



# ChromeStrike

First Edition

RULES-LIGHT MECHA ROLEPLAYING

**Duke\***  
with Koliup, Spoonman,  
Dr.Emmet, and friends



**DukeFluffy  
Productions**

# ChromeStrike

Beta 0.9.90

**Mixed Vehicle Scifi Roleplaying  
In the 22<sup>nd</sup> century**

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*Google Docs Anon & pals*

Another thanks to the creators of Armored Core and ChromeHounds, Heavy Gear, BattleTech, Full Metal Panic!, Votoms, author Robert A. Heinlein, and many others; for entertaining us and capturing our imaginations.

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*Similarities between characters in ChromeStrike and persons living or dead are strictly coincidental.*

## **First Edition**

Published SOON? (TM)

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## Foreword

Welcome to yet another attempt to capture mech-based combat in Pen and Paper format. I've taken a look at quite a few different systems, and home-brews, and never quite been satisfied. The majority of the systems out there do not have a great balance of simple gameplay and customization- often leaning toward one or the other. I could not find a single mech RPG that was rules-light, allowed heavy customization, and leaned toward a more grounded and realistic approach. So I thought I may as well slap one together.

**ChromeStrike** is my own attempt at creating such a system. Being a huge fan of games like *Armored Core* and *Chromehounds*, I did my best to capture the elements of slapping together parts and fast-paced combat. But most important of all I tried to ensure the mechs are realistic. They're no 100-story tall clumsy devices that would collapse the ground they walk on. Or plastic-looking mechs that more resemble abstract art than a fighting vehicle.

No, the mechs in this system are dwarfed by tanks, more like a battlesuit than any sort of giant mecha. They are primarily used in urban fighting and first-strike situations, dodging in and around combat to get an edge on less mobile combatants. Slower than almost any vehicle but incredibly agile. Hopefully you, the reader, prefer this sort of look on mechs.

And, of course, no mech game is complete without widespread wars and fighting, plus half-dystopian corporations lauding it over the common folk. I mean, come on.

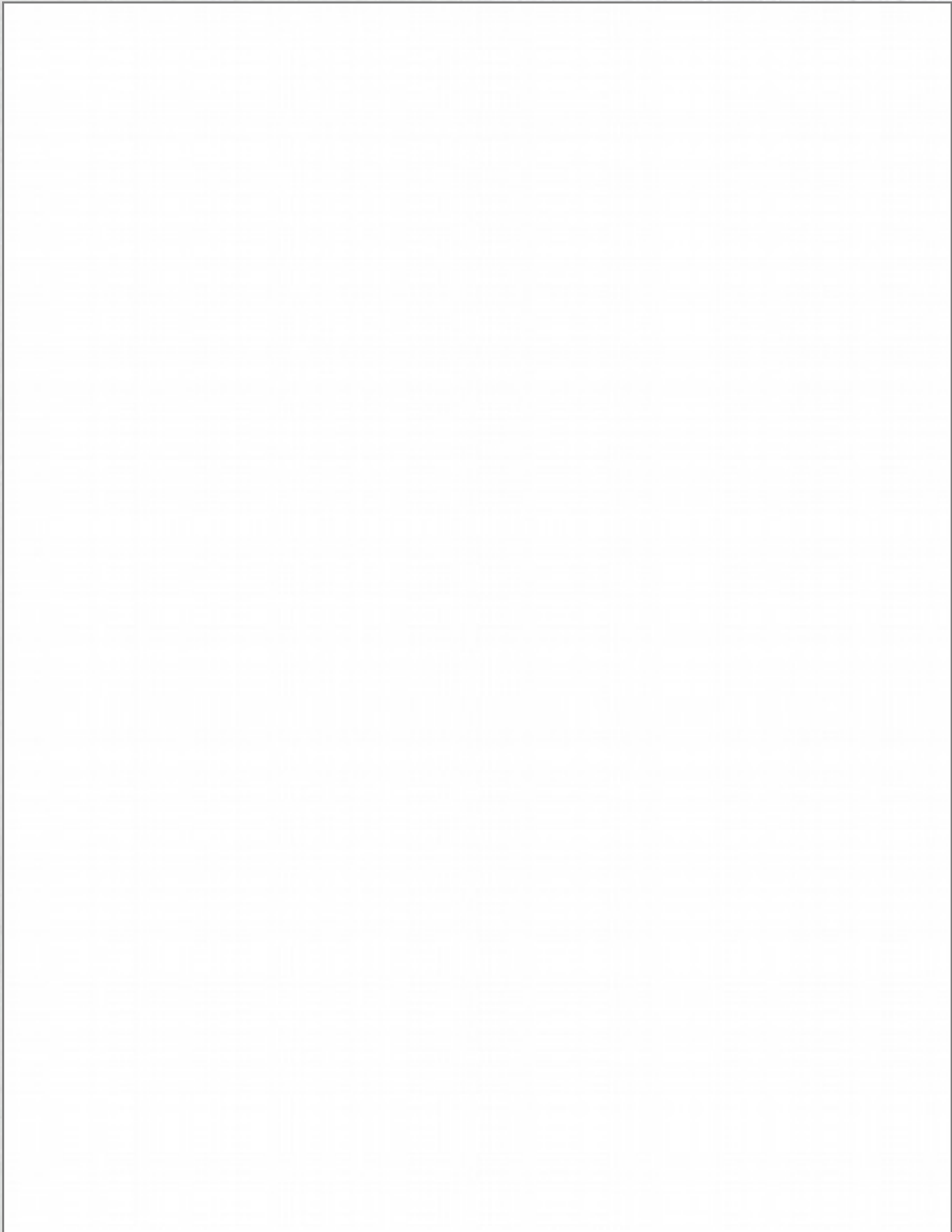
Hope you enjoy the read,

**-Duke, 2012**

Years pass and times change, but my love for the genre never will. **ChromeStrike** will never be abandoned, only dormant. I might focus more on my Unity game **ChromeStrike** project, or fiddle with tiny bits and pieces of this pen and paper version in my sparse free time. I might even enlist help to reformat the book entirely and try to get it published one day. At any rate, updates will continue for the foreseeable future.

It brings me great joy seeing people enjoy my homebrew. Thank you for all of your interest and support over the years.

**-Duke, 2023**



# Introduction

**ChromeStrike** is a scifi RPG based upon games like Armored Core, Chromehounds, and Heavy Gear. Players take the role of Mech Jockeys, and pilot the new war machines in the cratered battlefield of the near future. But even then, they may fight for varied causes- quite a number of these new pilots are simply mercenaries, traveling to fight in war for money and money alone. Others follow their nation's plight out of a sense of national pride. The unluckiest of them all are merely backed against the wall by hostile belligerents, fighting against those stronger and more wealthy, only for the sake of protecting their homes. Where might you come into this?

## The Roots of Play

Each ChromeStrike game requires two sorts of players. Most of these will take the part of mech operators, who will pilot mechs or other vehicles during wartime. One player becomes the game-master. He or she helps decide upon the scenario and game premises with the players, portrays the NPC's (non-player characters) they will interact with, and resolves the player's actions. Should one of the members of your group be the designated forever-gm, you should all feel free to get the man/lady some pizza, or some other appropriate tribute. Buttering up the game-master always goes well.

The game is an evolving and changing interaction between the players and the game-master, who presents the world in which the war occurs. Play is mostly talking: some situation or encounter is outlined, and then the players tell the game-master what they say, in the role of their characters, intend to do. Using the rules to keep matters consistent and fair, the game-master then tells them if they can do what they propose, and the steps they must follow. Should these actions be impossible the game-master narrates what happens instead. Roll dice (most frequently a pair of D6) to resolve encounters and actions. Dice keeps everyone honest, add drama, promote an element of randomness, and can pull out narrow escapes for the players.

The game rules make the game world understandable, define what can and cannot be done, and offer an objective determination of success and failure.

## Players

Unless acting as the game-master, each player takes on a mech-jockey persona. During the game, the player attempts to speak and act in terms of their character's personality. It is often more fun to create a character wholly different from the real-life player, though one can always create a character loosely based off themselves. This is a game of fantasy, after all. Regardless of their character's personality,

a player has a duty to role-play the mech-jockey within the limitations of the character's personality, abilities, and background experience. The character only knows and act based upon what they believe and know- it is oft important to remember the difference between what the character might know and what the player knows. Rolls will naturally help do this to some degree, but role-playing a character personality well is quite important. You are doing well in this position if others players can imagine what your character might do in particular situations.

When all else fails, remember that the game is a group effort- the party should always act together as allies, whenever possible.

## The Game Master

The player who acts as the game master becomes the game moderator. Using a scenario presented in this book, or one of their own making, the game master knows the entire plot of the story and presents it during play, incidentally taking parts of all the enemies, allied non-player characters, and the ordinary or malicious characters that will be interacted with by the players in due course. The game-master has the responsibility for preparing a scenario without bias; he or she must make the opposition smart and mean, or there will be no challenge for the players. At the same time, they must be mindful of what the npc's would be aware of and know at any one time- though they, as the game-master might be omniscient and lavishly handsome, the same cannot be said for the npc's they will control.

They also need to understand the game in order to be able to answer player questions and be able to present the material fairly. To be a game master, read on the rules on creating mech jockeys and the game system. You'll find pre-generated mechs and characters toward the end of this book. Entries on the corporations can be consulted, and the running a campaign (pg. xx) can be kept in mind when creating a scenario.

Once you have settled for a particular scenario (with or without the player's help) you can then supply a photocopy of the quick-rules in the back of the book. Have the players roll up new mech pilots. Partake of their offerings.

When you're set to play don't worry about making mistakes the first time around. It is your privilege as the game-master to make mistakes. While you are still learning how to run a game, use the scenarios in this book or consult a play history for help. Often having material printed, scenario thoroughness, and extra information is wholly welcome.

As you need, consult the reference and resources sections.

With the purchase (or download, hah) of this game, and some questionably virtual dice, you have everything you need to play the game.

## Cooperation

Gaming is social. Roleplaying brings together a number of

people in order to form a communal fantasy, or collaborative story, often more vivid and imaginative than one person could ever create. Working together enhances creativity and impromptu dialogue. It is important that the players act together as a team, aware of the other character's capabilities. Whether brooding or puppy-dog eyed, make sure that the other players are aware of the essential character of your mech-jockey. Whether or not the players are always on eachother's side, or cooperating, the players always should be. Someone may play a jerk of a character, but the important key is the entertainment of roleplaying; the ingenuity and thrill of taking on the role of a fictional character.

There also needs to be cooperation between players and the game-master. Though the game-master masterminds the world and sets up and runs the details, the game remains a game for him or her as well, and everyone likes to have fun. Even when they're doing their darnedest to kill the players, it should be done in good nature.

If the players do exciting things stylishly and memorably, the game-master and players alike have won. Bad roleplaying is the only real loss possible- there is no player vs game-master, or any player vs player, just the goal of having an exciting and creative foray into a fictional world.

## Playing Aids

**ChromeStrike** needs only a few aids in order to begin play: dice, paper, and pencil are required. Other aids add fun and character to a game, and can help focus the action or explain a situation. Trinkets and food can help mellow out and please a game-master.

Those familiar with roleplaying games will likely be familiar with d20's, d12's, d8's, and so on. **ChromeStrike** only makes use of D6's, to judge the success of particular actions, indicate if the armor of a mech holds off an attack, or to determine random hit locations. Occasionally a roll might require a D3 to be rolled- while there is no such thing, a D6 can be used to simulate a D3 by simply dividing the result by two and rounding up. (1,2 = 1; 3,4 = 2; 5,6 = 3;)

## Figures

**ChromeStrike** can be played verbally, without figures or paraphernalia other than dice and character sheets. Others find that figures, tokens, or markers give focus to the action and help in weaving together player's imaginations. Arranging the mech-jockeys in a formation can show who is likely to come under attack first, or to help line up sight blocking obstructions and cover. You must decide what expression of the game the group prefers.

Using figures stresses questions such as whether fields of fire are open, or whether a mech-jockey must give pause to help move a crippled ally's mech. These markers might Provoke questions like "What are my spotlights revealing?"

or "How much of the MI is obstructed?". Pieces of cardboard, pennies, tokens from other games, or official miniatures can be used interchangeably, as the players and game-master find pleasing.

Game figures – miniatures – are lead or resin statuettes about an inch high, cast with bases for stability. They are purchased at many game and hobby stores, or can be ordered by mail.

Whether or not dimensional models are used, game-masters often sketch out the area of activity on a sheet of paper, and note the scale. When the action shifts to combat rounds, then some game-masters turn to miniature figures and sketch out the area again, at that smaller scale. Mats with one inch grids can be handy for this.

## Content and Discomfort

**ChromeStrike**, bearing a semi-apocalyptic setting that focuses on wartime operations, can sport some difficult or otherwise uncomfortable themes. The stock **ChromeStrike** setting takes place in a corporate hellhole fought with war crimes, disadvantaged people, and wide-spread war. I want to acknowledge that many stereotypical cultural takes and bits of violence are also touched on in **ChromeStrike**. The inclusion of this in this setting is absolutely a flippant choice, though it shouldn't be intended to be read as endorsement or idle thought. I mean, we all know how much of a right-wing fascist Robert A. Heinlein is, based on the closely-true-to-source-material 1997 *Starship Troopers* film.

I am also writing from the perspective of a straight, slightly muscle dysmorphic, Christian, American, white male- the apex of a privileged shitbag (affectionate). It is theoretically possible that reading sections of this book might encourage you to go buy a 5-meter tall war mech in real life and commit crimes with it. I heavily encourage you not to do this, but if you do, please send me some videos and info on where you got it from. Similarly, if you find absence of canonical definitions or categories that cause you emotional harm, I apologize, I just couldn't be assed to care enough to add it to this book.

So long as everyone at the table is comfortable with it, feel free to explore narratives and characters that suffer from or even support abuses and prejudices. That's an easy way of writing villains. You, the GM and player, are able to explore whatever ideas and concepts you are all collectively comfortable with. You are all free to ignore any and everything written in this book (except the legal stuff) and do as you like. This text you are reading right now is not the moral arbitrator of your freedoms and written law. I am not your mom or dad. As such, enjoy the system, setting, and any of your own home-brewed additional content to whatever extents you like- just remember that I don't necessarily endorse it (but would probably love to read about any campaigns and custom additions). Also please don't steal other people's content, intellectual or otherwise, and respect the parameters of free-use. You are *presumably* adults, and that means you have the capability to decide what you want to partake in without harming the enjoyment and rights of others.

Above all else, remember to have fun.

# Quick Start Guide

## Creating a Character – Summary

<p><b>GM Discussion</b></p> <p><i>Discuss with the GM about the nature of the upcoming game. Everyone should be on the same base regarding the chosen setting and lore, the tone of the game, and thematic intensity. This will greatly influence what sort of characters would be appropriate for exploring the topics that everyone settles on.</i></p>	<b>1</b>
<p><b>Character Outline</b></p> <p><i>Using the boundaries established with the GM and discussion, create a rough idea or concept of what you would find enjoyable to role-play as. ChromeStrike assumes characters are mech-jockeys, but you should decide (with GM input) if a different military vehicle would be fun to control and customize.</i></p>	<b>2</b>
<p><b>Assign Attributes</b></p> <p><i>A character begins with two attribute points in each of the six main attributes. Ten attribute points are distributed (or removed) from each of those categories until all ten are spent. An attribute cannot be raised above six at creation.</i></p>	<b>3</b>
<p><b>Character Perks</b></p> <p><i>Select or design two Perks to enhance performance and the theme of your character. For those quickly beginning, it is suggested that you select from the premade suggested perks (pg.17).</i></p>	<b>4</b>
<p><b>Character Skills</b></p> <p><i>Characters begin with ten skill points to spend on skills. Combat and particularly useful skills cost one point to increase. More niche or non-combat skills only cost half a skill point to raise. Skills cannot be increased past three. (pg.17)</i></p>	<b>5</b>
<p><b>Finishing Touches</b></p> <p><i>As desired, write up a history and background for your character. Decide what their call-sign is while piloting their mech and what it means to them. The more material you have, the more of a sense you will have of your character and the more material the GM will have to trample all of your character's dreams into the ground.</i></p>	<b>6</b>

## Characters

The creation of a new character for ChromeStrike should involve thoughtful collaboration between the player and the GM. You should focus upon a character who is fun to play, resonates with you thematically, has reason to be adventuring within the premise of the campaign, and leads to amusing interactions with the other players (ideally, for everyone). Ultimately, once the campaign begins, the destiny of your character is up to your decisions and the GM's mercy. If you have any questions about rules or specific traits be sure to discuss them with the GM before the game begins.

### Credits

Characters typically begin play with 25 'Credits', although this value may be different depending on the power-level of the campaign, or if a player joins into an existing campaign late. The creatively named Credit represents a fictional chunk of currency roughly equivalent to \$150,000 in digital- or physical- value. (We're talking like 2010 USD dollars also. Loads of money.) If a player opts to, they can convert one or more of their beginning Credits into physical dollars for their character. This would then allow them to purchase infantry-scale equipment or vehicles for said character. For those quickly beginning you can ignore character-class equipment and get by just fine with your main vehicle.

### Example Character

<b>Name:</b> Omar Gray	<b>Call-Sign:</b> Zarrathus
<b>Gender:</b> Male	
<b>Height:</b> 6'3"	<b>Weight:</b> 280 lbs <b>Age:</b> 33
<b>High Concept:</b> Mechanic soldier of fortune	
<b>Appearance:</b> Huge bald, black dude. Has a thick, dark beard that grows into mutton chops. Wears brown-rimmed glasses.	
<b>Attributes:</b>	
Intelligence 5	Power 6
Perception 1	Agility 3
Appeal 3	Grandeur 4
<b>Perks:</b>	
I've Had Worse - +1 to hit when missing a limb	
Mechanic and Warrior: +2 to INT when personally repairing a mech	
<b>Credits:</b> 0/25 CR spent	
<b>Other Details:</b>	
Mech Repairs +3, Automotive Repairs +2, Weight-Lifting +2, Athletics +2, Brawling +1, Classical Literature +2, Firearms (Rifles) +2	
<i>See attached 40-page backstory and history</i>	

## Creating a Mech – Summary

<p><b>Brainstorming</b></p> <p><i>Your mech, that is, 'your mech', is where you really get to play around with ChromeStrike as a system. This is where you can draw on favorite fictional settings, universes, and other games for inspiration. Outside of extremely wacky ideas being veto'd by the GM, and needing to stick within campaign parameters, creating a mech is where you paint your brushstroke on the system. Decide what sort of mech <u>you</u> think is cool and would be fun to use.</i></p>	1
<p><b>Purchase Core Parts</b></p> <p><i>Mechs in ChromeStrike are built out of four core components- the chassis, arms, legs, and head. Purchase one of each of these components from the armory using your character's Credits. (pg. 33) The chassis and legs are the most important- the chassis determines base armor and the legs determine movement capabilities.</i></p>	2
<p><b>Calculate Derived Attributes</b></p> <p><i>Calculate derived attributes of the mech. Here's a short list of the most important-</i></p> <p><b>Initiative:</b> Character AGL + Character PER  <b>Dodge Rating:</b> 2 + Char AGL + Mech CNTRL  <b>Armor Rating:</b> 4+ default, based on chassis  <b>Held Attack-Rating:</b>          [2d6] + 1/2 Character PER + Mech CNTRL  <b>Shoulder Attack-Rating:</b>          [2d6] + 1 + Mech CNTRL  <b>Missile Attack-Rating:</b>          [3d6] + Mech CNTRL</p>	3
<p><b>Purchase Weapons</b></p> <p><i>Weapons can be purchased from the mech armory. A mech has two hand slots, two shoulder slots, a missile slot, and one 'backup' waist slot. Held/arm weapons are more accurate but arms are easier to destroy than the chassis-mounted shoulder or missile weapons.</i></p>	4
<p><b>Part Modifiers</b></p> <p><i>Mech parts and weapons can be further changed by adding modifiers, reducing or boosting the performance (and cost!) of individual parts. This can be skipped for new players.</i></p>	5
<p><b>Finishing Touches</b></p> <p><i>Because of the importance of the mech, or vehicle, it is recommended to come up with a background for it as well! How did the character get it, what does it look like, what personal touches have modified it in appearance and functionality? How is it different from a stock prime/megacorp vehicle, if at all?</i></p>	6

## Mechs

Effectively your *other* character, mechs are nearly as important as their pilot and require a bit more work. ChromeStrike assumes that the player's character is a mech-jockey, and the starting Credits are designed such that they can create a slightly-stronger than baseline mech with 25 CR. To create their mech, a player will purchase four core parts with their Credits- the head, chassis, arms, and legs. The chassis is the most expensive and most important part- this determines the baseline 'armor rating' of the mech (typically 4+). Each purchased part will modify the derived attributes of the mech and how it performs as a result. There are also two shoulder slots (left and right), but these are not mandatory and might be used for weapons instead.

In addition to the four core parts, mechs also have a bunch of weapon slots. In ChromeStrike, a character piloting a mech can fire as many weapons as they have attached or held (and with remaining ammunition), meaning that a mech that acts in high initiative with loads of weapons is a powerful combatant. In total there is two held slots (one for each hand), two shoulder slots (attached to the main chassis), a missile slot, and a backup waist slot. Weapons are a little easier to choose than the main parts- they are typically more of an afterthought and a 'what can I afford now' sort of thing. Some weapons use up both left and right hands or require an empty shoulder slot.

### Derived Attributes

The derived (and basic) attributes determined by the core parts determine the performance of the mech. Beefier chassis and arms might offer additional Strength for the mech but a penalty to Speed. Control- the be-all and end-all of stats- grants a bonus to pretty much all actions performed with the mech.

Weapons have Attack-Rating, or the roll that is made when attacking with them. For held weapons this is a roll of two six-sided dice (abbreviated as 2d6), plus half of the piloting character's Perception (PER, round up), plus the mech's Control stat.

### Wounds and Armor

The chassis part determines a mech's baseline armor, typically 4+ for most models. Upon taking a hit to any particular part the mech's player will roll a D6- if it is greater than or equal to the armor-rating the attack is ignored and no damage is dealt. Sometimes a chassis might set a lower armor-rating for the other core parts.

When a part actually does take damage it ends up losing one of its Wounds. A part with no Wounds remaining is destroyed, which means that it can no longer be used and any attribute modifiers are thereafter ignored. Some parts, like the head, offer additional penalties to the mech when destroyed. The arms and legs, though a single core part, typically have separate 'left' and 'right' wounds to denote the two separate limbs.

### Example Mech

<b>Name:</b> Charlie		
<b>Role:</b> Soldier-support		
<b>Weight:</b> 15 tons	<b>Credits:</b> 24	
<b>Colors:</b> Primary dull blue, black accents, blue optics		
Insignia: Fist interposed over a gear		
<b>Stats:</b>		
<b>Strength 3</b>	<b>Dodge-Rating:</b> 6 / 6 / 5	
<b>Speed 2</b>	<b>Armor-Rating:</b> 4+	
<b>Control 1</b>	<b>Initiative:</b> 4	
<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: BETA	(oo)	
Chassis: BETA	(oooo)	STR2, SPD1
Arms: BETA	(ooo)	STR1
Legs: CT-01	(ooo)	SPD1, CNTRL1
<b>Weapons:</b>		
Burst Rifle (Primary) – 30R, AP1, 2d6+2		
Shotgun (Secondary) – 15R, AP1, 2d6+3		
Light Missiles – AP0, 4 shots, 3d6+1		

### Mech Derived Attributes / Stats

**Initiative:** Character AGL + Character PER

**Held Attack Rating:**

2d6 + 1/2 Character PER + Mech CNTRL + Modifiers

**Shoulder Attack Rating:**

2d6 + 1 + Mech CNTRL + Modifiers

**Melee Attack Rating:**

2d6 + 1/2 Character AGL + Mech CNTRL + Modifiers

**Missiles:**

3d6 + Mech CNTRL + Modifiers

**Dodge Rating:**

2 + Character AGL + Mech CNTRL + Modifiers

*(Sometimes written as x/y/z, with X being Dodge-Rating with legs at 100% wounds, Y being legs at 50% wounds, and Z being legs at 0% wounds remaining.)*

**Other Vehicle Dodge Rating:**

\*Arbitrary flat value, see profile

**Armor-Rating:** 4+ by default

**Operation Time:** Mechs have 48 hours of power by default.

**Speed:** One-grid per rank of Speed per turn. Equates to 12 MPH or 19 KPH.

## Game System Overview

A typical session of **ChromeStrike** takes place in either a 'mission' or during 'downtime'. GM's are more than welcome to spice things up and mix the two devilishly, or as they feel appropriate for the enjoyment of those playing.

- During a 'mission', the party is delivered to (or already present at) a particular location by supporting NPC's, are already inside of their mechs and ready for battle, and have already been given a mission objective. Within the limits of their tactics and mech specs, the party then has the goal of accomplishing their mission. More often than not, avoiding damage taken to their mechs and the waste of special ammunition is also a tertiary concern. Once the mission has been completed (or failed) the mission will wrap up, the GM narrating as they feel appropriate how departing from the locale goes.
- During 'downtime', the party will socialize and mingle among one another, chat up NPC's in pursuit of special parts or possible missions, and enjoy more slice-of-life aspects. This is also when damage is repaired. During downtime it is perfectly reasonable for party members to temporarily go their own ways- while less doable with real-life meetup role-playing, solo or half-party sessions can allow players to peruse intrigue and hooks that other party members (or players) might get less enjoyment from. Politics, sleuthing, the sky is the limit.

### Scenes / Encounter

Scenes, in the scope of **ChromeStrike**, refer to a particular location or event that players and non-player characters act within. When conflict occurs with hostile actors, the duration of that part of the scene is referred to as an Encounter or Battle.

### Resolving Conflict

During a encounter- or hostile battle- there is both a 'game turn' and 'player turn'. At the start of the game turn all special effects take place, and then it goes to the first acting entity in the Encounter with the highest Initiative (ties going to higher Speed).

Entities and players, during their own player turn, get both a Movement Action and a Utility Action, which must be used in that order. During Movement they may use their Movement Action to perform one of several movement maneuvers. During the Utility Action they may opt to attack with all weapons or perform some other utility maneuver. Once both actions have been used it then goes to the next entity.

Once all entities have acted the game turn will finish, any special effects will occur, and a new game turn occurs.

Outside of battle, a character might be required to perform a skill roll. This is equal to 2d6 + relevant attribute + relevant skill, and the higher the roll the better, against a particular target threshold.

## Movement Maneuvers (Mech)

- **Move:** Move a number of grid spaces equal to the vehicle's Speed attribute. (Might also be referred to as Movement instead). Half of movement will be subtracted from Attack-Rating and added to Dodge-Rating until your next player turn.
- **Evasive Action:** As move, but also consumes the Utility Maneuver. Move equal to maximum Speed / Move but gain a bonus +1 to Dodge-Rating until your next player turn.
- **Kneel or Unkneel:** Uses either the Movement or Utility maneuver. While kneeling hits that would strike the leg instead hit the ground and are ignored. Standing consumes another maneuver.
- **Take Cover:** Can be combined with a normal Move maneuver. Mechs gain benefits from various types of terrain, such as granting +1 to Dodge-Rating or ignoring hits to the legs. If slicing-the-pie with a building only the exposed side can be hit (or fire weapons at enemies).

## The 11-15 rule of combat

When attacking with a roll that is 2d6, an unmodified roll of 11+ is a Critical Hit. An attack with 3d6 that is 15+ is also a Critical Hit. Critical Hits automatically hit the opponent, regardless of their Dodge-Rating, and gain an additional 1 AP.

## Armor Saves

Attacks are AP 0 (Armor-Piercing 0) by default. An AP1 weapon would reduce the hit enemy's armor-rating by 1- this would reduce a default armor save from 4+ to 5+. An AP2 weapon would instead reduce a 4+ save to a 6+ save.

When an entity is hit, the GM will roll a dice to determine what part of the mech (or vehicle) is hit by the attack. The owner of that entity will then make an armor-save roll to see if the attack sticks and deals Damage or not, subtracting Wounds from the hit location's part if it does.

## Weapons with multiple attacks:

Some weapons, such as Heavy Missiles, attack twice each time they are fired. Simply roll for an attack like normal, then once the first attack is done do so again. Repeat this until you have done attacks equal to the number listed on the weapon profile.

## Weapons with a damage multiplier:

Other weapons deal an increased amount of damage when they wound. Should this be 2x damage, an unsaved wound instead becomes two unsaved wounds. Excess wounds instead go to the chassis automatically.

**Hit Location (D6):** On taking a hit, roll a D6. The mech is hit in the Head on [1], Arms [2], chassis [3][4][5], and Legs [6].

## Utility Maneuvers (Mech)

- **Attack!:** Fire and use whatever weapons are available. Mechs can fire all valid weapons. Different weapons can target different enemies all in the same action. Make an Attack Roll for each weapon being used.
- **Called Shot:** As Attack!, but all Attack-Rating is done at -6, and before rolling you choose which part of the enemy you wish to hit. Melee Attacks are only at -3 with Called Shot.
- **Aim:** Choose a foe; grants +1 bonus to hit that opponent next turn with non-missile weapons. Can stack up to 3 times (by using three consecutive turns). Attacking removes 1 stack, the enemy leaving line of sight removes all of them. Snipers get a +2 bonus each turn and a max of +4 bonus instead.
- **Swap:** Swaps one of the held weapons with the other or with the extra backup weapon held on the waist.
- **Melee:** Uses a working arm or leg. Deals an AP0 hit to the user's own arm or leg on a success. Deals an AP-1 hit to the enemy (++1 AP for every 2 STR the attacking mech has). Alternatively, use all melee weapons.

## Damage

As a mech is beat to crap its performance is reduced.

**Head, Destruction:** A mech that loses the last wound of it's head subtracts 2 from any attack rolls it makes, as well as losing any attributes or bonuses that the part may provide.

**Arms, 50% Damaged:** Should the arms reach 50% wounds, one of the arms at random is destroyed, and the weapon (or two-handed weapons) is no longer usable. Roll a 1d2 to determine what arm is put out of commission; a roll of 2 denotes the right arm.

**Arms, Destruction:** When the last wound is subtracted from the arms, any hand-held weapons become unusable, and maneuvers that require the use of the arms may no longer be done. (I.e. punches become kicks.) Any attributes or bonuses from the arms are removed.

**Chassis, Destruction:** A mech that loses the last wound of it's chassis shuts down and will remain stationary until towed away or repaired. Any further penetrating hits to the torso will deal 1d3 wounds to any character remaining inside.

**Legs, 50% Damaged:** When the legs reach 50% wounds, one of the legs at random is destroyed. Half of the mech's Speed is immediately lost.

**Legs, Destruction:** When the legs lose their last wound they are entirely destroyed. The Speed drops to 0. If the mech still has arms, it may use it's utility action to crawl one grid space each turn. Should the mech have no legs or arms it may not move at all!

## Very-Quick Reference

Included on this page are the *very* quick rules for generating a character and mech. Many of the items are missing (perks, parts, weapons, upgrades, defects). Use this section when you don't wish to navigate the booklet or are short on time.

### Character

- 1. Create a High Concept:** Short few word phrase describing character
- 2. Distribute Attribute Points:** Have 10 points to be placed into attributes- INT, PER, APL, POW, AGL, and GRA. Start at 2, maximum of 6 at character creation.
- 3. Distribute Skill Points:** Have 10 skill points. Useful and (non-mech) combat skills are 1 point, hobby-related and semi-useless skills are half a point instead.
- 4. Select Two Perks:**

+1 Bonus to Combat	+2 Bonus to Attribute Roll	+4 to an Unusual Roll
<i>-Requires a particular circumstance</i>	<i>-Some non-combat competency</i>	<i>-Related to a profession or learned trick</i>
<ul style="list-style-type: none"> <li><i>Eye for an eye: After taking a wound, +1 to AR to called shot enemies in that same place on that character's next turn.</i></li> <li><i>Gun to a knife-fight: +1 to DR in melee combat when using no melee weapons</i></li> <li><i>How can I miss?: +1 to hit enemies when outnumbered 2:1 or more</i></li> </ul>	<ul style="list-style-type: none"> <li><i>Street Wise: +2 to appeal when gathering information from thugs, dealers, whores, etc.</i></li> <li><i>Fitness freak: +2 to power when lifting or pushing something</i></li> <li><i>Got my license back in '65: +2 to agility when driving the wrong way down a street</i></li> </ul>	<ul style="list-style-type: none"> <li><i>Crowd pleaser: +4 to reaction rolls for the opposite sex when exiting a mech</i></li> <li><i>Good as new: +4 to a bartering roll when selling a damaged mech</i></li> <li><i>Dislocation time: +4 to rolls when escaping from binds or handcuffs</i></li> </ul>

- 5. Background:** Write a two to three paragraph background of the character. Past history, work, why they're a mech jockey.
- 6. Minor Details:** Height, weight, appearance, quirks, call-sign, etc.

### Mech

- 1. What Sort of Machine:** Soldier, sniper, defender, support, artillery, etc.?
- 2. Base Parts:** Purchase a head, chassis, arm, and leg unit. New characters frequently receive 25cr.

Head	Chassis	Arms	Legs
Beta: 1¢ 1W. 1.0T	Beta: 3¢ 4W, STR2, SPD1 6.0T	Beta: 1¢ 3W, STR1 3.0T	Beta: 2¢ 2W, SPD2 4.0T
CO-01: 4¢ 2W 1.0T	CO-01: 5¢ 4W, STR1, SPD3 4.0T	CO-01: 3¢ 2W, SPD1, movepen-1 2.4T	CO-01: 3¢ 2W, SPD3, armor-1 3.0T
CT-01: 3¢ 1W, +1 CNTRL. 1.2T	CT-01: 5¢ 4W, STR2, SPD2 7.0T	CT-01: 3¢ 3W, STR1, handAR+1 3.5T	CT-01: 4¢ 3W, SPD1 CNTRL1 5.0T
NRB-02: 3¢ 3W, -1 DR 1.8T	NRB-01: 6¢ 5W, STR3, SPD1, 3+ 8.0T	NRB-01: 2¢ 4W, STR1 5.0T	NRB-01: 3¢ 4W, SPD1 5.0T

- 3. Shoulder Parts:** Two slots. Can add the below systems or 1-handed weapons
  - Targeting Array:** 2¢, 1 shoulder, +0.25 tons - Perception +2 (Initiative also +2)
  - ATAU:** 3¢, 1 shoulder, +0.25 tons - Perception +2 (Initiative also +2), shoulder/missile/melee AR+1
  - Decoy-launcher:** 3¢, 1 shoulder, +0.25 tons - DR+3 against missiles
  - Jump-Pack:** 10¢, 2 shoulders, +3.0 tons - Minimum SPD is now always 2. Active: Double speed and ignore obstacles (turn to cool down after)

- 4. Weapons:** Have two hand slots and a missile slot (4 missiles). An extra held weapon may be stowed on the waist.

Ballistic				Explosive			
Shotgun	2¢ (Normal)	15 Range	Hit+1, AP1	Rocket Launcher	5¢ (Normal)	30 Range	Hit+1, AP2 Shots: 4
Machine-Gun	3¢ (Normal)	20 Range	Hit+1, AP1	Light Missiles x4	3¢ (Missile)	10+ Range	
Autocannon	5¢ (Normal)	20 Range	AP2	Medium Missiles x4	4¢ (Missile)	10+ Range	AP2

- 5. Calculate Attributes:** Base stats, dodge rating, armor (4+ most likely), attacking rating.
  - Strength:** Add up from parts that give it
  - Speed:** Add up from parts that give it
  - Control:** Add up from parts that give it
  - Dodge-Rating:** 2 + Char AGL + Mech CNTRL
  - Attack-Rating (Hands):** 2d6 + (1/2) Char PER + Mech CNTRL
  - Attack-Rating (Shoulder):** 2d6 + 1 + Mech CNTRL
  - Attack-Rating (Missile):** 3d6 + Mech CNTRL, ignore movement modifiers

- 6. Final Touches:** Calculate weight. Choose colors (Primary, trim, optics, other). Create an insignia. Name the machine.

## Example Starting Mechs

**Name:** Beta Soldier  
**Role:** Soldier-support  
**Weight:** 15 tons **Credits:** 20

**Stats:**  
**Strength 3** **Dodge-Rating:** x  
**Speed 3** **Armor-Rating:** 4+  
**Control 0** **Initiative:** x

<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: BETA	(o)	
Chassis: BETA	(ooo o)	STR2, SPD1
Arms: BETA	(ooo)	STR1
Legs: BETA	(ooo)	SPD2

**Weapons:**  
HMG (Primary) – 25R, AP1, 2x attacks  
Shotgun (Secondary) – 15R, AP1, +1 to hit  
ATAU (Right Shoulder) -  
+2 to Initiative, Per +2, +1 to shoulder/melee/missile AR

**Name:** NRB Beatstick  
**Role:** Close range defender  
**Weight:** 19.8 tons **Credits:** 25

**Stats:**  
**Strength 3** **Dodge-Rating:** x  
**Speed 3** **Armor-Rating:** 3+  
**Control 0** **Initiative:** x

<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: NRB-01	(o)	+1 armor over chassis
Chassis: NRB-01	(ooo oo)	STR3, SPD1
Arms: NRB-01	(ooo o)	
Legs: NRB-01t	(ooo)	SPD2

**Weapons:**  
Battle Cannon (Primary) – 30R, AP1, Dam x2, 1 ton  
Combat Shield (Secondary) – 2 wnds, 4+ armor, +1 melee DR  
Shotgun (Right Shoulder) – 15R, AP1, +1 to hit

**Name:** BEI Sniper  
**Role:** Long range direct-fire  
**Weight:** 17.5 tons **Credits:** 25

**Stats:**  
**Strength 3** **Dodge-Rating:** x  
**Speed 3** **Armor-Rating:** 4+  
**Control 0** **Initiative:** x

<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: BETA	(o)	
Chassis: BETA	(ooo o)	STR2, SPD1
Arms: BEI-01	(o // oo)	STR1, *
Legs: BETA	(ooo)	SPD2

**Weapons:**  
Sniper Cannon (Primary) – 40R, AP2, Damage x2  
Minor Sniper (Right Shoulder) – 40R, AP1  
Targeting Array (Left Shoulder) - +2 Initiative and PER

\* Main arm has 2 of the arm wounds and grants +1 AR

**Name:** Missile Boat  
**Role:** Pressing buttons at very high ranges  
**Weight:** 15.2 tons **Credits:** 25

**Stats:**  
**Strength 3** **Dodge-Rating:** x  
**Speed 3** **Armor-Rating:** 4+  
**Control 0** **Initiative:** x

<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: BEI-02	(oo)	+2 missile AR
Chassis: BETA	(ooo o)	STR2, SPD1
Arms: BETA	(ooo)	STR1
Legs: BETA	(ooo)	SPD2

Missile Hardpoint x2 (+2 to max. missile launches per turn)

**Weapons:**  
HMG (Primary) – 25R, AP1, 2x attacks  
8x Medium Missiles - AP2

**Name:** Blitzer  
**Role:** Close-range skirmisher  
**Weight:** 17 tons **Credits:** 25

**Stats:**  
**Strength 3** **Dodge-Rating:** x  
**Speed 4** **Armor-Rating:** 4+  
**Control 0** **Initiative:** x

<b>Parts:</b>	<b>Wounds</b>	<b>Stats</b>
Head: BETA	(o)	
Chassis: BETA	(ooo o)	STR2, SPD1
Arms: BETA	(ooo)	STR1
Legs: CO-01	(oo)	SPD3, armor -1
Jump-Pack (Shoulders)	2x SPD jump, 1 turn cooldown	

**Weapons:**  
Shotgun (Primary) – 15R, AP1, +1 to hit  
Pile Driver (Secondary) – AP2, -2 to hit, 2x atts, no swap, 4 shots  
Shotgun (Right Shoulder) – 15R, AP1, +1 to hit

# Characters

*Tyler Faulkner stood in the huge throng of people, entirely impatient, but also excited. Any moment now three mechs would be rolling around the corner, the three pilots receiving an honorary award, and check, from the mayor. This excited Tyler. Not because much of his city had been saved, or that they would be meeting Hell's Trio. When it came down to it, the vast majority of the mercenary's team hardly mattered. Only one of them was the least bit worthy of notice. No, he was excited because he would be able to see her. Arona. In person.*

*They did not keep him waiting for long. Only a few minutes of standing in the sweaty pack of people, then the ground began shaking lightly. Three mechs came bounding along one of the street corners, the channel devoid of traffic for the event.*

*Each of the mechs were heavily damaged from the battle- none more so than the white and gray one. The largely NRB mech had nearly been reduced to scrap, all the parts save for a single leg shredded badly. It limped along with its compatriots sluggishly. Omar's mech (Tyler prided himself on knowing who the two bozos were) seemed fine. When he saw Arona's mech his heart fluttered, though. The blue mech was unmistakable- sniper cannon at the waist, large red lips on the shoulder, the way it moved. He felt mildly alarmed when he realized one of the arms had been torn off.*

*Each of the machines pulled to a stop in a line, nearly a hundred feet away from the platform with the mayor. A large clearing led on between the pack of citizens, many of whom were snapping shots of the mechs with cameras. This free walking space naturally led up on some marbled steps then up to the city official.*

*Like many times before, Lucy, Arona's mech, was the first to pop open. The armored hatch lazily lowered on down. A womanly figure in a blue jumpsuit began crawling out, her long blonde hair drifting haphazardly along her body.*

*'Flip your hair. Flip your damn hair, come on,' Tyler thought.*

*As if she was reading the man's mind, Arona did just the thing, letting the silky hair swoosh in a wide arc before settling on her back. The man let out a low ecstatic 'Yesssss' at the act. Arona flashed the crowd a small Colgate smile before turning around and beginning to climb down her mech. It was only ten or so steps, in all, but she made a show out of it. Alternating long legs, slowly one foot at a time, Arona lowered on down it with unbridled sensuality. Tyler could nearly hear the collective drooling of more than two hundred men.*

*Just like that it was over. To Tyler, he could hardly tell if it had been seconds or an eternity. As he pondered this the pretty young lady flashed the crowd another perfect smile. Now that her little show was over the other mechs hatches popped on open. The two rugged men that climbed out were entirely beneath Tyler's notice, and even much of the crowd's. All eyes remained on the shapely figure, in the indecent blue jump-suit, even as the team strode on through the crowd to the mayor.*

*Tyler let out a long, drawn out sigh. The two lucky sons of bitches. He'd personally follow Arona into hell, in a heartbeat, and he didn't even know her.*

*Lucky bastards.*



# Characters

## Who Are You?

As you now know, the world is not a pretty place. But that's okay, because there's money to be earned, and fame to be gained.

