1.

Strong Hit: Coordinated Strike (Hit) The next Attack against this target gains +1d6 Hit (Stacks).

Ammo 00000 00000 00000

You gain +1 Armour if you moved at least 4 spaces from your starting location during your Turn, and have more than 0 Stability (does not Stack).

Mech Combat

Overview

- See pg: 28 for full Repair rules.
- See pg: 66 for a full list of Mech Traits.
- See pg: 68 for a full list of Mech Weapons.

Mech Combat in Fragged Dieselpunk Mecha is a new form of combat, and makes use of a system that feels a little like both Personal and Ship Combat from the Core Rule Book.

Battle Map, Miniatures & Movement

These act like they do in the Core Rule Book (pg: 71).

Large Scale

Mechs should fight around small forests, towns and river ways.

Environment & Weather

The amount of Cover and sources of Heat reduction will play dictate much about the feel of each Combat.

Weapon Stats & Attack Rolls

Attack Rolls and Weapons in Fragged Dieselpunk Mecha work much like they do in the Core Rule Book (pg: 78), with only a few changes.

Hit Dice (Hit D6)

- » The number of dice you roll when you make an Attack Roll with this Weapon.

Hit

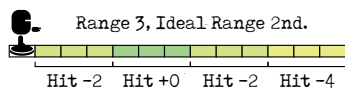
- » Add this value and the corresponding Skill (ie: the Mech System Roll Skill that you are using for this Attack Roll) to your Attack Roll.

Range Increments (Range)

- » Measured the same as the Core Rule Book (pg: 78), but with different range penalties (see Ideal Range below).

Ideal Range Increment (Ideal Range)

- » Attacks outside this Ideal Range increment have a -2 Hit penalty for each Range Increment.



Stability Damage (Sta Dmg)

- » Works like Endurance Damage in the Core Rule Book (pg: 87).

Critical Damage (Crit Dmg)

- » Same as the Core Rule Book (pg: 87).
- » See pg: 35 for full Attribute Damage rules.

Ammo

- » The number of Attack Rolls you can make with this Weapon before you need to perform a System Roll with Reload.

Location

- » Write down what Attribute Location this Weapon is Installed on.

Mount

- » If the Attribute Location value where this Weapon is Installed drops below this Mount Stat: this Weapon cannot be used.

Weapon Types

- » Dictates what Variations and Mods may be applied to this Weapon.
- » Dictates what System Rolls will allow you to make use of this Weapon (see pg: 44).
- » See pg: 43 for a list of special rules.

Cost: Xt, Y, Z Kn

- » X: The Spare Time Roll required to acquire this Weapon (unless you gain it through other means, ie: looting, theft or reward).
- » Y: The amount of Influence that must be allotted to this Weapon.
- » Z: The amount of Rare Knowledge that must be spent to acquire this Weapon.

Cover

Light Cover:

- » +2 Defence.

Heavy Cover:

- » +4 Defence.
- » Reduce all Stability Damage against you by 1 per 2d6 Attack Roll dice rolled against you (Stacks).

Entrenched Cover:

- » +8 Defence.
- » Reduce all Stability Damage against you by 1 per 2d6 Attack Roll dice rolled against you (Stacks).
- » You are immune to Critical Hits while you have Stability.

Public Warning

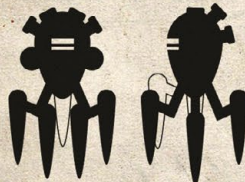
The public are advised to familiarise themselves with the appearance of People's Republic of Gerim and Brashja Empire vehicles, so that they may not be alarmed by Gerim aircraft or mechs, and may take shelter if Brashja aircraft or mechs appear. **Should hostile vehicles be seen, take shelter immediately** in the nearest available house, preferably in the basement, and remain there until all aircraft have left the vicinity, and all hostile mechs have been driven off: do not stand about in crowds and **do not touch unexploded bombs.**

In the event of **HOSTILE** vehicles being seen in country districts, the nearest Military or Police Authorities should, if possible, be advised immediately by Telephone of the **TIME OF APPEARANCE**, the **DIRECTION OF TRAVEL**, and whether the vehicle is a **Mech or Aeroplane.**

Gerim MECHS



Advanced



Cutting-Edge

Note specially the curved hull,
3 or 5 legs, and cockpit slit

AEROPLANES



Advanced Fighter



Heavy Bomber

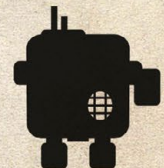


Sky
Fortress

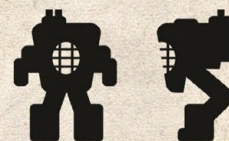
Brashja MECHS



Soldier



Command



Recon



Artillery

AEROPLANES



Fighter



Bomber



Zeppelin



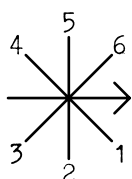
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Destruction of Cover

If a space of Physical Environmental Cover (ie: trees, building, walls, etc...) suffer one or more of the following, reduce its Cover Step by 1 (but it still counts as Difficult Terrain).

- » A Mech walks through it.
- » It blocks an attack.
- » An Attack scatters onto it

Failed Attack Roll: Scatter



If an Attack Fails to Hit:

- » It scatters 1d6 spaces in a random (1d6) direction: If this scatters onto another target's space it deals damage to that target as if this attack had the Splash Keyword.
- » Do not scatter this Attack if it fails to hit due to Physical Environmental Cover: this attack should damage that Cover (see above).

180° Arc of Fire

- » All Mech Weapons are forward facing.
- » Mech Weapons may only make Attack Rolls against targets within a 180° arc in front of your Mech (so not behind).
- » This amount is reduced to 45° for Weapons Installed on a Hull Attribute Location.

Strong Hit: Critical Hit

Requirements Changed to:

- » Target is Damaged.
- » Once per Attack.

Attribute Location

See pg: 34 for full Attribute Location rules.

Different Mechs have their Attributes in different Locations. If you wish to hit a specific Attribute Location you should attack a Mech from a specific side, and/or perform the Take Aim Mech System Roll (pg: 43).

- » Critical Hits from a Mech's Left Side roll Crit Location: 1d3.
- » Critical Hits from a Mech's Right Side roll Crit Location: 1d3+3.
- » Critical Hits from a Mech's front or rear roll Crit Location 1d6.

Keywords

Crit Location +/-X

- » The Critical Hit random Attribute Location roll from this Weapon may be altered up by, or down by, X.
- » You may hit Attribute Locations 0 to 7.

Heat +/- X

- » Alter a Mech's Current Heat by X.

Indirect (X)

- » Cover against Attacks from this Weapon are determined from X, not from the Attacker.

Max Range X

- » The maximum range of this Weapon is X.

Multi Crit

- » Any number of Strong Hit Options from this Weapon may be spent on Critical Hits (normally limited to 1).

Pen X min Y (Penetration)

See Core Rule Book pg: 125 for full Pen rules.

When a Weapon has multiple "Pen" Keywords, select the highest "X" and lowest "Y" (ie: Pen 1 min 3 + Pen 2 min 4 = Pen 2 min 3).

Reload X

- » This Weapon requires X Reloads before it regains all of its spent Ammo (normally 1).

Optional: Mech Size

Mechs in Fragged Dieselpunk Mecha do not have a Size stat like Spacecraft in the Core Rule Book. Instead, players and the GM should just describe how large a Mech is, and this will have some minor impacts on how a Mech interacts with its environment. GMs and players are encouraged to think of more effects from Mech size.

Small

- » You should not have more than 1 Hull Attribute Location.
- » Most terrain (trees, buildings) are not destroyed by your Mech when you walk through their space.
- » Infantry Support Weapons lose 1 Durability if your Mech walks through their space.
- » You may attempt to hide your Mech with a Skill Roll.

Large

- » You should have 2 or more Hull Attribute Locations.
- » Most terrain (trees, buildings) are destroyed by your Mech when you walk through their space.
- » Vehicle Support Weapons lose 1 Durability if your Mech walks through their space.
- » NPCs will perceive your Mech from a very long way off.

Heat

Managing a Mech's Heat is a vital combat skill. If a Mech gets too hot it will Shut Down and possibly explode. Heat is primarily built up by performing Mech System Rolls that make use of a Weapon.

- » We recommend you a 1d6 die to track your Heat during combat.

Current Heat Value

- » System Skill Rolls may alter a Mech's Current Heat.
 - » ! = +1 Current Heat.
- » Some Weapons may increase the Current Heat of a Hit Mech.
- » If a Mech's Current Heat reaches 7 or more:
 - » It stops working for the remainder of the combat.
 - » Its Defence is reduced to 10.
 - » If it takes 1 point of Attribute Damage to any Attribute Location it Explodes.
- » The first time a Mech's Current Heat reaches 6:
 - » Your Mech Shuts Down (pg: see below).
- » The first time a Mech's Current Heat reaches 5:
 - » Reduces your Mech's Diesel units by 1 (pg: 35).
- » If a Mech's Current Heat reaches -1 or less:
 - » It stops working for the remainder of the combat.
 - » With the GM's permission this Mech may be restarted with a Skill Roll of 14 and some good role playing (ie: climbing out of the cockpit and manually restarting the engine).
 - » Its Defence is reduced to 10.
 - » You are invisible to almost all types of digital detection.

Base Heat Value

At the start of each Mech Combat the GM should set the Base Heat Value for the environment.

- » This will normally be between 0 and 1.
 - » Or 2 or 3 in extreme situations.
- » This is the starting Current Heat for each Mech.
- » Shut Down may not reduce your Mechs Current Heat below this value.

Heat +/-X

- » Traits, System Rolls and other Effects with this Keyword alter a Mech's Current Heat by X.

Shuts Down

- » Your Defence is reduced to 10.
- » You may only attempt to make Vent Heat Mech System Rolls.
 - » Success will remove this Effect.
- » Reduce your Heat by 2 for each System Roll that you don't attempt to make during your Turn.
- » You are invisible to many types of digital detection.

Mech Explodes

- » Mechs within 2 of this Mech take 1 point of Damage (no Armour) to 3 random (3d6) Attributes.
- » Pilot loses 2 Influence (down to a minimum of 5).
- » Roll 1d6: on a roll of 1 or 2, the pilot of this Mech dies.

Example Environments

Road

- » You may move forward 1 space when you Rotate on a Road.

Elevated

- » When Attacking target lower than you: you gain +2 Hit and Range.

Limited Vision (ie: Night, Smoke or Dust)

- » Non-adjacent targets gain Light/Heavy Limited Vision Cover
 - » Change this to Low Light Cover if the restriction is lack of light (ie: darkness) and not physical (ie: smoke or dust).

Swamp

- » Difficult Terrain (1/2 movement speed, rounded up).
- » If you start your Turn in, or move through a Swamp: reduce your next Rotate during this Turn by -45°.

Forest or Building

- » Difficult Terrain (1/2 movement speed, rounded up).
- » Grants Light or Heavy Cover.
- » Destructible, see Cover on pg: 38.

Large Heat Source (ie: Lava or Fire)

- » Difficult Terrain (1/2 movement speed, rounded up).
- » If you start your Turn in, or move through a space adjacent to a Large Heat Source: gain +1 Current Heat.
- » If you start your Turn in, or move through a Large Heat Source: your Mech takes 1 Damage (no Armour) to its Legs.

Water

- » Difficult Terrain (1/2 movement speed, rounded up).
- » If you start your Turn in, or move through Water: reduce your next Rotate during this Turn by -45° and reduce your Current Heat by 1.

Deep Water

- » Impassable Terrain (but you may move into an adjacent non-Impassable Terrain space, ie: the shore).
- » If you start your Turn in, or move into Deep Water: your Mech takes 2 Damage (no Armour) to a random (1d6) Attribute.
- » If you started your Turn in, or move through Deep Water: reduce your next Rotate during this Turn by -45° and reduce your Current Heat by 2.

Falling Snow or Rain

- » All non-adjacent Mechs gain Light Limited Vision Cover.
- » The Vent Heat System Roll (pg: 44) reduces your current Heat by an additional 1.



WELCOME TO
ΦEITY CITY

THE ΦUTURE IS ΦOW

System Rolls

See pg: 44 for a full list of Mech System Rolls.

Mechs have System Rolls that work a little like Space Craft System Rolls in the Core Rule Book (pg: 168).

- » Each Mech may have 1 Pilot (PC).
- » Each Pilot may attempt 2 System Rolls per Turn.
 - » 1 Fast System Roll may be performed during a Surprise Round.
 - » Heat is gained even if a roll is unsuccessful.
- » Each System Roll may only be successfully made once per Turn per Mech (a failed Attack Roll counts as a success).
- » Each Weapon may only be used once per Turn per Mech.
- » A Turn of Mech Combat will be about 5 to 15 minutes of in-game time.

Combat Order & Flow

- » There are 2 System Roll Phases per Turn: Fast & Slow.
 - » Fast: Passion and Fortitude.
 - » Slow: Destruction and Patience.
- » Once all Fast System Rolls have been performed, all Slow System Rolls are performed, then the Turn ends.
- » One PC makes a System Roll first, then an NPC. This sequence is repeated until all desired System Rolls for that Phase have been made.

NPCs & System Rolls

- » NPCs do not automatically gain a +2 bonus to all Rolls, see pg: 55.

Optional: Simpler System Rolls

As an optional rule to help GMs manage a larger number of NPC Mechs, GMs may use these simpler System Roll rules:

- » No Give Orders, Rushed Shot, Reverse (Rush may be used to Reverse), Brace, Power Up, Bombard, Take Aim or Overwatch Mech System Rolls.
- » Non-Attack Roll System Rolls are not needed (but they may still roll if they wish to attempt to trigger an ability or Strong Hit Option).
- » Quick Shot may use any Weapon.

Movement & Rotation

- » Add all of your Legs Attribute stat totals together when calculating your maximum movement.
- » Mechs can only change their facing if a System Roll allows them to.
- » Mechs can only move directly forward, unless a System Roll (ie: Reverse) allows them to do otherwise.

Weapon Types

Melee, Gun & Artillery

- » No special rules.

Tactical

- » At the GM's discretion, attacks from this Weapon are invisible to the enemy.

Support

- » Support Weapons act as independent characters, with their own Defence, Armour, Durability and Movement.

Moving & Attacking

- » Support Weapons may move once at the END of each Turn, but they may ONLY Attack when a System Roll allows them to.
- » Support Weapons have a 360° Arc of Fire.

Damage (Durability & Mount)

- » Support Weapons have 0 Endurance, which will result in them receiving an automatic Critical Hit when they take damage.
- » Support Weapons may take Attribute Damage up to their Durability before they are removed from combat (wounded, dead, fled in panic, etc...).
- » This does not mean they are dead, just that they are no longer able to contribute to the current combat in any meaningful way.
- » If the Attribute Location value where this Weapon is Installed drops below this Weapon's Mount Stat: this Weapon cannot Attack and will move off the Battle Map. This represents the Support Weapon losing contact with the commanding Mech and fleeing the battle or becoming ineffective.