There are many different ways to go about making a character in **ChromeStrike**- most of it will depend on what scenario the game-master is running, and what might work best within your party. You might be an American Patriot, fighting for the country with wool over your eyes. You could be an enlisted soldier of the Panasian Alliance, fighting against the encroaching Russian Empire. You could even be a former child guerilla-soldier who ends up joining a paramilitary counter-terrorist force.

## Defining Your Character

The High Concept is a greatly helpful way to come up with who your character will be. A High-Concept is a few words or a short phrase summarizing who your character is. In fiction, every character in existence can be broken down to such a concept. Selecting something such as "*Exiled Bodyguard*", "*Sniper-Babe*", or "*Mechanic Soldier-of-fortune*" will work fine. You are nearly entirely free to make whatever kind of character imaginable. The only limitation might be age and combat experience, but even then the game-master might be willing to allow these for particularly interesting characters.

*Example: Duke sits down at the table and begins thinking up a concept. After a minute or two he comes up with the idea of some sort of soldier/support role, perhaps some kind of mechanic. He ends up writing down "Mechanic Soldier-of-fortune" for his character's Concept.*

## Attributes

After you know the general idea of your character, it is time to determine their attributes, or what they are good at doing. With a new character you have free reign to distribute a set number of attribute points to six different attributes. Most frequently you will be given 10 Attribute points to allocate as you please through the six major attributes. Each attribute begins at 2, and each rank costs a single point to increase. Note that attributes may not be raised above 6 at character creation.

### Mental Attributes:

**Intelligence:** Problem solving skills and general smarts. Characters with high intelligence are clever and quick witted.

**Perception:** Attention to detail and visual acuity. Those with high perception take notice of the smallest things.

**Appeal:** Strength of personality, quality of speechcraft. Characters with high appeal are never at a loss for words.

### Physical Attributes:

**Power:** Raw physical strength and endurance. Characters with great power are buffed up hulks or extremely fit. Also determines the amount of Hit-Points, or wounds, they have.

**Agility:** Dexterity, liveness, general athleticism. A character with high agility reacts quickly and with grace.

**Grandeur:** Be it raw sex appeal or a very snazzy choice of wardrobe, others see high Grandeur characters as a class above.

At character creation you may not raise an attribute above 6, nor may any of the attribute be lowered to 0. It is highly encouraged that you don't simply pump up perception and agility (both being useful for combat) and instead distribute Attribute Points fairly evenly. An easy way to do this is to distribute points to appear as 5/5/4/3/3/2. You may alternatively have 6/4/3/3/3/3 ranks in your attributes. Or distribute them at random. Whatever works best for you.

The character concept should help you determine the attributes, though much of it is still up for grabs. The previously mentioned "Exiled Bodyguard" might have been more of an infantryman, rather than a mech pilot, for much of their life. Or perhaps they might have been a simple pencil-pushing bodyguard that participated in surveillance and home security. As you might imagine, simply figuring out the attributes can play a role in the final background for the character.

*Example: Now moving onto attributes, Duke begins filling in the dots, noting how they begin at two. He places six into Power and five into Intelligence. His Perception is lowered to one, to represent his need for glasses. With his last attribute points Duke raises Omar's Appeal to three, Agility to three, and Grandeur to four.*

## Perks

Once your attributes are fixed and final, you then select two perks for your character. These give you a special edge under particular circumstances, and help make them that much more unique. Your character might just be a soldier, or pyromaniac, but when you add a perk like "*SWEAT BABY SWEAT: Ignore debuffs caused from enemy incendiary weapons.*" your character really begins to become a unique entity. Perks may be just about anything, though they are restricted by both circumstance and what they may modify.

The larger the bonus the less frequent it can come into play. Players are encouraged to make their own up. To help with this are some already created perks. Feel free to come up with perks with help from other players, or with the game-master's help. While the examples listed here are simply for helping you come up with your own, remember that the last say is always the game-masters- they may not agree with any of the following perks, or may agree with them all, or may disallow a particular perk you have come up with. Remember to always check with him/her for whatever perk you might want to create.

**+1 Bonus to Combat Rolls:** require specific circumstances.

These bonuses require some conditions to be met before they can be triggered. They **may not** be modifiers to armor rating or use of specific weapons (I.e. +1 to hit with shotguns). They can, however, be effects brought about by said weapon; they can also refer to some sort of secondary purpose within combat. Examples include:

- *Eye for an eye:* After taking a wound, +1 AR to called shot enemies in the same part the next turn.
- *Gun to a knife-fight:* +1 to DR in melee combat when using no melee weapons
- *How can I miss?:* +1 to hit enemies when outnumbered 2:1 or more
- *In the zone:* +1 to DR until hit by a weapon
- *I've had worse:* +1 to hit when missing an arm
- *This is highly unsafe:* +1 shot with one particular weapon, selected at creation
- *Running Punch:* +1 to wound on melee attacks when moved full movement distance previously

**+2 Bonus to an attribute when utilized for a non-combative purpose:** requires specialty.

These bonuses usually have to do with something your character is competent with outside of combat. This may include a plethora of things, from being particularly good at hacking door locks, to knowing his way around a toolbox, to knowing how to handle local thugs - which should tie in at least a bit with your backstory. Examples of these include:

- *Street Wise:* +2 to Appeal when gathering information from thugs, dealers, whores, etc.
- *Fitness freak:* +2 to Power when lifting or pushing something
- *Got my license back in '65:* +2 to Agility when driving a familiar non-mech vehicle.
- *Mechanic and warrior:* +2 to Intelligence when personally repairing a mech
- *Technical truths:* +2 to Appeal when deceiving others and including true statements
- *Bow before me, mortal:* +2 to Grandeur for reaction rolls when you meet someone lower on the food chain or not in a position of power

**+4 Bonus to infrequent, specific situation:** requires an uncommon situation to be applied to.

These perks should be trade-based in nature; some job or particular trait your character has picked up from the past or something he's good at - a profession, a habit, or some skill he might have learned from someone close. Examples of these are:

- *Crowd pleaser:* +4 to reaction rolls for the opposite sex when exiting a mech
- *Cut that out:* +4 to non-lethally hit an ally when both of you are out of mechs
- *Dislocation time:* +4 to rolls when escaping from binds or handcuffs
- *Good as new:* +4 to a bartering roll when selling a damaged mech
- *Damn, it's warm out:* +4 to body checks to resist adverse effects from cold temperatures.
- *Mind's Sword:* Unarmed character damage is increased to 2 wounds (up from 1).

*Example: Omar, Duke's character, is both a mech pilot and a mechanic. Right of the bat he grabs the perk "Mechanic and Warrior" to allow the man to better repair his groups mechs during downtime. The next perk isn't quite so easy- he could grab some sort of weight-lifting perk to represent Omar's frequent exercising. Or some 'Mellow' perk. He eventually settles upon "I've Had Worse" to represent his sometimes grim determination.*

## Skills

After you come up with some suitably delicious perks, you then have skills to come up with. Skills leave where perks left off-filling out certain things your character is good at. Unlike perks, skills can be quite a bit more mundane, and almost never have to deal with combat. If at all, they deal with mundane out-of-mech activities and trades. When using the relevant skill you get a bonus to the roll equal to skill level. Combat and useful skills cost one skill point for each increase, while unremarkable or non-combat skills only cost half a point for each rank. There is no need or reason to purchase mech-skills, as it is assumed mech-jockeys are passably competent at all aspects of their use.

A starting character has 10 skill points, and may not raise any above +3.

### Example Useful Skills:

Acrobatics (AGL), Burglary (AGL), Computer Hardware (INT), Computer Software (INT), Demolition (INT), Disguise (PER), Driving (One vehicle type, AGL), Firearms (One gun type, PER), First Aid (INT), Forgery (PER), Interrogation (INT), Intimidation (GRA), Law (INT), Martial Arts (one style, AGL), Mech Repairs (INT), Navigation (INT), Poisons (INT), Public Speaking (GRA), Sneaking (AGL), Streetwise (GRA), Survival (INT), Talk: Obfuscation (INT).

### Example Hobby skills:

Animal Handling (INT), Art (GRA), Cooking (PER), Fishing (PER), Vidya, Poetry (GRA), Writing (GRA), Fencing (AGL), Melee Weapon (One family, AGL), Speaking an additional language (INT).

*Example: Duke doesn't have to think very long or hard about what skills Omar might have. His origin is a mechanic and athlete, so this is simple enough. Right away he slaps on Weight-Lifting +2, Athletics +2, and Mech Repairs +3. He has two skill points left over, so he places +1 in Brawling, and with the last point gets +2 in Classical Literature. These should compliment his perks decently, and are all very fitting for his character.*

## Background

Now that you have the character entirely put to numbers, you now should come up with a two or three paragraph story of who precisely your character is. Who they are, what they have done, why they are now a mech pilot. Your reasons for choosing the attributes and perks that you did. The real meat and bones.

It is entirely okay if you have trouble coming up with a background, or seem uninspired. Or are uncreative. The simplest way around this would be to literally look at the attributes and perks you have chosen, and the high-concept. Your character a standard soldier-mercenary sort with a high-appeal? Perhaps they had been some actor formerly in life or some kind of high social-class student in college.

While it's okay to get help with your background, it should be somewhat discouraged. After all, when you make the back-story, your character then comes alive. This process should ideally be entirely your doing. It makes the character that much more enjoyable.

*Example: Duke's already got his concept and attributes to work with. And he'd already had something of a back-story floating about in the back of his mind- some athlete mechanic man who placed great stock in fitness. Something like that. He breathes in all the stats so far and begins writing-*

*Omar Gray. Since a young age, the American had been more quiet and resolved than his peers. He wasn't a nerd or outcast by any means, though- Omar had placed great stock in hitting the racks, building muscle, and had the genetics to go with it. Graduating with academic honors, and a scholarship from fitness, the man hit college with a running start. His real passion was that of Electromechanical engineering, or the pursuit of how machines worked.*

*Six years passed before he had his degree, and Omar soon found himself lacking work, even with his exceptionally bright mind and education. Just when his career-searching was looking hopeless he got an odd offer from the least likely of sources- a man had contacted him to see if he wished to work on their mechs, go through the necessary training to perhaps join them in the fields. The pay was good, it sounded like adventure, and Omar was still a young man.*

*Eleven years have passed since that day. The rigors and horrors of combat have taken a toll of Omar- the man matured and grayed beyond his years. As of most recent he fights alongside Arona and Thorsten, traveling to wherever wars are most prevalent, cashing in on the usual jobs. During downtime the soft-spoken hulk can be seen reading or tinkering away at his party's mechs.*

## Skill Progression (Optional)

ChromeStrike avoids the usage of combat-skills pertaining to mechs more for system design and simplicity sake. It is reasonable to assume that anyone who has acquired a four million dollar military vehicle (and hasn't had it taken away from them) is at least competent enough to use it without too much trouble. A character with beefed up Perception and Agility is still going to perform better than other characters that don't, of course, but that's just the way the world works. A skilled character should in theory lose out to a skilled AND naturally gifted character more than 50% of the time.

In real life, skills are learned via investment of time and effort. The more hours you spend cooking or swinging that katana, the better you are going to be at it. There are of course limitations- at a certain stage seeking help from those more experienced, for learning, will help one grow faster than they could on their own. There are always savants who grow on their own and dictate the limits of their field, but that's why they're called savants and are one in a million.

If the players and GM so choose, they may opt to represent characters with worse or better mech piloting skills. All of these skills count as useful (1 pt per rank), begin at a default rank of 0 (or less, if desired for FUN), and are as follows-

### Mech Piloting (AGL)

*The jack-of-all trades skill used to march a mech over long distances, go through the start-up process swiftly and quickly, or deduce possible problems with individual components.*

### Mech Brawling (AGL)

*The skill used to wave that joystick around in such a way as to punch or kick other mechs. Could also be added to Dodge-Rating in melee to avoid other mech attacks.*

### Mech Firearm (PER, one gun type each)

*Familiarity and expertise in a particular type of mech weapon. This might be Rifles, Pistols, Shotguns, Lasers, Flamethrowers, Missiles, etc. etc.*

In addition, here are the following skill ranks and how many hours of effort a character might need to invest to reach them. This is as always a rough suggestion for how much time a character must invest during downtime (or time-skips) to reach milestones with a skill. Combat is great, but it is pragmatic to practice and drill to hone one's skills outside of life and death situations. In the futuristic world of ChromeStrike this might mean a combination of practice shooting at a range, mock mech combat with actual mechs, and simulator practice.

**Total Noob (-3):** Zero hours of learning.

**Dabbler (-2):** Ten hours of practice.

**Familiar (-1):** Thirty hours of practice.

**Competent (0):** 100 hours.

**Experienced (+1):** 300 hours of sweat and tears.

**Master (+2):** 1,000 hours of testing one's limits.

**Grand Master (+3):** 3,000+ hours, likely over a lifetime.

## Armory

That's still not quite all! Characters can easily have some smaller, personal gear that means something to them. A former military personnel might have some military firearms, or another might also have a simple civilian vehicle. Regardless, most mech jockeys are loaded, so they can readily acquire pretty much whatever might take their fancy. This page contains some equipment that some characters might have- anything from weapons and armor to cybernetics and vehicles. Should something fit your characters background, and they might reasonably own such a thing, the GM should feel free to let you slap it on your character sheet. Note that character weapons and armor only work against similar weapons and armor. They are ineffective against vehicles unless otherwise stated.

If you'd rather characters pay for all their gear, they may convert 1 Credit into \$150,000.

### Armory – Weapons

Note that most character weapons, similar to those of mechs, have integrated electronic security that prevents their wanton use. A weapon with electronic security can be fired once a worn device produces the correct keycode signal, unlocking it. Only the most ancient of revolvers and shotguns lack these systems, although they can be built without or carefully removed. While electronic security measures make the weapon arguably more delicate, it does prevent the weapon from being turned on the wielder. When integrated with powered armor it can all but alleviate friendly fire incidents, refusing to shoot if a tagged friendly is in the direct line of fire.

Name	Cost	Eff. Range	Effects
<b>Fists</b>	x	x	Deals 1 wound (unless exceptionally trained). Definitely no electronic security.
<i>Modern combat doctrine teaches that there are no dangerous weapons, only dangerous men. Suitably trained soldiers are able to make do with whatever they have, even if that is only themselves.</i>			
<b>Rock</b>	\$3.50	x	Deals 1 wound, except to the head which deals 2. Definitely no electronic security.
<i>Falling out of favor only in the past couple of thousand of years, and the only toys some children have, the rock is among the most classic of weapons. Even to this day they remain a valid method of expressing dissatisfaction with foes.</i>			
<b>Blade</b>	\$60	x	Deals 2 wounds. No electronic security.
<i>Military personal frequently carry a rugged knife with them on the field. When properly made they can make exceptional can openers, wire cutters, eating utensils, and even hammers. There is also, of course, their offensive use- slashing or stabbing at vital points on other human beings. For the common soldier this rarely if ever happens, and is especially noteworthy when it does.</i>			
<b>Enhanced Melee Weapon</b>	\$800	x	Deal 1d6 wounds, AP1. Some have electronic security.
<i>For when you don't just want to stab someone, but also want to bypass the front and back of their skull. Enhanced melee weapons are normally made of advanced materials, honed down to a near-single molecule edge. Others take more exotic forms, from super-heated ceramics to vibroblades. They sport nearly none of the same utility as an actual knife, sacrificing it all for more lethal potential.</i>			
<b>Old Revolver</b>	\$200	60 feet	Deals 1d6 wounds, CQC-capable. 6 shots. No electronic security.
<i>A reliable service weapon of the past century, revolvers have still found a use for those needing a wheel gun with some amount of stopping power. They are notable for having no integrated electronics, relying solely upon cold steel and antiquated rounds. Interestingly their sturdy construction affords an increase in accuracy.</i>			
<b>Service Pistol</b>	\$500	40 feet	Deals 1d6 wounds, CQC-capable. 10 shots.
<i>A semi-automatic handgun favored by police and military alike. It's usefulness over the past century hasn't diminished, thanks to its magazine capacity and the sheer availability of parts. Different models of service pistol vary in their characteristics- their effectiveness typically being a trade-off between magazine capacity, stopping power, and ease of use.</i>			
<b>Double Barrel Shotgun</b>	\$300	*	CQC-capable. Damage and range depends on shells loaded. 2 shots. No electronic security. May have a sawn-off barrel, reducing range by half but makes concealment easier. <u>Buckshot:</u> Deals 2d6 wounds, 60 feet range. <u>Slug:</u> Deals 1d6+3 wounds, AP1, 100 feet range. <u>Beanbag:</u> 1d6 wounds, AP-2, 100 feet range. May be used to deal non-lethal damage.
<i>Harkening back to ancient break-action firearms, the double barrel shotgun is still occasionally seen, to this day, simply because of the dirt-cheap price and utility provided by shotgun shells. When you have a disagreement with your neighbor two shells is really all you need. Sawn-off variants are known by criminals and fans of mob movies as a 'lupara'- an easily concealable weapon with brutal close-in firepower.</i>			
<b>Pump Action Shotgun</b>	\$800	*	CQC-capable. Damage and range depends on shells loaded. 8 shots. <u>Buckshot:</u> Deals 2d6 wounds, 60 feet range. <u>Slug:</u> Deals 1d6+3 wounds, AP1, 100 feet range. <u>EX-FRAG:</u> 1d6 wounds within 5 feet, 100 feet range. Double ammunition cost. <u>Beanbag:</u> 1d6 wounds, AP-2, 100 feet range. May be used to deal non-lethal damage.

<i>Hunting, home defense, police work, military room-to-room. If you're working in close quarters, there are few weapons more suited to the task. The sheer number of types of shot-shell also mean that there is always a round for the task at hand, which only enhances the utility of the pump action shotgun.</i>			
<b>Machine Pistol</b>	\$600	60 feet	Deals 1d6+1 wounds. Automatic fire, CQC-capable. 4 shots.
<i>A modern weapon for the modern age. Of perhaps dubious use in most combat situations. Machine pistols are meant to pack a great deal of low caliber automatic firepower in a small package. While originally intended to be a hail-mary play for operators it has since become weapon of choice for more than a few people in criminal careers. Make sure to buy a decent model, cheaper ones have been known to jam or shake themselves apart.</i>			
<b>PDW</b>	\$800	100 feet	Deals 1d6+2 wounds, AP1. Automatic fire, CQC-capable. 5 shots.
<i>'Personal Defence Weapon' is a perhaps unhelpful description. These are a line of compact weapons that bring pistol caliber rounds to a fight. Typical submachine guns have since been rolled into this designation, though these days most weapons with that combat role are usually in the PDW design philosophy. Its more common to see sleek guns with rails and accessories than it is to see someone toting an old fashioned greasegun but there's a certain market for vintage weaponry. (Or cheaper alternatives to more up to date gear.)</i>			
<b>Assault Rifle</b>	\$800	600 feet	Deals 1d6 wounds, AP1. Automatic fire. 8 shots.
<i>A line of weapons designed to give an infantry-man the combat power of a machine-gun that can be carried into enemy territory, supplied with relative ease, trusted to do precision work, as well as give its user superior weight of fire. In Short the assault rifle tries to bridge the gap between automatic weapons and full powered rifles without forcing the user to carry a SAW everywhere. As they are the standard weapon for infantry the world over they seem to do the job nicely.</i>			
<b>Battle Rifle</b>	\$1,000	700 feet	Deals 2d6+2 wounds, AP1. Automatic fire, CQC-capable. 8 shots.
<i>A full length rifle with a full size cartridge meant to be robust and ready for battle. Some would say the battle rifle is a relic of the earlier age. These weapons tend to be semi-automatic or selective fire. They usually feature mountings for scopes and mid to large magazine sizes. Despite the popularity of the assault rifle battle rifles still have their ardent supporters and the greater range and stopping power they feature can, at times, make the difference in a pitched battle.</i>			
<b>SAW</b>	\$4,100	800 feet	Deals 2d6+2 wounds, AP1. Automatic fire. 20 shots. Requires POW of 4 to carry around without tiring quickly.
<i>Typically the role of a Squad Assault Weapon is meant to be a light machine gun. Modern materials and production techniques have allowed mid to heavy variants to fulfill this role as well. Regardless of the technical designation of the model itself it still has the same role. Man Portable (barely) firepower intended to suppress and destroy enemy positions and provide a group of soldiers with greater weight of fire. When a fireteam of assault rifles just won't do the job the SAW can be trusted to do so.</i>			
<b>Sniper Rifle</b>	\$3,200	1200 feet	Deals 2d6+2 wounds, AP2. 6 shots.
<i>Technically the term is 'Precision Rifle.' The designation for rifles intended to provide fire support or precise targeting of high value threats on the battlefield. What they lack in versatility they make up for the excellence they show in their intended role. Arguments abound over the virtues of semi-auto over bolt action and seem unlikely to die down any time soon.</i>			
<b>Anti-Material Rifle</b>	\$6,000	2000 feet	Deals 3d6 wounds, AP2. Counts as AP-1 against vehicles. 6 shots.
<i>The bigger brother of the sniper rifle; featuring a cartridge usually reserved for vehicle mounted weaponry. The AM Rifle typically sees use taking out hard targets. It is quite suited to this role but is somewhat hindered by its greater size, weight, and the expense of its rounds. (Never mind the weapon itself.) However if you need to put a very large hole in something from a mile out you'll be hard pressed to find a weapon better suited to the role.</i>			
<b>Breacher</b>	\$3,000	800 feet	Deals 2d6+2 wounds, AP2. Automatic fire, CQC-capable. 5 shots. Counts as AP-1 against vehicles. Requires 4 Power to use, at -2 AR. At 5 power this is reduced to no penalty.
<i>Breachers are the nickname for a family of select-fire rifles popular among powered armor infantry. Chambered in anti-material calibers, and capable of burst fire, they were given their nickname for their tendency of blowing holes through enemy soldiers, doors, walls, and pretty much anything shot at. Recoil is surprisingly manageable, thanks in part to being a nearly solid slab of gun metal. This doesn't help any where it comes to toting the firearm and ammunition around, however, which restricts their use to soldiers with assisted strength.</i>			
<b>VTADS</b>	\$30,000	3 miles	Counts as AP+1, +2 to hit, divides aircraft DR by 4. 1 shot (included). \$25k for each additional missile, which takes ten rounds (20 seconds) to reload.
<i>The Variable-Threat Armor Defense System, or guided missile launcher. Equally adept at punching out vehicles, mechs, tanks, aircraft, buildings...</i>			
<b>Frag Grenade</b>	\$80	50 feet	Deals 3d6 wounds in a 30 foot radius, AP2.
<i>Not much has changed about the fragmentation grenade since its earliest days of implementation. The newer models might have shinier labels and more advanced chemicals but at the end of the day the role remains the same. Pull pin, throw, hope for the best.</i>			
<b>HE Grenade</b>	\$80	50 feet	Deals 4d6 wounds in a 20 foot radius, AP3. Instead deals an AP-2 hit to vehicles.

Sometimes a bit of shrapnel isn't enough. While frag grenades are capable of doing quite a bit of damage soldiers often face hard targets that need to be taken out with excessive force. Usually HE grenades are brought in when vehicles and other armored targets enter the fray.

<b>Stun Grenade</b>	\$60	50 feet	Targets within a 20 foot radius must make a Difficult save against Power. On a failure causes Blindness and Deafness for 2d6 turns. Has no effect on vehicles or outdoors.
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'Flash Bang' is still the best description for this class of explosive weapons. It packs a minor charge meant to create a great deal of noise and light. (Note that these are still dangerous and not only capable of causing permanent deafness and blindness but shredding unarmored targets with the shell casing if they are unfortunate.)

<b>Smoke Grenade</b>	\$60	50 feet	Produces a cloud of hot smoke in a 20 foot radius, blocking sight to regular senses. Instead infers a -2 penalty to hit for vehicles and Sensor Suite-equipped characters.
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Advances in dispersal systems allow smoke grenades to cover an area in technicolor gas with greater ease than ever before. Standard model comes in black and is meant to provide soldiers with concealment when advancing into areas they are likely to face opposition. Has some popularity with civilian recreational use as they also come in other colors.

<b>Satchel Charge</b>	\$500	x	Placed and armed; triggered by detonator. Deals 4d6+3 wounds within a 60 foot radius, AP3. Instead deals an AP-1 hit to vehicles. Detonator has a 100 foot range.
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The chemicals may have changed but the general appearance of a satchel charge hasn't. When you need an armored target or building destroyed and you can't close to set a shaped charge you lob one of these at it and hope for the best. Popular with guerrillas and other practitioners of asymmetric warfare.

<b>Demo Charge</b>	\$1,000	x	Placed and armed; triggered by detonator. Deals 5d6+3 wounds within a 90 foot radius, AP4. Instead deals an AP0 hit to vehicles; if directly set on the vehicle it instead deals 2 hits at AP2 to the target part. Detonator has a 100 foot range.
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Unlike the satchel charge the demolition charge is of dubious use against buildings and vehicles when used as a grenade. It is however absolutely lethal against soft targets. However, when placed directly on a hard target, it usually can destroy anything short of the toughest combat vehicles. A precision tool often gleefully misused by soldiers.

## Armory – Armor

Higher-end personal armor in ChromeStrike is powered; augmenting the user's own strength with high power motors or electro-active polymer muscles. That's not to say that more basic armor is crude, simply that they require the user to be more athletically fit and capable of moving with the burden. Even the lightest of mesh armor uses advanced materials in their construction.

Mechanically armor provides an armor save for characters against character-class weapons, and also boosts their Wounds attribute, allowing them to take more damage than they could otherwise. When a character fails an armor save, and then takes damage, instead assign that damage to their armor's Wounds (until that armor has none remaining). Armor can be patched up from zero Wounds to full for only 25% of the original cost. This is then further decreased proportionally if less wounds are needed to be repaired. Note that armor still functions even when it has no temporary Wounds remaining- it's just shot full of holes and is less reliable protection as a result.

Different layers of armor might only protect certain parts of the character- most frequently this occurs when a muscle suit is combined with torso-only protection. After rolling to hit determine the best armor of those worn for that particular hit location. Similarly track the wounds of separate armors when worn in layers.

Noted due to the extremely limited space within mech cockpits, the only armor able to be worn inside of one is the Pilot Suit or Armored Vest.

Name	Cost	Weight	Effects
<b>Pilot Suit</b>	\$2,000	14 lbs	Marks you as a serious badass. Full body coverage, sans head.

A signature, form-fitting flight suit, frequently in black or olive drab. Provides hookups for remote medical monitoring, radios, and integrated anti-g bladders. Pilot suits additionally provide decent fragmentation protection, and when combined with a special helmet can be fully sealed. Remember- a bodacious mech-jockey in a pilot suit is something to be celebrated and cherished.

<b>Armored Vest</b>	\$400	20 lbs	Provides a 4+ armor save and four ablative wounds, although the armor is ineffective against blunt trauma and attacks. Torso only. Double weight/cost for full body coverage. Half weight/cost for just the helmet.
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The most readily available armor for the masses, Armored Vests provide great protection against many threats, ranging from ballistic and concussive to knives. Made up of a high-density ceramic and fiber weave, the vests tend to be flexible and relatively form fitting. More expensive variants are able to be worn concealed beneath clothing, which makes them quite popular for non-combatants.

<b>Armor</b>	\$800	35 lbs	Provides a 3+ armor save and six ablative wounds. Torso only. Double weight/cost for full body coverage. Half weight/cost for just the helmet.
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Simply called 'Armor', these suits are made up of a fully-encompassing layer of ceramic and steel plates. They offer slightly better protection than the rigid variant but weigh a good deal more. Their main popularity lies in the fact that the plates do not degrade, much, and that they lack any advanced components. On the downside they are unpowered and lack any advanced components.

<b>Light Muscle Suit</b>	\$1,500	50 lbs	Provides a 6+ armor save, two ablative wounds, and raises POW to 4*. Entire body. Can be worn with torso only armor. 24 hours of battery life, charges in 2 hours.
<i>The human body, in all its splendor, is still limited. Light Muscle Suits are a basic exo-muscular suit, mostly flexible in nature, that greatly enhance strength and stamina. Rather than a crude exoskeleton these suits surround the wearer with a thin bodysuit backed up electro-active polymer muscles. A small amount of rigidity takes most of the weight off user's joints, making these popular with workers and those that want to do some damage with their hands.</i>			
<b>Muscle Suit</b>	\$2,500	80 lbs	Provides a 6+ armor save, two ablative wounds, and raises POW to 5*. Entire body. Can be worn with torso only armor. 24 hours of battery life, charges in 2 hours.
<i>Most people would never consider using, let alone needing a full muscle suit. Of course, others have heavy labor jobs, or simply want to change tires with their bare hands or tear limbs off people. Muscle suits form a heavy, body-builder esque layer of electro-reactive polymer muscles around the wearer. While arguably less comfortable than industrial Power Armor, and it does take longer to put on, the inside feels very safe and secure.</i>			
<b>Light PA</b>	\$8,000	100 lbs	Provides a 2+ armor save, eight ablative wounds, and raises POW to 5*. Entire body. Includes a HUD. 24 hours of battery life, charges in 2 hours.
<i>Used the world over by military, police, and unsavory sorts, Light Power Armor is made by fully integrating a muscle suit with armor. The resulting device is complex to maintain, and costly to manufacture, but grants the wearer a superhuman capacity for carrying weight and resisting damage.</i>			
<b>Recon PA</b>	\$15,000	120 lbs	Provides a 1+ armor save, ten ablative wounds, and raises POW to 6*. Entire body. Includes a HUD, Sensor Suite, and NBC sealing. 24 hours of battery life, charges in 4 hours.
<i>The next best thing to full-on Power Armor, Recon Suits are state-of-the-art, medium-weight powered armor. Meant for the boys and girls on the front lines, they bring the wearer up to the level of lethality and durability required to survive and excel in combat. Recon Power Armor provides full bio-hazard protection, a sealed environment, HUD, and miniature sensors. The outer armor is made up of thin nanotech plates, which are then backed with aramid composite fiber mesh. Many of the same medical systems featured in Power Armor can also be added to Recon Suits for a price. All of this hardware does come at a steep price- few nations are willing or able to provide them for their entire armed forces. Smaller countries only provide them to their most elite of infantry, lacking the ability to distribute it further than that or sport actual Power Armor vehicles.</i>			
<b>Power Armor (Mobile Infantry)</b>	\$750,000	400 lbs	<i>(Optional rules for character-scale combat, in case you want a total-party-kill and have no shame.)</i> Provides a 1+ armor save, twenty ablative wounds, and raises POW to 8*. Movement SPD increased to four grids per turn (48 MPH) while Jump Pack functions. Otherwise increases character running speed by 50%. Every other turn may use Jump-Pack to leap up to 150 feet horizontally or vertically. Entire body. Includes a whole heap of things ranging from biofoam to a Jump Pack to NBC sealing to a little, internal backscratching claw. For the rules in vehicle-scale combat view page 95 of this rulebook.

\* If the character already has POW greater or equal to that provided by the armor then their POW is not modified.

### Armory – Armor Systems

Name	Cost	Weight	Effects
<b>NBC Sealing</b>	\$400	20 lbs	Provides a full nuclear-biological-chemical under-layer to the armor, along with a sealed helmet. Contains an integrated oxygen supply that lasts up to 12 hours. Has 1/3 the weight if combined with a pilot-suit, only being a compatible helmet.
<i>Designed to protect the wearer from direct contact with radioactive, biological, and chemical substances. NBC suits take the form of a thin, baggy undersuit and face concealing mask. Pilot suits already sport a degree of NBC protection, only requiring a helmet.</i>			
<b>Turnout Protection</b>	\$1,500	40 lbs	Eight turns of resistance to direct contact with fire. Grants +2 to Body checks against Fire and heat debilitation.
<i>A heavy, whole body suit meant to provide heat resistance with minimal impact to fatigue. Turnout Protection is normally made up of three layers, consisting of a thermal liner, moisture barrier, and protective outer shell. With a well-functioning Turnout suit a wearer can traverse burning war zones or exit burning vehicles with a degree of safety.</i>			
<b>Automatic Medical System</b>	\$3,000	16 lbs	Once the wearer is dealt a wound in combat, they restore 1 temporary Wound at the start of their upcoming turn(s), until they are back at max Wounds. Each temporary Wound restored consumes a charge, up to three. After one hour these temporary Wounds are lost. Also provides vital signs and bio-mechanical data on request.
<i>The AMS is a fully automated medical suite designed to detect when the wearer is injured and provide automatic support. Automatic tourniquets, injected expanding foam, coagulants, and other medicines are all integrated. While not comparable to an actual field medic, the automatic medical system can stabilize someone for a short time, granting them greater chances of survival.</i>			
<b>HUD</b>	\$1,000	Variable	Grants +1 PER with hand-held weapons.
<i>A modern transparent display presents data without requiring the user to look away from their usual viewpoint. Modern HUDS typically</i>			

display armor battery levels, flag friends with equipped combat identification, and remaining bullets in magazines of modern weapons. The size and form varies, from flight helmets to augmented reality glasses and visors.

<b>Sensor Suite</b>	\$3,000	14 lbs	Provides short-range RADAR that flags enemies and friendlies within 300 feet, in addition to alternate Thermal and Infrared imaging modes and preventing the wearer from being blinded by Stun grenades and bright lights.
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Also dubbed 'enhanced imaging', sensor suites are an array of advanced sensors that greatly enhance the wielder's ability to track and spot targets. In addition to seeing in various wavelengths of light, the sensors also sport light-spectrum analysis and RADAR capable of detecting moving objects within several hundred feet.

## Armory – Misc

Name	Cost	Weight	Effects
<b>Ammunition</b>	\$15	2 lbs	Contains four reloads for most firearms, or one reload for 0.50 cal, or 20 shells.
<i>Hollow-point, Armor Piercing, Smokeless, Subsonic, Overpressure, etc. There are many types of ammunition. Most militaries favor non-ferrous cartridges which propel a slug of metallic material via primer ignited chemical powder. There have been experiments with gunpowder molded into a block via adhesive around a pellet of solid material but only a handful of advanced weapon systems make use of this technology.</i>			
<b>Comfort Pack</b>	\$80	10 lbs	Useful commodities.
<i>Nothing brings one's spirits up on the campaign like a comfort package. Whether its home made cookies or luxury sweets items of this kind can always brighten the day of the hard working soldier. Depending on the origin the contents can be anything from booze to stimulants, coffee to dubiously legal edibles. Black marketers thrive on the trade of this kind of thing, and they can be traded in lieu of matching currency. When in doubt, throwing chocolate at the locals is usually a good tactic.</i>			
<b>Cutting Torch</b>	\$200	15 lbs	Can saw through thin metal quickly, up to 2-inch plate very slowly.
<i>Butane, Propane, Acetylene, Plasma... there are a lot of ways to light a modern torch but at the end of the day the result remains the same. Cutting through materials with intense heat and perhaps being an impromptu source of heat during other activities. While typically used for construction or demolition these tools are also popular as kit-bashed weapons or thievery tools.</i>			
<b>Field Ration</b>	\$15	2.7 lbs	A single day's MRE. Contains three separate packaged meals, condiments, lots of crackers, powdered drinks, matches, water purifying tablets, etc. etc. <u>Dehydrated Variant:</u> Weight and flavor is halved at triple the price.
<i>'Meal Ready To Eat, three lies for the price of one!' Jokes aside the infantryman's ration has come a long way. These days packaged rations are nutritious and tasty. Assuming you pay extra, if you skimp you get dehydrated versions and no amount of salt and pepper can bring back the long lost flavor of that dry, dry meat. Suffice it to say infantrymen appreciate having a steady source of calories, even if they might complain about the taste.</i>			
<b>Hand Terminal</b>	\$400	2 lbs	Computer, camera, voice recorder, hand-held radio, private network. 5Km com range, farther if there is Internet access. 24 hour battery life. Double price for military model, with EMP hardening and additional charging methods.
<i>A hand-held device that functions as a small computer. Sports a camera, voice recorder, hand-held radio, private network and router, and so on. Hand terminals can communicate with each-other up to five miles, or hook into a wider cell network for long range communication. Military grade models are EMP hardened and can piggy-back off powered armor or motion recharging systems.</i>			
<b>Medical Kit</b>	\$100	6 lbs	Provides a +2 bonus to First Aid.
<i>What do whiskey, cooking knives, and medical grade nanomachines all have in common? They can all be found in a guerrilla's medical kit. These days medical kits tend to pack anti-biotics, bioengineered lifeforms, hyposprays, ceramic knives, self knitting cloth, dissolving stitches and all manner of advanced medical technology but when it runs out soldiers make do. Cost and effectiveness of medical technology will vary.</i>			
<b>Multi-tool</b>	\$100	3 lbs	Allows minor work on small electronics and mechanics, along with helpful attachments like screw-drivers and so on.
<i>From grampa's old swiss army knife to a high end workman's set; multi-tools are the lifeblood of any field mechanic. Dozens of useful attachments, easy to store, and often cost effective. No sane tech goes anywhere without one, unless he likes lugging around enormous boxes of tools. Corporations in particular have become fond of using proprietary tools to manufacture their goods in the hopes of forcing techs to buy their official merchandise</i>			
<b>Security Tools</b>	\$300	4 lbs	Select 'electronic' or 'physical' at purchase. Provides a +2 bonus to opening a physical or electronic lock. Price may be tripled for a +4 bonus instead.
<i>Auto-Hacker, Auto-Picker, converti-key, shaped charges, battering ram. The tools vary but the end result is the same. Sometimes a few lockpicks can do the job but if you're low on time and have a lot of hands a good steel battering ram can take out a door. The cost varies based on the quality and complexity but you can trust these tools to open a door.</i>			
<b>Breaching</b>	\$200	Variable	Steel rams grant +4 POW to knocking down doors. Others grant an appropriate

<b>Equipment</b>			bonus (+2 perhaps) to specific goals, GM arbitrated.
<i>Steel Rams, Breaching Charges, Detonation Gel, automated drills, and a sundry of other drastic solutions for problems usually involving locks or barriers of some form. Breaching tools are, by their nature, loud. They are however, effective. Effectiveness of the given measure tends to scale on its cost, though it is perhaps wise to consider the nature of what one is breaching when shopping in your crime mall of choice.</i>			
<b>Communications Gear</b>	\$2000	30 lbs	Encrypted communications radio. Has a range of 100 miles and unlimited range with access to the Internet.
<i>The advent of a global communications network maintained by megacorporations radically changed the methods humans use to communicate. That said sometimes a crank powered radio is more useful than a wifi capable communicomp. Communication tech is usually installed in vehicles and even bicycles often have simple communications devices installed in them. These personal-sized versions aren't nearly as good as a communications center, but they make for a good start.</i>			
<b>Surveillance Drone</b>	\$300	3 lbs	A hand-sized flying drone with video cameras, capable of being controlled with hand terminal or autonomously following from above. Has a range of 150 feet, leaving causes it to automatically return.
<i>Wifi controlled or running on autopilot these drones usually consist of a handful of rotorblades, some sensory gear, and a basic computer that acts as it's brain. They are some produced for every environment, from submersible to space capable. Cost tends to scale with the extremity of the environment it's intended to traverse and survive. No military contingent is complete without a cadre of recon drones to watch the flanks and scout the enemy.</i>			
<b>Combat Drone</b>	\$500	20 lbs	As Surveillance Drone, but nearly two-feet long and capable of mounting a small firearm. Firing at targets is done at 2d6 + AGL - 2, unless autonomous, in which case it automatically shoots at valid targets with 2d6 + 2 (and is typically illegal).
<i>From rotor drones with a pistol to small automated tanks combat drones have become a mainstay of urban assault teams. More than a few would be tyrants keep their subjects under control with an army of remote controlled robots. That said, combat drones tend to be more effective against unarmored targets than mechs, while experiments with machine intelligence have produced some dangerous machines. It is frowned on if not actively illegal to field fully autonomous combat drones with no human oversight. Cost and Effectiveness varies.</i>			
<b>Survival Kit</b>	\$600	20 lbs	Provides a +3 bonus to Survival in a particular geographic climate.
<i>These tend to vary based on the environment. A desert survival kit is of little use in the artic. These usually come with a week to a month's worth of rations as well as survival gear required to live in the given environment. Usually these kits come with emergency beacons intended to draw in rescuers as well as some minor weapons like hunting rifles or crossbows. There's been a minor trend of producing collector's edition survival kits. Tie ins with the latest idol group or mech show are common.</i>			
<b>Toolkit</b>	\$1,000	40 lbs	Select a specific type or family of vehicle- allows minor Repair and Mechanics work on them. Note that most vehicles will additionally require heavy duty lifts (especially with mechs) and specialized equipment. For minor work, Toolkits suffice.
<i>Sometimes things need fixing and a multi-tool can't do the job. Toolkits usually are geared towards a given task. Repairing an airplane is, after all, different from maintaining a house. Cost tends to scale based on the complexity and esotericness of a given task.</i>			
<b>Trauma Kit</b>	\$1,000	10 lbs	Provides a +4 bonus to First Aid.
<i>Sometimes a simple medical kit won't do, sometimes a person is dying and you need to keep them alive. That's where these kits come in, adrenaline, biostasisgel, defibrillators, they come with both basic instructions and the means to keep a person alive long enough to sign a legal agreement forwarding payment to a medical provider.</i>			

### Armory – Vehicles

As it turns out, incredibly dense energy storage opens up a plethora of interesting vehicles. By the time of ChromeStrike, nearly all vehicles in first world countries are fully electric, with few exceptions. Rotor-craft vehicles have also been long since mastered and iterated upon, allowing personal flying vehicles and hover bikes.

Civilian vehicles are not armored, and armored variants can be found in the Enemies glossary. Treat them as a 6+ armor rating vehicle. When rolling for armor against a vehicle weapon, and a save is made, their speed/acceleration is reduced by half- and then on a second armor save down to zero. On a failure the rounds pop through the vehicle compartment or instantly damage the vehicle to non-functionality.

The listed Speed is the Maximum / Turnly Acceleration. While driving a vehicle, a character can opt to maintain their current speed, increase their Speed by up to the Acceleration, or make a sudden stop with the details left to the GM's arbitration. For obvious reasons none of these vehicles (including jump packs) may be used while in a mech or driving another vehicle.

Name	Cost	Weight	SPD	Effects
<b>Bike</b>	\$4,000	540lbs	12/3	One passenger seat. Speed has been throttled.

*One consumer grade motorcycle, electrical engine as per standard. Speed is usually kept to legal limits via a wifi enabled auto-throttler.*

*Modifying these bikes is usually not only illegal and a violation of the warranty but commonplace in poorer areas. Combustion engines are available in areas with infrastructure that do not support electrical vehicles.*

<b>Muscle Bike</b>	\$7,000	730lbs	14/4	One passenger seat.
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*A lot more expensive, and less restricted model of motorcycle. Modifications include a sidecar, turbodrives, power modulation chip, a plethora of idolofts and the odd mounted firearm for arena bikes. Muscle bikes are usually electric but internal combustion engines are common enough in areas with less advanced infrastructure.*

<b>Hover Bike</b>	\$10,000	1000lbs	16/4	No passenger seats. Can carry 160lbs to 280 lbs, although Speed and Acceleration are halved at maximum load.
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*Also known as rotor-bikes, Hover Bikes are a type of personal luxury hovercraft. Two large, powerful electric motors power rotors, which push out air at high speeds and suspend the craft in the air. Their large size and easy steering means they are safe to be used close to the ground, and around people, unlike other aircraft. While they are only allowed upwards of 10 feet within cities and towns, they have the same flight ceiling as helicopters.*

<b>Jump Pack (Civilian)</b>	\$6,000	40lbs	+2	Increases character Speed by 2 while worn, but not Initiative. Can make constant hops to skim the ground at 30 mph, or one large hop (two grid spaces / 60 feet) every other turn. Has a maximum effective payload of 200 lbs. Contains enough fuel for half an hour of use.
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*A civilian model jump-pack, usually rotor based with early PA quality power systems. These tend to require a plethora of licenses to own and use and are of dubious use outside of the extreme sports scene and perhaps wealthy hikers who enjoy exploring mountainous terrain.*

<b>Jump Pack (Military)</b>	\$12,000	70lbs	4	Increases character Speed by 4 while worn, but not Initiative. Can make constant hops to skim the ground at 60 mph, or one large hop (three grid spaces / 100 feet) every other turn. Has a maximum effective payload of 300 lbs. Contains enough fuel for one hour of use.
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*A military quality jump pack. While a civilian one is capable of only a handful of jumps a military suit serves not just as a means to increasing a pilot's battlefield maneuverability but as a mount for certain weapons and a charging station for various tools.*

<b>Automobile</b>	\$10,000	2 tons	12/4	Driver, side, and two passenger seats. Has a moderate sized trunk.
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*Modern cars typically use electricity from readily available electrical power stations, have an inbuilt GPS enabled navigation system tied in with its communication gear, and a variety of optional qualities such as heated seats, idoloft personalities to keep the user company, security systems, and the odd custom paint job.*

<b>Hover Car</b>	\$40,000	2 tons	16/4	Drive, side, and two passenger seats. Has a moderate sized trunk.
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*A dubiously useful innovation. Extremely powerful rotor motors keep the vehicle aloft on a cushion of air. Typically used by the wealthy elite to show off their extensive financial means. Usually comes standard with a communication suite, navigation system, leather seats, holographic entertainment systems, and assorted other luxuries. A handful of guerrilla groups have made some particularly nasty Katyusha technicals from older hover cars.*

## Cybernetics

With the advent of bio-friendly plastics, and neurological bridges, the world has seen a rise of high-grade cybernetics and prosthetics. As a rule nearly any part of the human body can be fixed up to near natural functionality. Limbs can be rebuilt, eyes replaced, and even many vital organs replaced with something that offers the same functionality. While non-CO prosthetics might be occasionally ugly they are well worth it. Each cybernetic limb or major part requires a monthly check-up that costs \$300 and takes an hour to complete, part of which is the prescribing of special drugs. After gaining new bionics it takes nearly a week of practice before the control becomes natural.

'NeuroGuard' emerges as the top-of-the-line pharmaceutical drug. A multifaceted blend of several compounds, this brand-name agent harmonizes and facilitates the combination of flesh and cybernetics, ensuring everything works as intended. Usually taken in pill form on a weekly basis, the wonder drug wards off cybernetic rejection, reduces any flare-ups of synthetic allergies, and even helps reduce synaptic overload in more extensive cases of augmentation. Higher doses are required for those with more extensive cybernetics, and the drug isn't without its drawbacks. Viral infection chance increases with higher long-term usage of NeuroGuard, along with a muting of dopamine reception. Like many drugs that play with the brain, it can also be found to incur suicidal thoughts and actions. NeuroGuard is the brand-name drug produced by CO, and is often considered the best on the market. Other alternatives exist, although they all tend to perform slightly worse in benefits, or have slightly more pronounced drawbacks.

### Characters and Cybernetics

- Characters have a 'Cybernetics' rating, which determines how much of their flesh is cybernetic. As this score increases, the amount of drugs they likewise have to take will increase.
- A character with any degree of Cybernetics requires at minimum a single dosage of NeuroGuard or alternative. Depending on the degree of Cyberization, the time that one can go without NeuroGuard decreases and the side-effects increase dramatically.

Cybernetics Rating	Drug-Free Interval	Effects
		<i>Use the highest level of Cyber Rank among implants for the Cybernetics rating.</i>
1	Two weeks	After two weeks, roll 1d6 against Power each morning. On a failure minor side-effects occur- sporadic loss of PER and blurry vision in the case of eyes, clumsy limb dexterity. Internals might ache from fibrous encapsulation.
2	Ten days	After ten days, roll 1d6 against Power each morning. Failure means moderate side-effects; reduced coordination in limbs, occasional muscle spasms, difficulty in fine motor skills. Adjacent parts ache and hamper ability to act. Near total vision loss for brief periods.
3 (2x dosage)	One week	After a week, roll 1d6+1 against Power each morning. On a failure significant side-effects occur; this might mean persistent migraines, joint stiffness, partial paralysis of limbs, digestive issues. Internal organs might become inflamed and reduce mobility.
4 (2x dosage)	Three days	After three days without the dosage roll 1d6+2 against Power each morning. On a failure severe side-effects occur; memory loss, prolonged disorientation. Muscles and tendons (biological ones) suffer from strain and painful spasms. Near total incapacitation.
5 (3x dosage)	Daily	After a single day without the dosage roll 1d6+3 against Power, each morning thereafter. Failure means catastrophic side-effects; total organ failure, complete paralysis, or severe neural disintegration. Fibrous encapsulation blooms quickly into bleeding and necrosis. Total incapacitation and need for immediate medical attention.

### Consumables

Name	Cost	Effects
<b>NeuroGuard</b>	\$100	A week's supply of NeuroGuard for normal dosage.
<i>A one-week supply of NeuroGuard, the quintessential cybernetic support drug. Takes the form of seven white capsules which taste subtly of seaweed. Normally taken once a night, the harmonious blend fends off cybernetic rejection, mitigates synthetic allergies, and reduces synaptic overload.</i>		
<b>Generic Drug</b>	\$60	A week's supply of knock-off NeuroGuard, for normal dosage. Chaser probably necessary.
<i>Available as a one-week supply of 28 pills, these non-brand alternatives to NeuroGuard present a pragmatic yet economical option for cybernetics. Depending on the specific brand it may offer slightly diminished performance, or in some cases, a heightening of side-effects.</i>		

## Basic Cybernetics

Name	Cost	Cyber Rank	Effects <i>Cost includes the surgery to install the device.</i>
<b>Bionic Eye 4</b>	\$20k	1	Restores vision loss in one eye.
<i>A marvel of cybernetic engineering, this device mimics natural vision with unparalleled precision. Integrated with high-resolution optics, it grants a nearly natural field of full color vision. With only one eye this works out to be about a third of the person's vision. Ranges in appearance from almost natural to a glowing red orb.</i>			
<b>Bionic Eye 3</b>	\$12k	1	Restores vision loss in one eye. Roll 2d6 at the start of a scene- on a score of 11+ the character suffers from 1 PER until the scene's conclusion.
<i>The first commercialized Bionic Eye, this model is able to reliably restore vision. Tends towards more gnarly appearances and has the occasional hiccup in resolution.</i>			
<b>Bionic Ear 4</b>	\$30k	1	Restores hearing loss and prevents tinnitus in one ear.
<i>An advancement of the cochlear implant. Not only restores hearing but can eradicate the torment of tinnitus.</i>			
<b>Bionic Ear 3</b>	\$18k	1	As Bionic Ear, but roll 2d6 at start of a scene- 11+ induces deafness and bad static noise.
<b>Voicebox 4</b>	\$10k	1	Restores almost natural sounding voice. Can be adjusted or changed in about 5 minutes.
<b>Bionic Hand 4</b>	\$15k	2	A dexterous and graceful human-like prosthetic hand, complete with touch and temperature sensing. Lasts 24 hours on a charge.
<b>Bionic Limb 4</b>	\$25k	3	Replaces an entire arm or leg with a prosthetic one. Lasts 24 hours on a charge. The limb has a 5+ armor rating against character-class weapons and does not wound the character when taking damage.
<b>Bionic Muscle 4</b>	\$5k	2	Replaces a single muscle in a limb, restoring limb to functionality. 24 hour charge.
<i>An EAP muscle sheathed in bio-compatible plastic. Replaces a single damaged or torn muscle with baseline-level performance.</i>			
<b>Lung / Heart 4</b>	\$30k	3	Restores the usage of a single lung or heart.

## Advanced Cybernetics

*For when you don't just want to restore lost performance but increase it from baseline. Fleshy Kintsugi, as CO imagines it.*

Name	Cost	Cyber Rank	Effects <i>Cost includes the surgery to install the device.</i>
<b>Bionic Eye 6P</b>	\$100k	1	Restores vision and grants +1 PER. (Max +1 PER, even with two eyes.)
<i>A cutting-edge prosthetic eye. Looks almost perfectly human at a glance. Grants night vision and 2x digital zoom.</i>			
<b>MyFi</b>	\$40k	3	Telepathic communication with other MyFi individuals within 100 feet.
<i>Special neural interface technology. A cloud of special nanites bind to neurons close to blood vessels. They are able to detect patterns associated with thoughts and convert them into digital signals. Enables effortless communication between individuals directly via thought.</i>			
<b>Nerve Interface</b>	\$50k	3	+2 to Initiative within Recon or Mobile Infantry Power Armor.
<i>A number of black plugs aligned along the spine and back of limbs. The Nerve Interface allows the user to form a perfect connection with their Power Armor, accelerating their limbs faster and with less delay than naturally possible. Often mandatory for Mobile Infantry service. Sees some occasional use with mech jockeys to no longer require joystick or waldo controllers, or to pilot entirely in a badass folded arm pose.</i>			
<b>Subdermal Armor</b>	\$200k	4	Grants a 5+ armor save and 4 ablative wounds, all under the skin. Subtle and hard to spot.
<i>Excavates and replaces subcutaneous tissue along most of the body with a special Kevlar-like mesh. Nutrient and water permeable, this material provides subtle yet exceptional protection against slashing and piercing attacks. Clever integration beneath the skin makes it hard to detect. The installation is meticulous and must be done in parts over several weeks.</i>			
<b>Internal Weapon</b>	\$30k	4	As a free action can reveal a previously installed short length blade or sidearm from a wrist joint. The weapon is considered concealed before that point. Is at -2 to hit at range.
<b>Enhanced Musculature</b>	\$300k	5	Grants a built-in Light Muscle Suit under the skin. Can be purchased a second time to upgrade to a Muscle Suit. Still allows the use of conventional armor.
<i>At lower levels replaces many muscles with special EAP's, only discernible by a network of surgical scars. At higher levels skin is stretched tautly over bulging, augmented muscles, supported by tube-like skeletal reinforcements. Very long procedure that can take months.</i>			

*Feel free to come up with more over the top augments as desired. All of the Basic Cybernetics can be boosted to Generation 6-Plus for 5x the stock price, coming with boosted performance as a result. Consult with your GM to work something out if a part is not listed here.*

# Mechs

"Twenty-three," a soft, basso voice called out.

"Twenty-three," echoed a heavily accented one.

A beat passed, and then another. After a longer moment the first voice made a sound of approval. "Good. Twenty-four."

"Twenty-four."

Omar watched as the electro-active polymer in the wrist took on a current. The gray-black weave around it shifted and bulged as the inner plastic core constricted and widened, moving the entire forearm and hand of the twenty-ton mech in response. He carefully looked over the weave for signs of damage, signs of tearing or abrasion. His trained eye saw as the forces acted upon the muscle in a sinusoidal pattern- slight slack, then the main power motion of the constriction, followed by a smaller amount of additional force being applied. The end of the limb moved as it should and the little vernier at his wrist confirmed his observations. No loss of motion or strength. The twenty-fourth muscle checked out okay.

"Good," Omar observed.

"This is torture," Thorsten called from over at the computer terminal. "I do not understand how you enjoy this."

"Brother- 'the best way to predict your future is to create it'."

Thorsten scowled.

Omar let out a contemplative thought, the sound a deep rumble. "Also, you might learn something."

"Sounds unpleasant," his companion observed, before reaching into his jacket. "One moment."

Omar peered over as Thorsten took a heavy drink from a flask, before stowing it back away into his pocket. They had another fifteen muscles within the mech's hand and forearm to check over. This was, of course, just for the end of the arm. God willing none of them would need to be replaced. Getting all the armor back on, alone, would be a chore.

Earlier in the day they had been in something of a skirmish. Thorsten's mech, Praetorian, had picked up some damage in the process. It wasn't tremendous- they hadn't been up against much forces, and the damage that had occurred was largely due to some lucky shots on the enemy's part and Thorsten's... aggressive piloting. The largely NRB mech sat within the mech bay, still towering more than ten feet high as it was. The white paint was scuffed and marred by abrasions and bullet marks. The worst of the internal damage, along the arm, had been caused by some mech brawling. Praetorian wasn't exactly specialized for it, NRB or not.

Most of the armor of the mech was made up of thick, composite plates of armor more than two inches thick. The lightest of the damage, from infantry-scale weapons, could be buffed out and repainted. The larger dents would need some filling in. Along the joints, and vulnerable bits, the mech instead bore a thick layer of Kevlar fibers reinforced with thick nano-ceramic scales. Praetorian, owing to its megacorp brand, sported more robust plates and less of the flexible mesh. Fortunately none of the latter appeared to have been damaged- none of the scales had burst. Against powerful enough hits they would shatter to disperse force. Fixing that stuff? Even Omar didn't enjoy armor work. He'd leave that to the grunts.

"Okay," Thorsten announced, now ready. "How much longer, do you think?"

His squad-mate considered for a short time, lightly tilting his head to either side. "Two, three hours maybe."

Thorsten blinked a few times and then pulled his flask back out and took another swig. "You want some?"

Omar sighed. "Sure. Why don't I put on some music, also?"

"Please."



## 'Your Mech'

In a game about mechs, where the word has been used at least once a paragraph, one might imagine them to be a central part of the game. And they are. Still, the characters piloting them are the real heroes and villains, which is always important to keep in mind. A veteran with a scrappy mech would still be a force to be reckoned with.

Mechs have a similar writeup to characters, sharing much of the same attributes and statistics. The main difference is that you cannot directly effect these stats- they are instead determined by the different parts you use to create the machine. Each mech has a number of parts, or hard-points, that you purchase the relevant kind of part for. This then modifies the over-all attributes of the machine.

Parts and weapons are bought with Credits, or CR. These represent about \$150k in funds each. Yes, mechs are expensive. Most starting characters have 25 of these points to piece together this mech with. Though this can be different- an entirely new mercenary might have an almost ordinary mech, worth 20cr. Or the poster child of a Mech Company might be an abomination of steel with up to 80cr. Still, 25cr is strongly suggested.

### Base Parts

Mechs are made up of four main parts- the head, chassis, arms, and legs. The machine requires one of each of those (the arms and legs hardpoint being a pair) in order to work effectively on the battlefield. As such, you must fill these out. Choosing a particular system such as the Jump-pack might determine how many weapon-slots are free. But once the main parts are selected they may then be upgraded or given defects- this modifies attributes and the performance of the parts.

Once all the parts and upgrades are chosen, you then select weapons. Mechs are able to utilize a one-handed weapon in each hand, mount one on each shoulder, and carry a hand-held backup on the waist. Note that upgrades may be purchased to modify the main parts of the machine.

#### Base Parts:

- [1] **Head:** Contains the main array of optics and sensors for the mech. Is generally the least armored part of the machine.
- [3-5] **Chassis:** The torso. Contained within is the power storage and cockpit. When this part is destroyed you are out of the fight.
- [2] **Arms:** Gripping units that hold weapons.
- [6] **Legs:** The method of locomotion.

### Derived Parts

These parts need not be purchased- they are a small section of the base-parts, and come included. Note that some special parts may remove one or more of these slots.

**Hands:** Where the main weapons are held. Differentiated by 'Primary' and 'Secondary'.

**Backup:** An additional weapon held on the waist. Rather than attacking, you may swap out a hand-held weapon for this one as a utility action.

**Shoulders/Back:** There are two shoulder slots and one back slot. Some special systems may use up these slots, and they may be used so long as the torso is not destroyed.

**Missile:** Missiles can be mounted along the mech's hull. Only missiles can be placed in this slot, up to a default of 4 missiles.

*[Specific parts and their costs are found on page 33]*

### Mech Attributes

Mechs have a number of attributes, much like the characters. Some are different. Right off the bat you have Strength, Speed, and Control. The first are precisely what you might expect- how strong and fast the machine is. (Keep in mind 1 dot of strength, with a machine, is orders of magnitude stronger than any character) Control is a mech-specific attribute that determines overall how well it performs- a high Control mech will be more likely to hit, more dodgy, and so on.

The secondary attributes of a mech are weight, dodge rating, armor rating, and the attack values. Weight is determined by the combination of parts, upgrades, and systems- though it effects nothing in particular. Rather, weight is meant to give you a sense of how massive your mech is compared to others. Armor Rating measures how armored the mech is. More armored mechs are much less likely to take damage to their parts. Though armored mechs are normally less able to avoid damage, like smaller faster ones. Finally you have Attack Value- there are three or four of these, each value being different for where the weapon might be mounted.

**Initiative:** Character Agility + Character Perception

**Dodge Rating:** 2+ Character Agility + Mech Control

**Armor Rating:** Default is 4+. More heavily armored chassis can strengthen this, increasing the dice-range of saves. Lower armor is always better.

**Operation Time:** 48 hours of power. Can be extended by powering down the mech or recharging.

#### Attack Rating (AR):

**Arms:** (2d6 + ½ Character Perception + Mech Control) + Modifiers

**Shoulders:** (2d6+ 1 + Mech Control) + Modifiers

**Missile:** (3d6 + Mech Control) + Modifiers

#### Strength (STR):

**Flip:** (Mech Strength \* 3) tons

**Push:** (Mech Strength \* 6) tons, at half speed.

**Speed (SPD):** One-grid of movement capacity each turn for each Speed. This is effectively 12 MPH or 19 KPH.

### A final note on mechs:

When in doubt, go for fun. A character might wish to instead pilot a Battlesuit, Attack Helicopter, or even a tank. When this is the case, and it might fit the campaign premise, you should let them go for it! Give the player the usual 25CR and let them modify the hell out of a stock vehicle, even taking systems that aren't explicitly allowed on it. Let them swap out the weapons and systems. ChromeStrike is a mixed-vehicle system, so it's only natural that not all of your players might wish to use mechs.

## Finishing Touches

Once your mech has all the parts, and weapons, you then apply the little details and polish that finishes the thing. This entails naming the beast, choosing a color scheme for it, and then creating a symbol for the pilot. Naming your mech is like naming a ship- procedural, to be expected, natural. A man (Or lady) that pilots a mech with no name is not someone worth noticing. Even wartime soldiers name their personal mechs to personify them, especially as they grow accustomed to the machine.

Equally important is the color of the mech- mechs are quickly described by their primary, trim, and optic colors. This is fairly self explanatory; the primary color is the main coloring and shade of the mech, the trim is the accent or border along most the surfaces, and the optics are the visor and lenses. In general these colors can be any hue or shade you like- something like “*Matte black*” or “*Urban camo*” is fine. Once colors are out of the way you then select an insignia or call sign- this can be nearly anything, but should be at least slightly elaborate. It is, after-all, nearly as rememberable as your load-out itself. It could be something like a cartoon bathtub full of explosives, an exploding gingerbread man, so on.

*Continued Example: Now with his character done, Duke must come up with the sort of mech that Omar would use. At first he thinks of a sort of defender mech, but realizes the player controlling Thorsten is already going that route. After some deliberation Duke figures he can go a supportive solidier sort of build.*

*First thing, Duke fills out his mech parts with Beta parts (head, torso, arms, legs) for 7cr. He then snaps up the weapons he would like- a burst rifle for 3cr, a shotgun for 2cr, and light missiles for 4cr more. At this point he's already spent 16cr. First and foremost he upgrades the Beta legs into CT-01 legs to benefit from more Control, for an additional 2 points. (Beta is 2cr, CT-01 is 4cr, for +2) After some cajoling and bribing from his fellow team-mates they convince him to pick up a jamming device for 7cr- which will help them tremendously against oncoming missile fire. This all now adds up to 25cr. Duke's been keeping track of the weight and attributes of the mech as it's been created, so he is nearly done. The man quickly calculates the attack-rating of his weapons.*

*Finally, a name and color. He opts for mostly blue colors, perhaps with a city-esque camouflage scheme. The insignia is much simpler to come up with, something that plays up the engineer-warrior aspect would be perfect. Duke ends up selecting a fist interposed over a gear. Why the hell not. Charlie seems a good name for the machine- it's generally well rounded, has deceptive firepower, and helps allies by simply being present. Omar and Charlie are now both finished and ready for play.*



**Name:** Omar "Zarrathus" Gray

**Gender:** Male

**Height:** 6'3" **Weight:** 280 lbs **Age:** 33

**High Concept:** Mechanic soldier of fortune

**Attributes**

**Mental**

**Intelligence** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Perception** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Grandeur** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗

**Physical**

**Power** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Dexterity** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Appeal** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗

**Perks and Skills**

I've had worse- +1 to hit when missing a limb  
Mechanic and warrior- +2 to INT when personally repairing a mech  
Mech Repairs +3, Automotive Repairs +2, Weight-Lifting +2,  
Athletics +2, Brawling +1, Classical Literature +2,  
Firearms (Rifles) +2

**Mech Name:** Charlie

**Role:** Soldier-support

**Weight:** 15 tons

**Credits:** 24

**Stats**

**Strength** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Speed** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Control** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗

**Dodge-Rating** 6 / 6 / 5  
**Armor Rating** 4+  
**Initiative** 6

**Player Name:**

**Appearance:**

Huge, bald black dude. Has a thick, dark beard that grows into mutton chops. Wears brown-rimmed glasses.

**Sketch**



**Colors**

**Primary** Dull blue  
**Secondary** Black  
**Optics** Blue

**Insignia** Fist interposed over a gear

**Head:** Beta

**Stats:**

**WND:** 0 0

**Chassis:** Beta

**Stats:** STR2 SPD1

**WND:** 0 0 0 0

**Weapons**

**Primary** Burst Rifle

**AR:** 2D6+2 **Shots:**

AP1, r30

**Secondary** Shotgun

**AR:** 2D6+3 **Shots:**

AP1, r15

**Shoulder**

**AR:** **Shots:**

**Shoulder** Jamming Device

**AR:** **Shots:**

Self-allies +3 missile DR

**Sketch**



**Arms:** Beta

**Stats:** STR1

**WND:** 0 0 0

**Legs:** CT-01

**Stats:** SPD1 cntrl1

**WND:** 0 0 0

**Extra Weapon**

**AR:** **Shots:**

**Extra Weapon**

**AR:** **Shots:**

**Missiles** Light

**AR:** 3D6+1 **Shots:** 4

**Other Info**

1 CR to spend

# Heads

*Note: All head units include Thermal Imaging and Night Vision by default.*

Name	Cost	WND	Attributes	Weight	Special
<b>Beta</b>	1cr	1		1.0 ton	
<i>Run of the mill head unit. Was the first type put into production for wartime efforts.</i>					
<b>Dome</b>	4cr	+1*		3.0 tons	*Torso wounds +1. Uses a shoulder slot. Head hits become torso hits.
<i>A special head unit that is sunk into the shoulders for extra protection.</i>					
<b>AL-01</b>	5cr	4		2.0 tons	Head armor rating is one worse than chassis
<i>A verifiable tank of a head, the beefy al-Najm lacks effective armor plating but makes up for this in sheer multitude of redundant sensors.</i>					
<b>AL-02</b>	7cr	2	CNTRL+1	1.5 tons	Melee Attack-Rating +2.
<i>Specialized sensors and reactive programming allow this high-spec head to override pilot input, enhancing brawling capabilities.</i>					
<b>Bei-01</b>	2cr	*		1.5 tons	Uses shoulder slot. Head hits become torso hits.
<i>An economical head that does away with exposed sensors and embeds them within the chest. Less armored than most Domes.</i>					
<b>Bei-02</b>	4cr	2		1.2 tons	Missile AR +2.
<i>The Bei-02 head has an integrated RADAR device to assist with locking on to targets. Missile accuracy is greatly boosted.</i>					
<b>CO-01</b>	4cr	2		1.0 ton	
<i>A streamlined yet more armored version of the Beta. Does not hamper control like the NRB-02.</i>					
<b>CT-01</b>	3cr	1	CNTRL+1	1.2 tons	
<i>A head unit with improved programming and machine response-time.</i>					
<b>CT-02</b>	8cr	2	STR+1, CNTRL+1	1.4 tons	
<i>An improved version of the CT-01. Has a more efficient and armored design.</i>					
<b>CT-Ettin</b>	10cr	2/2	CNTRL+2	2.8 tons	Two heads- while one remains no CNTRL loss
<i>A somewhat ugly and unorthodox looking head. Still, the CT part has unparalleled accuracy and staying power.</i>					
<b>EG-01</b>	3cr	1		1.1 tons	Initiative +4, 360 degree field of view
<i>Added sensors, radar, and an unobstructed view have made this otherwise Beta head perfect for the wary mech-jockey.</i>					
<b>EG-02</b>	5cr	1		1.5 tons	Initiative +4. Head armor rating is one stage better than chassis. One-hand weapon may be mounted- accuracy of shoulder.
<i>As the EG-01, but with a weapon hardpoint added, for firing mostly submerged. Some pilots take to adding on a fin.</i>					
<b>Mono</b>	2cr	1	SPD+1	1.2 tons	
<i>An improvement over the Beta- the Mono head unit has a single advanced optical lens.</i>					
<b>Mono-02</b>	8cr	1	SPD+1, CNTRL+1	1.0 ton	A turn in which this mech does not move, after the movement maneuver, it gains a further +1 to CNTRL
<i>Further advancing the classic head unit, the 02 has advanced sensors. While not moving accuracy is increased tremendously.</i>					
<b>Mono-03</b>	10cr	2	SPD+1, CNTRL+1	1.0 ton	Moving hit penalties are now 1:3
<i>Working further off the 02, this head has quicker working sensors and stronger armor.</i>					
<b>NRB-01</b>	2cr	1		0.8 tons	Head armor rating is one better than chassis
<i>A minimalist head meant to take a beating and keep going.</i>					
<b>NRB-02</b>	3cr	3		1.8 tons	Dodge-Rating -1
<i>The child of the NRB, this head unit is quite literally an armored up box with measly optical units crammed inside.</i>					
<b>NRB-03</b>	7cr	3		1.4 tons	
<i>An improvement over the 02; has tougher and more efficient armor. Freed up weight is used for increased sensory equipment.</i>					

# Chassis

*Note: Backup sensors are included in the torso. You can still see (albeit poorly) with a destroyed Head unit.*

Name	Cost	WND	Attributes	Weight	Special
<b>Beta</b>	3cr	4	STR+2, SPD+1	6.0 tons	
<i>The first chassis unit that was produced for mechs. Has average capabilities.</i>					
<b>AL-01</b>	6cr	4	STR +2	8.0 tons	Adds 1 shoulder slot for weapons only. (3cr or less) Grants +1 SPD, but only for quad or hexapod legs.
<i>A beefy but slightly expensive chassis intended for use with quadrupedal or hexapod legs. Odd center of balance makes the chassis less useful for bipeds.</i>					
<b>AL-02</b>	10cr	3	STR+2, SPD+2, CNTRL+1	6.5 tons	Chassis Armor Rating is 3+; others are 4+.
<i>Considered cream of the crop, this top-spec, lightweight al-Najm chassis makes use of propriety components top-to-bottom. Very difficult to acquire.</i>					
<b>Bei-01</b>	4cr	4	STR+1, SPD+1	7.0 tons	Chassis Armor Rating is 3+ (against front and sides; from the rear arc is 4+ instead); other parts are 4+.
<i>Following the motif of maximum efficiency and minimal investment, the Bei-01 makes use of strategically placed armor.</i>					
<b>Bei-02</b>	6cr	3	STR+1, SPD+1	6.0 tons	Chassis Armor Rating is 3+; others are 4+. One weapon has +50% shots OR can mount an additional 2 missiles
<i>Hollowed out sections along the 02 chest allow extra ammunition to be stored, either for mundane weapons or missiles.</i>					
<b>CO-01</b>	5cr	4	STR+1, SPD+3	4.0 tons	
<i>A light scouting chassis meant to capitalize on speed.</i>					
<b>CO-02</b>	6cr	3	STR+1, SPD+3	4.0 tons	Moving hit penalties are now 1:3 (1:4 with Mono-03). Chassis Armor Rating is 4+; others are 3+.
<i>An extremely light, unarmored chassis with advanced auto-aiming sensors.</i>					
<b>CO-02L</b>	3cr	4	SPD+2	5.0 tons	Cannot purchase arms. Two hand slots, one shoulder.
<i>An armless chassis meant for light scout mechs or walking turret loadouts.</i>					
<b>CO-03</b>	8cr	6	STR+1, SPD+1	8.0 tons	Only CO or Beta arms/legs allowed. Provides two additional shoulder slots
<i>Some inspiration was taken from NRB to design this chassis. Rugged and has a staggering amount of weapon hard-points.</i>					
<b>CT-01</b>	5cr	4	STR+2, SPD+2	7.0 tons	With a Jump-Pack Speed can never fall below 3.
<i>Like the Beta, but with the outdated hydraulics replaced. New muscle fibers allow an accelerated movement rate.</i>					
<b>CT-01b</b>	8cr	5	STR+2, SPD+1	8 tons	Has a third shoulder slot.
<i>A well-armored chassis meant to capitalize on firepower. The sloped back allows easy mounting of an additional weapon.</i>					
<b>CT-02</b>	10cr	5	STR+3, SPD+2	7.5 tons	
<i>Compared to the NRB, the CT-02 is a work of art. Nearly all the components have been replaced with state-of-the-art parts.</i>					
<b>EG-01</b>	5cr	5	STR+2	7.0 tons	Underwater capable
<i>Logically speaking, one does not need to move fast in a jungle environment. Weight has been increased with more armor.</i>					
<b>EG-02</b>	8cr	6	STR+2	8.0 tons	Underwater capable- Walking at SPD 1d2-1. **Two-Set bonus with EG02 legs: **With both SPD is increased to just 1 and can move in 3d.
<i>An all around armored and sealed chassis, built specifically to forage up rivers or navigate the coast. Is one of a kind.</i>					
<b>Mono</b>	3cr	4	STR+1, SPD+2	5.0 tons	
<i>As the Beta, but with much of the hydraulics simply removed. Speed is increased as a result. Very cost-effective chassis.</i>					
<b>NRB-01</b>	6cr	5	STR+3, SPD+1	8.0 tons	Chassis Armor Rating is increased to 3+.
<i>NRB simply scaled up the Beta and bolted on as much armor as feasibly possible, to produce this chassis.</i>					
<b>NRB-02</b>	8cr	7	STR+3	7.0 tons	
<i>A briefly sold chassis unit- the NRB-02 was a test unit released to gauge the performance of new ablative armor.</i>					
<b>NRB-03</b>	12cr	6	STR+4	16.0 tons	Chassis Armor Rating is increased to 2+. Requires NRB treads or Quad legs to move.
<i>A goliath of a chassis- easily the most armored and massive mech chassis produced by any company.</i>					

# Arms

Name	Cost	WND	Attributes	Weight	Special
<b>Beta</b>	1cr	3	STR+1	3.0 tons	
<i>Average arms with general capabilities. Were the first combat-ready arm units made for war.</i>					
<b>AL-01t</b>	3cr	3		4.0 tons	Hand weapons may not be dropped but have +1 AR. Adds 1 shoulder slot for weapons only. (3cr or less)
<i>While intended to be 'economical', the addition of a third hardpoint has led to these first-gen al-Najm turret arms costing considerably more than BETA ones.</i>					
<b>AL-02</b>	8cr	3	STR+1, SPD+1, CNTRL+1	3.0 tons	Grants two additional 'Extra' hardpoints- one on each arm. These hardpoints may not fire but may be used to Swap.
<i>An interesting 'reimagining' of CT-02 arms. Stripped down armor makes way for additional magnetic clamps, allowing a variety of weapons to be carried.</i>					
<b>Bei-01</b>	3cr	3	STR+1	3.0 tons	One arm is a turret; has 2 of the wounds and +2 AR. The turret arm's weapon may not be dropped.
<i>Why build two complicated arms when does just fine? One of the arms of this unit has been replaced with a highly modular, tough turret.</i>					
<b>Bei-02</b>	4cr	3	STR+1	3.2 tons	+4 Missile Capacity; at 50% wounds half the respective missiles are lost; all bonus ones are lost when destroyed.
<i>The combination of fins and hollow shoulders allows an insane amount of missiles to be stowed on or within these Beico arms.</i>					
<b>CO-01</b>	3cr	2	SPD+1	2.4 tons	Moving hit penalties are decreased by 1. (After ratio)
<i>These arms have sacrificed armor and strength, but exceptionally light weight and high control.</i>					
<b>CO-02</b>	8cr	3	STR+1, SPD+2, CNTRL+1	3.0 tons	
<i>An upgrade from the 01, the 02 arms are built with exceptionally fast and strong muscle fibers.</i>					
<b>CT-01</b>	3cr	3	STR+1	3.5 tons	Held weapons have +1 Attack Rating.
<i>Advanced gyro-stabilization and muscles have made these arms highly accurate and easy to control.</i>					
<b>CT-01t</b>	4cr	3	CNTRL+1	4.0 tons	Hand weapons may not be dropped but have +1 Attack Rating.
<i>Crawford Tech's own particular armless arm units. The turrets are immobile and lack hands, but are also more accurate.</i>					
<b>CT-02</b>	8cr	4	STR+1, SPD+1, CNTRL+1	4.0 tons	
<i>The CT believe in making the best for the best, which is evident in these arms. Well armored and all-around great performance.</i>					
<b>CT-02b</b>	10cr	4	STR+2, CNTRL-1	5.0 tons	Adds 2 shoulder slots for weapons only. (3cr or less) May not move and fire these in the same turn.
<i>A briefly released test arm unit- has added mounting points but less maneuverability. Can turn a mech into a walking turret.</i>					
<b>EG-01</b>	4cr	4	STR+1	3.5 tons	Comes with free EG-01 multi-tool ****
<i>While otherwise similar to the NRB-01 arms, the EG-01 are more compact. Nearly all of these arm units have a built in multi-tool.</i>					
<b>EG-02</b>	5cr	4	STR+3	5.0 tons	Grants the mech two additional 'extra weapon' slots.
<i>A streamlined, beefy arm unit meant to assist with underwater forging. Has holsters for when weapons need not be used.</i>					
<b>NRB-01</b>	2cr	4	STR+1	5.0 tons	
<i>More thick and armored version of the Beta arms. Are the best defensive arms for the price.</i>					
<b>NRB-01t</b>	1cr	3		4.0 tons	Hand weapons may not be dropped but have +1 Attack Rating.
<i>These arm units are actually turrets, lacking gripping hands or even arms.</i>					
<b>NRB-02</b>	8cr	5	STR+2	6.0 tons	Part still operates until total destruction. At half wounds arm Attack Rating is simply -1.
<i>Small amounts of self-healing fibers and transistors have been added in key areas, making these arms unbelievably tough.</i>					

\*\*\*\* Also includes a Chinese Shovel, up to GM discretion.