Bodies

- » By default, all Support Weapons have 1 Body.
- » Each Body is an independent character which may make its own Attack Roll (but all Bodies in a Support Weapon group Attack when a System Roll allows them to), and have their own Durability.

NPC Army Groups

- » Move and Attack at the end of each Turn.
- » Have no Mount Stat, and do not require a commanding Mech to maintain their combat effectiveness.

Ejected Pilot

- » At the GM's discretion a PC may leave his Mech during a Mech Combat and fight on foot (this is very dangerous).
- » If they do so: they take on the Stats of an Ejected Pilot (pg: 68).
 - » They may only select the Heavy Arms option if they have a Personal Combat Weapon that may be effective vs Mechs.

Passion

Rush

- » Increase your Mech's Heat by 1.
- » Move your Mech forward up to a distance equal to your Current Legs.
- » You may rotate 45° at the start or end of your movement.

Give Orders

- » Requires Skill Roll: 12.
- » Make an Attack Roll with a Support or Tactical Weapon.
- » An Ally Mech Heals Stability an amount equal to their Recovery.

Quick Shot

- » Increase your Mech's Heat by 1.
- » Make an Attack Roll with a Gun or Melee Weapon.

Rushed Shot

- » Increase your Mech's Heat by 2.
- » Make an Attack Roll with a Gun or Melee Weapon.
- » Rotate 45° before or after your Attack.

Fortitude

Reverse

- » Increase your Mech's Heat by 1.
- » Move your Mech backwards up to a distance equal to your Current Legs -2.

Rearm

- » Requires Skill Roll: 12.
- » Heal Stability an amount equal to your Recovery.
- » Reload 2 different Weapons.

Vent Heat

- » Requires Skill Roll: 12.
- » Reduce your Current Heat by 2 (down to 0), if you are in falling snow or rain (pg: 41) increase this to 3.
- » Gain or lose the Shut Down Effect.

Brace

- » Requires Skill Roll: 14.
- » Gain +1 Armour until your next Turn (does not Stack).

Destruction

Charge

- » Increase your Mech's Heat by 1.
- » Move your Mech forward up to a distance equal to your Current Legs +2.
- » Make an Attack Roll with a Melee or Support Weapon.

Power Up

- » Requires Skill Roll: 12, and increases your Mech's Heat by 1.
- » Your next Attack gains: +1 Crit Dmg (does not Stack).

Bombard

- » Increases your Mech's Heat by 1.
- » Make an Attack Roll with a Weapon, and increase its Stability Damage by 2.

Unleash

- » Increases your Mech's Heat by 2.
- » Make an Attack Roll with 2 different Weapons OR 1 Weapon with +1d6 Hit.

Patience

Manoeuvre

- » Requires Skill Roll: 12, and increases your Mech's Heat by 1.
- » Move your Mech forward up to a distance equal to your Current Legs +1.
- » You may rotate 45° at the start and end of your movement.

Take Aim

- » Requires Skill Roll: 12.
- » Your next Attack gains: +1d6 Hit Die and Crit Location +/-1 (does not Stack).

Overwatch

- » Requires Skill Roll: 12, and increases your Mech's Heat by 1.
- » Make an Attack Roll with any Weapon in response to any System Roll before 'your' next System Roll (works like Overwatch in the Core Rule Boo, pg: 110).

Careful Shot

- » Make an Attack Roll with any Weapon.

Mech System Rolls:

A PC rolls first, 2 Rolls per pilot, != +1 Heat, Each System Roll may only be successfully rolled once per Turn.

Fast Passion: + __			Fortitude + __			Slow Destruction + __			Patience + __		
Rush	!	Move = Legs. Rotate 45°.	Reverse	!	Move backwards = Legs -2.	Charge	!	Move = Legs +2. Use 1 Melee/Support.	Maneuver	12!	Move = Legs +1. Rotate 2x 45°.
Give Orders	12	Use 1 Support/Tactical. An Ally Recovers.	Rearm	12	Recover Reload 2 Weapons.	Power Up	12!	Next Attack; +1 Crit Dmg.	Take Aim	12	Next Attack; +1d6 Hit & Crit Loc +/-1.
Quick Shot	!	Use 1 Gun/Melee.	Vent Heat	12	Heat: -2. Power Up/Down.	Bombard	!	Use 1 Weapon. +2 Sta Dmg.	Overwatch	12!	Use 1 Weapon, in response to a Roll.
Rushed Shot	!!	Use 1 Gun/Melee. Rotate 45°.	Brace	14	Armour +1.	Unleash	!!	Use 2 Weapons or 1 with +1d6 Hit.	Careful Shot		Use 1 Weapon.

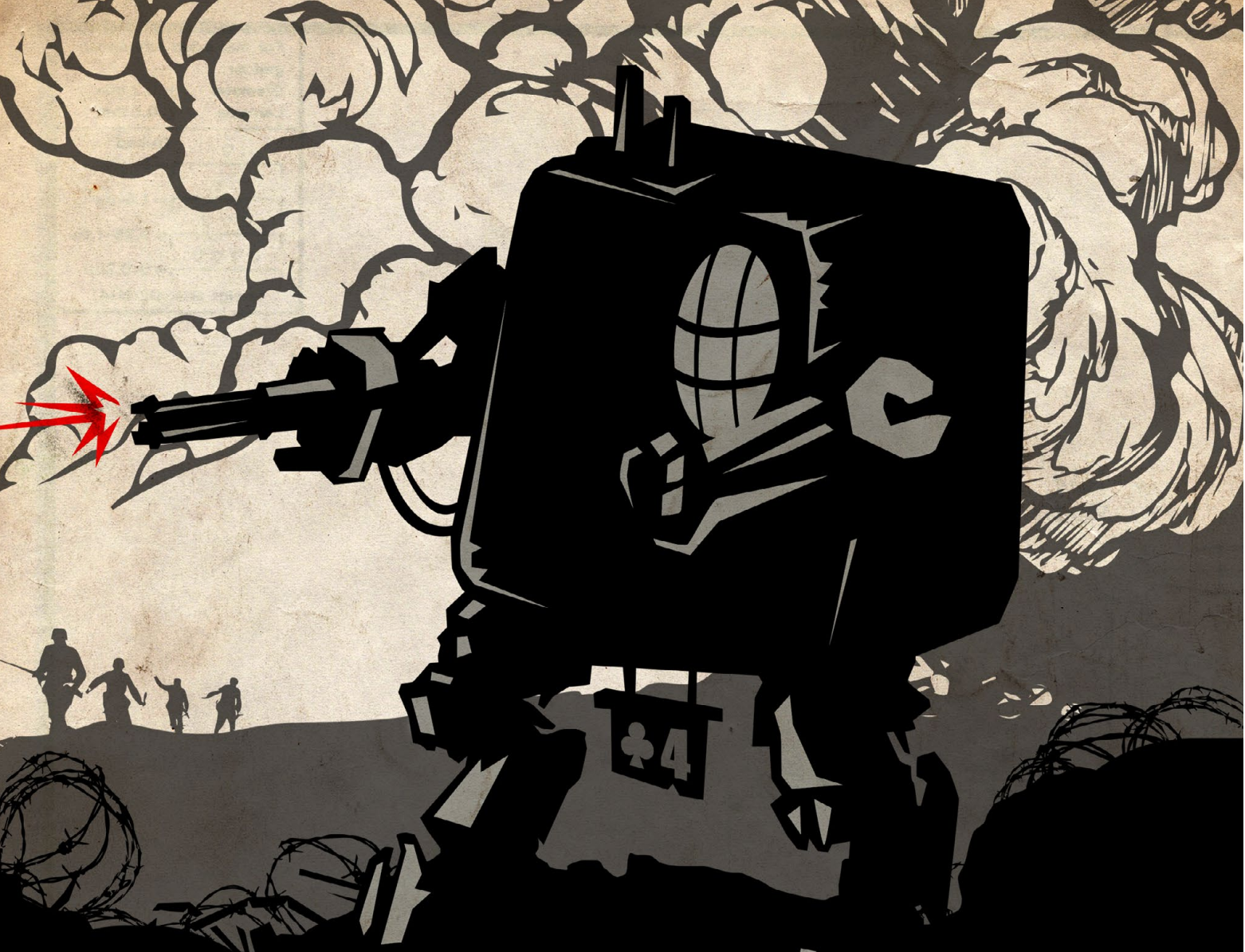
Sweetheart,

No one bring so much happiness to my
life as you. In your company, I find
the joy I have never known before. I
imagine that my life would be
empty without the best



Chère maman
J'aurais
vous
no





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GM Guide

Overview

Fragged Dieselpunk Mecha is a pulpy, gritty and fun setting that should be full of exploration, mystery, action and camaraderie.

Fragged Dieselpunk Mecha has a strong 'Camaraderie in War' theme alongside a heavy dose of political and technological intrigue. A typical game will have a diverse group of PC mercenaries going from one job to the other, having their strings pulled by the wealth and power of those beyond their reach... just like what is happening to the nations they are fighting for.

- » All characters (both PCs and NPCs) should have clear personal goals.
 - » Give PCs opportunities to pursue their personal goals.
- » GMs should encourage a sense of camaraderie between the PCs.
 - » Discourage inter-PC betrayal.
- » The players' actions should change the environment & the war.
- » Before your first game: give your players a clear idea about the style of game that you're going to run (ie: intrigue, monster hunters, sandbox, etc...).
 - » This will help them to make suitable characters.
 - » Encourage them to have pre-existing connections to each other (as this encourages camaraderie).
 - » Define who their initial patron nation will be.

Loot & Rewards

Spare Time Points

- » Gain 1 at the start of each game Session.
- » GMs may grant a Spare Time Point to their players if they have a large amount of Downtime (1 or more weeks).
- » GMs wanting a grittier game should give out fewer Spare Time Points.

Cogs

- » Gained when a substantial amount of money is obtained.
- » GMs wanting to give their players more autonomy should give out more Cogs.

Influence

- » Primarily gained by helping an NPC group.
- » 4 Cogs can be spent to gain +1 Current Influence.
- » GMs wanting their players to have more powerful Mechs should give out more Influence (possibly increasing all of their players' Max Influence).

Combat

See pg: 32 for full Personal Combat rules.

See pg: 38 for full Mech Combat rules.

Personal Combat

War is incredibly dangerous for infantry, and your PCs are Mech pilots, not well-equipped elite foot soldiers.

Personal Combats should rarely (or never) be balanced, as the out-of-combat choices of your players should dictate the difficulty of the combat. The victory conditions of each Personal Combat should rarely be 'just kill all of the enemies'. Victory conditions like: escape, steal the McGuffin, protect the VIP, distract the enemy, scout the enemy encampment, etc... are some good options.

Mech Combat

This type of Combat can be a highlight of your game, where your PCs can make substantial contributions to the on-going war.

As NPC Mechs are built in a very similar way to PC Mechs, a GM runs the risk of becoming overwhelmed with book keeping. We recommend you make regular use of Army Groups (infantry, tanks, planes, etc...), and duplicating NPC Mech loadouts (so a single stated up NPC Mech sheet can be used for multiple NPC Mechs).

Types of NPCs

See pg: 54-55 for a full list of NPC ability tables.

Infantry Group (Personal Combat)

- » Equal in power to 1 PC.

Skilled Infantry (Personal Combat)

- » Equal in power to 1 PC.
- » Their Attributes do not add to Attack Rolls.
- » Removed from combat (killed) if any non-Luck Attribute is reduced to -0.
- » If this character is a Mech, it deals +1 Attribute Damage, reduces all Attribute Damage that it receives by 1 and gains x2 Attribute Points (and uses Mech Attribute Locations).

Army Group (Mech Combat)

- » Equal in power to 1 PC.
- » See pg: 43 for a full list of Army Group special rules.

Skilled Mech (Mech Combat)

- » Equal in power to 1 PC.
- » Destroyed just like PC Mechs (pg: 35).

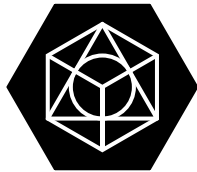
Example NPC Factions

Cronicia is a continent in constant disarray, where yesterday's enemies are tomorrow's allies, and today's allies are tomorrow's threat.

Most enemy factions are going to take the form of rival Mech teams, or various political groups within the nations of Cronicia. There is a lot of flexibility within this world to create interesting villains or recurring factions that your PCs must face off against. Cronicia is full of rogue military battalions, nefarious spy organizations, machiavellian politicians, power hungry industrialist and other entities with far more wonderous power.

Those factions presented here are some of the less obvious factions, those who work from the shadows or just outside the realm of the nations. This is not meant to be an exhaustive list, but provides a small list of some of the more dangerous threats to peace in Cronicia, and to give you a slightly better idea about some of the meta-narratives within this setting.

Piety



This strange hexagonal symbol has been seen all throughout Cronicia's long history. Carved on ancient Equildor Stonehenges, drawn by unknown students on archaic Daleong books, soldered into Empire radio systems, and watermarked onto blank Republic business cards. But strangest of all, several unconnected trees throughout the world have been known to grow their bark in a way that forms this odd pattern.

Many clandestine, secretive, and juvenile factions have taken this symbol up as their own, all wanting to make use of its long and mysterious history. But no faction claiming this symbol has been more impactful than the dangerous group known as Piety. Piety are driven by a single purpose: the destruction of all ill-human technology. What exactly makes a technology 'ill-human' is often unclear, though it is often military in nature.

Piety has been most active within the Republic, destroying Mech factories and many private laboratories. But rumours abound of many attacks within the Kingdom and Union as well, leading some to think of them as Empire agents, a narrative that the Republic is keen to support.

Conspiracy Theories

- » They're following a master plan and wish to destroy technologies that may prevent their desired future for humanity.
- » They only destroy alien technology.

Aliens



Outside of the realm of Cronicia, beyond the human eye, the events of the world are being carefully monitored and controlled by groups of extraterrestrials fighting a proxy war against each other, secretly supporting different Cronician factions by feeding them resources and technologies well beyond their normal capabilities, and directly influencing their leaders. The ultimate goals of these alien factions are varied, with some wanting specific resources only found on Cronicia while others are wanting to establish secret colonies or to simply support the growth of their particular ideologies.

Each faction must strike a precarious balance with each other, as no one faction wants to earn the wrath of the combined might of their rivals. These alien groups prefer indirect interference unless they feel their core goals are at risk, in which case they will offer more direct and bold interference. These alien proxy wars are devastating to Cronicia, as humanity has been kept in a continuous cycle of war that will not end. It has also led to very uneven advances in science, as Cronicia's technology will jump ahead hundreds of years in some sectors, while remaining hundreds of years behind in others.

Technological & Manufacturing Focuses

- » Each alien group has a different focus: mind control, robotics, magic (nano-tech), time travel, dimensional rifts, etc...

Mechs

- » Very advanced.
- » Wide variety of designs.