# Legs

Name	Cost	WND	Attributes	Weight	Special
<b>Beta</b>	2cr	2	SPD+2	4.0 tons	
<i>An armored version of the first working bipedal leg unit.</i>					
<b>AL-01hexa</b>	4cr	4	CNTRL+1	7.0 tons	Armor Rating -1, Part still operates until total destruction.
<i>A light-weight hexapod base intended for economic production and good stability. Earlier models experience some maintenance issues.</i>					
<b>Bei-01</b>	3cr	2	SPD+1	3.5 tons	Kneeling grants +1 AR.
<i>Special bracing pads and hydraulics allow this legs to provide a very stable firing platform, especially so when in a kneeling position.</i>					
<b>Bei-02</b>	4cr	3	SPD+2	4.5 tons	May spend two maneuvers to lock down; disallows movement, kneeling, grants +2 AR. Displacements or being knocked prone is ignored; additional hit instead.
<i>Hydraulic clamps and spikes in these feet allow the unit to plant itself solidly to the ground. Additional hydraulics effectively nullify any recoil from weapons.</i>					
<b>Bei-W</b>	3cr	3	SPD+3	3.0 tons	May not use biped-only cover, like treads.
<i>The Beico-wheeled chassis is extremely plain; while ugly and longer than other wheeled chassis it is also quite average, with no particular penalties or bonuses.</i>					
<b>CO-01</b>	3cr	2	SPD+3	3.0 tons	Leg armor rating is 1 lower than chassis.
<i>These legs, unlike their competitors, are reverse kneed. Speed is increased at the cost of armor.</i>					
<b>CO-02</b>	6cr	3	SPD+2, CNTRL+1	3.5 tons	
<i>A more developed and pricey version of the 01. Has vastly improved performance and armor.</i>					
<b>CO-01h</b>	8cr	2	SPD+5, CNTRL-1	3.0 tons	Boosters only cost 2cr. Cannot have Overchargers.
<i>A leg-less hover chassis created by CO. Can blitz over water and ground at breakneck speeds but is difficult to pilot.</i>					
<b>CT-01</b>	4cr	3	SPD+1, CNTRL+1	5.0 tons	
<i>The first biped legs produced by CT. They are slower than the Beta but have overall increased performance.</i>					
<b>CT-01quad</b>	6cr	3	CNTRL+2, DR-1	6.0 tons	Part still operates until total destruction.
<i>A unique 4-legged chassis built for steadiness and durability. The bottom of each leg has a wheel unit for rapid movement.</i>					
<b>CT-W</b>	3cr	2	SPD+3, CNTRL+1	3.0 tons	May not use biped-only cover, like treads.
<i>A wheeled transportation unit inspired by the Mono-W. Slightly slower than the other's but much more accurate.</i>					
<b>CT-02quad</b>	10cr	4	CNTRL+2, DR-1	8.0 tons	Part still operates until total destruction. Boosters upgrade included.
<i>A more armored version of the CT-01quad. Less articulation makes the legs require Boosters to quickly relocate.</i>					
<b>EG-01</b>	4cr	3	SPD+1	4.2 tons	All-terrain feet module.
<i>The first EG leg production is a more nimble, armored Beta with extra large feet. Has great performance in unsuitable terrain.</i>					
<b>EG-02</b>	5cr	3	SPD+1, CNTRL+1	4.5 tons	All terrain feet module. Underwater capable- walking at SPD 1d2-1.
<i>The EG02 has continued the all-terrain motif to the extreme. Jets and webbed feet allow movement even while fully submerged.</i>					
<b>EG-01hexa</b>	9cr	5	STR+1, CNTRL+2, DR-2	10.0 tons	Part still operates until total destruction. All-terrain feet module.
<i>An extremely large, heavy leg unit with six individual limbs. While slow as all hell it is a perfect firing platform.</i>					
<b>Mono-W</b>	1cr	2	SPD+4, CNTRL-1	3.0 tons	May not use biped-only cover, like treads.
<i>Forgoing complicated legs, these instead utilize large and powerful wheels. Accuracy is decreased as a result.</i>					
<b>NRB-01</b>	3cr	4	SPD+1	5.0 tons	
<i>Armored and larger version of the Beta. Toughest legs for the price but has almost non-existent speed.</i>					
<b>NRB-01t</b>	3cr	3	SPD+2	6.0 tons	Part still operates until total destruction.
<i>Tank treads are both mobile and tough, so it's only natural NRB adapt them for use with mechs.</i>					
<b>NRB-02t</b>	7cr	4	SPD+3	8.0 tons	Part still operates until total destruction
<i>A more armored and powerful version of the 01.</i>					
<b>NRB-02</b>	10cr	4	SPD+2, CNTRL+1	8.0 tons	May carry the NRB-03 chassis
<i>These legs are the newest NRB product- super heavy biped legs. While not as durable as the treads they can make better use of cover.</i>					

# Shoulders

Shoulder parts are entirely optional, and not needed for the mech to operate. In addition to the proceeding lists you may also decide to mount a weapon on the shoulders- a one-hand weapon taking one shoulder slot, and two-hand weapons taking two shoulder slots.

It is possible to have a shoulder part constructed to be built-in to the chassis, wholly internal in make. These parts cost 50% extra over the listed price but only take up half of a shoulder slot. Should a part's number of slots be marked with an asterisk (\*) that particular part may not be purchased as built-in, and requires a whole (or both) shoulder slots to function.

Name	Cost	Slots	Weight	Special
<b>Storage Tank</b>	3cr	1	2.0 tons	Increases ammunition/shots of one weapon by 100%, including special ammo. No missiles.
<b>Missile Hardpoint</b>	1cr	1*	0.5 tons	Grants +2 Missile capacity. Allows an additional Missile to be fired each turn.
<b>Heavy Missile Hardpoint</b>	3cr	1*	1.5 tons	Grants +4 Missile capacity. Decreases SPD by 1. Allows an additional Missile to be fired each turn. Can be jettisoned as a free action to recover the 1 SPD.
<b>Targeting Array</b>	2cr	1	0.25 tons	Increases Perception by 2. Remember that this also boosts Initiative.
<b>Beico Bǎngzi</b>	3cr	1	0.4 tons	Grants +1 AR to your choice of held, shoulder, or missile weapons, at purchase. +25% ammunition/shots with one non-missile weapon OR +2 Missile capacity.
<b>Advanced Targeting Acquisition Unit</b>	4cr	1	0.35 tons	Increases Perception (and Initiative) by 2. Shoulder, melee, and missile AR is +1.
<b>Gyro Stabilizer</b>	1cr	1	0.5 tons	Allows the corresponding arm to use a two-handed weapon. Can no longer Swap that weapon.
<b>External Power Pack</b>	2cr	1	1.0 ton	Increases operation time of the mech by 36 hours.
<b>Command &amp; Control Node</b>	5cr	1	1.0 ton	Enemy vehicles in LoS with this mech may have their stats looked upon by this mech's allies. Creates a virtual map for allies. When attacking fixed wing aircraft this mech may divide their DR by 4. Note that this mech also receives this information. A utility action may be sacrificed to detect all foes within 50 grid spaces.
<i>CNC nodes are advanced rigs containing dishes, computers, and sensors, meant to quickly acquire additional battlefield data and share it.</i>				
<b>Cooling Tank</b>	2cr	1	0.5 tons	Hides the mech's thermal signature and increases DR against missiles by 1. Lasts one week on a charge. Multiples do not stack.
<b>Decoy Launcher</b>	3cr	1	0.5 tons	Increases Dodge Rating against Missiles by 3. Multiples do not stack.
<b>Beico Lánjié</b>	3cr	1	0.5 tons	Oncoming missiles are destroyed on D6 5+. Multiple purchases allow more rolls.
<b>Jamming Device</b>	7cr	1	1.0 tons	Hides the mech from enemy C&C nodes and grants 3DR against Missiles for all present allies. This jamming field is detectable and does not stack with other jamming fields.
<b>Weapon</b>	?	?*	?	See weapon armory.
<i>While less accurate than the hand-held variants, shoulder weapons are not restricted to a potentially destructible limb. May not be purchased as Built-In.</i>				
<b>Targeting Laser</b>	5cr	1*	0.5 tons	Counts as a weapon that does not deal damage. Each hit does one of the following- -Allies have +2AR to hit the target, +3AR to hit them with missiles, and may fire missiles upon the target from out of line of sight. This bonus lasts for this turn only. -Two off-map, allied vehicles with sufficiently ranged weapons (i.e. artillery or missiles) may fire upon the target using 2d6+ ½ your INT. Each of them may fire only one weapon. Lasts this turn.
<i>An advanced rig that can lock-on to an enemy and then distribute the coordinates to allies.</i>				
<b>Electronic-Warfare Unit</b>	7cr	1*	1.0 ton	Choose full or quick action and then contest the target enemy's Intelligence. On a quick action, and success, they lose 1CNTRL (for this turn) and you may attack as normal. On a full action you may not attack this turn but the targeted enemy suffers one of the following effects instead- -2 CNTRL for this turn (or -1 CNTRL and loss of communications) -May not fire missiles this turn
<i>A complex series of transmitters that allow the operator to disrupt enemies with a series of viral, DDOS, and overloading attacks.</i>				
<b>Jump-Pack</b>	10cr	2*	3.0 tons	The minimum SPD of the mech is now 2, even with legs destroyed. May be activated to fly at double SPD. Requires a turn to cool down after each use.
<i>Two large turbine-looking devices and a generator that stick off the back of the mech. Allows the machine to make huge, bounding leaps.</i>				
<b>Sans-Ferguson Single Line Winch</b>	2cr	1*	2.0 tons	Counts as a ranged weapon with 10 range and AP -1. On a hit the enemy is grappled- at the start of each turn, do a STR contest. Until you fail this contest the enemy may not move any further away, and you may reel them in one grid space. The enemy may not move further away from you. Other effects (and dragging them) are up to GM discretion.
<i>A grappling hook or magnetized mass meant to assist in capturing foes and working through large pieces of salvage.</i>				

# Upgrades and Defects

Upgrades are modifiers that may be placed upon the parts of your mech. They might improve the armor-rating of the chassis, offer better control, or even add some kind of drawback to cheapen that particular part. While at first it may not seem very intuitive to make a part worse than it is currently (I mean, you paid all those credits for the thing), you are actually reimbursed points for a negative upgrade. Some of them can even be amusing, at times.

No matter what you purchase, you may not purchase multiples of the upgrade for the same part- this means you aren't able to purchase Software or Armor twice for the head. You **may** purchase some of the following upgrades for multiple different parts though. Parts may never be decreased below 1cr- they always cost something, no matter how horrible of a condition you turn it into.

**In summary:**

- A single part may not have multiples of the same upgrade or defect.
- You may purchase the same upgrade/defect on different parts, as long as they are legal for those parts.
- A part always costs a minimum of 1cr, no matter the defects added.
- Remember that bonuses are unusable if the part in question is destroyed.

Upgrade	Cost	Slot	Weight	Effect
Armor	2cr	Any	0.8 tons	Increases the Wounds by 1.
Software	5cr	Any		Increases Control by 1.
Melee Override	7cr	Head		Cannot stack with Software. An al-Najm specialty. Increases Control by 1 and when attacking an adjacent enemy the Critical Hit range is boosted from an unmodified 11+ to 10+.
Body Work	1cr	Torso		Enemy has -1 to Morale Tests while personally engaged in combat with this mech.
Emergency Cams	2cr	Torso		When the head is destroyed, the mech only loses 1AR in addition to attributes.
Hardened-cockpit	1cr	Torso	1.0 ton	When the chassis is destroyed it gains +1 armor rating against further attacks.
REA	3cr	Torso	0.5 tons	Three charges. When hit by a rocket or missile remove a charge and its AP becomes 0.
SLAT Armor	2cr	Torso	0.5 tons	Increases Dodge Rating against missiles by 2.
Twitch+ Fibers	3cr	Torso	0.5 tons	Increases Speed by 1 and decreases Strength by 1.
Hot Fibers	2cr	Torso	0.5 tons	Increases Strength by 1. An unmodified roll of 3- on a Melee attack deals an AP0 hit to own arms.
Holster	2cr	Torso		Adds a second 'Extra' slot for carrying an additional weapon.
Secondary Arms	2cr	1	0.5 tons	Adds two long, lithe arms with a gripping STR of (mech-1). May each use a Handgun.
Active Camouflage Cloak	5cr	Torso	0.1 ton	Requires sl-Najm connections. Can furl/unfurl as a Utility Action. While unfurled grants +2 to DR against non-missile weapons at 20 or more grid spaces away. While unfurled foes are at -3 to PER to spot the mech from long distances. The upgrade is destroyed by Fire hits or the chassis losing 2 or more wounds while unfurled.
Knuckle Plates	3cr	Arms	0.5 tons	Punches and tackles have +1 AP and no longer damage yourself.
EG Multi-tool	2cr	Arms	0.5 tons	Fits on one fore-arm. Melee weapon, arc welder, and spade.
Smart-Loader	1cr	Arms	0.25 tons	Allows the machine to choose between firing special or normal ammunition each turn.
Forearm Shield	1cr	Arms	0.25 tons	Adds a shield to the chosen forearm; counts as a melee weapon. Can be bought once for each arm.
Overchargers	2cr	Legs		Increases Speed by 1.
Boosters	3cr	Legs	1.0 ton	You may move at +2SPD each turn but AR is decreased by 1 if doing so.
ATM	1cr	Legs	0.25 tons	All-terrain module. Allows movement in unsuitable terrain types. Speed in unsuitable terrain is still decreased by 1; the absolute minimum is 0.5

Defect	Cost	Slot	Effect
Decrepit	-1cr	Any	Decreases the Wounds by 1.
Slow	-2cr	Any	Decreases Control by 1.
Old-Age Hatch	-1cr	Torso	When the mech is destroyed the pilot must make a hard AGL test to exit. Incompatible with Hardened-cockpit.
Open Cockpit	-4cr	Torso	On an armor save roll of (1) for the torso the pilot is killed. An attack that would ignore armor and hits the torso also kills the pilot.
Unarmored	-3cr	Torso	Decreases Armor Rating of the mech by 1.
Weak Capacitors	-1cr	Torso	SPD is reduced by 3. When moving, your SPD is +1d3. Requires a mech with at least 3 SPD.

# Armory

A weapon may be upgraded to utilize special ammunition. Only one such upgrade may be taken per weapon and not all of them will have it available. When a weapon normally has unlimited shots only the first several will use any special ammo. Held weapons require one of the hands, any can alternatively be shoulder-mounted, and missiles have their own special slot, which can fit up to four missiles. There is also a 'extra' slot for a single held weapon, usually magnetized to the waist, that must be swapped to a hand before use.

Weapons are one-handed unless stated otherwise in the weapon effects. Also note that ranged weapons make use of extensive electronic security measures preventing them from being easily used by those that did not purchase them. While it is possible to salvage opposing forces' weapons, it takes time, expertise, and specialized equipment to do so- not something practice in the middle of a battlefield.

## Conventional

*Ask a foot-slogger and a mech-jockey for a handgun and you'd get two very, very different weapons. While mostly using the same terminology as infantry weapons, for convenience sake, mech weapons are nothing of the sort. The smallest caliber used by mechs starts at 20mm- 1600 grain shells- and only increases from there. Most vehicles encountered by mechs are not proof against autocannon rounds, not to mention the lethal splatter that shreds infantry. The combination of stopping power, ruggedness, and cost-efficiency makes these very popular despite higher-tech alternatives.*

Name	Cost	Slot	Range	Effects	Shots
<b>Handgun</b>	1cr	Any	15	AP-1	x
<b>Carbine</b>	1.5cr	Any	20	AP-1, Hit-1, low-tech, indestructible.	x
<b>Rifle</b>	2cr	Any	25	AP0	x
<b>Burst Rifle</b>	3cr	Any	30	AP1	x
<b>M19AR</b>	4cr	Any	35	AP0, Hit+2	x
<b>Machine-Gun</b>	3cr	Any	20	AP1, Hit+1	x
<b>Heavy MG</b>	5cr	Any	25	AP1. Has two attacks. A flat roll of 2- will jam the weapon for 1d3 turns.	x
<b>MG57</b>	6cr	Any	25	AP1. Has two attacks.	x
<b>Pistol/MG/Rifle Special Ammunition:</b> May be purchased at 1cr (2cr for Heavy MG). Replaces shots with the selected ammunition. Only the first four shots will use the purchased ammunition. <u>Chemical Energy:</u> +1AP, may not be purchased if the weapon already has an AP bonus. <u>Kinetic Energy:</u> +1AP, range is decreased by 5. <u>Emerald Garden's Aquatic Treatment:</u> Upgrade. The weapon may now fire underwater, but if it does so the range is one third.					
<b>Autocannon</b>	5cr	Any	30	AP2	x
<b>Minor Sniper</b>	4cr	Any	40	AP1	x
<b>Battle Cannon</b>	8cr	Any	30	AP1, Damage x2. Weighs 1.0 ton. Requires two hands or 3STR to use.	x
<b>Jackhammer</b>	10cr	Any	25	AP2. Shoots 1d6-1 times. Uses ammo based on shots. Requires two hands and 3STR to use. Weighs 3.0 tons.	15*
<b>Sniper Cannon</b>	10cr	Any	40	AP2, Damage x2. Requires two hands and 3STR to use. Weighs 2.0 tons. You may not move and fire this weapon without treads.	x
<b>Autocannon/Sniper Ammunition:</b> May be purchased at 2cr (3cr for Battle/Sniper Cannons or Jackhammer). Replaces shots with the selected ammunition. Only the first four shots will use the purchased ammunition. <u>High-Explosive:</u> Damage is x2 (x1.5 for Cannons). Wound—1.					
<b>Railgun</b>	13cr	Any	50	AP3, Damage x2. Requires two hands and 3STR to use. Weighs 2.5 tons. Each shot eats up 24 hours of operation time. Requires a turn after firing to recharge.	x

### Close Quarters & Melee

*It's not always convenient for a mech to take a kneeling or prone stance and plug away at distant foes. Their natural environment, the twisting spires and concrete trees of the urban battlefield, makes close-in fighting prevalent and very common. To this end, close quarter and defensive infantry weapons have been scaled up to mech-size. Be they 40mm flak cannons, molecular enhanced chainsaws, or an I-beam, the romantic weapons of the past have made a comeback. Remember- air burst fragmentation launchers are all well and good but a rock-to-the-head is equally effective at times. Rocks cost a lot less, too.*

Name	Cost	Slot	Range	Effects	Shots
<b>Shotgun</b>	2cr	Any	15	AP1, Hit+1	<b>x</b>
<b>Shredder</b>	5cr	Any	20	AP2, Hit+1	<b>12</b>
<b>Assault Shotgun</b>	7cr	Any	20	AP1, Hit+1. Has two attacks. A flat roll of 2- will jam the weapon for 1d3 turns.	<b>20</b>
<p><b>Shotgun Ammo:</b> May be purchased at 1cr. Replaces shots with the selected ammunition. Should the weapon have unlimited shots only the first four will use the purchased ammunition, otherwise all shots become special.  <b>Buckshot:</b> Has double the number of attacks, AP decreased by 1.  <b>QB8:</b> +1AP, range is decreased by 5.  <b>Incendiary:</b> A hit will have a 50% (D6 4+) chance of decreasing enemy Attack Rating by 1 their upcoming turn.  <b>Sparkler:</b> Hits will decrease enemy Attack Rating by 1 their upcoming turn. Wound—1.</p>					
<b>Blade/Mace/Pipe</b>	0cr	Held	1	Equal to melee but with +0AP. Does not wound self.	<b>x</b>
<b>Explosive Stick</b>	0.5cr	Held	1	AP3. Shot is not consumed on a miss.	<b>1</b>
<b>Chainknife</b>	1cr	Held	1	Equal to melee but with +1AP. Does not wound self.	<b>x</b>
<b>Halberd</b>	1cr	Held	1	Equal to melee but with +2 AP. Requires two hands and 3STR to use. Can attach a Handgun, Carbine, or Flamethrower to the Halberd for the respective cost of each, but firing the attached weapon is at -3 Attack-Rating.	<b>x</b>
<b>Shotfist</b>	1cr	Held	1	AP3. Has three attacks. Also hits the using mech's arm once at AP0. Shot is not consumed on a miss.	<b>1</b>
<b>Pile Driver</b>	3cr	Held	1	AP2, Hit -2. Has two attacks. May not be swapped out after equipping. Does not wound self. Shot is not consumed on a miss.	<b>4</b>
<b>Explosive Halberd</b>	4cr	Held	1	Equal to melee but with 2 AP. Requires to hands and 3 STR to use. While shots remain also deals 2x Damage, shots are not consumed on a miss.	<b>4</b>
<b>Plasma Cutter</b>	4cr	Held	1	Equal to melee but with +1 AP, Does not wound self, Damage x2. A part damaged by a Plasma Cutter has its Armor Rating reduced by 1 (up to a maximum of 1 time for each part). Repairing the part to full wounds will remove this penalty.	<b>4</b>
<b>Combat Shield</b>	2cr	Held		Has 2 wounds and 4+ armor. Torso and arm hits are redirected to the shield until destroyed, and it also grants +1DR in melee. It may be discarded at any point to free the hand. Until destroyed or discarded it may be used as an AP0 melee weapon that does not wound the user.	
<b>Anti-Missile Shield</b>	3cr	Held		Has 3 wounds and 5+ armor. You may redirect hits from the torso/arm as you like to the shield, until it is destroyed. The shield may be discarded at any point to free the hand. Until destroyed or discarded it may be used as an AP0 melee weapon that does not wound the user.	

## Energy & Laser

While leaps and bounds ahead of the earlier firearms, there is only so much you can do with a powdered charge projectile, even to this day. There are other, more specialist weapons that prove to be quite useful in specific roles. Liquid napalm throwers are effective at disrupting mechs, flushing out infantry, and even destroying soft hardware. Meta-material lenses and high-density energy storage have additionally made some types of laser weaponry possible- nasty and accurate at astounding ranges. Many of the up-and-coming future weapons fall into this broad family of device, kept hushed and secret behind locked doors.

Name	Cost	Slot	Range	Effects	Shots
<b>Flamethrower</b>	2cr	Any	15	Hit+2. A hit will cause the enemy to have -1AR their upcoming turn. May be fired at half range (8) to hit up to two additional adjacent targets. Flamethrowers can detonate deployed Limpet Bombs.	x
<b>Heavy Flamethrower</b>	4cr	Any	20	AP1, Hit+2. Works as flamethrower but half range is (10). A hit enemy will have -1AR their upcoming turn. Can detonate Limpet Bombs.	x
<b>Chemical Laser</b>	4cr	Any	40	AP1, Hit+1	5
<b>Incendiary Cannon</b>	5cr	Any	20	AP2, requires 3STR to use. A hit will cause the enemy to have -1DR and AR their upcoming turn.	x

**Laser/Incendiary Special Ammunition:** May be purchased at 2cr (1cr for Flamethrowers). Replaces shots with the selected ammunition. Should the weapon have unlimited shots only the first four will use the purchased ammunition, otherwise all shots become special.

Focused: Range is increased by 5.

High-Intensity Fuel: +1AP, range is decreased by 25%.

### Direct Explosive

Often times blowing something up is the most effective way to destroy it. For more than a century it's been common-knowledge that lobbing a shaped-charge warhead at a vehicle will mess up its day, especially with tandem-charges or multiple-warheads. This remains true to this day. Heavier mechs and battle tanks can be nearly immune to conventional arms, even outrageous autocannon calibers. To combat this 84mm rockets, automatic shaped-charge grenade launchers, and sub-kiloton nuclear warheads (for the more light-hearted mech jockey) prove to be excellent solutions.

Name	Cost	Slot	Range	Effects	Shots
<b>Rocket Launcher</b>	5cr	Any	30	AP2, Hit+1	<b>4</b>
<b>Cluster Rocket Launcher</b>	8cr	Any	20	Hit +2 in a 3x3 blast. Cannot Called Shot. Mechs and vehicles (but not Mobile Infantry or similar) suffer two hits on a failure to evade.	<b>2</b>
<b>Grenade Launcher</b>	5cr	Any	20	Ignores Armor, Hit-2	<b>4</b>
<b>Grenade MG</b>	5cr	Any	20	Damage x2	<b>4</b>
<b>Grenade Launcher/MG Special Ammunition:</b> May be purchased at 1cr. Replaces shots with the selected ammunition. Only the first four shots will use the purchased ammunition. <span style="float: right;">*Duration is halved, at best, in stormy conditions.</span> <i>Smoke:</i> The weapon no longer deals damage. Lasts two turns. All entities in target grid space have +2DR and -3AR.*					
<b>Limpet Bombs</b>	6cr	Held	STR	Ignores Armor, Hit+2. Has three attacks. Flung onto target and detonates after X (X >= 1) turns have passed. May be removed by the enemy's ally (with arms) by using a UTILITY action to pry them off.	<b>2</b>
<b>Emerald Green Mine Dispenser</b>	6cr	Any	0	AP3, Automatically Hits. Has two attacks. Drops bomblets, which lay armed until deactivated or an enemy ground vehicle enters the same grid space.	<b>4</b>
<b>Light Rocket Pod</b>	2cr	Shoulder	20	AP0, Hit+1, Shots 1-3. Two shots count the weapon as Hit+0, three as Hit-1.	<b>6</b>
<b>Rocket Pod</b>	4cr	Shoulder	20	AP1, Hit+1, Shots: 1-3. See above. Weighs 0.5 tons	<b>6</b>
<b>Heavy Rocket Pod</b>	6cr	Shoulder	25	AP2, Hit+1. Shots: 1-3. See Light Rocket Pod. Weighs 0.75 tons.	<b>6</b>
<i>-Note: Rocket Pods are inherently dangerous to use. The weapon has a single wound and an armor rating one better than the vehicle, and can only be specifically targeted. Should a AP2 or stronger weapon destroy it the vehicle's chassis is dealt 1d2 automatic wounds.</i>					
<b>Mortar</b>	6cr	Shoulder	20-60	AP2 Rolls to hit at 2d6+2+CNTRL. When an enemy target is closer than 20 this becomes 1d6+2+CNTRL instead. Hits with a 3x3 blast. All non-center spaces only hit at AP0. On a miss it lands 1d6 spaces away in a direction of the GM's choice. Cannot Called Shot.	<b>6</b>
<b>Obliviom Fission Grenade Launcher</b>	15cr	Held	20	Ignores Armor, Damage x2. A hit that deals Damage will also deal a Wound to the enemy pilot. Additionally hits with a 3x3 blast- all spaces are hit at AP0, with no automatic pilot wounding. Non-shielded electronics in the blast area are fried. Residual radiation in the blast area. Weighs 2.0 tons. Uses an additional Shoulder slot. Requires 6STR (or treads + 5 STR, or a quad chassis & 3 STR) in a kneeling position* (if applicable to mobility part) to use. Failing to meet those specifications knocks the mech prone after firing.	<b>4</b>

## Missile

The modern missile has proven itself as a highly reliable, smart weapon. Capable of being fired by nearly every vehicle platform, they sport extensive sensors and an advanced computer for triangulation. Heavier variants mount extremely powerful payloads, capable of dealing with the heaviest of armored foes. On the other hand, each and every kind sports advanced homing capabilities, making them reliable against minute and evasive enemies. While they may be expensive to employ, they can be always counted upon, even when other weapons fail.

Name	Cost	Slot	Range	Effects	Shots
Light Missiles	0.75cr	Missile	15+	AP0	1
Medium Missiles	1cr	Missile	15+	AP2	1
Anti-Air Missiles	1cr	Missile	15+	AP2, Hit+3. Has two attacks. Divides aircraft DR by 4*. Note that this weapon can only be fired at Aircraft, Helicopters, or Mechs that activate a Jump-Pack (for that turn). *If the mech also has a C&C node, or the target is a chopper, instead add +3 to hit.	1
AP Missiles	1.5cr	Missile	15+	Ignores Armor	1
Incendiary Missiles	1.5cr	Missile	15+	AP1, 3x3 blast. Struck targets have -1DR and -1AR for 1d3 turns.	1
Heavy Missiles	2cr	Missile	15+	AP2. Has two attacks.	1
Fire and Forget Missiles	2cr	Missile	-	AP3. Damage x2, designate a target 3x3 area. Whenever a vehicle or mech enters the area (friend or foe) they are then automatically struck by the hovering missile. These may not attack a foe in the same turn they are deployed.	1

**Short Range Missiles:** May not be purchased for Anti-Air Missiles or Fire and Forget Missiles. -1AP, range becomes 4 – 20, and costs +0.25 CR.

-Missiles are complicated hardware and this makes them expensive. By default mechs have a Missile slot which can contain up to four individual missiles. The credit cost is **per** missile, representing the ordinance itself- after expending each shot the missile is spent and must be repurchased to use again.

-Missiles roll 3d6+CNTRL to hit with no movement penalties.

-Enemies do not gain bonus Dodge Rating against missiles for moving- simply use their base DR.

## Custom

While the weapons list has a decent variety of firearms, it is impossible and impractical to have every conceivable fictional weapon included. For this purpose here are a few basic rules for modifying and changing existing weapons. It's possible for those with familiarity with the game to make their own entirely custom weapons from scratch (and is encouraged, even), but not everyone likes conjecturing and calculating. It's also possible that a player might want a modified weapon for their mech or vehicle, and with GM permission, it is very reasonable to allow such a thing. Do remember that these are by no means allowed by default- only with GM approval. Here's some guidelines for players modifying existing weapons-

- Any upgrades at all:
  - If the weapon costs 0 cr, increase the cost to 1 cr before multipliers are worked out.
  - If the weapon already has a cr cost above 0, then instead add 1 cr after the multipliers are worked out.
- +1 Attack Rating: 150% weapon cost.
- +1 AP over default value: 200% weapon cost.
- +50 % maximum range: 200% weapon cost.
- Additional Attack: 200% weapon cost.
- Damage x2: 250% weapon cost.
- Increased ammunition capacity: Just buy a storage tank.

Choosing one or more of those effects is *multiplicative*: +1 AP and +50% range would mean a weapon that costs 400% as much as normal (+1 cr before or after this depending on the base weapon). An additional shot on top of that would be 800% normal weapon cost (+1 cr before or after, like normal).

# Game System

*The battle had begun to go in their favor.*

*Ricky took a deep breath to try to keep his calm. The man's hands and feet kept the controls of his mech occupied, the badly wounded thing continuing to move forward through the street. And yet... his mind was not as clear as it should be. Memories of his former work flashed through Ricky's mind. His Sergeant had once spoke to him many rules, rules which the soldier had taken to heart. Many of these sounded through his head- "Remember, Ricky ten seconds" or "Never stop moving, never stop acting. Don't bother to wonder thinking of what's a best thing to do- just do something. Don't give your enemy a chance to think."*

*He reflected that his late sergeant, in those years, still probably never would have considered this a wise course of action.*

*His large red mech began to lurch with motion, shaking him inside the cockpit. Ricky could hardly see out of the thing with the head missing- his interface had been reduced to a poorly pixelated view of outside his mech, partly covered in static. His aiming circuits, and arms for that matter, had both been taken out. But he had to stay, be a helpful presence for his allies regardless of the lack of weaponry.*

*With a few more leaps, and a lurch, he flung himself into the handful of enemy mechs.*

*Two of the three had been solely the reason for his allies damage. They had been launching missiles from a safe distance away, guided in by one of many small Mobile Infantry. So Ricky felt satisfaction as he swung his mech shoulder-first into one of them.*

*The impact that happened was comparable to a bad car crash. No... that would be entirely too peaceful a description. Thirty tons of mechs smashed together at more than 70mph, metal screaming and flattening. Ricky's guts and eyes felt like they had squished out of his body. A part of a tooth flew free from his mouth. Had every inch of his body not been strapped down no doubt he could have broken his neck.*

*A small feel of triumph washed over him as the enemy machine smashed into the ground, it's own head reduced to a pancaked mass of metal and glass. Already acting, he turned and began peppering the other two with his shoulder weaponry. Dents and nicks began appearing in their heavy armor, mostly unharmed. But he had their attention. That was what his allies needed from him.*

*Any second Francois would come charging around the corner, melting down the enemy mechs to slag with his Incendiary Weaponry. And Vasyanna was still circling around to get a good position for sniping.*

*Yes. This battle would be won.*

*Ricky ignored the constant warnings from his mech that said he was under attack, that his armor was being damaged. Bullets ricocheted off his armored carapace, each hit stealing a little more air out of his lungs, each hit closer to destroying his mech. But he hardly noticed.*

*All that remained on his mind was the price of failure, the price of not accomplishing his duty. The grim resolve for it to never happen again. Once was too much. So he would distract the hell out of their enemies, throw himself bodily at the combatants to buy his allies time.*

*He would be the soldier that they needed.*

# Introduction

## Mechs in War

Mechs have two roles in which they exceed. The first is fighting alongside tanks and Mobile infantry, participating in a modern blitzkrieg. In an urban environment mechs are wholly agile enough to target even infantry, and carry enough firepower to destroy most vehicles. Alongside tanks, each of them compliment each-others weakness, and become stronger than the whole of forces.

The other role that mechs perform is that of raiding- each of the machines are capable of being carried by a large transport helicopter, quickly flown above rooftops and trees. In the dead of night it is not uncommon to ferry four or five mechs deep behind enemy lines to take out a specific target. This is of course overwhelmingly dangerous. On the flight in there's the chance of being spotted, being shot out of the air. And the escape is always hellish. Still, it works.

## Turn Cycle

Fighting in ChromeStrike is a fast and deadly affair. A single lucky shot could almost cripple a mechs speed, rendering it unable to dodge. One bullet could destroy the head and targeting equipment, vastly reducing the accuracy of held weaponry. Casualties are a common occurrence even within the armored cockpits.

The order of actions is determined by the turn cycle- the order in which players get to act, and what actions they may perform. At the start of the battle each participating vehicle or character has an initiative value, which says who will go in what order. Initiative is equal to their Agility + Perception. In the case of a tie, the entity with the higher SPD rating goes first.

Turns are effectively two seconds long. Although they are not simultaneous, mechanically, they could be considered so in narrative- characters acting a fraction of a second out of synch.

The turn cycle works as follows-

**Standby Phase:** Particular effects or abilities may occur during this phase.

**0. Determine Initiative:** Initiative determines who or what will act in what order over the duration of the game turn. Each entity's Initiative is equal to their Agility + Perception, or is listed as a number within their entry.

**1. Movement Phase:** Once initiative has been determined entities can then move. The entity with the highest Initiative goes through the rest of the turn cycle, then the second highest does, and so on. A unit can move a number of grid spaces equal to their speed and face whatever direction after that movement is concluded. Additional movement may be granted by particular actives, such as Boosters or a Jump-Pack. Vehicles have an arbitrary Speed.

It is important to keep in mind that during mixed-vehicle combat, you should consider the size of the units in it. A Mech normally occupies a single grid space, along with most vehicles- but MI might wish to all group up in a single grid space. Other vehicles such as Jeeps might fit 2 to a grid.

The more that a mech moves during this phase, the harder it will be to keep a steady aim- half the grid spaces moved will be deducted from their Attacking Rating.

**2. Utility Phase:** After moving (or not), entities may attack, perform special combat maneuvers, or active a particular item or system- refer to those items' descriptions to determine how they function. Weapons work the same for nearly all entities- the most common formula, or Attack Rating, is Perception + 2d6 + Modifiers. Mechs receive a bonus from Control when firing any of their weapons. The more that a mech has moved before firing (In the preceding movement phase) the less accurate their fire will be, but also enemies will have a harder time striking them with their own weapons. Half the grid spaces moved are added as a bonus to Dodge Rating the turn the mech has moved.

To fire a weapon, or use a system on an opponent, line of sight (frequently abbreviated as LoS) is required. Line of sight is not limited by any particular range, but by the particular weapons being fired. Some weapons (Like Targeting Lasers and Missiles) even have an unlimited range! This all means that the only obstructions to line of sight might be buildings, obstacles, other mechs, and so on.

A player may choose not to perform an action during the utility phase, instead they may ready an action; declare a condition and an action you wish to perform, and should this condition occur, even out of your turn, you may immediately perform this readied action. Readied actions may only be used for attacks, non-movement maneuvers, or using a system. The readied action also only targets the first entity that triggers the condition. (I.e. ready an attack on an enemy mech coming around this corner: your mech will attack an enemy that appears around the corner)

**End Phase:** Particular effects or abilities may occur during this phase.

Once the last entity has concluded the End Phase, the turn cycle repeats and returns to the first Standby phase- any changes to the order of Initiative (from damage or effects) are taken into account during Phase 0.

## Maneuvers

Once Initiative is out of the way entities may perform a movement action and utility action, regardless of what form of vehicle or infantry they might be. Movement is not all that might be done during the movement phase, as kneeling and evasive actions may also be performed. Likewise, the Utility phase does not have to be solely for attacking. One might wish to swap out a weapon, for example.

## Movement Maneuvers

**Move:** You may move a number of grid spaces up to your vehicles SPD attribute (or Movement attribute, should it have one.) Half of the grid spaces, rounded moved, rounding up, will be subtracted from a mech's Attack Rating. Likewise, the mech's Dodge Rating will be increased by half the grid spaces moved. Missiles ignore any movement modifiers (for both the shooter hitting and attacker DR), and most conventional vehicles do not receive AR/DR modifications from moving.

**+Boost/Jump:** Requires the appropriate part or upgrade. In the case of Boosters they increase your move speed by 2 for the duration of this turn, but also further subtract one Attack-Rating. Jump-Packs allow you to move double the distance you normally could, also potentially moving over small obstacles.

**Evasive action:** This takes both of your maneuvers to perform, thus preventing any use of the Utility Action. Move in any particular direction up to your maximum speed. While doing so your mech dips and swerves crazily, giving a +1 to DR in addition to the normal move-DR bonus.

**Kneel:** Requires biped legs. Has your mech crouch down into a stable, immobile position. While kneeling hits that would strike the legs miss instead. Getting out of a kneeling position requires another maneuver to be used. Kneeling may be performed using your Utility maneuver, but getting out of it always uses the movement maneuver.

**Take Cover:** A mech can pull itself into an alleyway or behind rubble quite easily, gaining a bonus depending on the obstacle. Certain mechs, such as those with the Tank Treads, are unable to enter cover that other legged mechs might be able to.

To take cover your mech must be able to move. If your mech has 0 speed (legs destroyed) you may still crawl into cover. Doing so will take up your entire turn.

- **Large Obstacles:** Walls, small buildings, ruined tanks, etc. Grants +1DR to the mech against ranged weapons and hits to the legs are ignored. Vehicles and treaded/quad legged mechs may not benefit from this.
- **Corners:** Hides just behind the corner of a building. Grants +1DR to the vehicle against ranged weapons. Note that only the exposed side (along with the head and chassis) may fire and be struck.
- **Ram-into-building:** You automatically lose sight of your opponents, and vice versa. For each grid-space moved through the building you take a AP0 hit to your vehicle. Should you remain immobile within the building for two turns then Line of Sight will be restored. Small vehicles may not perform this maneuver.

## Utility Maneuvers

**Attack!:** The unit fires and uses whatever weapons are at it's disposal. When a mech fires, half the grid spaces it has moved this turn will be subtracted from Attack Rating. Also note that some vehicles/MI may only fire a certain number of weapons each turn. When this is the case the Game-Master or controlling player must choose which weapons will be used.

**Called Shot:** Works as normal attacking, but all Attack-Rating is at -6, and you select which part/component of the enemy you wish to hit. On a success that particular hull point is the one struck. Melee called shots are done at -3.

**Aim:** Select an opponent within Line of Sight, and then skip your Utility phase. The following turn you will have a +1 bonus to strike that enemy with non-missile weapons. This may stack up to a +3 bonus. After you fire upon that enemy, the bonus will be decreased by 1. Should the enemy exit Line of Sight, or you decide to fire upon a different target, this bonus will be lost altogether.

Sniper-Rifles get a +2 bonus each turn aimed, up to +4; they also lose all of the bonus once fired.

**Swap:** Swaps a held weapon for another. If swapping to a 2H weapon held in an Extra slot, and holding two 1H weapons, one of the 1H weapons must be dropped to the ground and can later be retrieved. The other 1H weapon is moved to the Extra slot.

**Melee:** So long as mech has two legs or an arm you can punch an adjacent mech. Roll a melee attack against the target within range. Should you succeed, take a hit to your respective limb with AP0, and then the enemy takes a hit depending on your mech's Strength. Default is AP-1, but increases by 1 for every two Strength your mech has. Melee attacks can Called Shot at only -3. If the mech has melee weapons it can opt to use all of them at once rather than a punch or a kick.

**Ready Attack:** Requires both maneuvers. Declare a direction from your mech without any enemy in sight. The moment an entity enters this corridor (Even when not your turn) you then fire upon it. You may roll a moderate PER check to not fire upon an entity that would otherwise be fired upon, halting at the last moment. Last-second not shooting someone cancels the action.

*Tackling can be slightly complex so Game-Masters can forbid it on principle. Let your players know.*

**Tackle:** Tackling is a melee attack where you attempt to knock down another mech. Should you fail any check you end up prone. Should you hit and win a STR check the enemy becomes prone instead. Follow these steps-

1. Roll to hit with a melee attack. On a fail you take a AP0 hit to a random location and are prone.
2. Do a STR+d3 contest with the other mech. Both mechs take a AP1 hit.
3. If you win both checks, the enemy is now prone. Otherwise you become prone.

Prone mechs have a SPD of 0 their upcoming turn. A prone mech may decide to remain prone, and have half normal Dodge Rating and no speed, or pull themselves out of the prone position by spending both their Movement and Utility action.

Prone mechs may still crawl as if they had no legs, or use weapons as normal.

## Attacking and Defending

When attacking, the player rolls two or three dice for each weapon fired. If the roll is higher than the target's Dodge Rating they are struck, and might take damage. Should the roll be high enough (before modifiers) the attack may critically strike, doing bonus damage.

Mechs have different Attack-Ratings, or rolls, that are used depending on where the firing weapon is mounted. The shoulder-weapons, for example, are less articulated and have less degrees of freedom, yet are armored and half-embedded in the chassis. Missile weapons perform radically different than held weapons- having minimum ranges and rolling differently.

**Attack-Rating:** (Always round up)

**Held Weapons:**  $2d6 + \frac{1}{2}$  Perception + Control + Modifiers

**Shoulder Weapons:**  $2d6 + 1 +$  Control + Modifiers

**Melee Attacks:**  $2d6 + \frac{1}{2}$  Agility + Control + Modifiers

**Missiles:**  $3d6 +$  Control + Modifiers, ignore all movement

Vehicle Attack Rating will be noted in its profile.

## Dodge Rating

All vehicles and mechs have a stat called Dodge Rating- this denotes how challenging it is to hit them in combat. A fast and zippy mech will naturally have a higher Dodge Rating, while a slow moving brute will most likely have little to none.

After an attack is made, unless it is higher than the target's Dodge Rating, it is a miss. Should the attack score higher than the Dodge Rating it is a hit, and the vehicle must make an armor save or suffer a wound.

### Dodge-Rating:

**Mechs:**  $2 +$  Agility + Control + Modifiers

**Vehicles:** \*Arbitrary flat number, see profile.

### Optional DR Rule:

If the GM and players wish to highlight Speed of mechs, and encourage more zippy builds, they can consider using the old Dodge-Rating formula. This is also more accurate for Japanese Mecha and Super Mecha in general. Note that this might make some higher end mechs almost impossible to hit!

**Mechs:**  $\frac{1}{2}$  Agility + Speed + Control + Modifiers.

## The 11-15 rule of combat

Some enemies can sport very high Dodge Rating, especially when moving. For this purpose there are critical hits. When attacking with  $2d6$ , if the flat dice result is  $11+$  the attack automatically hits. Or with  $3d6$ , if the flat dice roll is  $15+$  it does the same. In addition to automatically hitting this attack has  $++1$  AP (a further  $+1$  bonus to the current armor piercing value). This is the *11-15* rule.

## Armor Saves

All vehicles have an Armor Rating- most frequent this is  $4+$ . This means that once they are hit, they get to roll a  $d6$ , and a score of  $4$  or higher ignores the attack altogether. Especially strong weapons have AP, or Armor-Piercing- this ignores that much of the armor for that attack, if it hits. Where a normal  $4+$  armor save would save on  $4,5$ , or  $6$ , a AP1 weapon would reduce it to a near  $5+$  save instead! This same vehicle would now need a  $5$  or  $6$  to make that save. Keep in mind this save can be reduced to nil.

Should an armor roll save it might be imagined as the round clipping off the shoulder, or being deflected to the side if in melee. Or simply rattling the armor with no effect. Should the armor save *fail*, or the dice is rolled lower than the Armor Rating, the vehicle is then dealt a wound.

When a mech is wounded the Game-Master rolls a dice to

see what part is damaged. A roll of  $1$  will be the head,  $2$  the arms,  $3-5$  the chassis, and  $6$  the legs. Note that some vehicles may have only a single part, or two, so the Game-Master will give each of those parts an equal chance on the dice to be hit, with any remaining faces being a re-roll.

Should the armor save fail a wound is subtracted from the relevant part, then another armor save is rolled for the next weapon that hits. A part that no longer has any wounds (Or is entirely destroyed) gives the hit to the torso or chassis.

## Damage

As more and more parts of a vehicle are wounded, the machine becomes less mobile and accurate, more prone to failure. If the main chassis is too badly carved up then the vehicle shuts down entirely. Damage is kept track of by debuffs- negative modifiers that effect a mech at certain stages of being wounded. Debuffs are entirely determined by individual parts, but add up quickly over the whole mech.

**Head, Destruction:** A mech that loses the last wound of it's head subtracts  $2$  from any attack rolls it makes, as well as losing any attributes or bonuses that the part may provide.

**Arms, 50% Damaged:** Should the arms reach  $50\%$  wounds, one of the arms at random is destroyed, and the weapon (or two-handed weapons) is no longer usable. Roll a  $1d2$  to determine what arm is put out of commission; a roll of  $2$  denotes the right arm.

**Arms, Destruction:** When the last wound is subtracted from the arms, any hand-held weapons become unusable, and maneuvers that require the use of the arms may no longer be done. (I.e. punches become kicks.) Any attributes or bonuses from the arms are removed.

**Chassis, Destruction:** A mech that loses the last wound of it's chassis shuts down and will remain stationary until dragged or towed away. Any further penetrating hits to the torso will deal  $1d3$  wounds to any character remaining inside.

**Legs, 50% Damaged:** When the legs reach  $50\%$  wounds, one of the legs at random is destroyed. Half of the mech's Speed is immediately lost.

**Legs, Destruction:** When the legs lose their last wound they are entirely destroyed. The Speed drops to  $0$ . If the mech still has arms, it may use it's utility action to crawl one grid space each turn. Should the mech have no legs or arms it may not move at all!

### Weapons with multiple attacks:

Some weapons, such as Heavy Missiles, attack twice each time they are fired. Simply roll for an attack like normal, then once the first attack is done do so again. Repeat this until you have done attacks equal to the number listed on the weapon profile.

## Weapons with a damage multiplier:

Other weapons deal an increased amount of damage when they wound. Should this be 2x damage, an unsaved wound instead becomes two unsaved wounds. These wounds are taken to the same part. Should the part be destroyed and there are remaining wounds then any remaining damage goes to the chassis. If a multiple-damage attack would destroy a limb (and the other limb remains) then that first limb is destroyed. Wounds that remain after that limb is destroyed are taken to the chassis. Even if a chassis and limb have different armor, the excess wounds are automatically taken to the chassis.

## Hit Locations:

After a mech has been hit by an attack, go ahead and roll an additional D6. On a roll of [1] the attack hits the head of the mech, [2] is the arms, [3][4][5] is the chassis, and [6] is the legs. It might be necessary to roll a second time for 1 D2 to determine which arm or leg is hit, especially if they have a specific amount of wounds for each arm (as with certain arm models).

Rolling for the hit location can be sped up slightly by simply rolling an additional, special-colored D6 during the attack roll. Simply ignore the special-colored dice if the attack misses, otherwise use that for the hit-location.

## Combat Cheatsheet

### Turn Cycle:

Standby

#### 0. Determine Initiative

1. Movement Maneuver
2. Utility Maneuver

Repeat 1,2 for each entity

3. End Phase
- 4.

**Initiative:** Agility + Perception

**Attack-Rating:** *(Flat 11+ on 2d6, 15+ on 3d6 crits.)*

**-Held Weapons:** 2d6 + ½ Perception + Control + Modifiers

**-Shoulder Weapons:** 2d6 + Control + Modifiers

**-Melee Attacks:** 2d6 + ½ Agility + Control + Modifiers

**-Missiles:** 3d6 + Control + Modifiers, ignore movement

### Dodge-Rating:

**-Mechs:** Agility + Control + Modifiers

**-Vehicles:** \*Flat number, see profile.

**Armor-Rating:** Standard is 4+; lower is better.

**Operation Time:** Most mechs have 48 hours of battery.

### Destruction:

**-Head, destroyed:** Lose part attributes/bonuses, -2AR

**-Arms, 50%:** Lose arm at random (1d2, 2 is right)

**-Arms, destroyed:** Lose part attributes/bonuses.

**-Chassis, destroyed:** Further penetrating hits = 1d3 pilot wounds

**-Legs, 50%:** Lose leg at random, Speed is halved.

**-Legs, destroyed:** Lose part attributes/bonuses. Speed is 0.

### Hit-Locations:

[1] Head

[2] Arms

[3][4][5] Chassis

[6] Legs

## Outside of the Mechs

The game doesn't have to stop when the combat does, and really it shouldn't. There are rules for characters to attempt to perform certain actions and test their abilities, even when outside of the fighting machines. Furthermore, slice of life or noir/sleuthing elements can add a lot of enjoyable content while mechs are being repaired.

### Personal Combat

A guard in the way of getting that new shiny mech? One of your party members irritating your character? Combat outside of mechs is simple. The character goes in order of Initiative, the faster and less flat-footed of the bunch gaining priority.

As with mechs and vehicles, there is a movement and combat action. The movement action is normally moving, but it might also be holding still and switching to another weapon, or taking a prone position. The combat action is used to attack foes.

**Character Melee Attack:** 2d6 + (Power or Agility)

**Character Ranged Attack:** 2d6 + Perception

**Character Dodge Rating:** 6 + Agility

- -2 if attacked from the side.
- -4 if attacked from the rear.
- -2 if they have already been attacked this turn.

To attack, specify the weapon you are using and roll for attack. If the number is in excess of the target's Dodge Rating then it has hit. Unarmed and melee attacks generally deal two wounds of damage. A damaged enemy then also has a penalty to Attack Rating and Dodge Rating their upcoming turn equal to the number of wounds that they took.

Different weapons roll using different attributes and do more damage- a knife might use agility, a golf club or bat power. All characters have a wounds attribute that starts equal to Power that represents their health. Note that you may use almost all mech maneuvers as a character.

#### *Example attack:*

*Frank attempts to pistol-whip some mook. He has four Power, and therefore rolls 2d6+4 for hitting. The enemy has a DR of 10 (6 + 4 Agility). Frank requires a roll of 7 or better to hit on 2d6+2 and deal 2 wounds of damage.*

*Instead of pistol-whipping them let's assume Frank actually tries to cap them. He rolls 2d6+3 (Perception) against 10 (6+4 Agility). If he succeeds then the enemy takes 1d6 wounds of damage, otherwise they manage to dive behind cover or roll off to the side.*

Should a character be hit by any mech weapon, or vehicle weapon, or even Mobile Infantry weapon, they are good as dead. The ground exploding beneath them is not conducive to dodging, let alone the actual rounds splitting them apart.

## Personal Maneuvers

**Reactive Fire:** A character can forego their normal Utility action in order to enter Reactive Fire. While active they hold their Utility Action in order to shoot at the first entity that presents themselves in their front arc of fire- be it a doorway or from behind a bush, friend or foe. A foe that decides to attack rolls as normal, but the readied-character does not have a Dodge-Rating- instead they may immediately attack back with their own weapon. Whoever of the two rolls highest with their Attack Roll successfully hits the other, disregarding Dodge-Rating in the process. If the newly-appeared entity chooses to not attack they must rely on Dodge Rating to not be shot. Reactive Fire is deactivated after one turn or attack.

### Skill-checks

Characters might be required to exit their machine to begin searching through computers, attempt to convince people to perform a certain course of action, or drive a non-mech vehicle. When something is at stake, or it is narratively appropriate to do so, the GM might ask a player to do a skill check. A skill check is done with 2d6, plus any relevant attribute and skill bonuses. If the number equals or exceeds the target difficulty the GM finds appropriate then the character succeeds.

Note that some skills, such as repairing or crafting, can be done over a longer period of time. If a character has a few hours of prep time they might gain a +1 bonus to their roll, or a larger +2 bonus if given an entire day to prepare.

If there is nothing at stake for the roll, or if it is something that anyone could reasonably do under no pressure, then you have no need to roll for it. Assume that it is a mild success.

Difficulty	Example Description
6+	Trivial. Driving under normal circumstances.
8+	Minor. Driving in city center traffic with adverse weather.
10+	Moderate. Driving on an icy highway at normal speeds.
12+	Difficult. Driving while eating a hard-shell taco with no mess.
14+	Very difficult. Driving backwards through oncoming traffic.
16+	Impossible. Driving against traffic at high-speed, reverse, while also shooting a weapon accurately out the window.

### Reaction Rolls

A reaction roll is simply 2d6+Grandeur when meeting an NPC or multiple new people. This works much like a skill-check roll, although there is no way to fail, only rolling lowly and poorly. The higher the result the better.

After the reaction roll has been done, it's then up to the player's role-playing skills and Appeal stat to determine what happens from there. The Game-Master might wish to call for an Appeal skill check to let the character further swindle the people, after the initial introductions. This will give your negative Grandeur ten Appeal character ample time to make amends and work their Speechcraft magic.

### Losing Communications / Morale

Losing communications with allies is incredibly demoralizing. Suddenly the mech pilot feels alone in his tiny armored shell. A character that loses comms must make a Morale Check (2d6+Grandeur+Appeal, 10+). On a failure the pilot has -2 to Attack-Rating, Dodge-Rating, and Skill Checks for the remainder of the scene.

## Intimidation

Once per scene a player-controlled character can attempt to intimidate opponents, in order to decrease their combat effectiveness or convince them to accommodate the player(s) in some fashion. Not seeing ID, leaving the street, and backing down from a fight are some example goals of intimidation. On the other hand, if the opponent feels very secure or that they have enough friends on hand, they may be immune entirely to this tactic. As always, the GM has the final say. Once a player opts to intimidate they should make it clear how they are trying to intimidate the target, and also provide dialogue as necessary.

The target must make a trivial difficulty Morale Check, although they will receive a penalty equal to the intimidating character's Grandeur + Intimidation skill. (i.e. 4 Grandeur and 1 Intimidate would reduce their roll by a total of 5.) On a failure, the target will either have -1 to Attack Rating, Dodge Rating, and Skill checks for the remainder of the scene, or alternatively follow through with the request of the intimidating character. Combat intimidation penalties are not cumulative with normal Morale Test penalties. Here's a few additional modifiers that can be applied.

- -2 if the Intimidating character racks a shotgun.
- -2 if both characters are on foot but the Intimidating character is wearing greatly heavier armor.
- -4 if the target character is on foot but the Intimidating character is in a mech or tank. Reduce this to -2 if the target is at least in full Power Armor.

## First Aid

After a character has been wounded it is safe to assume they are at least bleeding profusely, or concussed, and should be patched up soonest. At the conclusion of a scene, if new wounds have not been treated, it may be appropriate to treat the character as having zero wounds remaining and rolling for staying alive.

The actual patching up process is an Intelligence + First Aid skill, with the difficulty depending on the severity of wounds and equipment quality- generally Moderate is reasonable. So long as a character has one wound remaining they are in non-critical condition; upon losing their last wound they have become incapacitated and will likely become a casualty without immediate treatment. If a character reaches negative wounds they must immediately make a difficult Body Check to stay alive, repeating this check each additional time they are wounded again. When a character reaches a negative wound count equal to their body stat they are instantly killed, up to the GM's discretion.

Here's some suggested modifiers for a First Aid check.

- -4 if there is zero equipment.
- -2 if there is at least duct tape, super glue, and silly straws.
- -4 if the character is in a critical state.

## Healing Injuries

Modern medicine is a very powerful thing. Doctors can print organs, deliver personally-tailored drugs, and even replace the vast majority of a body with prosthetics if needed. That's assuming one has money and access, however, which is not always the case.

- Two weeks at a hospital can recover one wound, for 1cr. Double the price for the same treatment in one month.
- Four weeks of downtime on the couch with booze and drugs can recover one wound, for about \$1000. Especially damaged limbs and parts will function at a penalty (-2, or GM arbitrated) afterward until six months of physical therapy can be given.

## Repairs...

*"Cause I'm a pilooooooooooooooooot!"*  
-Typical Mech-Jockey

I bet you're regretting that last Rocket Launcher hit now, am I right? A vehicle, regardless of type, will undoubtedly get beat to all hell over the course of a campaign. Repairing vehicles costs credits and time to fix, and as such care must be taken in combat to keep them mostly together. To repair a vehicle, you must resort to one of the following:

### A. Hiring People to Fix It:

Once at a shop, a part 100% damaged costs 100% of the original CR to repair, plus 1 CR to remove the destroyed part. This fee is doubled for two arms, or a whole mobility part.

A part that is damaged, but not 100% missing wounds, can be repaired for the proportional number of missing wounds, times 75% of the original price. A 5 CR part at half wounds would therefore cost 1.87 CR to fix up. Each wound fixed represents a days work by mechanics.

One character may attempt a barter roll at whatever difficulty you feel appropriate, against that one swindling character's Appeal. If the roll succeeds the total CR cost for all repairs by that particular shop will decrease by 15% until the repairing is done.

### B: Personal Repair-work:

Handy individuals can attempt to repair mechs themselves- while faster and cheaper than paying professionals, it also carries a bit more of a risk. Select a damaged part- repairing it will cost only 50% of the normal CR (0.375x, or 50% of 75%), but first a difficult roll must be made against the fixer's intelligence and repair skill. On a success the part is repaired for only 50% the normal cost (0.375x), over a number of days equal to the missing wounds. On a failure the part is fixed for 100% of the normal cost (0.75x or 75% proportional wounds value) and takes an additional day to fix.

Note that repairing any vehicles requires some form of relevant perk or skill over 0 to be allowed- having the expertise to repair vehicles and mechs is an exceedingly rare ability.

## War Spoils and Salvage:

On the modern battlefield, there's more ways to earn credits than just taking jobs. The vehicle-littered battlefields of the near future are rich in salvageable components and parts. That's not to say that it's easy- immediately proceeding battles there are always scoundrels and opportunists wishing to pick at the remains. Mech firearms, although detached, sport extensive electronic security measures that make them impossible to use right away. Removing working limbs or, worse yet, a working chassis from a smoldering wreck is a massive undertaking.

Mechanically, allowing players to immediately pick through the remains of a battle and then use the parts right away has many drawbacks. Exponentially boosting Credits and effectiveness is not the best thing narrative. Instead, here are some guidelines for war spoils and salvage in a typical Chromestrike campaign.

### Battlefield Spoils:

Immediately preceding a battle players may wish to collect weapons off destroyed enemy forces. Hand-held weapons, but not shoulder or back-weapons, may simply be snatched up by mechs.

- Regular weapons require a free hand to carry.
- Two-handed weapons require two free hands to carry.
- Missile weapons cannot be easily carried off as they are integrated into the chassis.
- A mech can be dragged behind a Land Transport with a winch. This does not play nice on the paintjob.
- A non-folded up mech takes up twice the normal space in a Land Transport, and a team of engineers with specialized equipment are needed to get them inside.

After the war spoils are actually gathered they must then be worked on by a trained professional, with specialized tools, in order to bypass electronic security. Once bypassed, those with the new security code may use that weapon as normal.

If the GM would like to keep things simple, they could arbitrate that one weapon or part from all the destroyed enemies could be kept and used right away, provided that an NPC or party member has the skills to salvage it. Otherwise-

- Changing/resetting/bypassing weapon security costs 2 CR. It takes a professional one to two hours to do so.
- Removing destroyed parts from a mech costs 1 CR in labor (for each part), and four hours of work. This price and time requirement is doubled for both arms or the entire mobility part.

#### Examples:

*-A Heavy Machine-Gun is worth 5 credits. A held variant is retrieved from battle and brought to a mech mechanic. There, a character can spend 2CR and wait maybe two hours for the security to be bypassed.*

*-A mech is shot to pieces, but the chassis miraculously survives. Removing the head, both arms, and both legs costs a total of 5 CR and twenty hours of work, spread out over two or three days.*

### Selling Salvage:

Weapons with a security lock in place can be chucked at a store for 25% of their full value. The same goes for used and/or damaged mechs- be sure to proportionally reduce their value for missing wounds. (i.e. one broken arm counts as the arms unit as half price, which is then reduced by the usual 75%).

### Professional Salvagers:

Within two hours, battlefields are normally all but picked clean by scavengers. Provided a character is street-wise, and have the money, they can arrange for scavengers to be hired, ready, and prepared for a price. Here's some suggested prices.

5cr	Characters select up to two vehicles. One part/weapon is salvaged from those two vehicles, the remaining parts are kept on a 5+ roll of 1d6. Roll for each weapon and subpart (arms or mobility being a single part). All the other parts are kept by the scavengers. Security measures remain in place for weapons.
10cr	As above, but up to three vehicles, and two automatic kept parts.
15cr	As above, but up to four vehicles, and three automatic kept parts.

#### Example:

*A team of mech-jockeys have a big job coming up, wherein they know there will be many enemy combatants. During downtime the most street-wise of the bunch announces they will look into hiring some professional scavengers. The GM narrates their inquiries as they feel appropriate, then decides the test will be a Moderate Intelligence + Streetwise skill check. The player succeeds and things go from there.*

*After role-playing the encounter with the salvager's representative (or simply giving a quick synopsis) the player decides to spend an entire 10cr of the team's money for moderate salvage rights.*

*Once the battle is concluded, and things quiet down, the scavengers are radio'd and given the okay to approach. The players get to choose three vehicles, and two parts from those vehicles, since they paid 10cr. They opt to select parts from two destroyed mechs and a battle tank. From the mechs they take a EG-02 chassis and from the battle tank they opt for the Sniper Cannon.*

*For each of the other parts of those mechs, and tank, the GM rolls a d6. On a 5+ that part/weapon is also given to the mech-jockeys. For convenience sake destroyed parts are ignored and scrapped.*

*At the end of it the mech-jockeys end up with a EG-02 chassis, Sniper Cannon, tank mobility, a pair of mech arms, a mech head, and several weapons. The parts are provided later the next day, although all the weapons still have their security measures in place.*

For GM's- if you find that the players are making more than a moderate amount of money off of salvage, or are quickly growing in power, throw more enemies at them with the next encounter. When in doubt break their things more.

# Storytelling

*"Entering AO," the comm buzzed, raspy and nearly unintelligible. "Dropping in six. Give them hell."*

*Safwan lightly snorted within his helmet, eyes closed. Silently he counted down the six seconds, ignoring the incessant ticks and marks along his HUD that did the same exact thing. Instead he was left with his thoughts- those and the scent of new leather, iodine, and plastic. At zero his entire body lurched wildly. The servos quickly rotated him to be facing straight on down toward Earth, toward the giant blue mass. Almost delicately he was released, the act underwhelming compared to what was to come.*

*At once Safwan began to build up speed, though it was impossible to feel it within his suit. The thing was fully pressurized after all; he only knew he was falling by watching the planet zoom on toward him, by the altitude meter on the screen. Safwan's head began to feel heavy, clouded, up until the turbine kicked in. Between the combat drugs, and his implant, blood was forced to flow through his body evenly. They were blessings, really. Without them he'd be KO'd by the combination of G-forces and hanging upside down.*

*Intermediately the thrusters on his back spat and burned. His men and the decoys continued to accelerate, well past the sound barrier- at the end they'd be moving at nearly a thousand miles an hour. It would be hell to intercept any of them, given that they'd be groundside before three minutes had passed. Plus all the interference. This didn't stop the combatants from trying.*

*A few seconds before he breached the clouds a light electronic voice spoke up.*

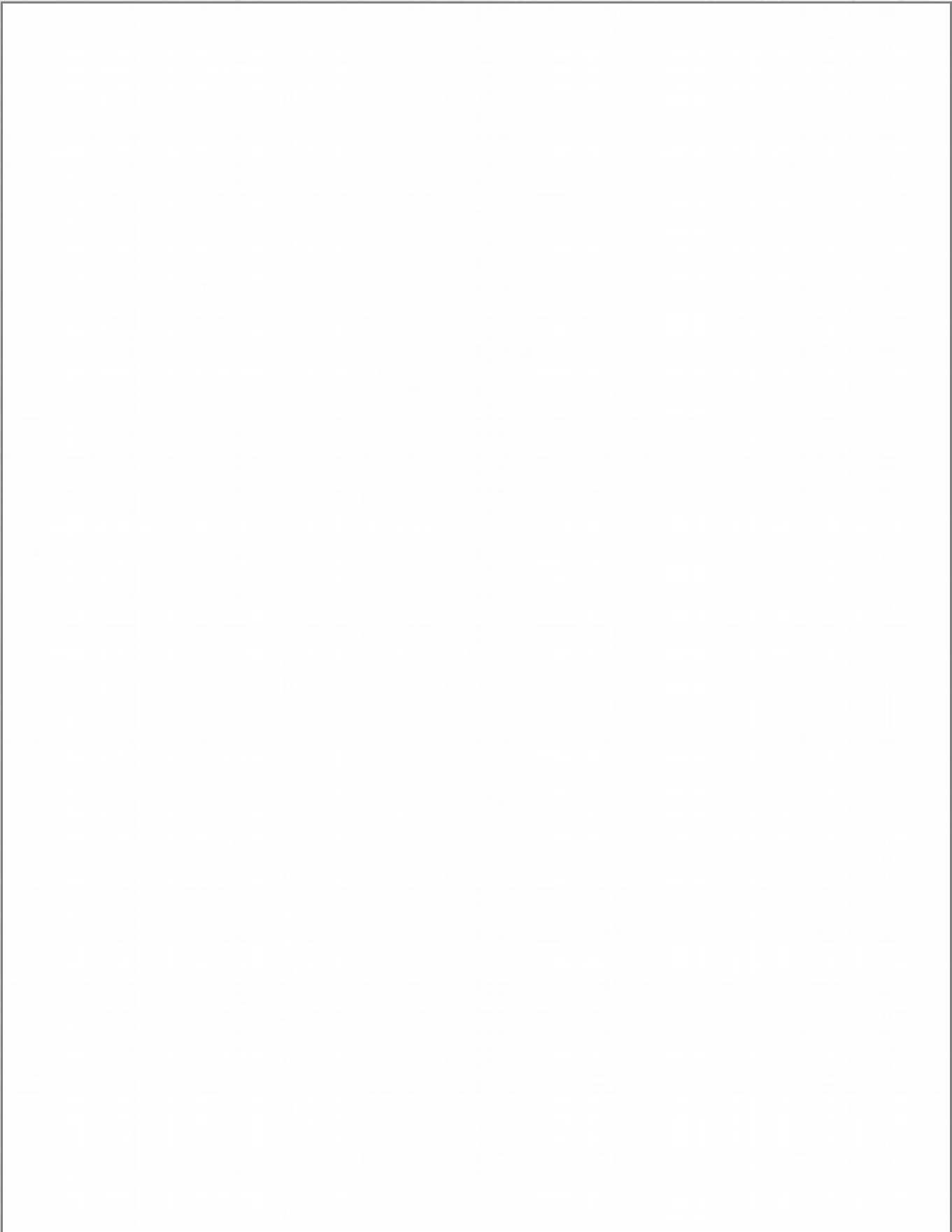
*"Inbound missiles."*

*Figures. For the most part his squad was spread out fairly well, in part due to their non-precise descent. Even if unintended it was a bonus, since a missile would only take out one of them at a time. Once or twice Safawn's suit was rocked wildly by explosions, shuddering and briefly twisting in the air. Almost at once the systems righted his course. The scramblers and chaff did their due. None of his men were killed by anti-air fire. Not only was this reassuring (that his mates would make it back), but also convenient, since it cut back on radiation. Popping one of them would scatter the nuclear payloads pretty far.*

*Samwat barely gave the city so much as a thought as he fell. All civilized cities were pretty much like one another. Instead he waited for the descent to finish. His relatively cluttered HUD chirped he was at optimal height for beginning to slow the descent. He took his que, kicking wildly with his legs to revolve around 180 degrees. At once the thrusters cut loose at full force. This time they would be slowing him.*

*The turbine in his chest screamed and revved. Had he not been juiced it would have been distracting with the noise and buzzing sensation. His vision began to tunnel and redden even with all the enhancements and drugs. This was a detail Crawford Tech had always left out; how many G-forces the reversal was. It wasn't relevant, or important they would say. Perhaps, Safwan thought, he was better off not knowing.*

*One painful jostle later he smashed down onto asphalt, finally grounded on his own two feet. A block off to his left there was a brilliant clap, and explosion, as one of the decoys impacted a building. Idly the man drew the grenade launcher in his right hand, along with the tactical nuke in the other. Him and his mates had some mechs to hunt.*



## Setting It All Up

ChromeStrike is primarily meant to simulate combat between mech jockeys, military vehicles, and the conflict that surrounds these machines. At its core you have a team of PC's, a giant war raging on, and various organizations and people that would like help. As mentioned previously there are a few different sub-fields, or types, of mech-jocky. You have the run-of-the-mill government hired, trained operators who are flung en masse at enemy lines. There's then the company boys and girls- those that for whatever reason are given their paychecks by a prime, and also hold their allegiance to the directors of said company. And then finally the most free-spirited of them all, there are the mercenaries that have scrapped together money to fight for their own cause.

There are two generalized paths that a campaign may take, more or less. These are Corporate and Mercenary.

### Corporate Campaign

The PC's are a group of men and women beholden and working for a particular corporation. Very frequently this entails raiding plants of other corporations. Should the nation be at war with another they will be used as a strike force, or be flown out to defensive fronts to help where possible. An ultimate goal might be the subjugation and dissolution of an enemy company.

### Rewards

For a Corporate campaign it may be appropriate to let the players design their mechs with no point limit, but only with the Beta and company-specific parts. As they finish more and more missions they get access to other companies parts as spoils of war, plus possibly get to purchase and own the machine.

### Preliminary Planning

If the players don't feel like having the freedom inherent of being a ragtag mercenary force there's always the possible to work for a Prime Company. This becomes less road-trip, more ShadowRun. More Ghost In the Shell with giant robots. Much of getting the campaign set up is similar to the mercenary play. It's good to determine how the players met, what company they wish to work for. Any past relations they may have had with it. Also feel free to give the players parts made by their company for free. But on loan.

Rather than a free-form list of missions to be taken, it may be good to have one primary mission each time. Think to yourself what the Prime Company might wish to get done currently. Do they want for a small starting-up mech producer to be smashed? Some technology from another country neatly scooped up? Some international director to be pulled out of a bad spot? Missions from a Prime are solely meant to further the interests of the company or their patron state, and likewise are selected by the company.

### Mercenary Campaign

The PC's are a ragtag group of mercenaries that fight where the money is best. Somehow they have managed to pull together enough funds to get a number of mechs, plus (optionally) the vehicles required to move them to the fights. City skirmishes, spearheads, raids, all of this is usual for them. Their ultimate goal, almost certainly, is to swim in cash. Between being paid the party slums it up in bars, getting drunk and/or trying to meet highly ranked individuals for better work.

### Rewards

Death and maintenance. At the start the players might begin with 25 credits per player, plus (optionally) enough transport vehicles to get them to the fights. After each mission they get paid a flat amount of credits, which is then decreased by repairing the vehicles and mechs. Should they profit it goes to upgrades and new parts as they like.

### Mercenary Planning

My own particular favorite kind of campaign is that of mercenaries. There's much more freedom inherent in working for whoever the PC's fancy at the time. For this sort of campaign you first have to determine how all the PC's met. Naturally their backgrounds will already be written and give you a vague sense of how this might have happen. Finally you ask them where they would like to be situated in the world. Are they in the dotted islands of the pacific, fighting against the Chinese Empire for the Panasian Alliance, dealing with the hatred for civilians on both sides? Doing small jobs for the Mongolians, who happen to be sandwiched between the uncaring Chinese Empire and Russian Empire? Are they joining the front on the Gulf of Mexico? Taking whoever is willing to pay them the most, changing allegiances on a whim?

Once satisfied with their locale, you can then start coming up with an appropriate introduction and list of possible missions.

## Balancing Encounters

Finding the right difficulty for encounters/battles can be a delicate balancing act. For the very first go of the game, it is advisable to start out against a comparably weak amount of foes to gain a feel for the system. As you grow more familiar with running the game, and the player's mechs, you'll have a better idea of what their limits are.

If an encounter/battle starts to go too easily for the players you can always have enemy reinforcements show up and muddy things up. Don't be afraid to adapt on the fly- if the players easily breeze through an encounter, and you have more than one similar encounter in later rooms or corridors, just mash the later ones together. Never fear adjusting future battles that have yet to be started- adjust the numbers of battlesuits on a whim- change one of the later rooms of enemies to have five of them instead of three. Maybe slap in a tank also to keep the players on their toes.

Just always remember that player mechs tend to be specialized. If your two players participating in a mission have fast, closed range mechs with low AP weapons they might struggle against some heavier foes like tanks or NRB-01 mechs. A well-balanced party will be able to cover each-other's weak spots, but it's always good to take their configurations into account when determining what foes players face.

As a starting rule, you can balance encounters by doing the following-

- **Easy Encounter:** 50-75%~ CR of player mechs. These foes can be mostly vehicles, such as battlesuits, with maybe a single tank or basic mech to fill out the enemy credits. This sort of battle would result in a fairly easy encounter, with players not very likely to take much damage. A single-wound head might get crit, or maybe someone might have their legs damaged, but it shouldn't be difficult overall.
  - For two players with 25CR each (50CR of players)
    - *Example: (23CR) Three Battlesuits, one with a Grenade Launcher and Boosters.*
    - *Example: (25CR) One Beta Soldier Mech.*
- **Medium Encounter:** 75-100%~ CR of player mechs. Just like with an easy encounter, but with a similar size force controlled by the enemy. In this case you might want to have a pair of tanks or basic mechs rather than just a single foe. For a more adrenaline-inducing encounter one of the enemies could be a higher rating enemy mech or piloted by a professional mech-jockey. This battle will likely result in light to moderate damage to more than one player mech.
  - For two players with 25CR each (50CR of players)
    - *Example: (50CR) Two NRB-01 Mechs with Guard configuration.*
    - *Example: (58CR) A tank and four Battlesuits.*
- **Challenging Encounter:** 100-125%~ CR of player mechs. Unlike the other encounters, this time you'll include nothing but professional enemy mechs or tanks. The enemy mechs can be custom-made or higher tier models, many of which are piloted by enemies with higher than normal attributes. A few smaller enemies can be thrown in, such as Scout Mobile Infantry, but in general it's mechs forming up the bulk of the foes. Expect lots of damage across all player mechs. They'll need to use their heads to win.
  - For four players with 25CR each (100CR of players)
    - *Example: (100CR): THREEEEEEEEE TANKS and five support Infantry Squads.*
    - *Example: (100CR) A CO-03 Rocket Cutter Mech and two CO-01 Mechs.*
    - *Example: (110CR) Two custom mechs about 30CR~ each and two CT-01 Mustangs.*

## Mission Rewards & Progression

Generally, it is ideal to have characters progress in power at a slow crawl over the duration of a long campaign. If you don't plan on running a game for very long then faster progression is fine, but you don't want players hitting the ceiling cap in ChromeStrike too quickly. This is one of the reasons that weapons have electronic security- so that they can't just be picked up right away and used, increasing the power of a mech. It is also, for this reason, that you should aim to have your player's mechs get reasonably beat up from missions. The more difficult the mission the more pay, naturally, but keep them on their toes and don't let their budget get too green in the process. As always, increase the difficulty in the middle of a mission if you feel necessary. Surprises and complications are always fun!

If the players end up taking too much damage and debt from a botched mission you can likewise hold their hands a little- give them a bonus reward in the next mission for taking out enemy mechs / hostiles, or a bounty bonus for taking out another independent mech mercenary. If your campaign logistics allow, it might also be reasonable to have a bit of a time-skip between missions so that single or pairs of players (out of the whole group) can take on a small mission on their own. It's always smart to have a pool of missions already thought out, so that players can opt and pick one before the next session, giving you more prep time to run it. Missions can also stick around for some time, giving players a chance to put them off until they feel more prepared to tackle them.

### Example: Constructing A Mission

*Arona, Thorsten, and Omar's players are feeling pretty confident in their capabilities. Now with a few missions under their belt, and their mechs rated about 30 CR each, they feel ready to take on a more juicy task. Thanks to digging by Arona's player, they have found a source with a special mission- the patron wants a small team of mech jockeys to go destroy a dam in the region.*

*The GM has already determined that the mission will be challenging and difficult, and based the payoff on that. The trio's mechs are worth a total of 90CR. With heavy damage, they might be looking at about 10 CR of repairs, each. So a 30 CR payout might break-even with heavy repairs. Because of this, the GM has already decided that there will be a bonus for enemies taken out. The mission will sport Anti-Aircraft Turrets, and the players will also get a bonus for each of those destroyed. The GM, being a smart man, doesn't explicitly lay out how much of a bonus the players will get for doing anything. Just that, you know, there's a bonus.*

*The player trio have a force worth just around 90CR. Wanting to give them a hard time, the GM opts for about 100CR of enemies. The players will be given three mech-sized Demolition Charges that will need to be set at a few key places on the dam. After they will need to get to safety to complete the mission. The charges are distributed among the three of their mechs as they like. Logically, the dam probably has a moderate regular defense force and some scouts on the outside. If the players take too long to complete the mission the GM will add in additional enemy reinforcements.*

*For the initial enemy force, the GM figures there will be a mixed combination of mechs and aircraft. The immediate defense force sports two Type 38 "Tiger", a Type 62 "Rabid Panda" deployed farther back, and two Attack Helicopters. This actually ends up being 115 CR, but the GM will have the Attack Helicopter pilots kind of suck as necessary to deflate their performance. There are also several Combat Turrets scattered about the surrounding area of the dam but configured for Anti-Air only.*

*The GM figures they will have about five minutes in-game time before enemy reinforcements arrive. Enemy reinforcements will take the form of three additional Type 38 "Tiger" and get worse from there.*

*At the start of the session the player characters will be deployed to the region via transport helicopter, giving them a chance to banter, and then once they land, time-skip to their arrival at the outskirts of the mission area.*

*The final payout will be 30 CR, plus 2 CR for each turret they destroy (the bonus amount is unknown to the players so it can be adjusted after the fact if needed). The main objective remains planting the demolition charges at the right spots, then getting to a safe distance so they can blow up. If the player mechs end up too beat up the GM will just give them an arbitrary bonus for defeated mechs up to about 5 or 6 CR. Because of the hostile territory and need for speed there is no possibility for conventional salvage- at best one or two of the party members might grab a locked enemy weapon if they get a good opportunity and also have a spare hand or extra slot.*

A 'moderately difficult' mission might instead only pay out 15 or 10 CR for this group. With the players effectively earning 5 or 3 CR each, and needing minor repairs after, they might only just barely earn anything. This would instead mostly serve as boosting their reputation and helping them rise the MechList ranks slightly if at all.

## Example Campaign

It is March 07, 2152. Khovsgol, Mongolia. A band of men dubbing themselves the Grinning Eastwoods have requisitioned the necessary crew and mechs to begin a mercenary life. Made up of disgruntled office workers or older-than-dirt grumps, the party is deceptively lively and experienced. After meeting their crew-members in a small town, and seeing the transports for the first time, they band together and go pick up their mechs from storage. And then they begin to decide upon their first job.

### March 07 Missions:

[DEFEND] Fringes of the Chinese Empire have been scouring and hitting various Mongolian towns, looting and generally being unpleasant. The Militia are hard pressed to defend their homes and would like some back-up.

*PAY:* 15cr *Renown:* Mongolia *Challenge:* Medium

[ESCORT] Some important Mongolian officials have been stranded within the war-zone of Ulaanbatar, trapped within an embassy building. They would like a team of mercs to come and escort them out of the battle lines.

*PAY:* 20cr *Renown:* None *Challenge:* Medium

[ASSAULT] The Russian Empire wishes for some outriders to skirt around the main offensive front and hit a Chinese Empire warplant. The structure is heavily defended against air attack, requiring ground forces.

*PAY:* 25cr *Renown:* Russian Empire *Challenge:* High

Note: Will provide one mech with Limpet Bombs

[SHITFEST] The Russian Empire seeks more mercenary reinforcements for the mess of a battle at Ulaanbatar, Mongolian capital. Expect fierce fighting from Chinese forces.

*PAY:* 18cr *Renown:* Russian Empire *Challenge:* Highish



The party eventually settles for the [Defend] mission. To these fellows, it sounds like a simple enough job, easy, and has good enough pay. They'll rack up higher difficulty missions later after getting some upgrades. The Grinning Eastwoods move their transports along, the drivers taking shifts through the night. Early the following morning they make radio contact with the mayor, who gives them precis on what needs to be done. After some Q&A the Eastwoods have a sense of what the mission will entitle- protect the mines of Amarbayasgalant and the homes if needed. Party member 4 is gone (The playtester hadn't shown for testing), so some in-game grumblings are made by the Eastwoods. In total there are three towns that generally need defending. The local militia volunteer to concentrate on the side towns, and give the party the mining town most likely to come under attack. The Grinning Eastwoods spend a few days preparing and drinking, socializing with the local Mongols. After some time hostiles are detected by local milita-scouts the party prepares for battle- their mechs already hidden beneath the deep snowbanks at one of the town entrances.

### Mission 1 Forces:

-Eastwoods have their 3 mechs, rated at 25cr each, and two transports. Comes up to 105cr.

-Enemy had three soldiers, some attack choppers, and scout MI. Something about 150cr.

The first battle went smoothly enough- at first the party were confident, then became alarmed when the Chinese hit the town from an unsuspected direction, ruining the ambush. (This I rolled for). Taking cover behind larger buildings, the party began peppering the MI, then the choppers, and finally the soldiers. A few rockets were taken, and the easiest-to-hit mech was damaged a good bit. In the end the enemy was annihilated, save for one scout MI who got the hell out. The mine only suffered two or three hits of damage. One of the party members even got a Chinese cap off of one of the now mech-less Chinese-man.

After this session, I ended up rolling once more for how the war fronts were doing for the Chinese and Russian Empires. In total there were three main fronts- so I rolled 2d6 for each side fighting in said fronts. Ties were stalemated, a 7+ vs 7- roll was a large defeat, and a roll higher than the enemy and above 7 was a minor victory. Once done, this gave me a sense of how the battle-map and missions should change. Four days after the battle the Eastwoods listened in to a radio broadcast by the same mayor, this time warning the town that the Chinese got pissed off and were actually sending in some forces to stomp all over the nearby towns.

## March 11 Missions:

[STACK THOSE GOOKS CHEST HIGH] An actual detachment of Chinese Forces are braving the rugged terrain in central Mongolia to take the fight to Amarbayasgalant. Some guerrilla forces are remaining behind to give them hell. Eastwood has the option of joining them to attempt to delay, or perhaps cripple the encroaching Chinese.

PAY: Salvage      *Renown:* Mongolia and Russia

*Challenge:* Guess

Assisting Forces: 8-10 MI, IED's, ???

[ESCORT] Amarbayasgalant and neighboring towns will be falling back to the Russian border, to the Mongolian city of Khovsgol. A call has been put out for some mercenaries to help guard the caravans and population as they move.

PAY: 5cr      *Renown:* Mongolia      *Challenge:* Easy

Assisting Forces: 3 Soldier Mechs

[SHITFEST] The Russian Empire seeks more mercenary reinforcements for the mess of a battle at the main war front. They have currently moved onto the defensive and need more men to battle the unrelenting Chinese assault.