Conspiracy Theories

- » Space travel has become known as the 'cursed science' because aliens are preventing humans from reaching space where they might see their ships.
- » The different alien groups are actually different species: some with bulbous green bodies and black eyes, other with lizard like heads, and others with multiple tentacle like appendages.
- » The Aliens are conducting their proxy war due to ideological reasons (ie: each supporting a nation that shares some of their ideologies) or to protect material interests (ie: resources) that they have in the planet.
- » If humanity is to ever escape this alien proxy war, they need to drive the aliens off (possibly by exposing them) or getting them to see the error of their ways.

The Hollow



The Hollow were created when the Hollowing Sickness first broke out in northern Equildor. No one knows where the sickness originated or exactly how it spreads, which has given rise to many wild rumours.

The sickness turns its victims into "Hollows," which are undead, rotting corpses reanimated back to life. Over time, these undead replace their rotting parts with mechanical limbs, much like the Equildorians do, under the guidance of intelligent leaders known as Masters. These Masters have taken over and corrupted Bot Bot driven factories to produce more Hollow soldiers and hulking Mech monstrosities. No one knows what will happen to the Hollows if their controlling Masters are killed, as none have ever fallen, due to the near-magical nature of their technological defences. But as the fall of a single Hollow minion result in a sizable explosion, the effects of a killed Master are sure to be impressive.

Technological & Manufacturing Focuses

- » Hollow Mechs.
- » Hollow infantry (blending organic parts with Bot Bot parts).

Mechs

- » They make use of Mechs from the nations, but they are sickly looking and covered in rust and rot.
- » Commonly armed with close combat weapons.

Conspiracy Theories

- » The Hollowing Sickness comes from a UFA that crashed in northern Equildor.
- » The Hollow Sickness was deployed by aliens to stop the Brashja Empire defeating the Republic.
- » The Hollow Sickness was an Equildor Union AI based weapon that they lost control of.
- » The Hollow Sickness makes use of Alien medical technology.
- » While many call the Hollow undead, some claim that they are simply rogue machines with rotting human corpses stuck inside. Possibly the machines uses these corpses to spread fear (as magical undead is worse than rogue machines).
- » Theoretically the Hollow could take control of, or manipulate other Bot Bots.
- » Aliens are afraid of the Hollow.

Xenonati



The Xenonati are alien's agents on Cronica. They are human, mostly, with a few mysterious, potentially alien, figures acting as overseers. The organization is completely secret, and membership is by invitation only, and those who turn it down vanish in mysterious ways.

Members of the Xenonati are completely devoted to the aliens, worshipping them as gods, and serving them in whatever capacity they ask. This usually means infiltrating the nations of Cronica to obtain positions of power. The chaos of the wars allows the Xenonati to mask the presence of the aliens while also securing alien artefacts that are spread out across the surface.

The Xenonati are obsessed with secret signs, symbols and hidden meaning. While these practices aid the secrecy of the organization, its also makes them inefficient and prone to misunderstanding their leader's instructions. They also practice what appears to be magic, but which is actually advanced alien technology. These combine to give them a cultish appearance that causes investigators digging too into their existence to be dismissed as insane.

Technological & Manufacturing Focuses

- » Communication (especially secret).
- » Stealth.
- » Alien artefacts.

Mechs

- » They make use of Mechs from the nations, but they have been known to cover them in arcane runes.
- » Have been known to have access to Alien Mechs.
- » Commonly armed with arcane (advanced alien technology) weapons.

Conspiracy Theories

- » Started out as a secret society for Daleong Kingdom elites.
- » At least one of the alien groups is in direct contact with the leadership of this cult.
- » There are possibly more than one alien cult that makes use of the Xenonati name.
- » The Xenonati do not exist, and is a myth spread by nations leaders, or possibly aliens, to act as a scapegoat when alien artefacts are discovered.
- » The Xenonati are in-fact working against the aliens.

Adventure Ideas

The Hollow Town

Dustfall, a factory town at the edge of west Brashja, has been overrun with the Hollow, forcing the Empire to abandon their city. Brashja fears the Hollowing sickness might spread, and has made reclaiming Dustfall a high priority. Not wanting to weaken their own lines, they have contracted the job out to a Nomadic House, hoping they can discreetly eliminate the Hollow threat without causing a mass panic. It's important to the Brashja that the Hollows are stopped without the factories themselves being damaged too heavily.

- » Dustfall is located near the border of the Brashja Empire, on a flatland to the east of a central Cronicia mountain range.
- » The Hollows have placed sentry Bot Bots to scan the horizon for threats, and are using patrolling Hollow dogs to comb the surrounding countryside. Making it difficult for the Nomads to approach the town undetected.

Once inside, the Nomads will quickly realize the Hollows have corrupted the Mech and Bot Bot factories within Dustfall, tasking them to their own nefarious purposes. The first few Hollow Mechs are already functional and wandering around central Dustfall awaiting orders.

- » The longer the Nomads take to move on the factories, the more Mechs will be produced.

The Hollow have entrenched themselves in the city, and the factories have already begun producing more Hollow, and so the small force is gradually turning into a large army, in position to descend upon central Brashja if not stopped. The Hollow force is controlled by a minor Hollow Master stationed inside the largest factory in the center of town. Getting to the Master will prove quite the challenge as the Master has a number of defenses in place to protect himself.

- » Through the city, the Master has placed three power crystals, each spread out and equidistant from each other in the shape of a triangle.
- » These three power crystals form a protective shield where their lines intersect, protecting the central factory.
- » The Nomads must find and destroy these protective crystals before they can breach the main factory and face off against the Master.

The putrid interior of the factory is covered in a thick layer of organic matter that pulses with life. If touched, it will emit a cloud of purple dust that dazes any who breathe it in.

- » If the Nomads are able to defeat the Master, then the Hollows around Dustfall will turn to dust, allowing the Brashja cleaning crews to reclaim their lost city.

Behind Enemy Lines

Nomad mercenaries are being paid well to infiltrate far behind enemy lines, meet up with an informant, disrupt the enemy plans, and then escape in one piece.

- » This mission will unfold in different ways, depending on the mercenaries' affiliation with the Republic and Empire.

For the Republic:

The Republic is keen to disrupt Brashja's anti-air advancements. Empire technology is growing more advanced than the Republic can match and, if these new cannons are developed and installed, the Republic may lose their aerial advantage. The Daelong Kingdom will provide transit and extraction via their impressive navy, creating a distraction on the front line, allowing a small ship carrying the Nomads can slip past and deposit the team on an unguarded shore.

For the Empire:

The Brashjan Empire has set its sights on the Daelong Kingdom's navy, targeting a secret facility said to be developing a prototype submersible vessel with unmatched speed. But the Brashjan's are unsure which of the Daelong's many coastal factories are producing the prototype.

The Empire will launch a fleet of zeppelins over the island, dropping the team behind enemy lines with anti-grav parachutes. Once the mission is carried out, the team must figure out their own extraction plan, as the zeppelins will not be able to pick them back up. Daelong is known for its navy, so stealing a ship to slip back through the enemy lines is a viable option.

The Mission:

- » Once in enemy territory, the team will need to meet up with an espionage team, led by the likeable and overly confident Mrs Zero before locating the top-secret lab.
- » Allied agents have turned a scientist, promising them either citizenship in the Republic or payment in exchange for the lab's location.
- » The team must infiltrate the city of Gosa and meet up with the scientist, who will provide a map and access codes but beware, the scientist is incredibly paranoid and may require a little last-minute persuasion, especially after Mrs Zero reveals herself to be a double agent.

Once the location of the lab is known, the team can either infiltrate and steal the plans, or burn the lab to the ground. No matter the path, the team must then escape to their extraction point.

Spies in the Dark

Nomads have been hired to root out an enemy spy that has managed to slip into a particular nation undetected. The nation has received a tip that the spy exists among them, but the identity, location, and objective of the spy remains unknown. The team must figure out a way to identify the spy, either by posing as spies themselves or doing detective work to follow the spy's trail.

- » The identity and objective of the spy is going to vary based on the nation in question, but the initial plan remains the same.
- » The enemy spy has used stealth technology and political influence to smuggle enemy pilots into the land.
- » The pilots are to hijack freshly made enemy Mechs before they leave their factory.
- » They will then use these Mechs to destroy the factory and flee the nation, giving the spy the much-needed cover that they need for their true mission.
- » Evidence of this impending attack may be indirectly fed to the Nomads by the spy themselves.

The Nomad team will most likely catch up with the enemy pilots just as they are taking control of the Mechs, prompting a Mech based combat with help from an allied garrison.

- » Once defeated, one of the dying enemy pilots will reveal that they were there to be a distraction for the spies true plans.

Against the Empire or Kingdom:

A spy has been sent to infiltrate a forward military camp or navy base to steal troop movements and military data. They have quietly eliminated a high ranking general and are currently impersonating them. Using the breach of security that led to the Mech combat in the nearby factory as justification, the spy will have all sensitive military records moved to their office.

- » If interrupted or once they have the military data the spy will flee, possibly leading to a midnight vehicle chase through a narrow forest road towards central Cronica, or a high-speed boat chase across the sea.

Against the Republic:

A Brashjan spy has infiltrated the political circles of one of Gerim's major cities, using the recent Mech combat within the city to tap into people's fears. Once they win the election for mayor, they plan on revealing deep amounts of, possibly true, governmental corruption to the population before stealing military secrets and vanishing.

- » If interrupted or successful, the spy will attempt to flee by plane, leading to a tense aerial chase through Gerim's busy skyline.

The Last Stand

The Kingdom and the Empire are gearing up for a massive confrontation in northern Brashja, with the Kingdom marshalling the bulk of its forces to try and eliminate the Brashja Empire from the area once and for all. After a series of feints, the Kingdom managed to draw out and pin down most of the Empire's forces. This has given them the opportunity to attack a key factory that has been maintaining the Empire's mechanical forces in the area: if this factory falls the Kingdom will gain a major foothold in the war.

- » The factory has powerful automated Bot Bot turrets around its low walls and two advanced anti-aircraft flak cannons on its roof.
- » Only a small garrison of Nomadic Mechs guard the region.

Republic and Kingdom forces must move quickly if they are to capture the factory before Union reinforcements arrive. If the Empire cannot hold off the attacking army they will destroy the factory before letting it fall into enemy hands.

- » Both sides have called in the support of Nomadic Houses.
- » With so much money up for grabs, opposing Houses may be tempted to risk dishonour and turn traitor mid-conflict.

The Kingdom:

- » The Kingdom needs to bring down the two anti-air cannons atop the factory to grant their Republic allies air force access to the region. This is an ideal job for their Nomadic mercenaries who might be able to bluff or simply flank the enemy while the main Kingdom force keeps them occupied.
- » Once the two cannons are destroyed, or the Equildor reinforcements are sighted, the Kingdom will launch their final attack.

The Empire:

- » Brashja needs to hold out until Equildor reinforcements arrive, which may be days away. And with only the factories static defences and Mech mercenaries to defend them against a large Kingdom army, this will be very difficult.

The Brashjan forces need to make a quick decision about how to make use of the factories many workers.

- » They may be armed and put to work to build up the factories defences, or tasked with placing explosives throughout the facility.
- » Placing explosives throughout the factory will make it easier to destroy if they need to abandon the region. But it will also make the factory far easier to be destroyed by the enemy, possibly accidentally.

The House War

For decades the Nomads have followed a tense code where they do not act out in aggression towards each other within the city of Pilgrim's Rest. However, the Bronze Riders have been growing in numbers and power and are angry that they have never been given the Triarch title. They believe they have the influence and forces needed to challenge the Triarchy and take over the Rest as their own.

The controversial leader of the Bronze Riders, Mad Eva Riggs, has initiated a violent coup against the Triarchs while the bulk of their forces are away from the city. Her Riders have taken control of a district of Rest and are using it as a base of operations to slowly extend their territory until they've taken the whole city.

The Triarch Houses are strong and will be able to throw out Mad Riggs and her Bronze Raiders, but not without destroying half the city. This is a fantastic opportunity to help the Triarch Houses in their time of need, and gather Honour for your own House by ending this conflict quickly and cleanly.

Mad Eva Riggs is a polarizing figure outside of her own House. Some say she cares little for human life and is insane, while others say she gives a home to outcasts and is generous to her people.

- » Keeping the city as undamaged as possible is vital to gaining the respect of the Triarch Houses.
- » Eva will burn the city down if she can't have it. If she feels like she is about to lose she will trigger her Mech's self-destruct and several bombs that she has laid throughout the city.

A stealth assault on Eva's camp could allow the PCs to eliminate her before she triggers the destruction order. However, the district controlled by the Raiders is patrolled by Mechs twenty-four hours a day, the only disruption occurring when the Triarch Houses launch an assault on the camp. If these events can be coordinated, the PCs can sneak into the camp while the perimeter forces are distracted.

- » The Raiders' camps are guarded by snipers, and they will call in Mech reinforcements, including Eva, when needed.
- » Mad Eva has boobytrapped a few buildings with trip mines.
- » It will take some time to disable Eva's bombs.
- » Eva is a skilled pilot and her Mech, Mrs Ba Boom, is a converted demolitions machine with grenade and rocket launchers.
- » Her attacks are often wild, looking to cause the most possible damage in the largest possible area.

Mad Motives

If the PCs talk to Eva they will discover that she is indeed mentally unstable, but her anger is partially justified as her reputation has been tarnished due to Jim Dirk, leader of the 3rd Triarch House: the Rangers. Jim has a personal hatred of Mad Eva as several of his best pilots, including a former lover, left the Rangers for the Bronze Riders many years ago. Eva's rage may be calmed if Jim's manipulations of the Nomads honour system are exposed.

A War of Worlds

The sleepy mining town of Sevepol has gone dark, with no explanation as to why, even the animals are staying away. The ruling nation is hesitant to send troops in to investigate the situation, but are willing to pay Nomads to carry out the investigation for them.

- » The first thing the Nomads notice is the silence surrounding the town. The reports appear to have been correct.
- » There is nobody living or dead in this town.

A quick search of the town reveals clues pointing to the mine. The daily paper, last delivered a few days ago, makes a big deal of a new discovery that was made in the mines.

- » As the Nomads move into the mine their gear displays strange readings and they pick up ghostly radio signals of potentially trapped miners.
- » As they explore a newly opened mine shafts, they encounter a metal cube inside a wooden packing crate. It is cracked open and inside they can see a purple swirling miasma.
- » The energy signatures and radio waves appear to be coming from the cube.

At first, the cube itself doesn't seem dangerous, but any character who approach it feels dizzy and nauseous, like the world is spinning. The more time they spend near the cube, the worse the symptoms become. The Nomads begin to feel like they are hallucinating and lose track of time.

- » Any PC that touches the cube will open a hallucinatory portal to deep space, allowing them to look down upon their planet as if from far away. The entire vision feels hazy and off.

While they are distracted with the cube, they are assaulted by soldiers who have been following their trail.

- » The motives and speech of the soldiers are unclear and confusing.
- » As the fight goes on, the effects of the strange cube become very odd. The PCs can't tell if they're fighting soldiers, children or tentacled monsters wearing human disguises.
- » Any killed or wounded soldier leaves no bodies.
- » The PC should start to question their own sanity.
- » The fight will cumulate with an assault by alien Mechs unlike anything the Nomads have ever seen before: Impossibly smooth floating spheres with many snake-like arms.

The aliens will focus in on the cube and try to steal it from the PCs. If the PCs leave the cube behind the aliens will be placated and promptly leave. If the PCs fight they will find themselves severely outclassed. The best they'll be able to do is find a clever way to escape the situation, but escaping with the cube seems impossible.

Once the PCs are clear of the aliens and the cube, everything will start to feel normal again. The events they have just experienced feel strange and dreamlike, but important. No one will ever believe the truth of what happened in this small and unimportant town.

FORECAST
Leadheim - Monday Cloudy, Showers.
- Tuesday, Thunderstorms.

FORECAST
Leadheim - Monday Cloudy, Showers.
- Tuesday, Thunderstorms.

Leadheim Tribune

Truth for all.

FALL OF DEITY NEAR, GERIM 4,000 PROG'S SURRENDER IN NORTH BRASHJA FROM



30 Empire Mechs Hit Targets Accross East Gerim

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Bot Bots Take Jobs, Says Memorial Day Speaker

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Union to Keep their Independence

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Nomads Mercenaries Dent Republic Lines

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Infantry Group

Equal in Power to 1 Player Character.
Personal Combat.



6 Durability



+1 Attack
Rolls



+0 Damage

Infantry NPC Group Ability Table

Avg Level	Changes	Avg Level	Changes
1-3	6 Durability, +1 Attack & Skill Rolls, +0 Damage.	10-12	8 Durability, +4 Attack & Skill Rolls, +1 Damage.
4-6	7 Durability, +2 Attack & Skill Rolls, +1 Damage.	13-16	8 Durability, +5 Attack & Skill Rolls, +2 Damage.
7-9	8 Durability, +3 Attack & Skill Rolls, +1 Damage.	17-19	9 Durability, +5 Attack & Skill Rolls, +2 Damage.

Skilled Infantry

Equal in Power to 1 Player Character.
Personal Combat.



8 Attribute Points
& 2 Luck



+3 Attack
Rolls



-0 Enemy
Attack Rolls



Mechs:
+1 Damage, -1 Received Damage
x2 Attributes Points.

Skilled NPC Ability Table

Avg Level	Changes	Avg Level	Changes
1-3	8 Attribute Points & 2 Luck, +3 Attack Rolls, -0 Enemy Attack Rolls.	10-12	11 Attribute Points & 3 Luck, +3 Attack Rolls, -2 Enemy Attack Rolls.
4-6	9 Attribute Points & 2 Luck, +3 Attack Rolls, -1 Enemy Attack Rolls.	13-16	11 Attribute Points & 4 Luck, +3 Attack Rolls, -3 Enemy Attack Rolls.
7-9	10 Attribute Points & 3 Luck, +3 Attack Rolls, -2 Enemy Attack Rolls.	17-19	11 Attribute Points & 4 Luck, +4 Attack Rolls, -3 Enemy Attack Rolls.

Army Group

Equal in Power to 1 Player Character.
Mech Combat.

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Defence	Armour	Durability	Bodies	Move	Weapon Type
Battalion	5d6	+0*	3	2nd	1*	3	Inf	18	4	2	2*	3	Support**.
*Gain +1 Hit and Sta Dmg for each Body that does not Attack, **Variations Cost 0.													
Combined Force	4d6	+0	3	2nd	1	3	Inf	18	4	2	2*	3	Support*.
*Each Body may have a different Variation, *Variations Cost 0.													

Army Group NPC Ability Table

Avg Influence	Changes	Avg Influence	Changes
1-3	+0 Bodies.	10-11	+2 Bodies, +1 Durability, +2 Sta Dmg.
4-5	+1 Body.	12-13	+2 Bodies, +2 Durability, +2 Sta Dmg.
6-7	+1 Body, +1 Durability.	14-15	+2 Bodies, +2 Durability, +4 Sta Dmg.
8-9	+1 Body, +1 Durability, +2 Sta Dmg.	16-17	+3 Bodies, +2 Durability, +4 Sta Dmg.

Skilled Mech

Equal in Power to 1 Player Character.
Mech Combat.



16 Attribute
Points



1 Build



Influence
= PC Average



+4 System
Rolls



0 Luck

Skilled Mech NPC Ability Table

Avg Influence	Changes	Avg Influence	Changes
1-3	16 Attribute Points.	10-11	22 Attribute Points.
4-5	17 Attribute Points.	12-13	21 Attribute Points.
6-7	18 Attribute Points.	14-15	22 Attribute Points.
8-9	19 Attribute Points.	16-17	23 Attribute Points.

Example Personal NPCs

- » Personal Combat.
- » Balanced for Level 1-3 PCs.

Conscripts, Group		Durability	Hit	Damage
Sub Machine Gun	Strong vs: Groups, Not in Cover, Not-Armoured. Weak vs: Long Range, Cover, Armoured.	6	+1	+0

Sniper, Skilled		Brawn	Brains	Bravado	Luck	Attack	Enemy Hit
Pistol	Strong vs: You Moved, Moving, Surprised. Weak vs: Not-Close Range, Armoured.	2	3	3	2	+3	-0
Sniper Rifle	Strong vs: You're in Cover, Long Range, Unaware. Weak vs: You Moved, Close Range.						

Tesla Grunt, Skilled		Brawn	Brains	Bravado	Luck	Attack	Enemy Hit
Body Armour	You are Armoured, Reduce the first two Attribute Damages that you suffer during a combat by 2 (does not Stack).	3	2	3	2	+3	-0
Tesla Gun	You suffer 2 points of Damage to a Random (1d6) Attribute if you Attack with this Weapon while you are wet. Strong vs: Close Range, Armoured, Has a non-small Metal Item (ie: a Weapon). Weak vs: Not-Close Range, Group.						

Example Mech NPCs

- » Mech Combat.
- » Balanced for PCs with 1-3 Influence.

Battalion	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Defence	Armour	Durability	Bodies	Move	Weapon Type
Rifle Squads	5d6	+0*	3	2nd	1*	3**	Inf	20	4	3***	2*	3	Support, Infantry (AP). Multi Crit, *Gain +1 Hit and Sta Dmg for each Body that does not Attack, **+2 Crit Dmg vs Infantry Support Weapon Bodies, ***A Critical Hit may never deal more than 1 Durability Damage to you.
Mech Hunter Squads	5d6	+0*	4	2nd	2*	4	Inf	18	4	3**	2*	3	Support, Infantry (AM). *Gain +1 Hit and Sta Dmg for each Body that does not Attack, **A Critical Hit may never deal more than 1 Durability Damage to you.
Tanks	5d6	+0*	3	3rd	2*	4	Inf	16	5	2	2*	5**	Support, Vehicle (T). *Gain +1 Hit and Sta Dmg for each Body that does not Attack, **Moving through Difficult Terrain: deals 1 Durability Damage to you.
Bombers	4d6	+0*	2	1st	2*	4	Inf	22	3	2	2*	7**	Support, Flyer (B), Artillery. *Gain +1 Hit and Sta Dmg for each Body that does not Attack, **Flying, **Must Move at least 4 each Turn.

Anvil

Influence Cost: 3

1) Cockpit	3	3) Hull (Left)	2	5) Hull (Right)	2	System Rolls	+4	Defence	17	Stability	20
2) Arm (Left)	3	4) Legs	3	6) Arm (Right)	3	Total Legs	3	Armour	3	Recovery	4
				7) Core	2			at 0 Stability	-0	(Core x2)	

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Flamethrower	4d6	+6	2	2nd	3	3	5	2	2	Melee.	2
Max Range 6, Energy, Damaged Mechs: suffer Heat +2.											
Precision MG	5d6	+4	5	2nd	2	4	3	6	2	Gun.	1
Strong Hit (5-6), Reload 2.											

Build & Traits	Benefits
Brashja Empire	+1 Attribute Point for each different Weapon that is Installed on a Arm.

Dragon IV

Influence Cost: 4

1) Hull (Left)	2	3) Legs	2	5) Hull (Right)	2	System Rolls	+4	Defence	16	Stability	20
2) Core (Left)	4	4) Legs	2	6) Hull (Right)	2	Total Legs	4	Armour	3	Recovery	8
				7) Cockpit	2			at 0 Stability	-0	(Core x2)	

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
3x 18mm MGs	6d6	+2	3	2nd	4	4	Inf	2, 5, 6	1	Gun.	3
Splash 1, Multi Crit.											

Build & Traits	Benefits
Republic of Gerim	Attribute Location 1 gains +1 Armour.

Junk Bot

Influence Cost: 1

1) Arm (Left)	2	3) Cockpit	2	5) Hull (Right)	1	System Rolls	+4	Defence	16	Stability	20
2) Hull (Left)	1	4) Legs	2	6) Arm (Right)	2	Total Legs	2	Armour	3	Recovery	4
				7) Core	2			at 0 Stability	-0	(Core x2)	

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
25mm Cannon	4d6	+5	6	2nd	6	4	4	1	2	Gun.	3
Strong Hit (5-6), Reload 2, Pen 2 min 4, Modification: Dangerous (2).											

Artillery Flare	3d6	+8	10	2nd	-	-	3	6	1	Tactical, Artillery.	1
Strong Hit (4-6).											
Strong Hit: Illumination (Hit) Remove all Low Light Cover from a Splash 3 area around your target, and ALL Weapons gain +2 Sta Dmg vs all targets within this area until your next Turn (does not Stack)											
Strong Hit: Air/Artillery Strike (Hit, Twice per Combat) A Splash 2, Damage 5, Attack hits your target after you perform 4 System Rolls.											
Strong Hit: Targeting Data (Does not Req Hit) Reduce the number of System Rolls required before one of your Air/Artillery Strike hits, by 1 (Stacks).											

Build & Traits	Benefits
Junk	Strong Hit: Dirty Engine (Does not Req Hit or Success) Create an area of smoke (Limited Vision Light Cover) in the space behind your Mech.

Commander

Influence Cost: 5

1) Arm (Left)	2	3) Cockpit	3	5) Hull (Right)	2	System Rolls	+4	Defence	17	Stability	20
2) Hull (Left)	1	4) Legs	4	6) Hull (Right)	2	Total Legs	4	Armour	3	Recovery	4
				7) Core	2			at 0 Stability	-0	(Core x2)	

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
15mm Chain Gun	6d6	+2	4	2nd	4	4	Inf	1	1	Gun.	1
Splash 1, Multi Crit.											

Anti-Mech Infantry	5d6	+4	4	2nd	2	4	Inf	5	2	Support.	2
Defence: 18, Armour: 4, Durability: 3*, Move: 3, *A Critical Hit may never deal more than 1 Durability Damage to you.											
Strong Hit: Coordinated Strike (Hit) The next Attack against this target gains +1d6 Hit (Stacks).											

Anti-Personnel Infantry	5d6	+4	3	2nd	1	3*	Inf	6	2	Support.	2
Defence: 20, Armour: 4, Durability: 3**, Move: 3, Multi Crit, **A Critical Hit may never deal more than 1 Durability Damage to you.											
Strong Hit: Coordinated Strike (Hit) The next Attack against this target gains +1d6 Hit (Stacks).											

Build & Traits	Benefits
Equildor Union	You may Rotate 45° at the start of your Turn if you have 2 or less Heat.

You may Rotate 45° at the end of your Turn if you have 2 or less Heat.

You have -4 defence if you do not move at least 2 spaces during your last Turn.

Nationality (Must Select 1)

Nationality	Requirements	Benefits	Disadvantages
Republic of Gerim		+1 Passion. Your mech gains +8 Stability (Stacks). You may spend your Luck Points to re-roll a single die (normally the entire roll).	-1 Fortitude. Your mech gains -1 Armour at 0 Stability (Stacks).
Brashja Empire		+1 Destruction. Your Mech's Guns gain +1 Hit, Sta Dmg and Ammo (Stacks). +2 Equipment Slots.	-1 Patience. Your Mech's Guns gain +1 Mount (Stacks).
Daleong Kingdom		+1 Patience. Your Mech gains +1 Attribute Point per Trait (Stacks). +1 to all Spare Time Rolls.	-1 Passion. Your Mech's Traits cost +1 Influence (Stacks).
Equildor Union		+1 Fortitude. Once per Combat your Mech may gain Heat -2 at the end of your Turn. Mechanics, Electronics or Robotics may be used to Heal you. All Spare Time Healing Rolls Heal +1 Attribute Point on you.	You're 2/6th Bot Bot and/or Hollow. -1 Destruction. Your Mech shuts down if it first reaches 4 & 6 Heat (normally just 6).
Nomad House		+1 Small and Heavy Arms. Your Mech gains a second, different, Build (normally 1) if you make a Spare Time Roll of 16t (does not Stack). Gain 1 Language or Spare Time Point when you gain a Level (not 1st Level).	-1 Wealth. Your Mech has -2 Attribute Points (Does not Stack).

Advancement Traits

Level	Requirements	Benefits
Legend	Min Level 15	When you gain a Level you may gain +1 to a Skill (up to +2) OR +1 Current and Maximum Influence rather than gaining a Trait.
Powerful	Min Level 15	When you gain a Level you may gain +1 to a Skill (up to +2) OR +1 Attribute Point rather than gaining a Trait.
Warlord	Min Level 15	When you gain a Level you may gain +1 to a Skill (up to +2) OR all of your Support Weapons gain Durability +1 (Stacks) rather than gaining a Trait.

Influence	Requirements	Benefits	Disadvantages
Extravagant (Capitalist Pig)		Reduce the cost of your second Mech Weapon that cost 4 or more Influence to 2. You gain +2 to all Spare Time Rolls over 12t.	You gain -2 to all Spare Time Rolls equal to, or under, 12t.
Famous		NPCs are more likely to have heard of you. +1 max Influence.	Easier for NPCs to find information about you through social methods.
Inner Darkness		Gain +1 Attribute Point for every 3 Psychological Conditions that you have (Stacks up to +3).	Gain 2 Psychological Conditions.
Notorious		All of your Mech's Weapons gain +1 Sta Dmg (Stacks).	NPCs are more likely to be cautious of you.
Outcast (Libertarian Lizard)		+2 Attribute Points.	NPCs tend to mistrust you. -2 max Influence.
Scavenger		After every balanced combat that you win: you gain +1 Cog.	
Thrifty (Communist Dog)		Reduce the cost of three Mech Weapons that cost 1 Influence to 0. You gain +2 to all Spare Time Rolls equal to, or under, 12t.	You gain -2 to all Spare Time Rolls over 12t.
Well Connected		Gain three Contact Perks.	Easier for NPCs to find information about you through social methods.