PAY: 20cr      *Renown:* Russian Empire

*Challenge:* High

Assisting Forces: Army of the Glorious Russian Empire



At this point the party are given three missions, based off of their last pick. Should the first mission be picked they'll be fighting overwhelming Chinese forces, only with a few stubborn militia MI and IED's. The later two missions are more standard- although running an intermission, and having the players fight as the guerrilla MI in Amarbayasgalant might still happen.

This time the Grinning Eastwoods again settle for helping the locals, going for the escort mission. Whether the idea was easy pay, or sticking it with the same folk, this ends up being the second job they take.

So on and so on. Go nuts.

**Loot/Salvage:** When in doubt, give little salvage to the party. Credits add up rather quickly even after the huge mark-down. Perhaps the shop keeper does not wish for any parts with nearly no wounds, or thinks there's something wrong with part X. Or wish to play down the worth of parts even more than just 50%. Make the party work for those credits!

**Battles:** Given that players will generally have better mechs, it is safe to build an enemy force anywhere from 175-200% of the party's total CR. Under certain circumstances (like fighting Mini Goliaths) it might be appropriate to match the CR's. In general, lean on the high side of enemy forces. Beat the players to all hell. You've got to create a credit sink for the good of the game. If the players get unexpectedly beat up during a mission, feel free to remove some of the yet-to-be-seen foes or give them a easier cool-off mission afterward.

**Tanks:** Tanks can ruin everything for the players if they are not suspecting them. Should the party have little high AP weapons, feel free to throw a random curve ball tank at them every now and then. Or several if you *really* want to turn their world upside down.

## Hell's Trio:

Omar Gray isn't alone in his endeavors- joining him is the ranged specialist Arona Cantrell and soldier Thorsten. The three of them together form up the mercenary team called Hell's Trio. On the following pages are Arona and Thorsten's character sheets. Here are the backgrounds for your amusement.

### ARONA

Arona Cantrell. Something of a celebrity, the young woman has quite the fanbase. Most of her early life is unknown, but it IS known that she signed on with the US army at the age of eighteen. Arona then went on to serve for four years. Quitting at the rank of E-4, or specialist, the young female then chose to responsibly use her new-found skills as a mercenary. A natural with the sniper-rifle, many a company hired Arona onto their payroll. She's been private security, maritime force protector, and even assassin once or twice. Having pulled in favors, and done the odd bribe, the female managed to requisition her own personal mech.

Arona currently fights alongside Thorsten and Omar as a member of Hell's Trio. Flirtatious and wicked, a great knack for speech, the knockout-blonde acts as the party's face. Off-the-job Arona is something of a gun-nut and shamelessly browses the Internet to see what her fans are saying.

### THORSTEN

Of all Hell's Trio Thorsten has no doubt had the roughest upbringing. His mother dying of childbirth complications, he was instead left to be raised by his ex-con father. During his early teens Thorsten got fed up with his conditions and left home, deciding to risk it all living on the frozen streets of Russia. For a time he did fine, crewing it up with other homeless youth. During a botched petty-robbery Thorsten and another minor were caught by police. Eventually he was given the option of six years in jail, until the age of 21, or to be 'rehabilitated' in the Youth Corp. Though both options were an improvement he decided to choose the later. After serving in the corp for 3 years, the man then enlisted with the actual army. Currently Thorsten has an NRB Mech on mortgage.

Meeting the man, most people would agree that he seems kind of intense or unstable. While at a cursory glance this might be correct, it would be more accurate to say Thorsten is extremely passionate. His few possessions are an extension of himself and his companions are family.

Arona R. Cantrell "Space-Pirate"  
Female  
5'8" 130 lbs 26

Voluptuous, athletic, somewhat Nordic in appearance.  
Blue eyes and long blonde hair. Wears a form-fitting  
pilot jump-suit, frequently with a jacket over.

Sniper-babe mercenary

x x x x x x  
x x x x x x  
x x x x x x

Crowdpleaser- +4 to reactions for those attracted to females  
When exiting a mech

Go For the Head- Sniper weps hit enemies in head on 1 or 3

Talk (Obsufication) +3, Firearms (Rifles) +3,  
Firearms (Handguns) +2, Firearms Knowledge +2, Trading +1

Lucy 24  
Sniper  
16.7 tons

Blue  
Light blue  
Yellow

x x x 5 5 4  
x x x 4+  
x 9

Pair of red lips

CT-01

0

Beta  
STR2 SPD1  
0 0 0 0

CT-01

STR1, held AR+1  
0 0 0

Beta  
SPD2  
0 0

Sniper Cannon  
2D6+6  
AP2, r40, 2x dam

Shotgun  
2D6+7  
AP1, r30

Targeting Array

+2 to perception (+init)

1 CR to spend

**Name:** Thorsten "Blackguard" Dulgurukov

**Gender:** Male

**Height:** 6'2"      **Weight:** 185 lbs    **Age:** 23

**High Concept:** Juvenile delinquent turned soldier

**Player Name:**

**Appearance:**

Tall, athletically built. Looks very gaunt and wild. Hair is comparatively unkempt and long, black. Sports a variety of nicks and scars.

**Attributes**

**Mental**

**Intelligence** ⊗ ⊗ ⊗ ○ ○ ○ ○  
**Perception** ⊗ ⊗ ⊗ ⊗ ⊗ ○ ○  
**Appeal** ⊗ ⊗ ○ ○ ○ ○ ○ ○

**Physical**

**Power** ⊗ ⊗ ⊗ ⊗ ○ ○ ○ ○  
**Agility** ⊗ ⊗ ⊗ ⊗ ⊗ ○ ○ ○  
**Grandeur** ⊗ ⊗ ⊗ ○ ○ ○ ○ ○

**Sketch**



**Perks and Skills**

**Street Fighter-** Gains +1 DR against melee weapons  
**Fat Shoulder-** +1 AR in melee to hit opponent if they hit an ally with a weapon in the previous game turn.  
**Firearms (Rifles) +3, Stealth +3, Firearms (SMG) +2, Knives +4**

**Mech Name:** Praetorian

**Credits:** 25

**Role:** Front-line defender

**Weight:** 17.9 tons

**Colors**

**Primary** White  
**Secondary** Gray  
**Optics** Nearly white-blue  
**Insignia** Shield crossed by a spear

**Stats**

**Strength** ⊗ ⊗ ⊗ ⊗ ○ ○ ○ ○      **Dodge-Rating** 6 / 6 / 6  
**Speed** ⊗ ⊗ ○ ○ ○ ○ ○ ○      **Armor Rating** 3+  
**Control** ○ ○ ○ ○ ○ ○ ○ ○      **Initiative** 10

**Head:** NR8-02

**Stats:** DR -1  
**WND:** 0 0 0

**Sketch**



**Arms:** CT-01

**Stats:** STR1, held AR+1  
**WND:** 0 0 0

**Chassis:** NR8-01

**Stats:** STR3 SPD1  
**WND:** 0 0 0 0 0

**Legs:** NR8-01

**Stats:** SPD1  
**WND:** 0 0 0 0

**Weapons**

**Primary** HMG  
**AR:** 2D6+4    **Shots:** AP1, r30, 2x attacks  
**Secondary** Shredder  
**AR:** 2D6+5    **Shots:** 12  
AP2, r20  
**Shoulder**  
**AR:**            **Shots:**  
  
**Shoulder**  
**AR:**            **Shots:**

**Extra Weapon**

**AR:**            **Shots:**

**Extra Weapon**

**AR:**            **Shots:**

**Missiles**

**AR:**            **Shots:**

**Other Info**      +1 DR in melee combat

**Name:** Omar "Zarrathus" Gray

**Gender:** Male

**Height:** 6'3"      **Weight:** 280 lbs      **Age:** 33

**High Concept:** Mechanic soldier of fortune

**Attributes**

**Mental**

**Intelligence** ⊗ ⊗ ⊗ ⊗ ⊗  
**Perception** ⊗ ⊗ ⊗ ⊗ ⊗  
**Appeal** ⊗ ⊗ ⊗ ⊗ ⊗

**Physical**

**Power** ⊗ ⊗ ⊗ ⊗ ⊗  
**Agility** ⊗ ⊗ ⊗ ⊗ ⊗  
**Grandeur** ⊗ ⊗ ⊗ ⊗ ⊗

**Perks and Skills**

I've had worse- +1 to hit when missing a limb  
Mechanic and warrior- +2 to INT when personally repairing a mech

Mech Repairs +3, Automotive Repairs +2, Weight-Lifting +2,  
Athletics +2, Prowling +1, Classical Literature +2,  
Firearms (Rifles) +2

**Mech Name:** Charlie

**Role:** Soldier-support

**Weight:** 15 tons

**Credits:** 24

**Stats**

**Strength** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Speed** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗  
**Control** ⊗ ⊗ ⊗ ⊗ ⊗ ⊗

**Dodge-Rating** 6 / 6 / 5  
**Armor Rating** 4+  
**Initiative** 6

**Player Name:**

**Appearance:**

Huge, bald black dude. Has a thick, dark beard that grows into mutton chops. Wears brown-rimmed glasses.

**Sketch**



**Colors**

**Primary** Dull blue  
**Secondary** Black  
**Optics** Blue

**Insignia** Fist interposed over a gear

**Head:** Beta

**Stats:**

**WND:** 0 0

**Chassis:** Beta

**Stats:** STR2 SPD1

**WND:** 0 0 0 0

**Weapons**

**Primary** Burst Rifle  
**AR:** 2D6+2      **Shots:**  
AP1, r30

**Secondary** Shotgun  
**AR:** 2D6+3      **Shots:**  
AP1, r15

**Shoulder**  
**AR:**              **Shots:**

**Shoulder** Jamming Device  
**AR:**              **Shots:**

Self-allies +3 missile DR

**Sketch**



**Arms:** Beta

**Stats:** STR1  
**WND:** 0 0 0

**Legs:** CT-01

**Stats:** SPD1 cntrl1  
**WND:** 0 0 0

**Extra Weapon**

**AR:**              **Shots:**

**Extra Weapon**

**AR:**              **Shots:**

**Missiles** Light

**AR:** 3D6+1      **Shots:** 4

**Other Info**

1 CR to spend

# The World of Chromestrike

*A long series of wars has caused a breakdown of the alliances of old, doing away with the United Nations and other international peace keeping organizations. The new world is a violent place, where open warfare between nations can be carried out without fear of international reprisal. Small nations once watched over by the peace keepers of the past have been absorbed by stronger neighbors, and those which have managed to resist have simply been transformed into playgrounds of war used by more powerful belligerents.*

*In the smoldering wreckage of this new age, warfare itself underwent a revolution with the advent of personal mechanized combat platforms, or mechs. Capable of manlike movement but wielding the firepower of a tank, military forces the world over experimented with this new weapon system. As time passed, their potential was measured and the new tactical advantages the mechs offered were explored. They became a permanent fixture in the warzone of the future, particularly amongst urban battlefields, while the companies who manufactured them prospered financially.*

*As war itself became a perpetual facet of life, the corporations grew in size and power, and became free to gather legislative power with which to enjoy independent of their patron nations. They considered their identities above and beyond the nations with which they are normally assumed to be beholden to and supported by, but in all reality, act separately from.*

*As strife consumes the world, there is a call by nations and corporations alike for mercenaries willing to put themselves in the line of fire. Many answer the call; pilots, infantry, tank and ship crews stepping up for either coin or duty...*

*But the blazing pyres of ruined nations are producing a new kind of soldier-mercenary.*

*A kind who sit cloistered in the metal skin of the newest weapon system, earning a name for themselves and their unmistakable machines that stalk the cratered fields of this new future.*

*The world calls for these new men and women to fight their battles for them.*

*These are the mech-jockeys.*

*And you are one of them.*

*Welcome to the world of ChromeStrike.*

## International Collapse

There have always been ever-present fears about how society might collapse. Historians could look back upon the Treaty of Versailles, and the collapse of Germany's economy after WW1, then draw many parallels to the current day. Or even the more modern stock exchange hiccups. Instead of a simple deterioration, or demand for debts to be payed, the world scene ended in war.

### Onset

During the early 21<sup>st</sup> century the United States was rocked by a number of unprecedented terrorist attacks, the first beginning on September 11, 2001. After becoming embroiled in many wars for two decades, debt piling up, it finally seemed as though the battles might be coming to an end. The Iraq War had already been wrapped up, forces were on their way out of Afghanistan, and there seemed to be widespread hope for a more isolationist policy.

Of course that's when it all went to hell once more. On a cool day in New York, like any other, citizens were woken up by a brilliant clap of light and an explosion. In an instant five thousand souls were lost, and then several tens of thousands more died from burns and radiation poisoning.

Even as families and friends mourned, and were shocked into disbelief, the rest of the country was similarly hit- this time economically. Even as the public went insane, and the White House issued a press conference, national confidence began to go down the drain. Almost at once the value of the dollar began to plummet, with the loss of the stock market beginning to affect other nations abroad.

Humanitarian efforts began in New York immediately. Espionage on those potentially responsible begun at once. It's only when a far-flung radical group in Iran claimed responsibility that the world took a collective breath. Nearly a week later, with feelers back and public resentment at an all-time high, the United States declared war. An initial bombardment run was sent and an invasion force soon followed.

### War and the UNSC

While the initial attacks by the United States went perfectly, the war began to slow and become more difficult. Relatively, Iran was decently armed and modern, and had learned greatly from the wars in Iraq and Afghanistan. Rather than engage in open warfare the sizable Armed Forces of the Islamic Republic of Iran used rough terrain and urban fighting to it's pinnacle, fighting cohesively as a massive guerrilla force.

Elsewhere the United Nations Security Council was having its own problems. Confidence in the UNSC was at an all-time low, both from the new war threatening to spread to other sovereign states, and the rampant spread of economic collapse. This only worsened as the war ground on, over many, many years, up until the world economy of itself had to be reconstructed. For the first time in history the UNSC was regarded as a total failure, and the struggling world economy switched to a different main currency.



War had long since been urban, but never before had two entire armed forces duke it out in such an environment, not since the previous great World Wars. Technology had been lagging- only drones and newly retrofitted vehicles were suitable to be used. Japan's development of powerful super-capacitors led to new technologies becoming available. In particular, Boston Dynamic's forays into bipedal machines began to be viewed with interest. Receiving a number of bids to further develop this technology, Boston Dynamics assimilated other weapon companies, becoming the newly dubbed super-entity Crawford Tech.

Later these machines would come to be called mechs, and forever found their niche in urban fighting, where their mobility and firepower could be used to maximum effect. Other companies followed in Crawford Tech's footsteps, or had already been developing very similar technologies. Their real debut of these companies would come many decades later.

### Aftermath

Sixteen long, long years later the Iranian American war ground to a halt. The war and it's predecessors had taken a huge toll on the American economy, and even others abroad. Many of the world powers found themselves struggling to remain on top of the heap, having their markets collapsed and devalued to nearly nothing. With the Armed Forces already in Iran, the United States did the unthinkable- declaring the newly defeated country as territory of the sovereign state of America.

Russia, China, and many other powers quickly followed suite- all engaging in a quick snatch and grab of nearby territories. Long had their economies been weakened, and their industrial might required resources. Neighbors were turned to with hungry gazes. Why pay off debts when they can merely snatch up resources and find their own way back to power? Almost at once the United Nations was dissolved and the entire world plunged into war.

With the dissolution of the United Nations, and many nations abroad occupied, the world powers began their revitalizing efforts. Large corporations, those that had already designed the mechs, were given bids and grants to harvest occupied nation's resources. Where before they had been military giants, these new corporations now had all money and resources that they could ever need. So began the wars and the Primes.

## Mechs

Mechs in general are a marvel of engineering. Decades upon decades of seemingly unrelated breakthroughs eventually led to their creation. And, once their feasibility was demonstrated, urban warfare was never the same.

### How It All Happened

There isn't one particular date in which a mech, or the components, were created. Rather, the technology that they required was prototyped all at different times. Much of this it is up to debate regardless. The only thing that is agreed upon is Boston Dynamics, and Japan's role in the creation of the chassis and power systems that would become fundamental in the creation of mechs.

2020. A year that is scarred into the memories of many. History books tell of the terrorist attack by Iran, the resulting war that would destroy much of the world, and the collapse of reason abroad. The grinding war resulted in Boston Dynamics turning to any and all ways to help the armed forces. A promising but not-quite ready technology was created- a bipedal machine prototype. Rugged, self up-righting, easy to repair. Agile. It was impressive in every way.

It wasn't too long before some random nerd employee said 'Hey, why not make it larger?'. The thing was scaled up out of boredom, yet was still determined to be feasible, ignoring the large power issues that such a pair of legs would require.

On the other side of the world Japan was still undergoing their rapid technological breakthroughs and experiments that had become common-place within their nation. One of the largest energy firms soon discovered a method of creating super-capacitors. Capacitors that could be scaled up much larger than current ones while retaining their power to volume ratio.

Almost overnight Power Armor and Mechs became possible. Those who had once ignored the technologies because of the energy requirements changed their minds. And so prototyping began. Power Armors that had already been built had the new energy system plugged in, which allowed them to perform missions that lasted days instead of hours.

For another decade and a half the general populace and workers ignored the idea of actual mechs. The very idea had long since been discarded and stuck within the realm of science fiction and television, the very idea of making them able to solicit laughter in people.

But, unknown to them, a number of well-funded private companies began tinkering with the idea. To them, having 5-meter tall gun platforms that could quickly navigate cities would be entirely worth it. Could save lives. The Iran American War was stark testimony to the new need for rugged all-terrain vehicles. Why not further advance urban warfare, using drones and bipedal vehicle platforms?

It was 2043 when Crawford Tech first unveiled their works. The United States was pleasantly surprised at the footage and test results of the things- not only were they nearly as agile as men, they could carry weapons almost equivalent to that of a battle tank. Hide behind cover at the of a hat. Could use

quickly interchangeable weapons.

Having no other answer, the United States granted additional resources to Crawford Tech to continue their developments. Soon after several hundred mechs were sent to Iran, where they proved to be overwhelmingly successful. Relations in the international community had already begun deteriorating and falling apart by this point. The companies that designed the first mechs became powerfully rich, just as the international peace-keeping organizations began falling apart due to strife and politics.

As soon as the United Nations collapsed, and world powers began to invade one another, the demand for mechs became rose to an all-time high. While the demand for urban mechs had been moderately large before, the new demand for them was overwhelming. Not too long after these primes were granted mining and extraction rights to smaller countries, and flourished like they never had before.

The rest, they say, is just history.

### A Look at the Mechs

With a cursory glance mechs might be considered somewhat pretty. They are tall and neat looking vehicles, built rugged and intelligently. Four to six meters in height. Rounded and angled armor-plates adorn the thing like medieval plate armor. Any delicate parts are blanketed in sheets of high-strength fibers and flexible scale armor. At times the sheer solidity of the machines can be easy to forget.

It is when they move, when they charge across the battlefield, that mechs truly shine. Moving agilely like a human, perhaps eerily so, they can rush through alleyways and streets. Their heads and sensors glance around as they move. Their arms swinging like a human, the bounding steps and leaps carry them through the air. When struck by enemy fire it sometimes looks as though they flinch. In every respect they are like a large, mechanical human.



## Controls

The cockpit of a mech is very small. In volume, the thing is slightly larger than a burial coffin. Once the pilot crawls into the machine (Most frequently through an armored front hatch), they then strap themselves down like a race car driver.

The mech is then controlled by a complex series of joysticks and toggles. In some of the larger mechs there is ample room to simply rig the pilot's arms to a master-slave system for the arms. Most frequently they use joysticks. Within most mechs the pilot's legs are in an awkward sitting position and work pedals. All of the important battle data is put on their HUD- a half-sphere that the pilot fits their head inside. Projections are made onto this surface that makes it look much larger than it actually is- and it is here that the pilot sees the outside world, the physical status, biometrics, maps, ammunition, etc.

## Systems

In addition to the armor and muscular systems, mechs also normally sport all the communications and computer equipment that could ever be needed. The communications in particular use a heavily encrypted, ever changing frequency tied in to an atomic clock. Separate from the machine's main computer, mechs have a dedicated communications system that handles private frequencies and public hails with equal ease. A degree of separation (with all systems) means that the machine cannot be hacked by conventional methods, only particular subsystems scrambled at worse. Professionals can 'tune' one com to another, allowing squad-mates to confer without fear of eavesdropping.

Water feeds and paste-tubes are common for long-term missions. Some of the larger mechs even have waste-relief systems, to allow a pilot in a hotspot to remain in the machine until the power gives out. Most important of all, the mech contains a small storage bin nearly the size of a suitcase. Important paraphernalia and gear can be stowed there, along with good luck charms and personal gear.

Power for the mech is supplied by a large armored chamber built into the back of the torso. Contained within are a number of large, heavy-duty super capacitors. In total all the batteries provide the mech with an operation time of nearly two days. When a mech-jockey expects to go on an especially long mission an additional external power pack can be plugged in to provide additional operation time. Such an occurrence is rare, but not unheard of on the battlefield.

## Threat

While alone mechs are somewhat weaker than a tank, or more than a single attack helicopter can handle, their strength really shines in mixed-vehicle roles. Alongside a platoon of tanks and air support a handful of mechs become exponentially more deadly. Within this force each vehicle compliments the other with strengths and weaknesses- the mechs might sweep the streets with lethal speed and accuracy, harassing enemy tanks, while their own maneuver to get into a position and use their superior firepower with devastating effect. Targeting lasers on a mech might call in a missile strike from miles away.

Mechs are also capable of being dropped directly into a combat zone by use of helicopter, effectively becoming a one-machine blitzkrieg. This strategy comes with its own strengths and weaknesses, but one can hardly ignore the tactical benefit of rapidly deploying a handful of mechs behind enemy lines.

## Life as a Mech-Jockey

It is hard to at once imagine what it might be like to be in the shoes of a mech-jockey. Beyond the obvious gut-wrenching terror of combat, even the day-to-day activities of such a pilot can be a nightmare. The more mobile mercenaries never have a true place to call home, wheeling from one battlefield from the next, sacrificing their safety for riches and fame. Ever present is the danger of the transports breaking down, of coming under attack by hostile forces. This is especially a danger for seasoned veterans- while business is business, many grudges are formed over a career. Professional mech-jockeys employed the megacorps act as their personal attack hounds, commuting war crimes on their behalf with total disregard.

## Fame and Glory

An important and integral aspect of a mech pilot's life is that of fame, and the image that proceeds them. The (arguably) heroic role in combat, the heraldic barding and colors, all of this contributes to the (sometimes) knightly image of the mech pilots. As these men or women continue to land jobs, and perform exceptionally at them, they build a reputation. Certain mayors or companies might begun to trust a particular pilot, nudge a favor or two in their direction when it might be needed. This bears it's own problems of course- for every important political figure, or company, there is an enemy that wishes them destroyed. More often than not this also includes the mech-jockey that seems to be taking a favor to their mortal enemy. Other call-signs are beloved names of celebrity-like mech-jockeys, heralded by crowds and free drinks. Top-ranked pilot call-signs strike fear in the hearts of their foes upon learning their presence.

## The Fields of Battle

War and destruction are the domain of mech pilots no doubt about it. And though in fiction their roles in war are often romanticized, there is nothing romantic about it. A common man might weep and break down if suddenly thrust into their role. In fact, nearly nothing can prepare anyone for what it is like to engage in battle from within a mech.

Enclosed. Claustrophobic. The cockpit that the jockeys are placed into are smaller than a coffin, almost always giving them absolutely no room to even stretch or move. Straps hold the pilot down to their seat, preventing them from breaking bones from the frequent jarring collisions.

And the sounds. The feels. The pilots frequently view the throngs of the battlefield with some odd reverence. At the so-called beauty. The sounds of lead ricocheting off the cockpit, the frequent scream of ripping and tearing metal. The pop, and bang, when the mech is struck by the shell of a tank, blood running out of the pilot's nose and ears. Pressures that form and crush them inside the very armored cockpits meant to protect them.

All of this is confounded further by this simple idea- the men and women doing battle in these mechs are at the mercy of their machine. Locked inside their literal coffins, any system or mechanical failure could trap them inside. And of the thousands of moving parts, of the surprisingly delicate bipedal machines, only one must break before it is all over.

## The Arena

Fighting mechs are not entirely limited to the battlefield. In some locales there are large arenas, are of decrepit and rundown city. Here, mechs do battle for fame and glory. Combatants enter per-designated areas, more commonly than not laden up on extra camera equipment. They then duke it out, beating the parts out of one another while the audience watches with delight from safety.

While once illegal, Mech Arenas have become more and more accepted. It is not uncommon for an eccentric mayor, or rich duke to create events or holidays where people can compete. Admission tickets and bets inject some money into the local economy as a result. Fighters can place bets as well, on themselves at least, so winning can earn a good bit of cash. Sometimes a company may have a pilot of theirs go out to compete, showing off their parts and competitiveness to the community. These are especially cut-throat and gleeful to watch.

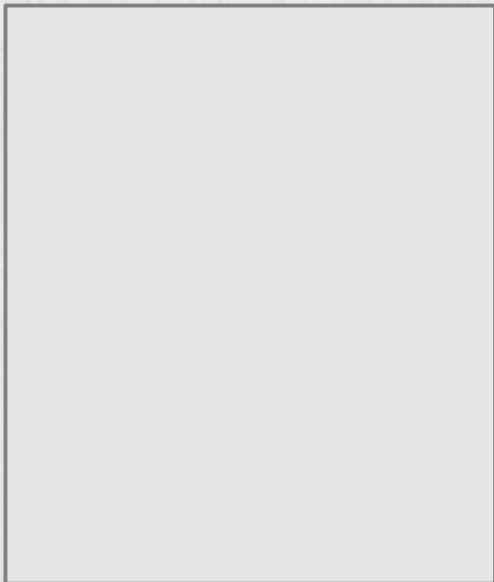
And of course, you then have the spoil-sport outlaws who crash arena matches. Audiences love those matches particularly. As you might expect they can become chaotic.

To compete in an arena one must have the hardened-cockpit upgrade and allow a hefty amount of camera equipment to be bolted to their mech.

## MechList

MechList a bastard child of an ancient classifieds website, is a service where companies and rich people go to place jobs on the market for mech-jockeys and other mercenaries. It is a neutral site, questionably legal, that has servers all over the world, nearly acting like an employment guild. Mercenaries are able to contact possible employers on MechList to inquire about listed jobs. Even the dumbest, most brain-damaged mercenary is able to find closely located work as a result. MechList also sports a list of the fifty most notorious mech jockeys, scoring them based on a combination of confirmed kills and mission performance.

Does this site make the world a better place? Probably not.



## The Corps

Mech Companies. The Corporations. There are a multitude of different names for them, all fitting the ominous businesses and associations that they are. In the world there are but a few of them, perhaps as many as a dozen. More often than not they are spoiled children of a patron state, safeguarding their allies and interests even as they plot and seek more power. In particular there are four of them- the prime corps. Each of these are immensely rich and powerful, each containing the strength and arms of a small nation.

The Prime Corporations all have their own benefactors, and interests, which makes them wildly different both in temperament and style. They all share one thing in common, however- an avid obsession with developing technology and producing mechs.

Interests varied, morals at best ambiguous, the prime corps are ever in the back of citizens minds.

## Quick Run-Down

The following contains a quick-reference of the different corporations. In the later pages are more detailed information on each of them, save for the generic Beta parts.

**Generic:** The company-less parts (Beta and Dome) are actually a multitude of different parts built and designed by countless organizations. Many of the schematics are available on the internet. Due to further tinkering Beta parts are often different from another. These were the first production-model parts actually intended for war.

**al-Najm al-Khafi:** Megacorp of Saudi Arabia and the combined Middle East, al-Najm's products range from a crude first foray into mechs, and have since expanded into remarkable adaptations based on technology from other corps, combined with their own preference for stealth.

**Beico:** China's own prime, Beico is a massive weapons manufacturer, mineral excavator, and industrial producer. Once owned by the military, the prime has grown to be nearly a nation of itself. As a whole they make up a huge portion of China's market.

**CO:** Known simply as CO, it is a company headquartered in Japan. CO specializes in fast-moving scout mechs and advanced combat drones.

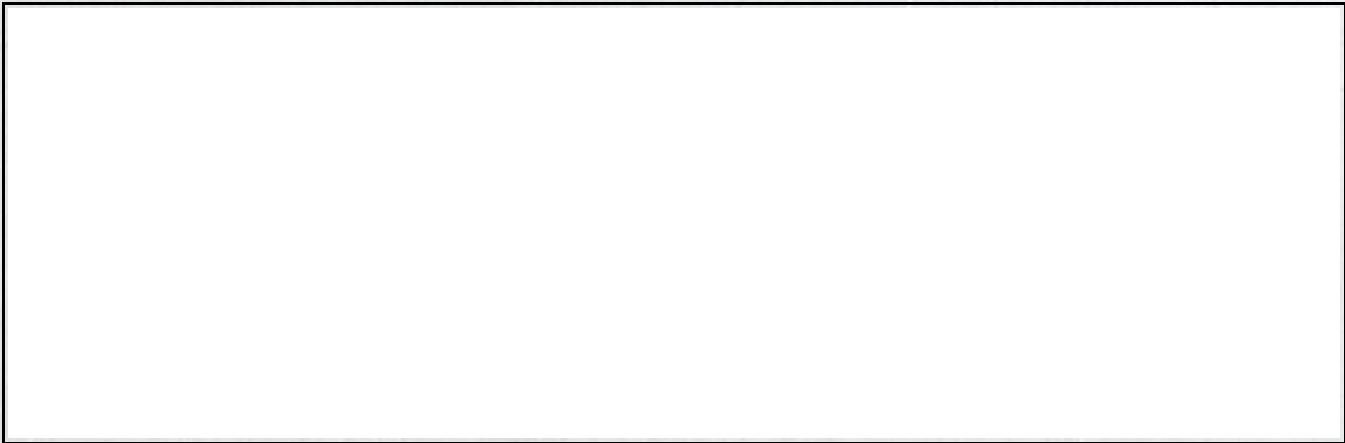
**CT:** Crawford Tech is a company based in the US who pride themselves on their high-quality and high-class mechs. As a whole they are enthusiastic of rapid prototyping and utilizing state-of-the-art technology.

**EG:** Jungle fighting sucks. Emerald Gardens is a haughtily progressive corp; priding themselves on having all natural products and catering to South America's tourism market. All of their mechs are rugged, well performing all-terrain beasts.

**Monoc:** More officially known as Mono Optics & Engineering, is a somewhat small company based in Europe. Mono is not actually a mech producer but instead have designed quite a few parts to be constructed by other companies- especially head units.

**NRB:** NRB, initials based off of the co-founders, is a military company based in North-Eastern Europe. They have a history of producing and designing tanks and combat vehicles. NRB is notorious for emphasizing ruggedness over all other qualities.

# CO



## CO

CO, going by no more elaborate name, is a prime that prides themselves on groundbreaking technology. They were born during the rush of robotics engineering that swept through Japan in the early 21<sup>st</sup> century. CO was unique in the time in how they drew inspiration off of mother nature, and the systems therein, focusing on bio-mimicry. They quickly rose to the top within the fields of mechanical engineering and robotics, absorbing whatever companies might benefit them the most. To this day they are a somewhat shady prime, one who is easily one of the most hated in the public's eye. Their eerily animal-like mechs and questionable forays into bio-engineering contribute to their negative image.

**Headquarters:** Old Japan.

**Patron State:** Panasian Alliance

**Subsidiaries:** Old Japan, Philippines, Indonesia.

**Products:**

- Pharmaceuticals
- Prosthetics
- Mechs
- Smart drones

**Mech Line:**

The CO line of mechs are all quite nimble and fast. They produce a number of leg systems that are reverse-kneed or utilize four legs, drawing much inspiration off of the early BigDog projects by Boston Dynamics. CO's extensive background in bio-mimicry gives their machines an especially agile and speedy gait.

**Relations:**

**AI:** Stuff goes here.

**Beico:** Very strained. CO frowns upon the crude attempts to reverse-engineer their technology and over-reliance on missiles.

**Crawford Tech:** CO's relationship with CT is more of a rivalry than anything else. Both of them pride themselves on hi-tech and state-of-the-art parts, and have differing views upon what constitutes this. The resulting competition is surprisingly heated.

**EG:** While the country may be relatively homey, the strategical benefits of owning South American territory are not worth the time or investment- neither is the South American technology particularly impressive. They are nothing.

**NRB:** Relations with NRB are strained. The Panasian Alliance Prime is currently assisting with the three-front war with China. CO and their sponsors seem to realize that should China fall, the Russian Empire will be right there watching with glee, ready to make the best of it. Though they are unofficial allies now this could change very fast.

**MONOC:** The two Primes have a cold, seldom combative relationship. Within the Asian world Monoc is a huge competitor for sensor, film, and lens-based equipment, which CO views as an infringement of their territory. Often enough the two engage in hacking warfare and behind-the-scenes power struggles. *They do not like one another.*

**Scandals:** CO's greatest ongoing scandal is that of their drone technology. Within many of them is a biological-based chip that uses cultured human brain-cells. In the case of jamming communications this allows the drones to independently operate with intelligence comparable to that of a dog. The use of human matter, the self-preservative acts of these drones (When wounded and not remote controlled), and the scrubbing of long-living chips are normally considered shocking and blasphemous.



### ***Crawford Tech***

Crawford Tech is a derivative company from the United States. Their history runs back to the 21<sup>st</sup> century, where Boston Dynamics and a few other weapons firms decided to conglomerate into one super-entity, in order to better suite their interests. From then on they have a long history of overpowering, suing, and generally eating smaller companies alive.

Today they produce mechs and mech accessories. Their products are all exceptionally high quality pieces, built both rugged and neatly. Despite this they are somewhat disliked- both because of their patron state, the US, and because their blatant disregard of formalities and political boundaries. It is not uncommon for some smaller mech corporation to entirely disappear after CT boys finish snooping around

**Headquarters:** United States, Massachusetts.

**Patron State:** United States

**Subsidiaries:** Canada, Old Mexico.

**Products:**

- Aircraft
- Lasers and Ordinance weaponry
- Mechs

**Mech Line:**

The CT line of mechs are all highly advanced and exceptionally expensive. All of them have a high amount of control and staying power, much more-so than other comparable mechs. Frequently the CT chairmen are entirely eager to push new technology onto the market. Veteran mercenaries most often use their arm and leg units.

**Relations:**

**AI:** Heated. Given the opportunity, Crawford Tech will kick over any installation or group with ties to al-Najm. Cyberattacks, espionage, and proxy conflicts between mercenaries abounds.

**Beico:** Stuff goes here.

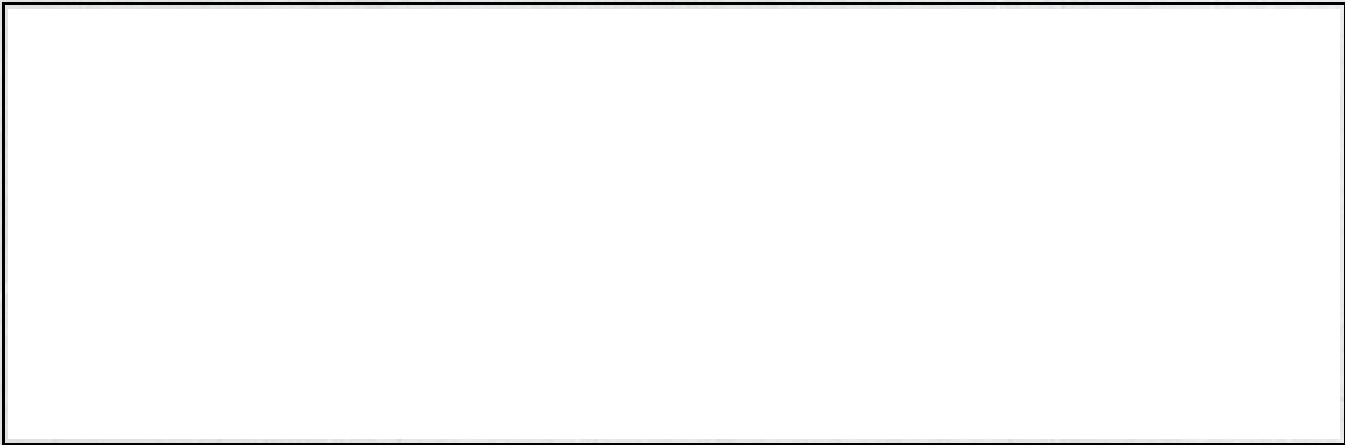
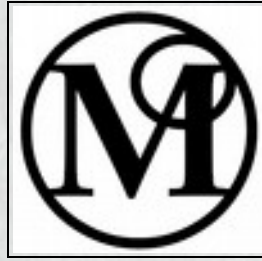
**CO:** The two corps share something of a heated and vicious rivalry, more based off of their patrons and mindsets than anything else. Both of them claim to be the best the market has, and this frequently lends to them coming to blows over disputes and technology.

**EG:** Boy oh boy. Imagine every reason the United States people might be upset with foreigners then dial that up to a hundred. Their patron states have been engaged in a long, heated tug of war for as long as anyone cares to remember. Colombia and the Gulf of Mexico are both resource abundant, and therefore tempting targets. They do not like one another, to put it positively.

**NRB:** NRB and CT tend to get along decently, though they are still technically at war. It could be said that their respective mercenaries fight with honor.

**MONOC:** CT are fairly friendly with Mono optics & Engineering, if only because the later does not directly produce mech parts. Infrequently the two primes meet to trade and discuss technology. If Monoc actually did distribute mech parts the relationship would be much different.

**Scandals:** More than need to be listed here. They step on smaller companies with feverish and seem to enjoy ignoring the sovereignty of nation states. Benevolent chair-members are few and far between.



## ***Mono Optics and Engineering***

Out of all the prime corps, Mono is probably the most morally sound. With the advent of mech warfare, only Mono decided to not profit from the production of their parts- instead deciding to sell out the rights for other companies to produce them. As a result they are the smallest of the primes. Their financial backing is actually not primarily composed of producing mech parts (like the others), but from selling advanced optical and sensory equipment to nearly all nations on the planet. They are without equal in this field. Telescopes, thermal and non-thermal imaging, satellite equipment; if it has a lens they make it and make it good.

**Headquarters:** France.

**Patron State:** Many

**Subsidiaries:** Old Spain, Morocco.

### **Products:**

- Satellite Optics
- Imaging Devices
- Mech Heads
- Miscellaneous Consumer Products

### **Mech Line:**

Mono has designed a number of quick, light, scouting mechs. Of particular notice are the heads- Mono heads are leaps and bounds ahead of the competition. This advanced equipment is heavily sought after by advanced mercenaries as a result- the acuity, clearness, and advanced targeting properties make them ideal.

### **Relations:**

**AI:** Placeholder text here.

**Beico:** Placeholder text here.

**CT/NRB:** Mono actually has decent relations with all the other corps since their fields hardly overlap. Frequently enough they actually *deal business* with the other corps; either through selling technology or rights to produce particular parts. Mono's only enemy rarely comes to blows with them. This only further bespeaks their diplomatic aspect.

**CO:** The two corps share something of a heated and vicious rivalry, more based off of their patrons and mindsets than anything else. Both of them claim to be the best the market has, and this frequently lends to them coming to legal blows over disputes and technology.

**EG:** Amusement, mostly. While Mono optics and Engineering do not look upon organized crime favorably they still get along decently with Emerald Gardens. Mono is all too happy to sell parts and a few schematics to them, for the right price.

**Scandals:** None of particular notice.



## ***NRB***

NRB is easily the most ancient of all the primes, able to trace their routes back to just after the second World War. During this time their three forefathers, names now obscure to history, decided to design and work off of the crude and common tanks built during that time. Over the next century and a half the company grew and expanded, frequently taking jobs and bids from the then Russian Federation. It was when the first mechs sparked into creation that their real debut occurred.

Already a giant with tanks and naval weaponry, the company jumped the boat to begin working on these new armored fighting vehicles. Since then they have prided themselves in their rugged and high-indestructible works.

**Headquarters:** Russia.

**Patron State:** Russian Empire

**Subsidiaries:** Old Finland, Old Ukraine.

### **Products:**

- Armored Fighting Vehicles
- Naval Weapons
- Ceramic and Composite Armor
- Mechs

### **Mech Line:**

Built NRB strong, as they say. Most of the NRB mech pieces resemble blocks of metal or concrete, with little sophistication to them. This couldn't be further from the truth- most of their parts are deceptively complex, just armored with a fervor. Mercenaries occasionally use the highly armored NRB chassis to give their mechs staying power.

### **Relations:**

**AI:** Wants their resources but they also have bigger fish to fry, first.

**Beico:** NRB thinks that these Asian bastards need to lie down and die already. Never would the Russian Empire have guessed that piddly, half-functioning, clumsy pieces of trash could put up a fight. NRB's patron *will* win, eventually.

**CO:** Relations with CO are strained, due to the multitude of battles and wars going on near their patron states. For now NRB is content to let the Panasian Alliance hit China hard from the side, unharassed.