Attribute Traits

Brawn	Requirements	Benefits	Disadvantages
Young Pup	Max Brawn 1 Char Creation	NPCs tend to underestimate and overlook you (because of your age). +1 Equipment Slot.	Lose 1 Current Influence.
Grey Wolf	Max Brawn 2	NPCs tend to respect you (because of your age). +1 max Influence.	
Eye Candy	Min Bravado 2	NPCs tend to think you're attractive. +1 max Influence.	
Hybrid	Min Brawn 3	Ignore the first two points of personal Attribute damage that you would suffer each Session.	You're 1/6th Alien, Bot Bot or Hollow (pick one).
Agile	Min Brawn 3	You're fast. +1 to all Personal Combat Movements. All enemies have -2 to hit you with Personal Weapons.	
Massive	Min Brawn 4	You're big. +4 Equipment Slots.	
Bot Bot Limb	Min Brawn 5	Mechanics, Electronics or Robotics may be used to Heal you: and Heal +1 Attribute Point.	You're 1/6th Bot Bot.
Brains	Requirements	Benefits	Disadvantages
Action over Thought	Max Brains 2	Up to twice per Session you may gain a Luck Point if you act without a plan or preparation.	
Educated	Min Brains 2 1 Kn	Select one additional Skill to be Trained in.	
Expert	Min Brains 3 1 Kn	One of your Trained Skills gains +1.	
Analytical	Min Brains 3	Strong Hit: Analytical (Hit or Success) You understand something about your objective or situation (ie: you opponents abilities, a weakness, etc...).	
Superiority	Min Brains 4	Two of your Trained Skills gain +1.	NPCs tend to think you're arrogant. You may not Assist or be Assisted.
Prepared	Min Brains 5	Strong Hit: Prepared (Does not Req Hit or Success) You just happen to have brought an object with you that you need (ie: a specific tool, a warm coat, etc...).	
Bravado	Requirements	Benefits	Disadvantages
Survivor	Max Bravado 2	You may spend 2 Luck Points to escape most situations, 1 Luck Point if this would leave your companions in trouble.	-1 max Influence.
Studious	Min Bravado 2 1 Kn	You may make 1 free Research Spare Time Roll per Session. You may spend 4 Knowledge to become Trained in a non-Combat Skill (lost if you Retro this Trait).	
Relentless	Min Bravado 3	Your Mech gains +3 Stability (Stacks). Your Mech gains +2 Recovery (does not Stack).	
Fury	Min Bravado 3	Strong Hit: Fury (Hit) You and your Target take 5 Stability Damage.	You may never gain Entrenched Cover.
Vengeance	Min Bravado 4	When you or your Mech take Attribute Damage: all of your Combat Skills gain +1 until the end of that Combat (Stacks up to +3).	
Unstoppable	Min Bravado 5	Your Mech gains +1 Armour if it was at max Stability when it was hit (does not Stack).	
Luck	Requirements	Benefits	Disadvantages
Albatross	Max Luck 1	Strong Hit: Group Luck (Luck Re-Roll) You and all allies regain a spent Luck Point.	If your Mech is destroyed: all allies gain Heat +2.
Reliable	Min Luck 2	Your Mech gains +3 Stability (Stacks). You may choose to make any non-Research Spare Time Roll a total of 11 + modifiers (normally 3d6 + modifiers).	
All or Nothing	Min Luck 3	+2 to all re-rolls (not including Effort) (does not Stack).	If you fail a re-roll you may not spend any more Luck Points this Session.
Superstitious	Min Luck 3	If you ever fail a re-roll (including Effort) you may choose to allow the GM to expand your Superstitious Moral Code and you gain two free Luck Points.	Complication: Moral Code (Superstitious).
Cursed	Min Luck 4	You may spend 2 Luck Points to force an enemy to re-roll a roll.	People and animals feel uneasy around you.
Fluke	Min Luck 5	Strong Hit: Lucky (Luck Re-Roll) You may re-use this spent Luck Point. Strong Hit: Unexpected Good (Primary Skill, Success) Something unexpectedly good happens to you or a friend of yours.	

Primary Skill Traits

Wealth	Requirements	Benefits	Disadvantages
Black Market		+1 Culture. +2 to all rolls connected to illegal goods and gambling. Every second item you fail to acquire with a Spare Time Roll grants you a free Spare Time Point.	
Charitable		+1 Culture and Resolve. NPCs tend to respect you. +2 to all rolls connected to impoverished people.	-2 to all Wealth Spare Time Rolls.
Barter	Min Bravado 3 1 Kn	+1 Culture and Resolve. Once per Session you may trade 3 Cogs for +1 Influence (normally 4). You may spend a Cog to re-roll a failed Wealth Spare Time Roll.	
Business	Min Brains 4 2 Kn	+1 Culture and Resolve. Strong Hit: Investment (Luck Re-Roll, Does not Req Success) You gain 2 Cogs.	
Persuasion	Requirements	Benefits	Disadvantages
Actor		+1 Aliens and Culture. +2 to all rolls connected to acting, seduction, misdirection and lying.	
Propaganda		+1 Aliens and Culture. +2 to all rolls connected to propaganda and mass-media. Your Tech Weapons gain +1 Ammo (Stacks).	
Observer	Min Brains 3	+1 Aliens and Culture. NPCs tend to overlook you. +2 to all rolls to watch people.	-2 Persuasion.
Negotiator	Min Bravado 4 2 Kn	+1 Aliens and Culture. +2 to all rolls connected to negotiating. Strong Hit: A Good Deal (Persuasion, Success) You get a better deal than you expected.	
Leadership	Requirements	Benefits	Disadvantages
Intimidating		+1 Resolve and Persuasion. +2 to all rolls connected to intimidation. All of your Mech Allies and Support Weapons gain +2 Sta Dmg (does not Stack).	All of your Mech Allies and Support Weapons gain -2 Hit (does not Stack).
Taunt		+1 Resolve and Persuasion. +2 to all rolls connected to maintaining other people's attention on you through insults. Strong Hit: Hit a Nerve (Leadership, Success) A person or group becomes angry with you.	NPCs tend to strongly like or dislike you.
Orator	Min Bravado 3	+1 Resolve and Persuasion. +2 to all rolls connected to making speeches. Strong Hit: Inspire (Once per Turn, Hit) All allies with their radio on Heal 3 Stability.	
War Scars	Min Bravado 3 Min Luck 3	+1 Resolve and Persuasion. NPCs tend to respect you. +2 max Influence.	When your Mech takes Attribute Damage: all allies who can see you take 1 Stability Damage.
Insight	Requirements	Benefits	Disadvantages
Psychology		+1 Leadership and Aliens. +2 to all rolls connected to understanding people's motives, intentions and abilities. All allied Mechs gain +3 Stability (does not Stack).	
Sense Weakness	2 Kn	+1 Leadership and Aliens. Your Weapons gain +1 Crit Dmg vs Mechs with 0 Stability.	Your Mech has -1 Armour at 0 Stability (Does not Stack).
Hive Connection	Max Luck 2	+1 Aliens. Strong Hit: Accidental Connection (Once per Session, Does not Req Success or Hit) You black out (becoming Suppressed) and have visions of an Alien plan.	You're 1/6th Alien or Hollow (pick one). You're partially connected to an Alien communication system.
Political	Min Bravado 3 Min Level 3	+1 Leadership and Aliens. +2 to all rolls connected to politics, and understanding and manipulating large groups. +1 max Influence.	Non-political aligned NPCs tend to be cautious of you.

Physical	Requirements	Benefits	Disadvantages
Acrobatics		+1 Nature and Leadership. NPCs tend to be impressed by your physical agility. +2 to all rolls connected to acrobatics, balance and agility.	Body Armour removes all benefits from this Trait.
Neural Connection	2 Kn	+1 Nature and Leadership. With a -2 to all Vehicle System Rolls: you can control your Mech without being inside it.	You're 2/6th Alien, Bot Bot or Hollow (pick one).
Regular Exercise	Min Bravado 3 1 Kn	+1 Nature and Leadership. NPCs tend to be impressed by your physical health. +2 Attribute Points.	-2 to all Spare Time Rolls.
Built like a Mech	Min Brawn 4 Min Hull 6	+1 Nature and Leadership. NPCs tend to be impressed by your physical strength. Ignore the first point of Attribute damage that your Mech would suffer each Session.	
Stealth	Requirements	Benefits	
Deep Shadow		+1 Awareness and Wealth. You may treat Environmental Light Cover as Heavy Cover. All enemy Personal Combat Weapons lose: Strong vs Long Range against you.	
Thief	1 Kn	+1 Awareness and Wealth. +2 to all rolls connected to thieving and traps. Strong Hit: Light Fingers (Spare Time Roll, Does not Req Success) Gain a Cog.	
Swift Shadow	Min Luck 3	+1 Awareness and Wealth. You move very quickly while stealthed. Once per Combat you may make a free move of 3 during your Turn.	
Assassin	Min Brains 4 3 Kn	+1 Awareness. Your first Hit during Personal Combat deals +1 Attribute Point of Damage if dealt with a Small Arm. Your first Critical Hit during each Mech Combat gains: +1 Crit Dmg if struck from a side or from behind.	
Resolve	Requirements	Benefits	Disadvantages
Loyalty		+1 Wealth and Physical. NPCs tend to trust you. You gain +2 to all rolls connected with supporting an ally. Your allies gain +2 to all rolls connected with supporting you.	
Vengeful		+1 Physical. If an ally (including a Support Weapon Body) is taken out of combat (ie: killed) you gain +1 Action and -1d6 Hit during your next Turn (does not Stack).	NPCs tend to think you're reckless
Conviction	Min Bravado 3	+1 Wealth and Physical. You gain +2 to all rolls connected to your Moral Code.	Complication: Moral Code.
Fearless	Min Bravado 5	+1 Wealth and Physical. You are immune to most forms of natural fear. If an ally suffers from fear (ie: fails a Resolve Skill Roll) you gain +2 to your next Roll (Stacks).	NPCs tend to think you're reckless Your Mech suffers -2 Defence.
Awareness	Requirements	Benefits	Disadvantages
Alert		+1 Stealth and Nature. +2 to all rolls connected to finding or spotting hidden or stealthing things or people. You are never surprised in Combat (ie: you always gain a Surprise Round).	
Bot Bot Eye		+1 Stealth and Nature. You can see in the dark and over long distances. At the start of your Turn you may give all of your Weapons +2 Rng for that Turn.	You're 1/6th Bot Bot.
Deduction	Min Brains 3	+1 Stealth and Nature. Strong Hit: Elementary (Once per Session, Does not Req Hit or Success) You figure out a clue, put several clues together, or become aware of a clue you missed.	
6th Sense	Min Luck 4	+1 Stealth and Nature. You gain an additional sense (ie: able to see heat, hear radio waves, etc...).	You're 1/6th Alien, Bot Bot or Hollow (pick one).

Nature	Requirements	Benefits
Scientist		+1 Medicine. NPCs tend to respect your knowledge. +2 to all rolls connected to Botany, Geology, Zoology, Meteorology, Chemistry or History (select two).
Self-Reliant		+1 Medicine and Stealth. +2 to all rolls connected to surviving in any difficult environment. +1 to all Spare Time Rolls.
Apothecary	Min Luck 3	+1 Medicine and Stealth. You may Heal 1 point of personal Attribute Damage to any character at the end of each Session.
Tracker	Min Bravado 3	+1 Medicine and Stealth. +2 to all rolls connected to tracking, surviving in the wilds, flora and fauna. Your Mech ignores all movement penalties from Difficult Terrain for 1 Turn per Combat.

Culture	Requirements	Benefits	Disadvantages
Streetwise		+1 Persuasion and Insight. +2 to all rolls connected to navigating and finding things and people in urban environments. You are able to easily blend into most crowds of people.	
Sub-Culture		+1 Persuasion and Insight. You are part of a sub-culture, and gain +2 to all rolls connected to knowing about it. Select two Skills that your sub-culture values: you gain +1 to them.	NPCs tend to think you're a little strange. -1 to all Skills that your sub-culture does not value.
Conspiracies	Max Brains 3	+1 Persuasion and Insight. +2 to all rolls connected to politics and conspiracy theories. Guess 3 wild conspiracies when you select this Trait: 1/3 of them are true and 1/3 are wrong. You may guess 3 more conspiracies by spending a Rare Knowledge.	NPCs tend to think you're strange.
Jack of all Trades	Min Brains 4 3 Kn	+1 Persuasion and Insight. Reduce all Untrained Skill Roll penalties to +0 (normally -2).	

Medicine	Requirements	Benefits
Doctor	1 Kn	+1 Awareness. +2 to all rolls connected to medicine, diseases, poisons, sickness and other infections. Strong Hit: Quality Care (Healing, Success) Heal an additional point of personal Attribute Damage.
Field Medic		+1 Physical and Awareness. +2 to all rolls connected to bandages, braces, pain killers and other forms of field medicine. Heal 1 character Attribute Damage at the end of each Combat.
Pharmacist	Max Brains 3	+1 Physical and Awareness. Take some Drugs: Once per Combat you gain +1d6 to a single roll (Stacks) and lose 3 Stability. Take more Drugs: Once per Combat you gain +1d6 to a single roll (Stacks) and take 1 point of Damage to 2 random (2d6) personal Attributes.
Surgeon	Min Brains 4 1 Kn	+1 Physical and Awareness. +1 to all rolls connected to medicine, diseases, poisons, sickness and other infections. You may make a Spare Time Roll of 16t to completely heal a character: or to allow them to Retro a Trait into a Bot Bot Trait.

Mechanics	Requirements	Benefits
Armour Smith		+1 Electronics and Robotics. You and your Mech gain +1 Armour against the first Critical Hit that you receives during each combat (Stacks).
Hot Head		+1 Electronics and Robotics. Your Mech may starts Combat with Heat -1 (Stacks). When you perform the Vent Heat Mech System Roll: all adjacent Mechs gain Heat +1.
Adjust	Min Brains 3 1 Kn	+1 Electronics and Robotics. Strong Hit: Adjust (Does not Req Success or Hit) Until the end of this combat, one of your Mechs weapons gains +1 Hit or Sta Dmg (Stacks).
Weapon Smith	Min Brains 4 2 Kn	+1 Electronics and Robotics. All of your allies' Mech Melee and Gun weapons gain: +1 Sta Dmg (does not Stack). All of your Mech's Melee and Gun weapons gain: +1 Hit and Sta Dmg (Stacks).

Electronics	Requirements	Benefits	Disadvantages
Bot Bot Skull	1 Kn	+1 Mechamancy and Mechanics. Your Tactical Weapons gain Strong Hit +1.	You're 1/6th Bot Bot.
Hot Wire		+1 Mechamancy and Mechanics. +2 to all rolls connected to hot wiring and bypassing electrical systems. +2 to all rolls connected to hover technology. Your Mech does not Shut Down at 6 Heat.	
System Sync	Min Brains 3	+1 Mechamancy and Mechanics. For each Pilot that your Mech has: it gains +5 Stability (does not Stack). Your mech's Tactical Weapons gain +1 Ammo.	
Computers	Min Brains 4	+1 Mechamancy and Mechanics. +2 to all rolls connected to computers. Your mech gains +1 Cockpit Attribute Point (may not go above maximum).	

Robotics	Requirements	Benefits	Disadvantages
Bot Bot Torso		+1 Mechanics. Mechanics, Electronics or Robotics may be used to Heal you: and Heal +1 Attribute Point.	You're 1/6th Bot Bot.
Tinker		+1 Mechanics and Medicine. When you gain a new Rare Knowledge: your Mech gains +1 Stability.	
Transhuman	Min Brawn 3	+1 Mechanics and Medicine. +2 to all rolls connected to Bot Bots. Your mech gains +1 Arms or Legs Attribute Point (may not go above maximum).	
Mech Doctor	Min Luck 4	+1 Mechanics and Medicine. Heal 1 character Attribute Damage at the end of each Session to a person who is at least 2/6th Bot Bot. Repair 1 Mech Attribute Point at the end of each Session.	

Aliens	Requirements	Benefits	Disadvantages
Tin Foil Hat		+1 Insight and Mechamancy. +2 to all rolls connected to mind control and alien probes. All Arcane Weapons that damage you or your Mech have Strong Hit -1 (Stacks).	NPCs tend to think you're strange.
Titan	1 Kn	+1 Mechamancy. For each of your Mech's Attribute Locations that has 5 Attribute Points: your Mech gains +5 Stability (does not Stack).	Your Mech has -1 Defence (Stacks).
Wyrd Ore	Min Bravado 3	+1 Insight and Mechamancy. +2 to all rolls connected to extraterrestrial ores. Your Mech gains +1 Hull Attribute Point (may not go above maximum).	You're 1/6th Bot Bot.
Metaplan	Min Brains 4 2 Kn	+1 Insight and Mechamancy. +2 to all rolls connected to Alien schemes. Strong Hit: Alien Methods (Healing, Success) Repair 2 additional points of Mech Attribute Damage.	

Mechamancy	Requirements	Benefits	Disadvantages
Mystic		+1 Robotics and Electronics. All of your Arcane Weapons gain the Weapon Type: Artillery. Strong Hit: Dark Knowledge (Research, Success) Gain a Research Unit that is connected to the topic of Mechamancy.	NPCs tend to be cautious of you.
Dieselmancer	Max Brains 3	+1 Robotics and Electronics. You can use Mechamancy to make engines work even if they're missing parts. Strong Hit: Calm the Beast (Success or Hit) Your Mech gains Heat -1 if it has 5 or more Heat.	NPCs tend to be cautious of you. You're 1/6th Bot Bot.
Necromancer	Max Brains 3 2 Kn	+1 Robotics and Electronics. You can use Mechamancy to allow people to talk even if they're dead. Your Infantry Support Weapons gain Armour +1 and Move -1 (they're Hollow).	NPCs tend to be cautious of you. You're 1/6th Hollow.
Electromancer	Max Brains 4 2 Kn	+1 Robotics and Electronics. You can use Mechamancy to make electrical devices work even if they're missing parts. Your Mech gains +1 Core Attribute Point (may not go above maximum).	NPCs tend to be cautious of you. You're 1/6th Alien.

Personal Combat Skill Traits

Small Arms	Requirements	Benefits
Knife Fighter	1 Kn	Your Personal Melee Weapons deal +1 Damage.
Ambush		You gain +2 to all Personal Combat Skill Rolls during your first Turn of Combat. Your Personal Combat Weapons deal +1 Damage to enemies who can't see you, or who are surprised (does not Stack).
Counter Shot		You gain +1 Hit vs characters who have failed an Attack Roll against you during this Personal Combat (Stacks to +2).
Dead Eye		Your Rifle and Sniper Rifles gain: Strong vs Cover. You cause 1d3 wounds (normally 1) if you roll 16 with a Small Arms Action.
Planned		The Think Action grants all of your allies: +1 Hit on their next Attack (Stacks).
Quick Shot		You wound 2 (normally 1) different enemies if you roll 16 with a Small Arms Action, and it makes narrative sense.
Slippery		As long as you're not Armoured: All enemies have -1 Hit against you in Personal Combat.
Sniper		The Aim Action grants your next Attack: Crit Location +/-2 (Stacks).
Untouchable		As long as you're not Armoured: you may shift Damage dealt to you onto your Luck. Your Luck is healed at the end of each Session.

Heavy Arms	Requirements	Benefits
Brawler		All of your Weapons gain: Strong vs Close Range (Stacks with Very Close Range). Personal Combat Melee Weapons have -2 to Hit you.
Can Opener		All of your Heavy Arm Weapons gain: Strong vs Vehicles. All of your Personal Combat Weapons deal +1 Damage to Mechs.
Dig In		All of your Heavy Arm Weapons gain: Strong vs You're Pre-Setup.
Shell Shock		All of your allies gain +1 Hit vs characters you have wounded during this Personal Combat (Stacks to +2).
Shout Curses		Enemies have -1 to Hit all of your allies during Personal Combat as long as they can see and hear you (does not Stack).
Splash Damage		You wound 2 (normally 1) different enemies if you roll 18 with a Heavy Arms Action, and it makes narrative sense. You wound 3 (normally 1) different enemies if you roll 20 with a Heavy Arms Action, and it makes narrative sense.
Timed Strike		The Rush, Think and Aim Actions allow you to perform your next Turn at the same time as any ally. The Rush and Think Actions grants your next Attack: +1 Hit (Stacks).
Tough		As long as you're Armoured: Reduce the first two instances of Attribute Damage you suffer during a Personal Combat by 1.



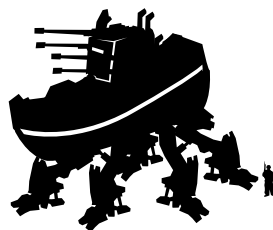
Mech System Traits

Passion	Requirements	Benefits
Dash		You may gain +2 movement with Rush if you do not Rotate.
Zig Zag		Two failed enemy Attacks against you per Combat scatter in a direction of your choice (normally random).
Hold this Ground		Give Orders grants you a Recovery if you roll 14 or more (normally 12).
Attack Order		Give Orders may grant an Ally +1d6 Hit on their next Attack Roll rather than a Recovery.
Snap Shot		Quick Shot Attacks gain: +1d6 Hit and -3 Sta Dmg.
Pulse Fire		If you choose to give a Quick Shot Attack -1d6 Hit: it costs 0 Ammo.
Flexible Fire		Rushed Shot may use any Weapon (normally Gun or Melee).
Sharp Shooter		Rushed Shot Attacks gain: Crit Location +/-1.

Fortitude	Requirements	Benefits
Slow & Steady		Reverse grants you a Recovery.
Steady Step		Reverse does not increase your Heat (normally +1).
Reset Weapons		Rearm grants you +1 Recovery for the remainder of the combat (Stacks up to +4).
Autoloader		One of your Weapons gains a free Reload at the end of your Turn if you don't Attack with a Melee or Gun Weapon during your Turn.
Empty System		You may make up to 2 successful Vent Heat Mech System Rolls per Turn (normally 1).
Big Reset		Once per Combat after Powering Up: reduce your current Heat to 0.
Sturdy		Brace grants you a Recovery if you roll 16 or more (normally 14).
Fortify		Brace grants you Armour +2 (normally +1) if you do not perform a Passion or Destruction Mech System Roll this Turn.

Destruction	Requirements	Benefits
Trample		Charge Attacks gain: +2 Hit and Sta Dmg.
Terrify		Your first Charge each combat grants you: +2 Armour until your next Turn.
Linked Systems		Power Up grants one of your Weapons a free Reload if you roll 12 or more (normally 10).
Super Charge		Power Up may cost you Heat +2 (normally +1) and grant your next Attack: +2 Crit Dmg (normally +1) (does not Stack).
Barrage		You may make up to 2 Bombard Mech System Rolls per Turn (normally 1).
Devastate		Two different Bombard Attacks per Combat gains: Splash +1.
Primed Strike		Your first Unleash per Combat gives you Heat +0 (normally +2).
Unleash Hell		Unleash allows you to use 3 Weapons (normally 2) at the cost of an extra Heat +1.

Patience	Requirements	Benefits
Plot Path		You may Rotate part way through your movement with Manoeuvre (normally at the start and end of your movement).
Coordinate		When you move with Manoeuvre: all of your allies may immediately Rotate 45° if you roll 16 or more (normally 12).
Cunning Plan		You may use a Tactical Weapon with Take Aim may use before or after the Attack boost is gained) if you roll 14 or more (normally 12).
Long Shot		Take Aim grants your next Attack: +2 Hit and Rng (Stacks).
Patient Hunter		Overwatch grants you a Recovery if you roll 16 or more (normally 14).
Interrupt		You may use Overwatch part way through another target's movement (normally after any System Roll).
Steady Shot		Careful Shot gains Crit Loc +/-1 if you did not perform a Passion or Destruction Mech System Roll this Turn.
Perfect Shot		Your first Careful Shot attack per Combat gains Crit Loc +/-3 and costs you Heat +1.



Build (Must Select 1)

Build	Requirements	Benefits	Disadvantages
Republic of Gerim		One of your Attribute locations gains +1 Armour.	
Brashja Empire		+1 Attribute Point for each different Weapon that is Installed on an Arm.	
Daleong Kingdom		One of your Weapons gains +1 Hit, +1 Sta Dmg and -1 Mount.	+1 Influence Cost.
Equildor Union		You may Rotate 45° at the start of your Turn if you have 2 or less Heat.	-4 Defence if you did not move 2+ spaces each Turn.
Junk		-3 Influence Cost. Strong Hit: Dirty Engine (Does not Req Hit or Success) Create an area of smoke (Limited Vision Light Cover) in the space behind your Mech.	-4 Attribute Points. No Weapons may cost more than 2 Influence.
The Hollow	NPC	You may self-destruct at the start of your Turn: you die and all Mechs within 2 spaces take 1 Damage (no Armour) to 3 random (3d6) Attributes.	
Xenonati	NPC	All of your Weapons gain -1 Mount. Gain 2 Luck Re-Rolls per Combat.	
Alien	NPC	+8 Attribute Points. Your location '0' or '7' Attribute may have a Trait.	-1 Attribute Point per Alien Rare Knowledge that your opponent's group has (Stacks up to -4).
Giant Monster	NPC	At the start of your Turn you may: Rotate 45°. Every 2 points of Heat grants you: +1 Defence and Sta Dmg (Stacks up to +5). Heat does not harm you in any way (ie: you may gain more than Heat 6 and less than 1).	When you take any Damage: you gain Heat -1. You die if any 2 of your Attributes are reduced to -2 or below.
Base		Your Weapons do not have to be forward facing, and you may take up multiple spaces. You do not require Diesel. +60 Stability.	You have no Legs and may never move.

Mech Attribute Traits

Arm	Requirements	Benefits	Disadvantages
Stubby Arm	Max Arm 2	This Arm gains +1 Armour.	Installed Weapon on this Arm suffers -2 Hit.
Heavy Recoil	Min Arm 2	All Weapons Installed on your Arms gain +1 Sta Dmg (Stacks).	
Shoulder Mount	Min Arm 3	You may Install 2 Weapons on this Arm.	Installed Weapons on this Arm suffer -2 Sta Dmg.
Arm Twist	Min Arm 3	You may take 3 Stability Damage to grant the Weapon Installed on this Arm: +2 Hit and 360° Arc of Fire for 1 Turn.	
Shaken	Min Arm 4	Strong Hit: Shaken (Hit) All damaged Mechs suffer -6 Recovery until your next Turn (Stacks).	
Split Firing	Min Arm 5	All of your Attacks during a Turn gain +3 Hit and Sta Dmg if you Attack two or more different targets with Weapons Installed on two or more different Arms (Stacks).	Your Unleash Mech System Roll cause Heat +1 (Stacks).
Aim Bot Bot	Min Arm 6	Weapons Installed on this Arm gain Crit Location +/-1.	
Weapon Racks	Min Arm 8	Weapons Installed on this Arm gain +1 Sta Dmg. All Guns Installed on your Arms gain Strong Hit +1 (does not Stack).	All Guns Installed on your Arms gain Reload +1 (does not Stack).

Hull	Requirements	Benefits	Disadvantages
AA Flak	Max Hull 2	You may suffer Heat +1 to grant +1 Armour to yourself or any ally within 4 spaces of you, against any Attack that could be vulnerable to a Anti-Air Flak Cannon (ie: Missiles, Rockets, Flyers, etc...) (Stacks with Flak from other Mechs).	If this Attribute location is reduced to 0 or below: you lose all benefits of this Trait.
Paint Job	Min Hull 2	All of your Weapons gain +1 Sta Dmg (Stacks).	
Banner	Min Hull 3	All allies within 4 of you gain +2 Sta Dmg and Recovery (does not Stack).	
Track your Kills	Min Hull 3	This Mech gains +1 Stability per Mech Kill (Stacks up to +8).	
Pillbox	Min Hull 4	All enemy Support Weapons that are within 4 spaces of you at the end of your Turn suffer 1 point of Durability Damage (no Armour). All enemy Mechs that come within, or who start their Turn within, 4 spaces of you suffer 2 points of Stability Damage.	
Titan	Min Hull 5	All of your Hulls gain +1 Armour (does not Stack).	-2 Defence (does not Stack).
Heavy Mech	Min Hull 6	+1 Armour. +2 Diesel.	-4 Defence. -1 Armour at 0 Stability.
Swivel Top	Min Hull 8	You may suffer 6 Stability Damage to grant all of your Weapons 360° Arc of Fire for 1 Turn.	

Legs	Requirements	Benefits
Stubby Legs	Max Legs 2	All of your Legs gain +1 Armour (Stacks).
Speed Burst	Min Legs 2	You may suffer Heat +1 to move forward up to 3 spaces during your Turn.
Aquatic	Min Legs 3	Water and swamps are not Difficult or Impassable Terrain to you. Deep water does not cause you Attribute Damage.
Balanced	Min Legs 3	+5 Stability.
Shuffle	Min Legs 4	You may suffer 4 Stability Damage to Rotate 45° at the start of your Turn.
Agile Build	Min Legs 5	+2 Defence.
Evasive	Min Legs 6	You gain +1 Armour if you moved at least 4 spaces from your starting location during your Turn, and have more than 0 Stability (does not Stack).
Rocket Jump	Min Legs 8	You may suffer Heat +1 to fly until your next Turn: gaining Elevated (+2 Hit and Range) and ignoring most terrain and Cover on you.
Gravity Pads	Max Legs 2 Min Core 4 3 Kn	You may suffer Heat +1 to float high: gaining Elevated (+2 Hit and Range) and ignoring most terrain and Cover on your Turn. You may suffer Heat +1 to ignore all falling damage (ie: dropping from a Zeppelin).