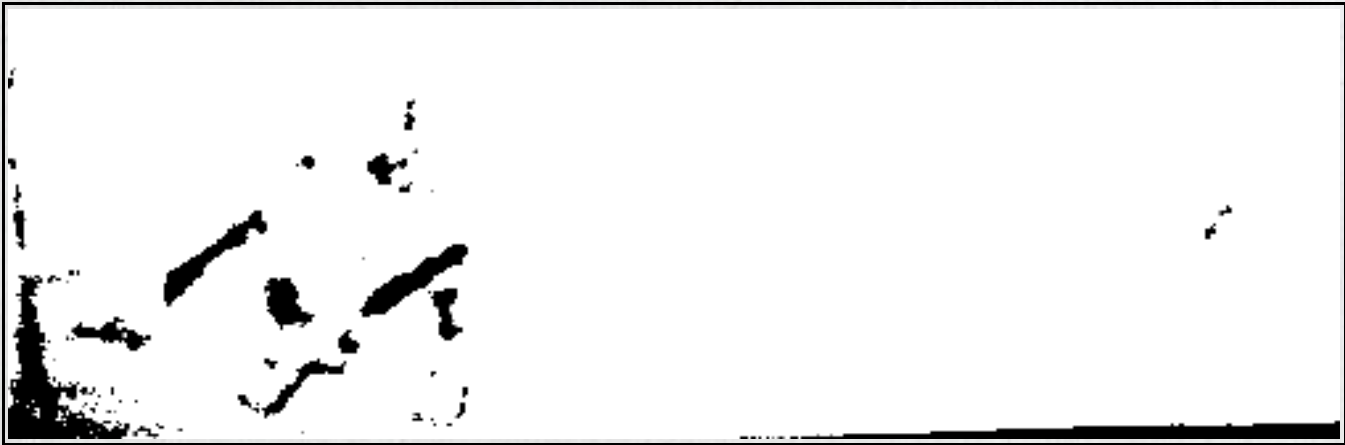
**CT:** Crawford Tech and the NRB have something of a love-hate relationship. The two's mercenaries frequently engage in battle, in Europe and beyond, and have a rivalry going on. Still, it is not unheard of for the two's mercenaries to call a ceasefire to focus upon other present forces. CT and NRB seem to recognize that there's nothing personal about their battles.

**EG:** The strategic benefits of having a base close to the US is not worth it- NRB is not built for jungle, they do not want jungle, jungle is bad. Emerald Gardens is alright though- they're a pain to Crawford Tech.

**MONOC:** NRB is entirely neutral with Monoc, since the two have fundamentally different views on mechs. Mono sell designs for light scouts and the NRB produce heavy brutes. Mono sells cameras, NRB builds missile defense cannons. The two aren't at war but mostly ignore one another.

**Scandals:** Toes the line between existing as a non-government organization and being part of the Russian Empire, several cases of smuggling and distributing illegal weapons, and parts not meeting environmental approved levels, among many others.

# EMERALD GARDENS



## *Emerald Gardens*

Emerald Gardens, also called 'Egg' for short, is a moderate sized prime located in South America and the Caribbean. Their humble origins began with the logging operations in deep jungle territory. Organized crime was still well-spread up into the 22<sup>nd</sup> century, so a number of different organizations banded together- composed of both logging, 'herb farming', and a chain of tourism resorts. Later this group was bolstered further by enterprising individuals from Venezuela.

Pragmatic as they were, it was not long before the Emerald Gardens group simply wormed their way into what organized crime there was, becoming a central and integral part of local governments. Today they have mostly turned from shadier practices, preferring to bolster the nearby territories with tourism and fair trade. Their forays into mech production have been greatly successful- and along with the SAU they have given the United States no shortage of headaches.

**Headquarters:** Brazil.

**Patron State:** South American Union

**Subsidiaries:** Venezuela, Colombia, Bolivia, Caribbean Islands.

### **Products:**

- Natural Goods
- Tourism Hubs
- Natural Resources (Oil, Lumber, Rare Gems)
- Mechs

*"You know how they say to never get in a land war with Asia? Hitler learned that one the hard way. Well, now the rule is 'never get in a mech war with South America.' No one knows the land like they do, and no other mechs move like an 'egg' does."*

-Samuel Powell

### **Mech Line:**

Given the region's terrain, all of EG's mechs have been built with all-terrain capabilities in mind. In addition to their great performance they are also quite cost effective. It is not uncommon to spot a EG machine in a desert or tundra environment.

### **Relations:**

**AI:** Mostly neutral, although EG frowns upon al-najm's attempts to curry political power and influence within their territories.

**Beico:** Neutral. EG has it's own troubles to deal with over in the Americas. Beico's toys aren't anything to be worried about, at any rate.

**CO:** To put it in EG's own words- "Those Asian bastards could lighten up a bit." If CO wasn't so high and mighty they'd have less work on their hands, and more time to do... whatever. Maybe once the SAU finishes up with Mexico they'll turn their gaze West.

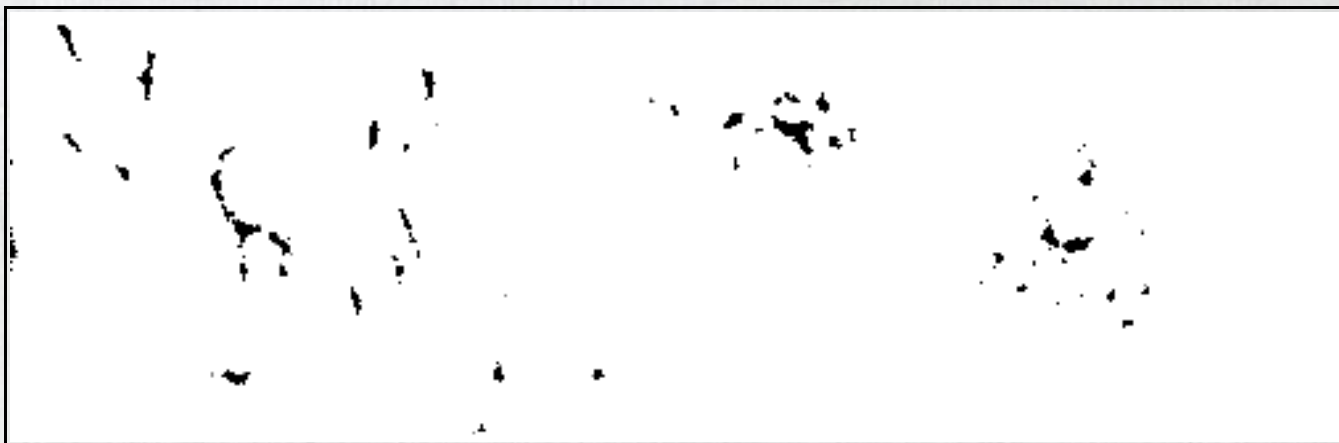
**CT:** They look at the US's powerhouse, CT, with vast disapproval. To them the Corp and Nation alike are unsavory- digging their claws into other nations across the world, clinging stubbornly to power and resources. It's not that they don't like the US, but that the war is getting kind of tiresome. The US ought to send more military boys into their jungles. That or hand over Florida. The numerous corps that have fallen beneath CT's boots are ever present on their mind as well- they will not suffer the same fate.

**MONOC:** They get along. EG does not have the technological background of other comparable corps, so they're content to be jovial with Mono and buy the odd design off them.

**NRB:** They know how to enjoy themselves. Their machines are pretty impressive, too. That's all that needs to be said.

### **Scandals:**

While they claim to have cut connections to the criminal underworld, there is still more than enough evidence Emerald Gardens have their fingers dirty. Drug dealing and human disappearances are as high as ever in the SAU. Old habits die hard.



### ***Northern Industries Corporation***

Northern Industries was once the sole military manufacturer within China, up until 1980. Economic reforms and passing subsidiaries to government officials led to it's transformation into a more defense-minded company. Thus dubbed Beico, the corporation would then go on to produce vehicles, industrial machinery, advanced optical equipment, and military weapons well unto the mid twenty-second century.

After their patron China absorbed many neighboring countries it was Beico that they turned to for resource mining bids. Already an expert with ordinance and explosions, North Industries became famous for blast mining these poor countries, even going as far as to retrofit unused military ordinance for mining operations. Not leaving it at that, the corporation also began to design and work with the standard mech template released around this time. Today they produce missile and anti-missile systems of excellence, mech parts, and just about anything else one might need in China.

**Headquarters:** Beijing, China.

**Patron State:** China.

**Subsidiaries:** Mongolia, Burma, Thailand.

**Products:**

- Industrial Machinery
- Automobiles
- Explosives & Anti-Missile devices
- Mech Parts

**Mech Line:**

Beico's parts have all been built with maximum efficiency in mind; each and every piece is cost effective, well performing, and may or may not have had a shortcut taken here and there. Heavy emphasis is also placed on integrating explosive weaponry.

**Relations:**

**AI:** Uneasy cold war. Beico wants al-Najms resources as much as the other does theirs. Creeping foreign influence and economic warfare abounds.

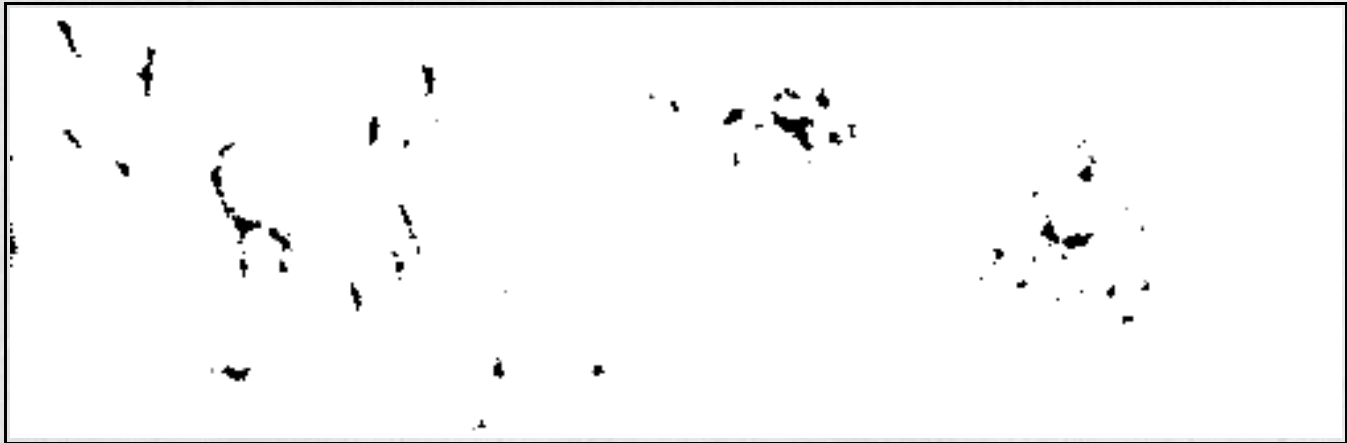
**CT:** Bitter. Rivalries on the part of their patrons leads to an equal amount of resentment between the Primes. Generally their respective soldiers and mercenaries do not fight one another, since both the United States and China are fighting separate wars.

**CO:** Generally vicious. The Panasian Alliance refuses to submit before the Chinese Empire and there is plenty of bad blood on both sides, dating back several hundred years. That the war is being conducted relatively tame, and generally without civilian loss of life, is nearly impressive.

**EG:** Neutral. Swamp-dwelling, swimming mechs are more of an eccentric's side-project then legitimate military works. Maybe one day China will use South America as a launching platform into the Americas. Resistance would be negligible.

**NRB:** At war. Both the Chinese and Russian Empires wish to find themselves on top of the pyramid, over in Asia. It says something on NRB and Russia's part that they refuse to engage in a fair fight. If only they submitted Mongolia and other territories. They will get what is coming.

**Scandals:** Too many to list here.



### ***al-Najm al-Khafi***

Also known as The Hidden Star, al-Najam al-Khafi is an industrial giant situated in the Middle East, headquartered out of once Saudi Arabia, now al-Sahil al-Khalifah (Coastal Caliphate). Effectively a nation unto themselves, al-Najm was founded by a number of rich patrons in the late 21<sup>st</sup> century. Originally deemed a 'philanthropist' group, the corporation has since formed a stranglehold on a large variety of industries. Following a modern interpretation of dogmas and precepts of the Quran, proponents of the corp temper a predisposition to violence, and disproportionate response to conflict, with an almost- almost- warm pragmatism.

As part of the group's supposed 'Search for Knowledge' they encourage scientific pursuits, and maintain one of the best public relations of all the corps. While their first mech line was crude, they have since devised increasingly advanced models, only partly reverse-engineered from those of Crawford Tech and CO.

**Headquarters:** Azhaar al-Bahar (The Floating City), Persian Gulf.

**Patron State:** al-Sahil al-Khalifah.

**Subsidiaries:** Saudi Arabia, Syria, Egypt, Iran

#### **Products:**

- Pharmaceuticals
- Prosthetics
- Renewable Energy
- Automobiles
- Mech Parts

#### **Mech Line:**

Except for their original model, al-Najm's mechs are cutting edge in many aspects, rivaling those of Crawford Tech and CO. Their later generation mech parts are hard to acquire in foreign markets and model variants frequently sport a curious emphasis on stealth.

#### **Relations:**

**Beico:** Uneasy cold war. al-Najm views Beico with irritation, viewing them as a rise to a threat in its own power in that hemisphere. Some patronage by China also raises concerns about creeping foreign influence. They seek to undercut one another through trade deals and resource access.

**CT:** Ideological differences and historical conflicts have bred deep mistrust. Frequent skirmishes and violence.

**CO:** Amoral bio-tech research is an affront to al-Najm. All-too happy to steal intellectual property and sabotage projects.

**EG:** Distance and lack of direct competition means they mostly ignore one another. al-Najm sponsors some insurgent groups and seeks to gain more political power in the area, as possible.

**NRB:** A complex history of conflict has lead to strained relations. Pragmatism does occasionally win out when faced with common foes. As much as they'd like NRB's natural resources they can also destroy them last.

**Scandals:** Clandestine involvement in armed conflicts and particularly strong cronyism. Good public relations otherwise.

# Appendix

Included is a list of example enemies that might be used for ChromeStrike. Toward the end of this chapter there is a glossary with page numbers for important attributes, weapons, and keywords. Use it to quickly reference particular parts or rules. Note that many speeds are listed as x/y/z- these are the speeds when the legs have 100%, 50%, and 0% wounds.

## BETA Soldier

**Points:** 20

**Colors:** Tend to be primarily gray or black. Yellow trim and optics.

**Strength** 000  
**Speed** 000  
**Control**

**Dodge Rating** 5  
**Armor Rating** 4+  
**Initiative** 6+2

**Head:** Beta (o)  
**Chassis:** Beta (000 o)  
**Arms:** Beta (000)  
**Legs:** Beta (000)

**Weight:** 15.25 tons  
**Pilot:** Attributes default to 3

### Equipment

Heavy MG (Primary hand) – 25R, AP1, 2x attacks    2d6+3 to hit  
 Shotgun (Secondary) – 15R, AP1    2d6+4 to hit  
 ATAU - +1 to all hit, +2 to Initiative, and PER +2  
 Armor Upgrade to legs

*Beta Soldiers are the main-stay unit of unprofessional armies- those that are left with older technology. Though they lack the newest features found by the Prime mechs, en masse these are still capable of taking on armed forces, or even more expensive models. BETA soldiers are perform best in an anti-vehicle role. They lack the firepower to take on heavier opponents like tanks.*



## BETA Missile Mech

**Points:** 20

**Colors:** Tend to be primarily gray or black. Yellow trim and optics.

**Strength** 000  
**Speed** 000  
**Control**

**Dodge Rating** 5  
**Armor Rating** 4+  
**Initiative** 6

**Head:** Beta (o)  
**Chassis:** Beta (000 o)  
**Arms:** Beta (000)  
**Legs:** Beta (00)

**Weight:** 15 tons  
**Pilot:** Attributes default to 3

### Equipment

Machine-Gun (Primary hand) – 30R, AP1    2d6+2 to hit  
 Medium Missiles – AP2 8 shots    3d6 to hit  
 Missile Hardpoint x2 (+2 maximum missile launches per turn)

*Though it severely lacks hand-held weaponry, the BETA Missile Mech is an extensively rearmed version of the BETA soldier. Carrying up to eight missiles, it can make short work of most mechs and vehicles. Battle effectiveness is increased exponentially when used in conjunction with Scout MI.*



## CT Model 01 "Mustang"

Points: 25

Colors: Dark blue paint with red optics

Strength 000  
Speed 000  
Control 00

Dodge Rating 7  
Armor Rating 4+  
Initiative 6

Head: CT-01 (o)  
Chassis: CT-01 (000 o)  
Arms: CT-01\* (000)  
Legs: CT-01 (000)

Weight: 16.7 tons

Pilot: Attributes default to 3.

### Equipment

*\*Held weapons are at +1 to hit*

Heavy MG (Primary hand) – 25R, AP1, 2x attacks, jams 2d6+5 to hit  
Grenade Launcher (Secondary) – 20R, AA, 4 shots 2d6+3 to hit

*There is no more professional and sexy mech at 25 credits than that of the CT-01 Mustang. In nearly every way the fighting machine is perfect for its weight class- fast, tough, and armed with decent weaponry. Crawford Tech's aeronautical background is evident in the aerodynamic, sloped armor. Sophisticated control software enhances the performance of the machine and makes it easy to control for new pilots. The Mustang is equipped with a 20mm machine-gun for long-ranged combat and a grenade launcher for use against armored foes.*



## CT Model 02 "Shadowhawk"

Points: 66

Colors: Tan-gray with red optics

Strength 000 o  
Speed 000 oo  
Control 00

Dodge Rating 9  
Armor Rating 4+  
Initiative 10+2

Head: CT-02 (000)  
Chassis: CT-02 (000 oo)  
Arms: CT-02 (000 o)  
Legs: CT-01 (000 o)

Weight: 20.85 tons

Pilot: Professional. PER/AGL is 5, others default to 3.

### Equipment

MG57 (Primary hand) – 25R, AP1, 2x attacks 2d6+6 to hit  
Pile Driver (Secondary) – AP2, 2x attacks, 4 shots 2d6+3 to hit  
Custom Grenade Launcher (Right Shoulder)(11cr) 2d6+2 to hit  
20R, Ignores Armor, 2x attacks, 4 shots  
ATAU (Left Shoulder) +2 to PER/Init, +1 AR to all other weps  
4x Medium Missiles – AP1 3d6+3 to hit

Armor upgrade to Head. Armor, Overchargers, and Boosters upgrades to Legs.

*The CT-02 "Shadowhawk" stands as the epitome of Crawford Tech's cutting-edge engineering, representing the apex of their technological prowess. This flagship model, while astronomically expensive, justifies every credit with its unparalleled capabilities on the battlefield. It boasts exceptional strength and speed, enhanced further by the typical dialed-in CT control software. Equipped with boosters on the legs, the Shadowhawk can match the swiftness of the fastest CO mechs, ensuring it can keep pace even in the most intense combat situations. In terms of firepower, the Shadowhawk has a variety of weapons that makes it a force to be reckoned with. Its primary armament is a 25mm MG57, capable of unleashing a torrent of high-caliber rounds. The mustang also supports a Piledriver, ATAU sensor suite, and an array of missiles. Its right shoulder boasts a 100mm rapid-fire grenade launcher, each individually custom built. With its impressive array of weapons and top-notch performance, the Shadowhawk embodies Crawford Tech's commitment to dominance on the battlefield.*

## CO Model 01

**Points:** 24

**Colors:** Plastic-white with light blue optics

**Strength** o  
**Speed** 7  
**Control**

**Dodge Rating** 5  
**Armor Rating** 4+  
**Initiative** 6

**Head:** CO-01 (oo)  
**Chassis:** CO-01 (ooo o)  
**Arms:** CO-01\* (oo)  
**Legs:** CO-01\*\* (oo)

**Weight:** 11 tons

**Pilot:** Attributes default to 3.

\*\*Leg Armor Rating is 5+

### Equipment

*\*Moving hit penalties are at -1*

Machine-Gun (Primary hand) – 30R, AP1 2d6+3\* to hit  
Medium Missiles – AP2 4 shots 3d6 to hit  
Built-In Drone Controller



*Towering over the drones they fight beside, CO soldier mechs are an eery sight. The machines throw themselves along in bounding steps, their reverse-kneed legs moving with animal grace and extreme speed. Designed more for skirmishes than stand-up fights, the CO-01 is rarely deployed without a complement of assisting drones.*

## CO Model 02 “Onryō”

**Points:** 42

**Colors:** Plastic-white with light blue optics

**Strength** ooo  
**Speed** 7  
**Control** oo

**Dodge Rating** 9  
**Armor Rating** 4+\*  
**Initiative** 10

**Head:** CO-01\* (oo)  
**Chassis:** CO-02 (ooo)  
**Arms:** CO-02\* (ooo)  
**Legs:** CO-02\* (ooo)

**Weight:** 12 tons

\*Non-chassis parts are at 5+ armor

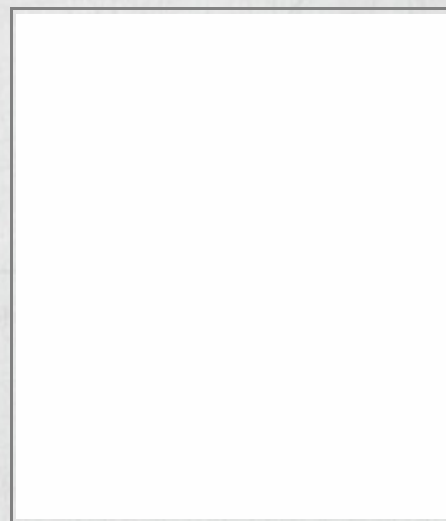
**Pilot:** Professional. PER/AGL is 5, others default to 3.

### Equipment

*Moving hit penalties are at 1:3*

Heavy MG (Primary hand) – 25R, AP1, 2x attacks 2d6+5 to hit  
Combat Shield (Secondary) – 4+ armor, 2 wnds, redirect chassis or arm hits  
Grenade Launcher (Shoulder) – 20R, AA, 4 shots 2d6+3 to hit  
Explosive 2H Sword (Extra) – AP2, 2H, 4 shots (2x dam) 2d6+5 to hit  
Built-In Drone Controller, Hot Fibers, Old Age Hatch

*Dubbed the 'Onryō', the CO-02 model emerged as a fearsome mech capitalizing on all of the typical CO strong-suites. Standing at nearly five meters tall, the Onryō is a lithe and deceptively strong machine. Designed for precision and agility, the mech swiftly navigates the chaos of warfare, exploiting weaknesses in enemy armor and delivering devastating blows. Its primary armament is a 25mm machine gun, complimented by a ballistic shield and shoulder-mounted 100mm grenade launcher. Its most formidable and unconventional weapon is the two-handed explosive sword; capable of tremendous damage up-close. Discarding its shield when enemies draw near, the Onryō becomes a fearsome foe, embodying the vengeful spirits of its namesake.*



## CO Model 03 "Rocket Cutter"

Points: 50

\*+1 in melee

Strength o  
Speed ooo o  
Control o

Dodge Rating 8  
Armor Rating 4+  
Initiative 10

Colors: Plastic-white with light blue optics

Head: CO-01 (oo)  
Chassis: CO-03 (ooo ooo)  
Arms: CO-01 (oo)  
Legs: CO-02 (ooo)

Weight: 18.5 tons

Pilot: Professional. PER/AGL is 5, others default to 3.

### Equipment

\*Moving hit penalties are at -1

Grenade Launcher (Primary hand) – 20R, AA, 4 shots 2d6+2 to hit  
Combat Shield (Secondary) – 4+ armor, 2 wounds, takes torso/arm hits  
4x Heavy Rocket Pod (Shoulder) –  
20R, AP1, 1-3 attacks, 6 shots 2d6+3 to hit\*

Built-In Drone Controller, Old Age Hatch

*Skirmishes with NRB-heavy forces have led to demands for a heavier CO model. Along the Russian front, NRB Destroyers and armored divisions have done a number on the Panasian Alliance. Though the heavy vehicles were able to be taken down by tank, CO-01, and 02, the damage returned was unacceptable. The calls for an anti-armor mech led to the creation of the CO Model 03, dubbed the Rocket Cutter. Each towers over normal mechs, at nearly five meters in height, and are armored to withstand repeated tank shots. Though less agile than the drones or earlier models, the 03 is instead capable of taking out extremely armored targets in a single overwhelming attack. Pilots often consider the on-board firepower outrageous.*



## NRB Model 01

**Points:** 25

**Colors:** Dark gray with gold optics

**Strength** 000 0  
**Speed** 00  
**Control**

**Dodge Rating** 5  
**Armor Rating** 3+  
**Initiative** 6+2

**Head:** NRB-01 (o\*)  
**Chassis:** NRB-01 (000 00)  
**Arms:** NRB-01 (000 o)  
**Legs:** NRB-01 (000 o)

**Weight:** 18.8 tons

**Pilot:** Attributes default to 3.

*\*Head Armor Rating is 2+*

### Equipment

Heavy MG (Primary hand) – 25R, AP1, 2x attacks, jams 2d6+3 to hit  
Rocket Launcher (Secondary) – 30R, AP2, 4 shots 2d6+4 to hit  
Targeting Array (Shoulder) +2 Perception and Initiative

### Customization Options:

- Guard: Swap NRB-01 legs with NRB-01t. Leg wounds become (000) and Speed becomes (000) total. +1 tons.

*On the other end of the spectrum from the CT-01, the NRB is slow, armored, and has the grace of a tractor. Though it may not look all too pretty the machine is incredibly durable and rugged. It is heavily armored compared to the Beta Soldier, and carries much harder hitting weaponry. For all intents and purposes the NRB-01 could be considered a short-ranged tank.*



## NRB Model 02 “Koschei”

**Points:** 45

**Colors:** Dark gray with gold optics

**Strength** 000  
**Speed** 00  
**Control**

**Dodge Rating** 5  
**Armor Rating** 4+  
**Initiative** 10+2

**Head:** NRB-02 (000)  
**Chassis:** NRB-02 (000 000 o)  
**Arms:** NRB-02 (000 00)  
**Legs:** NRB-01t\* (000)

**Weight:** 26.05 tons

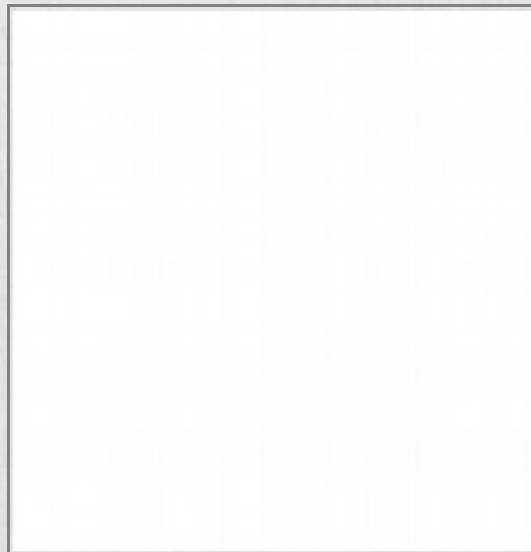
*\*Part operates until total destruction*

**Pilot:** Professional. PER/AGL is 5, others default to 3.

### Equipment

Sniper Cannon (Primary hand) – R40, AP2, Dam x2 2d6+4 to hit  
Sniper Cannon (Secondary) – R40, AP2, Dam x2 2d6+4 to hit  
Targeting Array (Left Shoulder) +2 Perception and Initiative, Built-In  
Gyro Stabilizer x2 (Both Shoulders) - Built-In

*The NRB-02 “Koschei” is a rare and specialized marvel of engineering. More streamlined than the typical NRB mech, the machine sports advanced gyro stabilizers and a sophisticated targeting array. Its primary armament consists of two powerful sniper cannons, which would be too unwieldy to use without the additional stabilizers. The specially designed ablative armor within much of the mech was intended as a proof of concept and for in-field testing. As a result few of these machines were ever actually built and fielded in war. Despite their scarcity, those fortunate enough to pilot the NRB-02 have all spoken highly of its accuracy and staying power.*



## NRB Model 03 "Destroyer"

Points: 50

Colors: Dark gray with gold optics

Strength 000 00

Dodge Rating 8

Head: NRB-02 (000 0)

Speed 00

Armor Rating 2+

Chassis: NRB-03 (000 000)

Control 0

Initiative 10

Arms: NRB-01 (000 0)

Legs: NRB-02 (000 0)

Weight: 31.8 tons

Pilot: Professional. PER/AGL is 5, others default to 3.

### Equipment

Rocket Launcher (Primary hand) – 30R, AP2, 4 shots 2d6+5 to hit

Grenade Launcher (Secondary) – 20R, AA, 4 shots 2d6+2 to hit

MG (Shoulder) – 30R, AP1 2d6+3 to hit

MG (Shoulder) – 30R, AP1 2d6+3 to hit

Armor Upgrade to head

### Customization Options:

- Gunner: Swap Rocket Launcher and Grenade Launcher for two MG57. Replace Machine-Guns with two Targeting Arrays.

*Nearly an army of itself, the NRB Destroyer is a 32-ton goliath of steel and weaponry. Occasionally used by NRB strike forces or special Russian Empire teams, the juggernauts are able to blow through nearly any enemy in existence. The amount of armor makes high powered weaponry unreliable against Destroyers, at best.*



## EG Model 01

**Points:** 25

**Colors:** Green jungle camo with black optics

**Strength** 000

**Dodge Rating** 5

**Head:** EG-01 (000)

**Speed** 0

**Armor Rating** 4+

**Chassis:** EG-01 (000 00)

**Control**

**Initiative** 10+2

**Arms:** EG-01 (000 0)

**Legs:** EG-01 (000)

**Weight:** 16.05 tons

**Pilot:** Attributes default to 3.

### Equipment

Autocannon (Primary hand) – 30R, AP2 2d6+3 to hit

Shotgun (Secondary) – 15R, AP1 2d6+4 to hit

Targeting Array (Shoulder) +2 Perception and Initiative

EG Multi-tool, 360° view

*The EG-01 is a run of the mill, not particularly strong mech. It has great all-terrain capabilities (making it one of the few makes capable of navigating jungle) and it is generally more armored than the Beta. It's real strength shines in laying ambushes and fighting in heavy cover- natural tactics within the lush greenery of South America. The built-in multi-tool allows the machines to huddle together cover or clear away foliage. The sensors and targeting array take it from there*



## EG Model 02 "Python"

**Points:** 38

**Colors:** Blue-turquoise camo with black optics

**Strength** 000 00

**Dodge Rating** 8

**Head:** EG-02 (0\*)

*\*Head Armor Rating is 3+*

**Speed** 0

**Armor Rating** 4+

**Chassis:** EG-02 (000 000)

**Control** 0

**Initiative** 14

**Arms:** EG-02 (000 0)

**Legs:** EG-02 (000)

**Weight:** 19 tons

**Pilot:** Professional. PER/AGL is 5, others default to 3.

### Equipment

Autocannon (Primary) – 30/10R, AP2, underwater 2d6+4 to hit

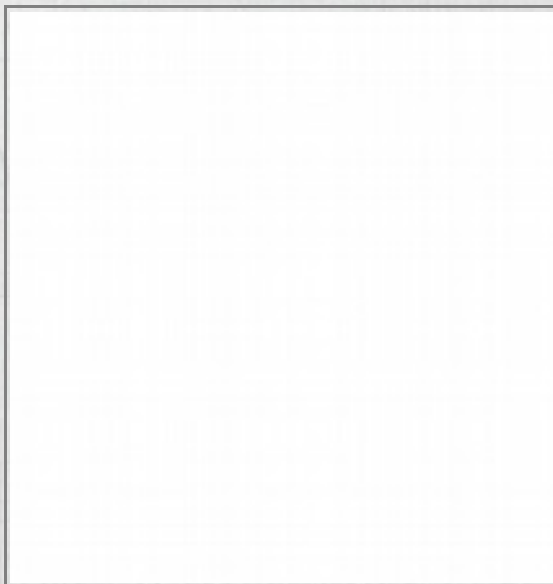
Flamethrower (Secondary) – 15R, -1 AR debuff 2d6+6 to hit

Mortar (Headgun) – 20-60R, AP2 3x3 blast (AP0) 2d6+3 to hit

6 shots, becomes 1d6+3 at closer than 20

Can move underwater at 1SPD.

*Where the EG01 is the general guerrilla soldier of Emerald Gardens, the EG02 is the silent killer and hunter. It is the only amphibious-capable attack mech on the planet. Capable of floating about underwater, and being deployed by boat, the Python is a relentless mech capable of taking the fight to anywhere on earth. While less agile than similar priced mechs the 02 has a decently armored build and carries a wide assortment of weaponry.*



## Mono-01 "Sentinel"

Points: 25

Colors: Dull yellow with white optics

Strength 00

Dodge Rating 7

Head: Mono-01 (o)

Speed 8

Armor Rating 4+

Chassis: Mono-01 (ooo o)

Control

Initiative 10+2

Arms: Beta (ooo)

Legs: Mono-W\* (oo)

Weight: 12.2 tons

Pilot: Professional. PER/AGL is 5, others default to 3.

### Equipment

Chemical Laser (Primary hand) – 40R, AP1, 5 shots 2d6+5 to hit

Chemical Laser (Secondary) – 40R, AP1, 5 shots 2d6+5 to hit

Targeting Array (Shoulder) +2 Perception and Initiative

Software Upgrade to Chassis, Overchargers Upgrade to Legs

*While they did not profit nearly as much as the other primes, and as a rule do not sell mech parts, that's not to say Mono doesn't manufacture them. A smart company sees the need for self defense and performing miscellaneous tasks- and that is where the Mono Sentinel comes in. Their primary Mech for fighting, the unit is surprisingly fast and agile, bearing the cutting edge in optics and laser weaponry. Sentinels are perfectly suited for hit-and-run attacks.*



## Type 4 "Death Lord"

Points: 11

Colors: Green-brown camo with black optics

Strength 000

Dodge Rating 5

Head: Bei-01

Speed 000

Armor Rating 4+

Chassis: Beta (ooo o)

Control

Initiative 6

Arms: Beta (ooo)

Legs: Beta (oo)

Weight: 15.5 tons

Pilot: Attributes default to 3

### Equipment

Machine-Gun (Primary hand) – 20R, AP1 2d6+3 to hit

Old-Age Hatch

### Customization Options:

-The MG may be swapped out for a rifle; add an External Power Pack.

*The Type 4 is one of the earliest model of mechs created by the People's Republic of China, before Russia's lifting of the advanced weapons ban. Although the People's Liberation Army uses a much more advanced mech for their own forces, the Type 4 is still in-production and sold throughout the world. It is popular with private armies, insurgents, and guerillas for its cheap price tag and excellent operational endurance. The budget price tag does come at the cost of armor and reliable subsystems. Enemy troops often refer to the Type 4 as 'coffins' due to their tendency to kill the pilot.*



## Type 38 "Tiger"

Points: 20

Colors: Green-brown camo with black optics

Strength oo  
Speed ooo o  
Control

Dodge Rating 5  
Armor Rating 4+  
Initiative 6

Head: Bei-01  
Chassis: Bei-02\*\* (ooo)  
Arms: Bei-01\* (o oo)  
Legs: Bei-Wheel (ooo)

Weight: 13.5 tons

Pilot: Attributes default to 3

\*Turret arm has +2 AR and 2 of the wounds

\*\*Chassis has 3+ Armor Rating

### Equipment

Machine-Gun (Turret arm) – 20R, AP1

2d6+5 to hit

Light Missiles – 4 shots

3d6 to hit

*The Type 38 Tiger is China's primary combat mech. The PLA uses the Tiger for a variety of missions, but mainly deploys them for long-range patrols and infantry support. Its controversial movement system, made up of six, wide wheels, allows it excellent speed in patrolling the long, Chinese border. However, its lack of flexibility is a source of complaint from its pilots, who must often deal with fighting a more adaptable, legged enemy. The machine has a well-armored, but fragile chassis with the sensor units placed inside and armored. What the Tiger lacks in sturdiness, it makes up for in firepower. An extended missile magazine makes it capable of fire support or anti-air duties, while its arm-integrated machine-gun has exceptional accuracy.*

## Type 62 "Rabid Panda"

Points: 35

Colors: Green-brown camo with black optics

Strength oo  
Speed ooo  
Control

Dodge Rating 5  
Armor Rating 4+  
Initiative 8

Head: Bei-02 (oo)  
Chassis: Bei-02\* (ooo)  
Arms: Bei-02<sup>2</sup> (ooo)  
Legs: Bei-02<sup>3</sup> (ooo)

Weight: 14.4 tons

Pilot: Attributes default to 3

\*Chassis has 3+ Armor Rating

### Equipment

Minor Sniper (Primary) – R40, AP1

2d6+2 to hit

AA Missiles (Chassis) – Air DR is /4, AP2

3 shots 3d6+5 to hit

Heavy Missiles (Missile) – AP2, 2x att

5 shots 3d6+2 to hit

Missile Hardpoint (Shoulder) (+1 max. missile launches per turn)

### Customization Options:

- Ground Support: Swap Minor Sniper with Handgun; AA Missiles are now Medium. Add Beico Lánjié.

### Special

<sup>3</sup>LOCK DOWN: The pilot may choose to lock-down the vehicle using two maneuvers. Once done the vehicle has +2 to hit, cannot move, cannot kneel, and cannot be displaced. Being struck by a displacing or prone-inducing effect will be ignored but the legs take an additional hit. (Or two extra hits for a prone and displacing hit.) Unlocking requires two more maneuvers.