Cockpit	Requirements	Benefits	Disadvantages
Encased in Steel	Max Cockpit 2	All of your Cockpits gain +1 Armour vs all Critical Hits (normally only the first).	
Signal Boost	Min Cockpit 2	Strong Hit ' Air/Artillery Strike ' may be used up to three times per Combat (normally twice).	
Extra Pilot	Min Cockpit 3	This Mech may have +1 Pilot (Stacks). If this Mech has an extra Pilot: it gains +6 Attribute Points and +6 Stability (Stacks).	Your Mech may only perform 2 successful System Rolls per Turn that would allow them to move.
Weapon Slot	Min Cockpit 3	You may Install 1 Weapon on this Cockpit, it has a 45° Arc of Fire.	
Army Link	Min Cockpit 4	All of your Support Weapons gain Durability +1 (Stacks).	
Comm Link	Min Cockpit 5	All of your Tactical Weapons gain +1d6 Hit (Stacks).	
Stealth Link	Min Cockpit 6 Max Hull 3 Max Core 3	Your Mech may not be Attacked during a combat until it does one of the following: (With the GM's permission this effect may be regained if you Shut Down). » Makes an Attack Roll within 6 of an enemy (ie: Mech or Support). » Have no Cover while within 10 of an enemies front. » Have 5 or more Heat. » Fire more than 1 Weapon during a Turn. » Located by an enemy ability (ie: the Tac Radar Strong Hit option: Sensor Sweep).	
Primed Firing	Min Cockpit 8	All of your Weapons gain +1 Crit Dmg on their first Critical Hit per Combat (does not Stack).	
Party Spokesman	Min Cockpit 4 Not Nomad 3 Kn	You gain a bonus depending on your Nationality (select one if you're an NPC): » Republic of Gerim: Support Weapons 'Flyer, Fighter' and 'Flyer, Bomber' gain Body +1. » Brashja Empire: Support Weapon 'Flyer, Zeppelin' gains +2 Hit and Armour +1. » Equildor Union: Support Weapon 'Infantry, Bot Bots' gains Body +1. Support Weapon 'Vehicle, Micro-Mech' gains Strong Hit +1. » Daleong Kingdom: Tactical Weapon 'Artillery Flare' gains +2d6 Hit. » Nomadic House: Support Weapon 'Infantry, Anti-Personnel' gain +3 Hit and Sta Dmg. » The Hollow: Support Weapon 'Infantry, Anti-Personnel' gain Durability +4. » Xenonati: An allied Mech Heals 4 Stability when you use a Tactical Weapon.	Every time you suffer 2 points of Attribute Damage during a combat: reduce your Current Influence by 1 (or all allies lose 5 Stability if you're an NPC). -2 Defence per Tactical or Support Weapon (Stacks).

Core	Requirements	Benefits
Gyrostabilizer	Max Core 2	You gain a Recovery at the start of your Turn.
Water Cooling	Min Core 2	Rain and Water reduces your Heat by 1 at the end of your Turn, and grants your Weapons +1 Hit and Sta Dmg.
Smoke Stacks	Min Core 2 Max Cockpit 3	Just before you move 2 spaces: create an area of smoke (Limited Vision Light Cover) in the space behind your Mech. When you perform the Vent Heat System Roll you may: create an area of smoke (Limited Vision Light Cover) over your Mech.
Fuel Tanks	Min Core 3	Diesel +5.
Linked Systems	Min Core 3	If you suffer Heat +2 during a Turn: all of your Energy Weapons regain 2 spent Ammo (does not Stack)
Large Vents	Min Core 4	Strong Hit: Vent (Does not Req Hit) You gain Heat -1.
Overcharge	Min Core 4	For every 3 Heat that you have: your Weapons gain +1d6 Hit (does not Stack).
Armoured Core	Min Core 5	All of your Cores gain +1 Armour (Stacks).
Force Field	Min Core 6	You may suffer Heat +2 to gain Heavy Front Cover or +1 Cover Step until your next Turn.
Advanced Core	Min Core 8	When you Recover: you also gain Heat -1 (does not Stack).

Weapons

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Close Combat	3d6	+2	1	1st	5	3			1	Melee.	10t, 1
	Max Rng 1.										
Tech	2d6	+4	8	2nd	-	-	3		1	Tactical.	12t, 1
	Strong Hit (4-6).										
Force Control Unit	5d6	+0	3	2nd	1	3	Inf		2	Support.	14t, 2
	Defence: 18, Armour: 4, Durability: 2, Move: 3.										
	Strong Hit: Coordinated Strike (Hit) The next Attack against this target gains +1d6 Hit (Stacks).										
Multi	5d6	-2	4	2nd	4	4	Inf		1	Gun.	12t, 1
	Splash 1, Multi Crit.										
Precision	3d6	+0	6	2nd	2	4	4		2	Gun.	14t, 1
	Strong Hit (5-6), Reload 2.										
Heavy	2d6	+2	5	2nd	3	5	2		3	Gun.	14t, 2
	Pen 1 min 3.										

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Ejected Pilot - Small Arms	4d6	+2	3	2nd	1	3*	Inf	-	-	Support**.	-
	Defence: 22, Armour: 4, Durability: 2***, Move: 4. *+1 Crit Dmg vs Infantry Support Weapon Bodies, **No Variations, ***0 Durability = You are Dead.										
Ejected Pilot - Heavy Arms	4d6	+0	3	2nd	2	3*	Inf	-	-	Support**.	-
	Defence: 18, Armour: 4, Durability: 2***, Move: 3. *+1 Crit Dmg vs Mechs, **No Variations, ***0 Durability = You are Dead.										

Army Groups	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Defence	Armour	Durability	Bodies	Move	Weapon Type	Cost
Battalion	5d6	+0*	3	2nd	1*	3	Inf	18	4	2	2*	3	Support**.	NPC
	*Gain +1 Hit and Sta Dmg for each Body that does not Attack, **Variations Cost 0.													
Combined Force	4d6	+0	3	2nd	1	3	Inf	18	4	2	2*	3	Support*.	NPC
	*Each Body may have a different Variation, *Variations Cost 0.													



Melee Variations (May Select 1, Melee Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Blade	+1d6						-				+0
Hits on a Mech with less Hull than you are pushed back 1 space.											
Lance				+1	-2	*	-		+2		+0
Max Range +1. *The Charge System Rolls grants this Weapon +1 Crit Dmg per 3 spaces moved forward (Stacks up to +2).											
Hammer					+2		-		-1		+0
Hits on a Mech with less Hull or Legs than you are pushed back 1 space.											
Shield							-				+0
After using this Weapon (even if you do not make an Attack Roll): you gain Heavy Front Cover. Hits on a Mech with less Hull than you are pushed back 1 space.											
Shotgun		+1	+2		-1		6				+0
Max Range +5, Strong Hit +1.											
Flamethrower			+1	+1	-2		5		+1		+1
Max Range +5, Energy, Damaged Mechs: suffer Heat +1 (up to 6).											
Tesla Coil	+1d6		+5		-1		4		+2		+1, 1 Kn
Max Range +5, Energy, Damaged Mechs: suffer -1d6 on their next Roll (does not Stack).											
Utility, Hand							-	*			-1
*May only be installed on an Arm, You are able to move and hold things. Hits on a Mech with less Hull than you are pushed back 2 spaces (or, if you have 2 Hands: you may throw them in any direction).											
Utility, Digger							-	*	-1		-1
*May only be installed on an Arm, You are able to alter the terrain outside of combat. Hits on a Mech with equal or less Hull than you are pushed back 1 space.											
Utility, Crane & Utility.		+2		+1	-1	-1	-		+1		-1
Max Range +1. You are able to safely lift and move things, You have specialised equipment for a specific job/environment (ie: salvaging).											

Melee Modifications (May Select any Amount, Melee Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Personalised		+1									12t
Familiar		+1									1 Kn
Experienced					+1						1 Kn
Overcharged		-1			+1						12t
When you use this Weapon: you gain Heat +1.											
Prototype		-1			+2						1 Kn
When you use this Weapon: you gain Heat +1.											
Expanded Ammo		-2					+2		+1		14t
Extra Armour		-1							-1		14t
Auto Loader		-1			-1				+1		16t
Gain 1 free Reload per Combat.											
Dangerous		+1			+X						NPC, +X
Low Quality / Damaged		-1									-1
When you use this Weapon: you gain Heat +1, 12t to remove this Modification.											

Tactical Variations (May Select 1, Tactical Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Advanced Radio			-2						-1		+0
Strong Hit: Combat Report (Does not Req Hit) You and all allies gain +1 Hit until the end of Combat (Stacks up to +4). Strong Hit: Favourite Song (Does not Req Hit) You and all allies gain +2 Hit and Recovery until your next Turn (Stacks up to +4). Strong Hit: Propaganda (Hit) All enemies with their radio on take 3 Stability Damage.											
Artillery Flare			+2							Artillery.	+0
Strong Hit: Illumination (Hit) Remove all Low Light Cover from a Splash 3 area around your target, and ALL Weapons gain +2 Sta Dmg vs all targets within this area until your next Turn (does not Stack) Strong Hit: Air/Artillery Strike (Hit, Twice per Combat) A Splash 2, Damage 5. Attack hits your target after you perform 4 System Rolls. Strong Hit: Targeting Data (Does not Req Hit) Reduce the number of System Rolls required before one of your Air/Artillery Strike hits, by 1 (Stacks).											
Tac Radar									+1		+0
Strong Hit: Triangulate Terrain (Hit) You and all allies gain +2 Movement and Recovery until your next Turn (does not Stack). Strong Hit: Sensor Sweep (Does not Req Hit) You know the location, Heat status and damage of all non-Shut Down Mechs within 30 spaces of you. Strong Hit: Ping Target (Hit) All allies gain +1d6 Hit on their next Attack vs your Target until your next Turn (does not Stack).											
Strange Alien Gizmo		+2		-1					+2		+2, 2 Kn
Strong Hit: Green Buttons (Hit) Your Mech heals 1 Attribute Damage, and an unknown enemy permanently gains +1 Attribute Point (Stacks). Strong Hit: Red Dials (Hit, Twice Times per Combat) You gain Heat -1, and all Mechs within 1d3 spaces of you gain Heat +1d2 (Stacks). Strong Hit: Purple Switches (Hit) Your Mech heals 10 Stability, and you suffer 10 Stability Damage after you perform 4 System Rolls (Stacks).											

Tactical Modifications (May Select any Amount, Tactical Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Personalised		+1									12t
Familiar		+1									1 Kn
Experienced			+1								1 Kn
Overcharged			-1				+1				12t
When you use this Weapon: you gain Heat +1.											
Prototype		+1	-1				+1				1 Kn
When you use this Weapon: you gain Heat +1.											
Expanded Batteries		-2					+2		+2		14t
Extra Armour / Battery Case									-1		14t
Reload +1.											
Shortened Signal		+1	-2								10t
Extended Signal		-1	+2								12t
Sensor Dish		-1	+1	*					+1		14t
*The 'Tweak, Brace, Take Aim and Careful Shot' System Rolls all increase this Weapon's Ideal Range by +1 (Stacks).											
Auto Charger		-1					-1		+1		16t
Gain 1 free Reload per Combat.											
Large Spot Light		-1									Free
At the start of your Turn you may illuminate a single target: both you and they lose 1 Step of Low Light Cover.											
Low Quality / Damaged		-1									-1
When you use this Weapon: you gain Heat +1, 12t to remove this Modification.											

Support Variations (May Select 1, Support Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Infantry, Anti-Personnel						*					+0
Defence: +2, Durability: +1**, **A Critical Hit may never deal more than 1 Durability Damage to you, Multi Crit, **2 Crit Dmg vs Infantry Support Weapon Bodies, Diesel +2.											
Infantry, Anti-Mech			+1		+1	+1					+0
Durability: +1*, *A Critical Hit may never deal more than 1 Durability Damage to you, Diesel +1.											
Infantry, Bot Bots	-1d6								+1		+1, 1 Kn
Armour: +1, Durability: +1*, Move: -1, *A Critical Hit may never deal more than 1 Durability Damage to you.											
Vehicle, Tank				+1	+1	+1					+1
Defence: -2, Armour: +1, Move +2*, *Moving through Difficult Terrain: deals 1 Durability Damage to you.											
Vehicle, Missile Truck				+2	+1	+1				Artillery.	+1
Defence: -2, Move: +1*, Splash +1, *May only Move or Attack, *Moving through Difficult Terrain: deals 1 Durability Damage to you, Diesel +3.											
Vehicle, Micro-Mech			+1		+1	+1			-1		+1
Durability: +1, Multi Crit.											
Flyer, Fighter											+0
Defence: +8, Armour: -1, Move: +6*, Multi Crit, *Flying, *Must Move at least 4 each Turn, Diesel -1.											
Flyer, Bomber	-1d6		-1	-1	+1	+1				Artillery.	+0
Defence: +4, Armour: -1, Move: +4*, *Flying, *Must Move at least 4 each Turn, Diesel -1.											
Flyer, Zeppelin			-2	-1		+2				Artillery.	+1
Defence: -4, Durability: +4, Move: -1*, Splash +1, Max Rng 1, *Flying, Diesel +3, May carry up to 6 Mechs and Support Weapons.											
Deployable Turret, Anti-Personnel			+2			*					+0
Defence: -6, Durability: +2, Move -. Must first be deployed into an adjacent space with a Tweak System Roll (and may not Attack until your next Turn), Multi Crit, **2 Crit Dmg vs Infantry Support Weapon Bodies.											
Deployable Turret, Anti-Mech			+2		+1	+1					+0
Defence: -6, Durability: +2, Move -. Must first be deployed into an adjacent space with a Tweak System Roll (and may not Attack until your next Turn).											
Jumping Mines, Anti-Mech	-2d6*		-2	-1	+2	+1					+1
Durability: +3, Move -. Max Range 1, Multi Crit, *Attack any Mech that comes within 1 of you.											
Must first be deployed into an adjacent space with a Tweak System Roll (and may Attack that Turn, 2 Bodies may be deployed per Combat, if deployed out of combat: their Bodies are Stealthed).											

Support Modifications (May Select any Amount, Support Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Well Trained					+1						12t
Experienced		+1			+1						1 Kn
Vets											+1, 1 Kn
May Move and Attack at the start of each of your Turns (normally only if your Pilot performs the required System Roll).											
Elite									-2		18t
May Attack part way through Movement (normally at the start or end).											
Close Combat Experts				-1	+1						10t
Long Range Experts				+1	-1						12t
Comm System					+2				+1		14t
When you use this Weapon: you gain Heat +1.											
Reinforcements	-1d6								+1		+1
If you are within 3 of the Battle map edge: Heal 1 Durability (even if you have 0).											
Fuel Trucks		-X									+X
Diesel +X.											
Dangerous		+1			+X						NPC, +X
Under Supplied	-1d6					-1					-1
12t to remove this Modification, Diesel -1.											

Gun Variations (May Select 1, Gun Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Machine Gun	+1d6		-1				-1				+0
Cannon					+2						+0
	Pen 2 min 4.										
Mortar/Missile			+1	+1*					+1	Artillery.	+0
	*Targets within your Ideal Range: Indirect (Above).										
Rocket		-2				+1			+2	Artillery.	+1
	May not be Reloaded during combat, Pen 2 min 4.										
Laser			-1		-2		+1		+1		+1, 1 Kn
	Energy. When you Reload this Weapon: gain Heat +1, Damaged Mechs: suffer Heat +1.										
Death Ray				+1	-2	*			+2		+1, 4 Kn
	*+1 Crit Dmg vs targets with 0 Stability.										
Alien Ray Gun					-2		-1		+2		+3, 6 Kn
	Reload +2. Double the number of Critical Hits caused by this Weapon (ie: 1 Critical Hit becomes 2 Critical Hits).										
Arcane, Eldritch Fire			-1		+1	-1	+2		-1		+1, 2 Kn
	Energy, Damaged Mechs: suffer Heat +1.										
Arcane, Rust			-1		-1	-1	+1		-1		+1, 2 Kn
	Damaged Mechs: suffer Armour -1 vs the next Critical Hit against them (does not Stack).										
Arcane, Dust & Grit			-1		-1	-1	+2		-1		+1, 2 Kn
	Damaged Mechs: one of their Weapons with Ammo (their choice) loses 1d3 Ammo.										
Arcane, Horrors			-1		-1	-1			-1		+1, 2 Kn
	Damaged Mechs: their Pilots suffer 1 point of Damage to a random (1d2+1) Attribute.										

Gun Modifications (May Select any Amount, Gun Only)

Weapons	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Ammo	Location	Mount	Weapon Type	Cost
Personalised		+1									12t
Familiar		+1									1 Kn
Experienced					+1						1 Kn
Overcharged		+1	-1		+1						12t
	When you use this Weapon: you gain Heat +1.										
Prototype		+1	-1		+2						1 Kn
	When you use this Weapon: you gain Heat +1.										
Expanded Ammo		-2					+2		+2		14t
Extra Armour / Ammo Case									-1		14t
	Reload +1.										
Shortened Barrel		+1	-1								10t
Extended Barrel		-1	+1								12t
Scope		-1	+1	*					+1		14t
	*The 'Tweak, Brace, Take Aim and Careful Shot' System Rolls all increase this Weapon's Ideal Range by +1 (Stacks).										
Auto Loader		-1			-1				+1		16t
	Gain 1 free Reload per Combat.										
Large Spot Light		-1									8t
	At the start of your Turn you may illuminate a single target: both you and they lose 1 Step of Low Light Cover.										
Dangerous		+1			+X						NPC, +X
Low Quality / Damaged		-1									-1
	When you use this Weapon: you gain Heat +1, 12t to remove this Modification.										

Example Personal Combat Weapons

Small Arms	Slots	Notes	Cost
Melee/Knife/Etc...	0	Strong vs: Very Close Range, Surprised, You're Stealthed. Weak vs: Not-Very Close Range (may auto-fail against non-adjacent targets), Armed with a Small Weapon, Armoured.	Free
Pistol	0	Strong vs: You Moved, Moving, Surprised. Weak vs: Not-Close Range, Armoured.	Skill Roll
Sub Machine Gun	1	Strong vs: Groups, Not in Cover, Not-Armoured. Weak vs: Long Range, Cover, Armoured.	12t
Shotgun	1	Strong vs: Close Range, Not-Armoured. Weak vs: Not-Close Range, Cover, Armoured.	Skill Roll
Rifle	1	Strong vs: You're in Cover, Unaware. Weak vs: You Moved, Close Range.	12t
Sniper Rifle	2	Strong vs: You're in Cover, Long Range, Unaware. Weak vs: You Moved, Close Range.	16t
Eldritch Book	1	Strong vs: Any 2 (not Cover, choose when you Acquire). Weak vs: Any 2 (choose when you Acquire).	2 Kn
Ray Gun	1	Strong vs: Armoured, Surprised. Weak vs: Long Range.	1 Kn

Heavy Arms	Slots	Notes	Cost
Melee/Club/Axe/Etc...	0	Strong vs: Very Close Range, Surprised. Weak vs: Not-Very Close Range (may auto-fail against non-adjacent targets), Armed with a Small Weapon.	Free
Grenade	1	4 Uses, May deal up to 1 Attribute Damage to Mechs. Strong vs: Group, Cover, Armoured, Surprised. Weak vs: Fast, Not-Medium Range.	12t
Machine Gun	2	Strong vs: Groups, Not in Cover, Not-Armoured. Weak vs: Cover, Armoured.	14t
Heavy Machine Gun	3	Strong vs: Groups, Not in Cover, Not-Armoured. Weak vs: You Moved, You're not Pre-Setup, Close Range.	16t
Rocket Launcher	2	2 Uses, May deal Attribute Damage to Mechs. Strong vs: You're Pre-Setup, Armoured, Big, Slow. Weak vs: You Moved, Fast, Close Range.	14t
Backpack Chain Gun	4	8 Uses. Strong vs: Groups, Not in Cover, Not-Armoured. Weak vs: You Moved, Close Range.	16t
Gas Bomb	3	8 Uses, Attacks from this Weapon creates areas of dangerous gas (unprotected characters are Suppressed or take 1 Damage). Strong vs: Group, Cover, Surprised, Not Protected from Gas. Weak vs: Fast, Long Range, Protected from Gas.	16t
Mortar	3	12 Uses, May deal up to 2 Attribute Damage to Mechs. Strong vs: Long Range, Groups, Cover, Surprised Weak vs: You Moved, You're not Pre-Setup, Not-Slow, Not-Long Range, Armoured.	16t
Flame Thrower	3	8 Uses, You suffer 1 point of Damage to a Random (1d3) Attribute if you suffer 2 or more points of Attribute Damage from one Attack. Strong vs: Close Range, Cover, Group, Surprised. Weak vs: Not-Close Range.	16t
Tesla Gun	3	You suffer 2 points of Damage to a Random (1d6) Attribute if you Attack with this Weapon while you're wet. Strong vs: Close Range, Armoured, Has a non-small Metal Item (ie: a Weapon). Weak vs: Not-Close Range, Group.	18t, 1 Kn

Ammo	Slots	Notes	Cost
Ammo - Extra	1	A single weapons gains +4 Uses.	12t
Ammo - Fancy	1	2 Uses, One of your Attack Rolls from a specific Weapon gains +1 (does not Stack) and gains a specific special effect (ie: creates an area of smoke, sets a target on fire, creates a blinding light, explodes, etc...) that may grant additional narrative advantages.	14t
Ammo - Advanced	1	2 Uses, One of your Attack deals an additional point of Damage (does not Stack) and gains a specific special effect (ie: creates an area of smoke, sets a target on fire, creates a blinding light, explodes, etc...) that may grant additional narrative advantages.	14t

Example Gadgets

Protection	Slots	Notes	Cost
Armour	2	You are Armoured, 3 Uses: Reduce the Attribute Damages that you suffer from an Attack by 1 (does not Stack).	12t
- Fancy	-1	You are not Armoured.	+4t
- Heavy	+2	+2 Uses, You look scary, Reduce your movement by 1 (to a minimum of 1), -1 Stealth.	2x 12t
Micro Mech	1	You are Armoured, Reduce the Attribute Damages that you suffer from all Attacks by 1 (does not Stack). You look scary, You take up large amounts of space (ie: you cannot pilot a Mech or fit through doorways), -2 Stealth.	4x 16t
Mask	0	Smoke and gas has a reduced negative effect on you.	Skill Roll
- Fancy	+0	You are immune to X types of very-exotic attacks (ie: gas, sonic, light, drowning, etc... not fire, electricity, etc...).	X x16t
- Armoured	+1	You look scary, 2 Uses: Reduce the Brains Attribute Damages that you suffer from an Attack by 1 (does not Stack).	8t
Goggles	0	Smoke, dust and wind is kept out of your eyes.	Skill Roll
- Fancy	+0	Your senses are amplified in X exotic ways (ie: better night vision, see hot objects, etc...).	X x16t

Items	Slots	Notes	Cost
Bot Bot	-	You have a Bot Bot that is 98% loyal to you, Has an in-built radio, It can carry 2 Equipment Slots of equipment.	14t
- Mobility	-	This Bot Bot moves in an exotic way (fast, fly, swim, dig, etc...).	+2t
- Armoured	-	This Bot Bot is Armoured and may provide Cover.	+2t
- Sensors	-	This Bot Bot's senses are amplified in X exotic ways (ie: better night vision, see hot objects, etc...).	X x12t
- Storage	-	This Bot Bot can carry +4 Equipment Slots of equipment.	12t
- Mind	-	This Bot Bot has an advanced mind (you may perform Skill Rolls via it) and is -10 to -20% loyal to you.	1 Kn
Eternal Flashlight	0	A flashlight that never runs out of power.	18t
Everytime Tool	1	Counts as 3 Tools (+1 to 3 different Primary Skills (does not Stack)).	16t
Holo Projector	1	May record and project basic images and sounds (they never look real).	18t
Bug, Recorder	0	1 Use, May record basic images, sounds or a specific type of transmission (select one).	Skill Roll
- Transmitter	+0	May transmit images, sounds or a specific type of transmission (select one).	14t
Bug, Tracker	0	1 Use, This bug may transmit its location.	Skill Roll
Radio	1	May send and receive radio signals.	Skill Roll
- Fancy	+1	May send and receive signals from a specific type of rare/advanced transmission.	14t
- Powerful	+1	May send signals over a long distance.	16t
- Large Receiver	+2	May receive signals from a long distance.	16t
- Code Breaker	+1	Able to decode a specific type of coded message or signal.	Skill Roll
Sensor	2	Able to detect strong energy signatures (heat, radiation, etc...) in a moderate area around you.	14t
- Fancy	+0	Able to detect a specific rare energy signature.	16t
- Large	+1	Able to detect energy signatures over a large area around you.	+2t
- Jammer	+1	Able to jam specific transmissions.	14t
Chaff Launcher	1	4 Uses, Disrupt all Radars and Sensors in a nearby area for a short time.	Skill Roll
Pneumatic Gloves	1	3 Uses, You gain +1 Brawn (may go above your maximum) & Physical for 5 minutes or 2 Actions (Stacks).	18t
Overcharge Helmet	1	3 Uses, You gain +1 Brains (may go above your maximum) & Awareness for 5 minutes or 2 Actions (Stacks).	18t
Super Soldier Serum	1	3 Uses, You gain +1 Bravado (may go above your maximum) & Resolve for 5 minutes or 2 Actions (Stacks).	18t

Mobility	Slots	Notes	Cost
Vehicle	-	You own a small vehicle (ie: motorbike), It can carry 4 Equipment Slots of equipment and carry 2 people.	1
- Fast	-	This vehicle is very fast.	16t
- Armed	-	This vehicle may have a suitable Heavy Weapon mounted on it (it gains +2 Uses).	+0
- Mobility	-	This vehicle moves in an exotic way (plane, submarine, digger, hover, etc...).	+1
- Large	-	This vehicle is large and slower to start, This vehicle can carry +20 Equipment Slots of equipment and carry many people.	16t
- Armoured	-	This vehicle is armoured and slower.	+1
Parachute	1	This item will protect you from falling a very long distance.	Skill Roll
- Fancy	+0	This item will protect you from falling a very long distance in a rare way (ie: stealth parachute, anti-grav pads, armoured shell, etc...).	14t
Trap	1	1 Use, This items allows you to set up a trap in a small area.	Skill Roll
- Fancy	+1	This trap works in an exotic way (gas, magnetic, anti-grav, etc...).	14t
Jet/Anti-Grav Pack	X	X Uses, This item allows you to fly for 10 minutes or 4 Actions (Stacks).	16t
Mag Gloves	1	This item allows you to climb up sheer metallic surfaces.	16t
Diving Outfit	2	This items allows you to swim under water for a long time.	12t

Example Misc Items & Services

Items	Slots	Notes	Cost
Common Item		You gain one Common Item.	Skill Roll
Example Items:	0	Lantern, Clothes, Tools, Lock, Book, Crowbar, Alcohol.	
	1	Rope, Bucket, Common Animal (eg: Cat).	
	2	Ladder, Spare Clothing, Barrel of Alcohol.	
Expensive/Rare Item		You gain one Expensive/Rare Item.	12t-16t
Example Items:	0	Music Box, Rare Plant, Forged Papers, Map.	
	1	Lock Box, Trained Pet, Musical Instrument, Spare Expensive Clothes, Gadget.	
Tools	1	+1 to a Primary Skill (does not Stack).	12t
Backpack	0	Gain +1 Equipment Slot (does not Stack).	Skill Roll
- Fancy	+0	Gain +1 Equipment Slot (does not Stack).	16t
- Large	+0	Gain +1 Equipment Slot (does not Stack), -2 Defence while carrying this.	12t
Radio	1	May send and receive radio signals. See pg: 74 for a full list of Radio Variations.	Skill Roll
Cogs (Money)	0	4 Cogs may be given to gain +1 Current Influence, 1 Cog may be sold to gain +1 to a failed Wealth Skill Roll.	Loot
Box of Trade Goods (ie: Food, Tools, Diesel)	4	1 Use: Gain 1-3 (GM defined) Cogs, -2 Defence while carrying this.	Loot

Building	Capacity	Notes	Cost
Small (Apartment, Studio, Farm)	20 Slots		2x 16t
Modest (Town House, Quality Farm, Factory)	60 Slots		2x 18t
Large (Mansion, Guild, Large Farm)	250 Slots		3x 22t
Large / Complex (Skyscraper)	600 Slots	-1 Wealth.	4x 28t
- Fancy Location (Underwater, Flying)		Your building is located in an unusual location.	3 Kn
- Aesthetics (Art, Gardens)		Your building looks impressive.	2x 18t
- Minor Renovations (Rooms)	+10 Slots	Your building has some extra space.	2x 16t
- Major Renovations (Floors, Wings)	+25% Slots	Your building is spacious.	2x 18t
- Exotic Renovations	+10 Slots	Your building has facilities designed for a very specific and unusual purpose.	2x 22t
- Factory	+10 Slots	Your building can repair, build and modify Mechs.	4x 14t
- Basic Fortifications (Guard House)	-5 Slots	Your building has a specific type of defence.	2x 16t
- Major Fortifications (Walls, AA Guns)	-100 Slots	Your building has strong physical defences.	2x 26t
- Exotic Fortifications (Force Field)		Your building has some kind of exotic defence system (usually Arcane in nature).	4x 16t
- Hire Staff (Servants, Labourers)	-10 Slots	Your staff will care for your building in your absence.	2x 16t
- Hire Expert Staff (Guards, Managers)	-20 Slots	Your staff will care for and defend your building in your absence.	2x 20t
- Hire Exotic Staff (Mechs, Assassins)	-20 Slots	Your staff will care for and defend your building in your absence.	2x 24t
- Quality Business	+10 Slots	Gain 1 (+1 per 100 Slot Capacity) Cog at the start of each Session.	3 Kn

Service	Slots	Notes	Cost
Common	-	ie: Transport, Lodgings, Information, Small Bribe, etc...	Skill Roll
Expensive/Rare	-	ie: Large Bribe, Rare Insight, National Secret, Specialist Advice, etc...	12t-14t



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