*The People's Liberation Army found their first forays into mech units to be incredibly successful against weaker states and internal opponents. However, they found their designs woefully ill-prepared to face well-equipped militaries. The Russian Empire's heavily armed and armored mechs proved difficult to counter, as well as the nimble mechs of the Pan-Asian Alliance. Engineers at the Harbin Institute of Technology, very near the front-lines with the Russian Federation, ran extensive field-studies and created an answer. The Type 62 "Rabid Panda" is that answer. Rather than compete in a direct arms-race with either aggressor, the Chinese mech relied on an answer that China had always embraced: Stand-off missile systems. The Type 62 uses advanced RADAR tracking systems, as well as legs capable of digging-in to create a perfect firing base, to ensure that its missiles have pin-point accuracy. As well as having an artillery-missile system, the Panda has a pair of Anti-Air missiles to deter Aerial Threats, and a backup cannon for direct-fire work.*

## Vk-26 (Volker) "Viking"

Points: 25

Colors: Gray with black trim  
and blue optics

Strength 000 0

Dodge Rating 5

Head: Dome

Speed 000

Armor Rating 3+

Chassis: NRB-01 (0000 00)

Control

Initiative 6+2

Arms: NRB-01 (000 0)

Legs: Beta (00)

Weight: 20.25 tons

Pilot: Attributes default to 3

### Equipment

Autocannon (Primary) – 30R, AP2

2d6+3 to hit

Chain-Knife (Secondary) – AP2

2d6+2 to hit

Light Missiles (Missile)– 4 shots

3d6 to hit

Targeting Array (Shoulder) +2 PER and Init



*The Viking is a standard combat mech in use with the Federal Republic of Germany. It has an average Speed, despite being heavily armored, and having a high-output hydraulic system. Its weapons-complement is incredibly varied, making the Viking a threat in any environment. Its Primary weapon is a 35mm autocannon with fantastic penetration capabilities, backed up by a missile-rack for engaging targets at extreme range. The final weapon is a chain-knife kept in a holster at its rear: the high-powered blade, when combined with the mech's incredible strength, can cut through even heavy armor, making it an excellent backup without the need for ammunition. Because of the multiple sensor-arrays, missile launchers, and armor cowling that dominate its shoulders, its sunken head is all-but immune to a called headshot.*

## MR-1 "HauberK"

Points: 20

Colors: Blue primary with yellow trim and optics

Strength 00

Dodge Rating 5

Head: Mono-01 (00)

Speed 000 00

Armor Rating 4+

Chassis: Mono-01 (000 0)

Control

Initiative 6

Arms: Beta (000)

Legs: Beta (00)

Weight: 15 tons

Pilot: Attributes default to 3

### Equipment

Burst Rifle (Primary) – 30R, AP1

2d6+2 to hit

Shotgun (Secondary) – 15R, AP1

2d6+3 to hit

Light Rocket Pod (Shoulder) –

20R, 1-3 attacks, 6 shots

2d6+3 to hit\*

Decoy-Launcher - +3 DodgeRating against missiles

Armor Upgrade to Head

*The MR-1 HauberK was the first mech made for EU militaries. The design was a joint-venture between the Germans, French, and English to produce a mech of their own. It proved to be a solid design that utilized an up-armored optical unit from Mono as well as their streamlined chassis. The S-23 combat rifle, featuring a 15mm rifle and underslung 40mm Anti-Armor "Shotgun", which uses a fragmenting tungsten ammunition, proved to be incredibly effective in urban combat. In addition, a shoulder-mounted rocket pack and decoy launcher gives it additional punch and some protection from missile threats. The HauberK served with distinction before being replaced by the more-advanced MR-2 Chevalier. It is still in-use with some second-line units which have yet to receive the newer mech.*

### MR-2 "Chevalier"

Points: 25

Colors: Blue primary with yellow trim and optics

Strength oo  
Speed ooo oo  
Control o\*

Dodge Rating 6\*  
Armor Rating 4+  
Initiative 6

Head: Mono-02 (o)  
Chassis: Mono-01 (ooo o)  
Arms: Beta (ooo)  
Legs: Beta (oo)

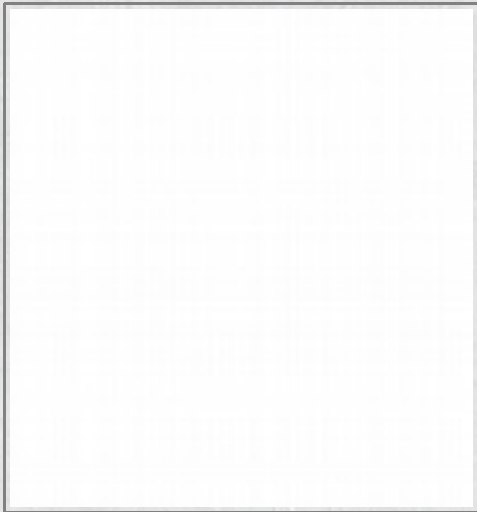
Weight: 15 tons  
Pilot: Attributes default to 3

*\*While stationary CNTRL is ++1*

#### Equipment

Burst Rifle (Primary) – 30R, AP1                    2d6+3 to hit\*  
Shotgun (Secondary) – 15R, AP1                    2d6+4 to hit\*  
Light Missiles (Missile)– 4 shots                    3d6+1 to hit\*  
Decoy-Launcher - +3 DodgeRating against missiles

*The MR-2 is the EU's update of the MR-1 Hauberk to keep up with other states' mech-lines. The sensor unit was replaced with a much more advanced unit. Unfortunately, the upgrade to its functionality came at the expense of armor. In addition, the rocket pack was replaced with a missile pack, giving the Chevalier a longer engagement range. The minimal changes allow for a somewhat simple refit of the MR-1, and only a minor re-tooling of the very same factories, ensuring that nearly every EU member-state has access to the newer mech with minimal difficulty, and very little learning curve for European pilots.*



### M3 "Mantis"

Points: 30

Colors: Variable

Strength oo  
Speed ooo  
Control ooo o

Dodge Rating 9  
Armor Rating 4+  
Initiative 6

Head: CT-01 (o)  
Chassis: CT-01 (ooo o)  
Arms: CT-01t (ooo)  
Legs: CT-01quad (ooo)

Weight: 18.45 tons  
Pilot: Attributes default to 3

#### Equipment

Autocannon (Primary) – 30R, AP2                    2d6+7 to hit  
Minor Sniper (Secondary) – 40R, AP1                    2d6+7 to hit  
Overchargers upgrade to legs

#### Customization Options:

Add Shoulder-Mounted Rocket Launcher for 5CR



*The M-3 is the standard combat mech of the United States Army. Built completely from Crawford Tech's CT-01 line, the Mantis is able to engage targets at long and medium ranges effectively, while not sacrificing mobility, making it an effective mech-destroyer. In addition, the Mantis' "tail" may be integrated with a missile or rocket system for engaging hardpoints or heavy armor. Its capabilities come with a hefty price tag.*

## M4 "Peregrine Falcon"

Points: 20

Colors: Variable

Strength 000 0  
Speed 000  
Control 0

Dodge Rating 6  
Armor Rating 4+  
Initiative 6

Head: Mono-01 (o)  
Chassis: CT-01 (000 o)  
Arms: CT-01 (000)  
Legs: CT-01 (000)

Weight: 16.95 tons

Pilot: Attributes default to 3

\*Held is +1 to hit

### Equipment

Burst Rifle (Primary) – 30R, AP1

2d6+4 to hit\*

Light Rocket Pod (Shoulder) –  
20R, 1-3 attacks, 6 shots

2d6+4 to hit\*\*

All-Terrain Feet Module

### Customization Options:

- Scout (5cr): Add Targeting Laser
- Fire Support (4cr): Add 4x Medium Missile
- Anti-Air (4cr): Trade Burst Rifle for Machine-Gun and add 4x Anti-Air Missiles
- Assault (5cr): Add Grenade Launcher

The M-4 is an American Combat Mech produced for the Marine Corps. In prototyping, the Marine Corps used a nearly exact-replica of the CT-01 Mustang. However, the Mustang proved to be slightly too slow for the Marine's Combat Doctrine, too expensive for its budget, and not rugged enough to deploy anywhere, anytime. In order to fill the contract, CT entered a partnership with its European Equivalent, producing the M-4 Peregrine Falcon. The additional fire control systems in the Mustang were replaced with Mono's light-weight and low-cost optics and computers. The saved weight was able to increase the mech's speed. In addition, the CT legs were modified with All-Terrain Feet, allowing the mech to traverse difficult terrain. Its weapons complement was altered to have a 15mm long-range combat rifle and a 50mm rocket pod. The combination of equipment has made the M-4 a modular combat system, with additional hardpoints for mission-specific loadouts.

## AL-01 "Hashim"

Points: 27

Colors: Tan and brown camouflage with yellow optics

Strength 00  
Speed 0  
Control 0

Dodge Rating 5  
Armor Rating 4+\*  
Initiative 6

Head: AL-01 (000 o\*)  
Chassis: AL-01 (000 o)  
Arms: AL-01t (000)  
Legs: AL-01hexa (000 o\*)

Weight: 21.0 tons

Pilot: Attributes default to 3.

\*Turret arms have +1 AR

\*\*Head & Legs have 5+ Armor Rating

### Equipment

Minor Sniper (Primary) – 40R, AP1

2d6+4 to hit

Burst Rifle (Secondary) – 30R, AP1

2d6+4 to hit

Shotgun (Shoulder) – 15R, AP1

2d6+3 to hit

### Customization Options:

- Add two additional Shotguns to shoulder slots. Use the same stats as the original Shotgun- increases cost by 4CR.



An impressive feat of rapid engineering marred by unforeseen costs, the al-Najm 01 stands as a testament to the corp's ambition. Restricted by consumer's requests for aniconism, the first model was a very quick and radical departure from the standard bipedal BETA mech. The 'Hashim' sports a well-rounded arsenal of weapons for precision combat at various ranges. Later production models no longer suffer from original manufacture hiccups and feature additional stand-off shotguns.

## AL-02 "Zahir"

Points: 33

Colors: Tan and brown camouflage with yellow optics

Strength 000  
Speed 000 0  
Control 00

Dodge Rating 7  
Armor Rating 4+\*  
Initiative 6

Head: AL-02 (oo)  
Chassis: AL-02 (000\*)  
Arms: CT-01 (000)  
Legs: Beta (oo)

Weight: 15.5 tons

Pilot: Attributes default to 3.

\*Chassis has 3+ Armor Rating

### Equipment

Heavy MG (Primary) – 25R, AP1, 2x attacks, 2- jams 2d6+5 to hit\*  
Minor Sniper (Secondary) – 40R, AP1 2d6+5 to hit\*

### Customization Options:

- Close Quarters: Replace Heavy MG with a Shredder and Minor Sniper with a Machine-Gun. Add Forearm Shield upgrade to Arms (Left).

The al-Najm 02, nicknamed 'Zahir', emerged as the corp's bold departure from sponsor constraints, meticulously crafted to their own specifications. The bipedal marvel integrates the latest AL-02 head and chassis, arms suspiciously similar to Crawford Tech's, and some lightly improved BETA legs. Despite its unintended, tremendous cost, the Zahir delivers exceptional all-around performance. Armed with a 20mm machine-gun and secondary sniper rifle, it is most potent at long ranges, slightly outgunning rival mechs from other corporations.



## AL-03 "Tha'ir"

Points: 59

Colors: Matte black everything. The cloak actively changes to blend in with surroundings

Strength 000  
Speed 000 0  
Control 000

Dodge Rating \*\*  
Armor Rating 4+\*  
Initiative 10

Head: AL-02 (oo)  
Chassis: AL-02 (000\*)  
Arms: AL-02 (000)  
Legs: CT-01 (000 0)

\*\*DR is 10 base, 11 against missiles, and 12 against non-missiles >= 20 range w/ cloak

Weight: 14.0 tons

Pilot: Professional. PER/AGL is 5, others default to 3.

\*Chassis has 3+ Armor Rating

\*\*Active Camouflage Cloak on chassis

(+2 to non-missile DR at >=20 range)

(fire hit or 2x chassis wounds unfurled destroys)

### Equipment

Sniper Cannon (Primary) – 40R, AP2, Damage x2 2d6+6 to hit  
Heavy MG (Extra, Waist) – 25R, AP1, 2x attacks, 2- jams 2d6+6 to hit  
Shotfist (Extra, Left) – AP3, 3x attacks, 1 shot. 2D6+8 to hit  
Limpet Bombs (Extra, Right) – 2D6+10 to hit  
AA, 3x attacks, detonates after a minimum of 1 turn, 2 shots  
External Power Pack (Right Shoulder)  
Cooling Tank (Left Shoulder)

### Customization Options:

- Support: Swap out Heavy MG and Shotfist for 3x Heavy Missile.
- EW (2cr): Swap out Heavy MG for an Electronic-Warfare Unit.

The al'Najm 03, code named 'Tha'ir', stands at the pinnacle of al-Najm's advanced technology. This state-of-the-art mech utilizes their fully realized part lineup, boasting a lightweight yet durable chassis that enables incredible speed and ease of control, along with exceptional software. Tha'ir operate with unparalleled precision. It's defining feature is an advanced active camouflage cloak and coolant tank, which used in conjunction allow it to operate behind enemy lines to an alarming degree. It wields a powerful sniper cannon as its primary weapon, along with an array of sidearms. Deployed in pairs or trios, these mechs are specialized for sabotage missions, dismantling installations, and assassinating troublesome mech pilots with ruthless efficiency.



## Aircraft

Note that aircraft, as a whole, are dangerous enough to be plot-level combatants, or at least verifiable forces of nature. Each is capable of striking from well outside of any return fire that mechs or vehicles might bring. For all intents and purposes they are off-field entities that might fire a JDAM or two and then fly off.

There are two different ways of combating them. Most frequently the aircraft will be far, far off, necessitating the use of Missiles. A Command & Control node greatly boosts the chances of striking them, but critical hits will always hit aircraft (at ++1 AP to boot). Regardless of what is fired a C&C node is required to have a good chance of hitting aircraft.

Should the aircraft actually enter the field of battle to make strafing runs then mechs and vehicles may return fire. Machine-guns are the only weapon with enough rate of fire to have a chance. While hitting without a C&C Node is nigh-impossible there's always the possibility of crits. With enough machine-guns (or better yet, heavy machine-guns) there's a decent chance of doing some damage, with or without a Command & Control Node.

Note that all aircraft fire on one another as if they had a Command & Control Node.

### Crawford Tech F/A-32

Points: 700

Speed Supersonic      **Dodge Rating** 44 (11 base + 3 against missiles)  
Control                  **Armor Rating** 5+                  **Main:** (ooo)  
                                 **Initiative** 10+4

**Weight:** 32.0 tons

**Pilot:** Professional. PER/AGL is 5, others default to 3.

#### Equipment

Anti-Air Missiles (Wings) – AP2, dam x2, 2x attacks, 4 shots                  3d6+2 to hit  
PGM (Belly) – AP3, 8x attacks, 4 shots    3d6+2 to hit  
                                 secondary 3x3 blast at AP3, 4x attacks (does not stack with primary target)  
Decoy Launcher, 2x ATAU, Targeting Laser, Electronic Warfare Unit, Stealth

*The Crawford Tech F/A-32 is both a deadly aircraft and piece of art. The machine is meant primarily to be an air-superiority fighter; but also has additional capabilities that include ground attack, electronic-warfare, and signals intelligence. The F-32 is armed with a number of anti-air missiles and precision guided munitions, plus the ancient, vestigial nose gun. Some claim that the F/A-32 is compensating, due to the rotary 30mm rotary cannon, or overpriced, but the aircraft's performance speaks for itself.*

### EF Cyclone

Points: 325

Speed Supersonic      **Dodge Rating** 40 (10 base + 3 against missiles)  
Control                  **Armor Rating** 5+                  **Main:** (ooo)  
                                 **Initiative** 6+2

**Weight:** 28.0 tons

**Pilot:** Attributes default to 3.

#### Equipment

Jackhammer (Nose) – AP2, 3x attacks, 4 shots    2d6+3 to hit  
Anti-Air Missiles (Wings) – AP2, dam x2, 2x attacks, 4 shots                          3d6+1 to hit  
PGM (Belly) – AP3, 8x attacks, 2 shots    3d6+1 to hit  
                                 secondary 3x3 blast at AP3, 4x attacks (does not stack with primary target)  
Decoy Launcher, ATAU, Targeting Laser, Stealth

*Cheaper and more plentiful than the F/A-32, the EF Cyclone is the European Union's answer to modern aircraft. The EF Cyclone fulfills many of the same roles as the more expensive sibling, but also lacks electronic warfare capabilities, and overall has lower performance. That is not to say that it is a pushover by any means; it still remains at the top of the food-chain with similarly priced aircraft.*

## Fulcrum F-26

Points: 280

Speed Near-supersonic    **Dodge Rating** 40 (10 base + 3 against missiles)  
 Control    **Armor Rating** 5+    **Main:** (ooo)  
                                  **Initiative** 6+2

**Weight:** 28.0 tons  
**Pilot:** Attributes default to 3.

### Equipment

Dual Autocannons (Nose) – AP2, 2x attacks	2d6+3 to hit
Anti-Air Missiles (Wings) – AP2, dam x2, 2x attacks, 4 shots	3d6+1 to hit
Cruise Missiles (Wings) – AP2, 2x attacks, 6 shots (ground only)	3d6+1 to hit
Decoy Launcher, ATAU, Targeting Laser	

*The Fulcrum F-26 is an old Russian Empire fighter plane. Meant to be cheaply built and easily replaceable, the good performance has led to its use by many different nations, well after the actual cease of production. In many ways it might be considered as an EF Cyclone with many shortcuts taken. The F-26 lacks powerful anti-ground capabilities and is not supersonic capable.*

## CO VTCD

Points: 550

Speed Hypersonic    **Dodge Rating** 36 (9 base + 3 against missiles)  
 Control o    **Armor Rating** 4+    **Main:** (ooo oo)  
                                  **Initiative** 10

**Weight:** 65.0 tons  
**Pilot:** Drone Chip. PER is 5, others default to 1.

### Equipment

Anti-Air Missiles (Wings) – AP2, dam x2, 2x attacks, 6 shots	3d6+1 to hit
Decoy Launcher, 2x Networked Targeting Laser	(2d6+3 to hit)
Electronic-Warfare Unit	

*Life is sacred, or so CO claims. Forays into Drone chip technology never ended with simple biped platforms. This same technology is used to grant autonomy to aircraft, making otherwise dumb drones exponentially more clever.*

*The CO Vertical Take-off Combat Drone is a massive, fast-flying aircraft meant to overwhelm combatants, using their networked targeting lasers to deadly effect. Their large size and profile makes the VTCD susceptible to anti-air fire, despite the staggering speed of flight. A small fuel payload and flight sickness of the drone requires the vehicle to be used only for relatively short periods of time.*



## Other Vehicles

### Armored Personnel Carrier

Points: 6

Dodge Rating 6

Speed 7

Armor Rating 4+

Main: (oo)

Control

Initiative 6

Weight: 20.0 tons

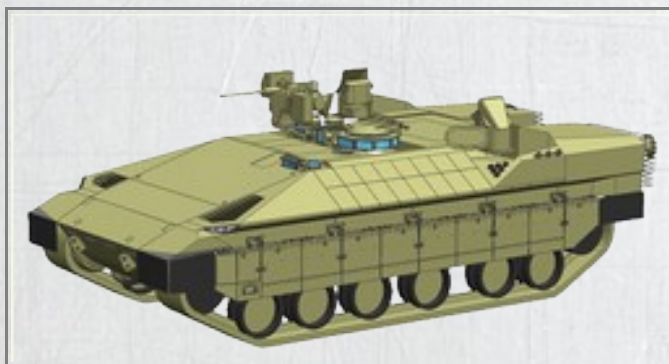
Pilot: Attributes default to 3.

#### Equipment

Machine-Gun (Turret) – 40R, AP1 2d6+1/2 Gunner PER+1

Carrying Capacity: 10 Infantry or 4 Mobile Infantry

ERA – Three charges. Rockets/Missiles count as AP0



#### Customization Options:

-The Machine-Gun turret may be removed to free up 3CR. These credits may be spent however.

-Another 3CR may be spent to only carry 6 infantry, swap the MG for an autocannon, and have a Rocket Launcher w/ 2 shots. Armor becomes 5+.

*Armored Personnel Carriers are tank-like vehicles built to ferry large amounts of infantry through battlefields. The armored hull protects the occupants fully from light arms fire, essentially performing as a mobile bunker. Should the need call for it the APC is able to instead carry a handful of Mobile Infantry.*

### Artillery/MLRS

Points: 12

Dodge Rating 3

Speed oo

Armor Rating 6+

Main: (oo)

Control

Initiative x

Weight: 7.0 tons

Pilot: Attributes default to 3. Has four crew.

**Equipment-** The artillery piece has one of the following-

*Howitzer-* 30 mile range, fires every other turn. Roll a D6 when firing- on 4+ the shot is on target and rolls to hit with INT as normal. On a failure it deviates in a random direction 1d3 grid spaces from the target. Strikes all entities in the grid-space as AP2 1d3 hits, and all adjacent entities with a single AP0 hit.

*MLRS-* 30 mile range, has three shots. Rolls to hit at 3d6+Spotter INT (or flat 3d6). Strikes at AP2, 2x damage, and 2x attacks. Restocking missiles costs 3cr a pop.

#### Special:

UNPACK/PACK: Before an Artillery or MLRS can attack it must spend the equivalent of 30 seconds (15 turns) performing no other actions to unpack. To move again, it must spend another 30 seconds (15 turns) to enter a mobile state.

FIRE SUPPORT: Any vehicle or infantry with sufficient comms may request an artillery strike. When this is the case the caller declares a target and uses up both their movement and utility actions. Up to two artillery may then fire on the target with a flat 2d6/3d6 to hit.

*Once called the God of War, artillery are immobile weapon platforms built to lob large munitions over considerable distances. Different machines can fire shells, munitions, and even rockets. Regardless of weapon type, or name, the device grants considerable amounts of heavy firepower and tactical options for the clever commander.*



## Attack Helicopter

Points: 20

Speed **10**

Control oo

Dodge Rating 8

Armor Rating 4+

Initiative 6

Main: (oo)

Weight: 8.0 tons

Pilot: Attributes default to 3.

### Equipment

Rocket Pod (Main) – 20R, 1-3 attacks, 6 shots 2d6+4

Rocket Pod (Main) – 20R, 1-3 attacks, 6 shots 2d6+4

Machine-Gun (Main) – 20R, AP1 2d6+4

AP Missiles – Ignores Armor, 3 shots 3d6+2

Decoy-Launchers - +3 DodgeRating against missiles



### Customization Options:

An Attack Helicopter may swap out the two Rocket Pods to make room for additional direct-fire weaponry. Removing the 2x Rocket Pods grants 8cr to be spent on weapons.

*Attack helicopters are flying gunships that perform the role of an attack aircraft. They are all marvels of engineering- fast, stable, and heavily armed. From a considerable distance attack Helicopter are able to destroy tanks and mechs. Their only drawback is their limited armor, and the fact that most anti-vehicle weapons are capable of taking them out.*

*The common attack chopper is armed with two rocket pods, each of them mounted under the small side wings. Some more guided missiles are placed strategically along the armored carapace. The decoy launcher takes the form of a superheated brick, one that jams thermal and radar locking alike.*

## Battlesuit (Arm Slave)

Points: 7

Strength ○  
Speed ○  
Control

Dodge Rating 6 (4+ ½ AGL)  
Armor Rating 3+  
Initiative 6 (PER+AGL)

Main: (oo)

Weight: 1400 lbs empty

### Equipment-

-Boosters  
-HMG (2H) – 25R, AP1, 2x attacks, 3- jams 2d6+3 to hit

### Special:

GRAPPLE: A Battlesuit may choose to attack a mech in melee, and deal no damage in the process. Should it hit, each turn the two must contest STR, and once the mech fails it is knocked prone. Alternatively the Battlesuits may make AP1 melee attacks, which automatically hit (no rolling) the legs of a mech.

YOU CAN COME OUT OR I CAN COME IN: A Battlesuit may opt to tear away at a mech's hatch, in melee, should it have destroyed legs or be in a prone state. Roll to hit at 2d6+2 but deal no damage. Once two of these 'special wounds' have been so dealt the mech pilot is now exposed.



### Customization Options:

-May purchase all non-torso part upgrades for half price.  
-May purchase shoulder weapons, additional held weapons, and shoulder parts at normal price. Note that weapons of at least 4 base CR must be used with two hands or both shoulders and two-handed mech weapons may not be purchased.

*Battlesuits (known as Arm Slaves in Asia) are a heavier, slower, niche power armors built primarily for close-in fighting. Previous skirmishes in subways and underground tunnels revealed the need for a heavier combat suit. Power Armor was grounded in such an environment, losing much of their rapid speed, and lighter PA's were susceptible to small arms fire and grenades. The bloody, and quite frankly, annoying underground combat in Europe led to the creation of the Battlesuit.*

*This Power Armor shares many of the same technologies of the smaller variant, such as state-of-the-art ceramic armor and electro-active polymer muscles. Unlike the smaller cousin, Battlesuits are armored and bulked up to a frightening level. Each of them stand nine or ten feet tall at full stretch, which might seem counter-intuitive for underground fights. On the contrary, their armor and bulk makes them highly resistant to any comparable fighters that might show in the crowded darkness. Better yet, the suits have a penchant for squeezing through small doors and corridors. In their natural environment these armors reign supreme.*

*In addition to the great firepower and armor, the Battlesuit's primary arms are immensely powerful. Each has the strength to rip emergency doors right off their hinges, or tear a Mobile Infantry to bloody chunks. Though not meant for open environments, it's also possible for a Battlesuit to trip up or wrestle with smaller Mechs, such is their strength. Today these combat armors are most frequently deployed into subway stations and maintenance tunnels. Occasionally they are utilized by counter-terrorism forces in high-risk situations.*



### Battle Tank

Points: 30

Speed 000 00  
Control

Dodge Rating 5  
Armor Rating 2+  
Initiative 6

Turret: (000)  
Main: (000 0)  
Treads\*: (00)

*\*No Speed loss until all wounds are removed*

Weight: 60.0 tons

Pilot: Attributes default to 3. Commander, gunner, machine-gunner.

#### Equipment

Sniper Cannon (Turret) – 40R, AP2, damage x2      2d6+3 to hit\*  
-Turret has +2 to hit targets not in cover

Machine-Gun (Main) – 20R, AP1      2d6+1/2 Gunner PER+1

Decoy-Launchers - +3 DodgeRating against missiles

#### Special:

**CHARGE!:** Tanks may make a melee attack against an enemy, charging and attempting to mow them down beneath the armored treads. Roll 2d6+2 against the enemy DR. Should the enemy fail to dodge they take a AP2 hit, become prone, and are pushed back the rest of the tank's movement. Tracked mechs/vehicles may not be knocked prone but still take the hit.

**GRAPPLED:** A mech may attempt to grapple the turret and lock it down, using one of their arms. Should a mech have at least two dots of strength, it may make a melee attack on the tank to prevent the turret from moving. This attack deals no damage. Note that a Battle Tank succeeds all other STR checks with mechs. You can't throw around 60 tons of steel.

#### Customization Options:

Battle tanks may remove their Decoy Launchers for 3cr, the pintle Machine-Gun for 3cr, and the Sniper Cannon for 10cr. From there a somewhat unhinged individual may load up the tank on unorthodox weaponry or systems.

*Tanks are armored, tracked combat vehicles meant for front-lines. Recent advents in metallurgy and composites have made the thick armor of these vehicles even more impressive. In addition to overwhelming power and armor, the vehicles have become eerily silent. Alarmingly powerful super-capacitors allow tanks to crawl along, or shoot forward at more than 60mph, all the while silent. Alongside more nimble and less armed mechs they are a force to be reckoned with.*

### Combat Turret

Points: 7

Control 00  
Weight: 20.0 tons

Dodge Rating 3  
Armor Rating 3+  
Initiative 4

Main: (00)

**Equipment-** The turret has one of the following-

A: Sniper Cannon – 40R, AP2, damage x2      3d6+cntrl

B: 2x HMG – 30R, AP1, 4x attacks, jams      3d6+cntrl

C: Heavy Missiles – AP2, 2x attacks, 5 shots      3d6+cntrl



#### Customization Options:

The Combat Turret may be upgraded with better software, for +2cr a pop. It may also purchase Decoy-Launchers or a C&C node.

*Combat Turrets take many forms- immobile railroad guns, watch-towers, and even purpose-built automated turrets. Regardless of function, the weapon is controlled by automated computer systems. When a foe appears and does not ping back the correct code, or behaves suspicious, the turrets open fire.*

## CO Combat Drone

Points: 10

Colors: Dull white with light blue optics.

Strength o  
Speed ooo  
Control

Dodge Rating 5  
Armor Rating 5+  
Initiative 6

Head: d-01 (o)  
Chassis: d-01 (ooo)  
Arms: d-01 (o)  
Legs: d-01 (oo)

Weight: 3.0 tons

Pilot: Drone Chip. PER is 5, others default to 1.

### Equipment

2H Rifle (Primary hands) – 25R

2d6+3 to hit

Machine-Gun (Shoulder) – 20R, AP1

2d6+1 to hit

Boosters Upgrade to Legs - +2 SPD for -1 to hit

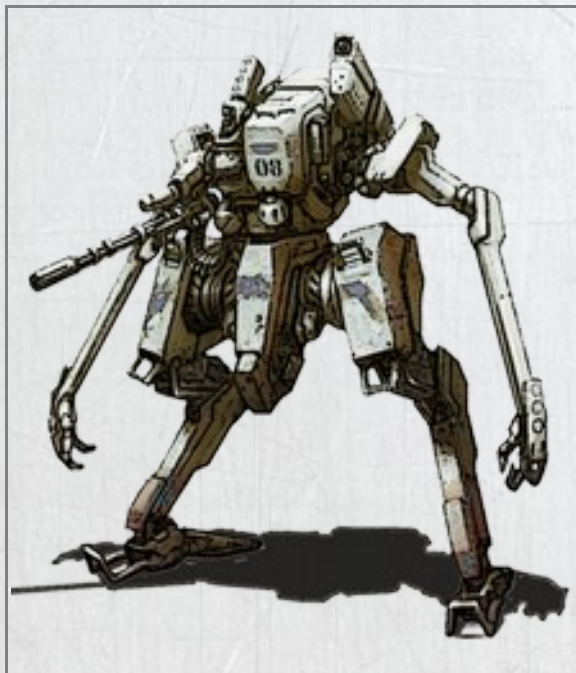
### Customization Options:

-The 2H Rifle may be replaced with a 2H Shotgun.

*The CO-01 combat drone is something of a marvel. The machines stand only barely stand four meters tall, and are rather lithe and thin looking, but are nearly as solid as mechs. Though their firepower is lacking they can harass and damage the larger mechs in numbers. CO drones are controlled en masse by satellite waves- almost one is guaranteed to be overhead at any one time, often more than one. These communications are bounced back and forth between the CO headquarters, and the individual drones, giving them all shared data of the battlefield.*

*Perhaps their greatest strength, and their most controversial system by far, is that of the bio-chip. Contained within the torso of each drone is a small dish-like device that contains cultured human braincells. Grown in the labs, and actually trained, this bio-chip allows the machine to act and think on its own with the intelligence of a dog. This only occurs when signals from the headquarters are jammed, but has eery side-effects. The machines become more prone to flinching, more likely to flee in case of systems damage, and view their fallen Drone allies with an odd peculiarity.*

*Bio-chips that last for more than a few missions are scrubbed from the machine and replaced. Religious folk and scientists alike have taken huge offense to this- why use human matter to create such a monster? And why scrub the longer-lasting chips? CO will likely never give a straight answer*



## Infantry Squad

Points: 2

Armor Rating 6+

Main: oo

Speed o

Dodge Rating 5

Initiative 6

### Equipment

Infantry Weapons – 20R, AP-1, (WND)x attacks

2d6+2 to hit

**Special:** Has an unmodifiable 4+ save in cover against vehicle-class weapons. AP1/ higher explosive weapons, incendiary weapons, and flamethrowers will ignore this cover and eliminate all wounds. Note that Infantry Squads may 'Enter Cover' behind vehicles or along building edges, and then move, remaining in cover so long as they do not cross open ground.

### Customization Options:

-May take a SAW for 1CR, granting an additional attack with Infantry Weapons.

-May be given 2 special ammunition shots for 2CR (Variable-Threat Armor Defense System) which count as missiles. These may not be fired in a turn where the Infantry move, only once each turn, and use the following profile- AP1, Hit+2. Divides aircraft DR by 4.

-For 1CR the Armor Rating may be boosted to 5+.

*Containing a handful of men and women, the Infantry Squads of the future are well trained and armed. Though less elite than the comparable Mobile Infantry, these soldiers are still equip well beyond warriors of the 21<sup>st</sup> century. Artificial powered exoskeletons, sensor arrays, even small HUD's have found their way into the common warriors' hands. Battlefield doctrine involves mixing Infantry Squads with APC's and mechs, or in a pinch, battlesuits.*



## M.U.L.E

Points: 6

<b>Speed</b> ○○	<b>Dodge Rating</b> 6	<b>Main:</b> (○○○)
<b>Control</b>	<b>Armor Rating</b> 4+*	<b>Treads**:</b> (○○)
	<b>Initiative</b> 6	

\*Armor rating 3+ from the front

\*\*No speed loss until all wounds are removed

**Weight:** 12.0 tons

**Pilot:** AI chip. Attributes default to 1.

### Equipment

Light MG – 20R, AP0                      2d6+1 to hit

**MECH'S BEST FRIEND:** The MULE will automatically follow after their designated mech, aiming to keep within about 5 grid spaces, doing the absolute bare minimum to avoid enemies as it goes. As a Utility Action the same mech, if adjacent, may swap one held weapon with one of the weapons carried by the MULE.

- Missiles cannot be transferred over during battle, but they may be fired from the MULE courtesy of someone else's Targeting Laser. Outside of battle a skilled technician can transfer a carried Missile to a mech with a few minutes work.

**GIVING ITS ALL:** A MULE can completely discharge its own super-capacitor banks, draining them dry to restore about 24 hours of power to a plugged in mech. This process takes an hour to perform.

### Carrying Capacity:

- One two-handed mech weapon  
or
- Two one-handed mech weapons  
or
- 4x Missiles

*The MULE (short for Mobile Utility Logistics Engine) stands as a stalwart companion on the battlefield, dedicated to enhancing mech efficiency. This compact, APC-sized robot tirelessly ferries weaponry and ammunition to its parent mech amidst the chaos of combat. Guided by a rudimentary AI, the MULE autonomously maneuvers through war zones, ensuring its charge remains armed and ready. While it can accompany its parent mech anywhere, albeit at a sluggish pace and with a remarkable lack of self-preservation, its unwavering commitment transforms it into an invaluable asset. Many a funeral service has been held for a MULE gone from this world, lost in unyielding service to its charge.*



## Power Armor (Mobile Infantry)

Points: 5

**Power 8**                      **Dodge Rating** 8 (5+½ AGL)      **Main:** (o)  
**Speed** 000 0                **Armor Rating** 5+ / 4+ vs infantry weps  
**Control**                      **Initiative** 10 (PER+AGL)

**Weight:** 400 lbs empty

**Equipment-** Choose a load-out; may fire one of the weapons each turn  
Jump-Pack  
and

(Soldier) -Light MG – 20R	2d6+3 to hit
-Rocket Launcher – 20R, AP1, 4 shots	2d6+3 to hit
(Engineer) -Grenade Launcher – 10R, AA, 4 shots	2d6+1 to hit
-Limpet Bombs – 1R, special, 2 shots	2d6+4 to hit
(Scout) -Light MG – 20R	2d6+3 to hit
-Targeting Laser - special	2d6+3 to hit
(EG-01 PA) -Recoilless Rifle – 30R	2d6+2 to hit
-HE Grenades – 3R, AP1, 2 shots	2d6+2 to hit

### Special:

**DROP TIME:** MI are able to be dropped onto the battlefield from high-altitude vehicles.

Should a well-equip nation, or Prime, really want something dead they might fly such a vehicle over and drop MI on it. The whole process takes flight time plus three minutes for dropping.

**NUKE IT DEAD:** In addition to DROP TIME, it is quite possible to equip MI with tactical nuclear weapons, though only primes or powerful nations are able to do so. Given the right clearance the Power Armor can take a Tactical Nuke for 300cr. It replaces a weapon and uses the following profile-

*Tactical Nuke – R30, all entities within five grid spaces take 3d6 wounds, ignores armor. Entities in line of sight, and within 5-20 of detonation instead take 1d6 wounds that ignore armor. Radiation. Non-military electronics within 1000 feet are burnt out. One shot.*

**ASSASSINATION:** MI may attack a vehicle in melee, striking at AP-2. Should the target survive this blow it may then immediately shoot back with any one weapon as a free action. Or, you know, step on them instead.

### Customization Options:

-May swap out the Light MG for a Shotgun: 15R, AP1, 2d6+3 to hit

-May purchase a Y-rack for 2cr. This allows the wearer to fire two weapons a turn and select an additional (free) 1-handed weapon. This weapon has a maximum of 20 range and -1 AP over the base. Flamethrowers/Mortars have no AoE.

-May purchase any non-torso part upgrade at half normal price.

-One shoulder part may be purchased at full price.

*With the recent advent of high strength ceramics and powerful super-capacitors, soldiers the world over have been updated and more heavily armed. Today, battlefields are full of the new elite soldier known as Mobile Infantry. More of a combat vehicle than a strict soldier, these machines allow a trained operative to stalk the battlefield at breakneck speeds, carrying squad-heavy weapons, ignoring almost all small arms fire. Using their jump-packs they are able to skim the roofs of buildings, striking hard and fast wherever needed.*

*Build-wise, the Power Armor unit for MI stand nearly seven feet tall, armored to the point of looking like a mechanical gorilla. Embedded beneath and within the armor plating are high-strength muscle fibers, allowing the operative to flip over vehicles or fling opponents through the air with casual ease. The beauty of the machine is that it is /worn/, not piloted, and thus requires much less training to use than mechs or similar vehicles.*

*Sometimes especially crazy mercenaries may purchase such a suit, riding into battle hanging onto a friend's mech. The little suits pack enough of a punch to still be effective against the much larger vehicles. Sometimes this can allow a pilot to engage in combat until they earn enough credits for a new mech. Doing so is nigh-suicidal but occasionally worth the payoff.*

### Character-Scale Combat:

Mobile Infantry are more of a vehicle than conventional character Power Armor, and should be respected as such. If you really want to fling them at your players on foot then you can use this alternate stat-block-

*1+ armor save, 20 ablative wounds, 8 power.*

*Light MG counts as an extended range Breacher, Rocket Launcher counts as a multiple shot + short range VTAD.*





## Transport Helicopter

Points: 10

**Speed** 8                      **Dodge Rating** 6  
**Control** oo                    **Armor Rating** 4+            **Main:** (oo)  
   **Initiative** 2

**Weight:** 20.0 tons

**Pilot:** Attributes default to 3. Has a co-pilot.

### Equipment

Machine-Gun (Main) – 20R, AP1                      2d6+3  
Decoy-Launchers - +3 DodgeRating against missiles; any underslung carried mechs/drones gain this bonus  
Carrying Capacity: 35 tons. The Helicopter may skip a turn to hover and set down passenger vehicles.

Mechs may fire weapons while carried but count as moving. Passenger vehicles do not get any bonus DR from “moving”.

*Transport choppers are absolutely massive airships capable of carrying mechs or drones directly into the battlefield. The mechs dangle precariously beneath them by twenty or thirty foot long cables. As a mercenary one would obviously prefer ground transport over dangling like a giant target. Still, the carried machine is quite able of returning fire back at foes, even moving as they are. Together these and mechs make excellent raiding teams.*



## Transport, Land

Points: 20

**Speed** ooo o                      **Dodge Rating** 2/1/0  
**Control**                          **Armor Rating** 4+            **Main:** (ooo oo)  
   **Initiative** 2                    **Treads:** (oooo)

**Weight:** 100.0 tons

**Pilot:** Attributes default to 3.

### Equipment

Machine-Gun (Turret) – 20R, AP1                      2d6+Gunner PER+1  
Carrying Capacity: 80 tons. May carry 4 mechs or 8 drones. The transport may skip a turn to open up or close the cargo bay.

### Customization Options:

- Thirty tons of carrying capacity may be removed to strengthen the hull and accommodate ammunition. You may then purchase Missiles for the machine or instead replace the Machine-Gun turret with another weapon.

*Mech transports are heavily armored, slow-moving hauling vehicles meant to carry mechs or drones around. Their cargo is fully enclosed in the bay, though the walls of the rear may collapse and open to let the carried machines free. The transport's immense size means that it takes up entirely two lanes worth of traffic. Making turns in them are best left to the experts.*

*Mercenary teams normally take one or two of such vehicles, stowing all their vehicles and mechs within. Spare space in the second, less full transport, is then often used to function as an armory and meeting place. In this fashion a few mercenaries and their crew are able to form a mobile base. Caravans of land transports and armed escorts are good indicators of nearby trouble.*

*Despite the staggering payload capacity, an upright biped is not the most space-efficient of shapes. Carried mechs tend to be hunched in and curled up nearly into balls. Detaching power cables and warming up the mechs for combat takes some time-hitting a transport and its cargo before this is a nearly assured way of taking both out. Underhanded but effective.*





Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Gender: \_\_\_\_\_  
Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Age: \_\_\_\_\_

Appearance: \_\_\_\_\_  
\_\_\_\_\_

High Concept: \_\_\_\_\_

**Attributes**

<b>Mental</b>		<b>Physical</b>	
Intelligence	○ ○ ○ ○ ○ ○ ○ ○	Power	○ ○ ○ ○ ○ ○ ○ ○
Perception	○ ○ ○ ○ ○ ○ ○ ○	Agility	○ ○ ○ ○ ○ ○ ○ ○
Appeal	○ ○ ○ ○ ○ ○ ○ ○	Grandeur	○ ○ ○ ○ ○ ○ ○ ○

**Sketch**  
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**Perks and Skills**  
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\_\_\_\_\_

Mech Name: \_\_\_\_\_

Credits: \_\_\_\_\_

Role: \_\_\_\_\_

Weight: \_\_\_\_\_

**Colors**

Primary \_\_\_\_\_

Secondary \_\_\_\_\_

Optics \_\_\_\_\_

Insignia \_\_\_\_\_

**Stats**

Strength	○ ○ ○ ○ ○ ○ ○ ○	Dodge-Rating	/ /
Speed	○ ○ ○ ○ ○ ○ ○ ○	Armor Rating	
Control	○ ○ ○ ○ ○ ○ ○ ○	Initiative	

**Head:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Chassis:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Weapons**

Primary  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Secondary  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Shoulder  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Shoulder  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_



**Arms:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Legs:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Extra Weapon**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Extra Weapon**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Missiles**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Other Info**  
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Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Gender: \_\_\_\_\_  
Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Age: \_\_\_\_\_

Appearance: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

High Concept: \_\_\_\_\_

**Attributes**

<b>Mental</b>		<b>Physical</b>	
Intelligence	○ ○ ○ ○ ○ ○ ○ ○	Power	○ ○ ○ ○ ○ ○ ○ ○
Perception	○ ○ ○ ○ ○ ○ ○ ○	Agility	○ ○ ○ ○ ○ ○ ○ ○
Appeal	○ ○ ○ ○ ○ ○ ○ ○	Grandeur	○ ○ ○ ○ ○ ○ ○ ○

**Sketch**  
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**Perks and Skills**  
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Mech Name: \_\_\_\_\_

Credits: \_\_\_\_\_

Role: \_\_\_\_\_

Weight: \_\_\_\_\_

**Colors**

Primary \_\_\_\_\_

Secondary \_\_\_\_\_

Optics \_\_\_\_\_

Insignia \_\_\_\_\_

**Stats**

Strength	○ ○ ○ ○ ○ ○ ○ ○	Dodge - Rating	/ /
Speed	○ ○ ○ ○ ○ ○ ○ ○	Armor Rating	
Control	○ ○ ○ ○ ○ ○ ○ ○	Initiative	

**Head:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Chassis:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Weapons**

Primary  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Secondary  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Shoulder  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

Shoulder  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_



**Arms:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Legs:**  
Stats: \_\_\_\_\_  
WND: \_\_\_\_\_

**Extra Weapon**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Extra Weapon**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Missiles**  
AR: \_\_\_\_\_ Shots: \_\_\_\_\_

**Other Info**  
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