

MECH REQUIEM



GEARED TOWARDS
LONER



ZOTIQUEST GAMES

INTRODUCTION.....	3
SETTING OUTLINE	5
CHARACTERS.....	9
MECHS	18
RULES	33
MECH RULES.....	42
SETTING INFORMATION.....	55
GAME SCENARIOS	77
APPENDICES.....	87

A big thank you to the Loner Facebook group and the Orizzonti GDR community for their moral support and patience during the development of this game

Mech: Requiem

(CC) 2024 Roberto Bisceglie

This work is licensed under the Creative Commons Attribution-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-sa/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

Cover and internal art AI were generated with DALL-E 3 and are in public domain

INTRODUCTION

Mech: Requiem is a solo tabletop RPG adventure in a future Earth, now fractured by decades of conflict and high-tech warfare. By the 2300s, the world has evolved into a complex web of alliances and rivalries among great powers, leading to a continuous state of proxy wars fought through advanced technology and specialized mechs.

Mech: Requiem follows the following design principles:

- **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
- **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
- **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, *Mech: Requiem* throws you headfirst into the heart of the action. Your character will be defined by thematic tags, allowing you to craft a hero that perfectly embodies the spirit of this era - be it a "Mech Pilot" or a "Guerrilla Fighter".

WHAT IS A ROLE PLAYING GAME (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

WHAT IS A SOLO RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are predetermined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an emergent narrative within whose boundaries anything can be attempted, without predetermined limits.

SAFETY TOOLS

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

MINIMUM REQUIREMENTS

To play *Mech: Requiem* you will need:

- **4 six sided dice (also known as d6s):** two pairs of different colors
- **Paper and writing tools:** at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition
- **Character sheet:** you may use the provided sheet at the back or a simple index card.
- **Notebook:** *Mech: Requiem* is not a solo journaling game, you can easily play it in the "theater of mind". But you can keep track of you game if you feel the need!



SETTING OUTLINE

1. World Powers and Politics:

- Earth is divided among several Great Powers, successors to today's nations, each with its own ideologies, economies, and military capabilities.
- The primary conflict exists between two dominant blocs, each backed by different sets of alliances and treaties. These blocs engage primarily through proxy wars to exert influence and gain resources without triggering a full-scale war.

2. Technological Landscape:

- The setting is marked by advanced technology, especially in terms of warfare. This includes sophisticated AI, cyber warfare capabilities, and high-tech surveillance.
- Mechs are the pinnacle of military technology, used due to their ability to perform in varied terrains and conditions where traditional vehicles and infantry cannot.

3. Mech Warfare:

- Mechs vary in design and function, ranging from agile reconnaissance types to heavy artillery platforms.
- Due to the high risk of nuclear escalation, these machines are essential for ground operations, capable of carrying out precision strikes, defense operations, and sabotage.

4. Societal Impact:

- Despite technological advances, the quality of life varies significantly. Metropolitan areas of Great Powers enjoy relative prosperity and technological comforts, while war-torn regions suffer from poverty, destruction, and constant threat.
- The global economy is heavily militarized, with major industries revolving around the production and maintenance of military tech, especially mechs.

5. Proxy Wars:

- Proxy wars have been raging for about 20 years, with smaller nations and factions sponsored by the Great Powers to fight their battles. These conflicts are often used to test new military technologies and tactics.
- Full-scale war has been avoided mainly due to the threat of mutual destruction, especially with nuclear weapons still being a deterrent, though unused actively.

6. Environmental and Cultural Background:

- The environmental toll of centuries of industrialization and warfare has transformed many landscapes, leading to new challenges in survival and combat.
- Different cultures have adapted uniquely to the rise of mech technology, with some venerating mech pilots as heroes or symbols of national pride, while others view them as necessary evils of the ongoing wars.

PLAYABLE THEMES

For players in *Mech: Requiem*, these minor nations and their proxy wars provide rich narrative soil. Players can engage in stories that explore:

- **Diplomacy and Espionage:** Navigating the delicate politics of alliances and subterfuge, influencing local leaders, or uncovering plots that could shift the balance of power.
- **Guerrilla Warfare and Mech Operations:** Participating in asymmetric warfare, leading or advising resistance movements, or piloting specialized mechs designed for guerrilla tactics.
- **Humanitarian Missions:** Addressing the consequences of war, from rescuing civilians to rebuilding after conflicts, offering a different perspective on the cost of high-tech warfare.

TIMELINE: THE LAST 100 YEARS

2201-2220: THE TECH SURGE

- **2201:** Discovery of advanced composite materials allows for stronger, lighter constructions, pivotal in future mech development.
- **2205:** Breakthroughs in AI research lead to the first semi-autonomous combat drones.
- **2210:** Global energy crisis prompts a rush for renewable and nuclear fusion solutions, catalyzing political shifts.
- **2218:** The Cybernetics Accord is signed by several major powers to regulate the use of advanced AI and cybernetic enhancements in warfare and everyday life.

2221-2240: THE SHIFTING ALLIANCES

- **2223:** Tensions rise as emerging powers begin to challenge traditional superpowers for resources and influence.
- **2227:** The Polar Freeze Treaty is broken, leading to a military scramble for untapped resources in the Arctic regions.
- **2234:** Establishment of the Global Network Coalition (GNC), a supranational entity aimed at controlling cyber warfare and ensuring the cybersecurity of member states.
- **2240:** The first fully operational mech battalion is unveiled, changing military paradigms worldwide.

2241-2260: THE RISE OF MECHS

- **2242:** Mechs are deployed in localized conflicts, proving their effectiveness in complex terrains and urban warfare.
- **2248:** Major advances in quantum computing enhance mech control systems, allowing for greater autonomy and tactical flexibility.
- **2255:** The Eurasian Dominion forms as a political and military alliance, countering the Western Alliance's dominance.
- **2259:** The Silent War, a series of covert operations using mechs, begins, marking a period of intense espionage and proxy skirmishes.

2261-2280: THE GOLD PEACE

- **2263:** A short-lived peace treaty is signed, temporarily halting open conflicts but not addressing underlying tensions.
- **2267:** The first mech duel is televised, becoming a global spectacle and symbolizing the era's new form of warfare.
- **2271:** Environmental decline accelerates due to warfare and poor industrial practices, leading to severe climate events.
- **2278:** Development of deep-sea and space-capable mechs, expanding the battlegrounds beyond traditional theaters.

2281-2300: PRE-WAR TENSIONS AND INNOVATIONS

- **2283:** Accusations of a rigged international mech tournament lead to the breakdown of several diplomatic relations.
- **2287:** The Nano-Forge Patents are stolen, leading to widespread industrial espionage and the proliferation of advanced weaponry.
- **2294:** First use of mech shock troops in a major conflict during the Battle of New Jakarta.
- **2300:** The Decade Declaration is signed, warning of full-scale war if aggressive expansions continue.

2301-2320: THE PROXY WARS ERA

- **2301:** Official start of the Proxy Wars, with Great Powers backing various smaller states and insurgent groups.
- **2305:** Introduction of the HAVOC-class mechs, specialized for urban and guerrilla warfare.
- **2312:** A disastrous mech clash in the Nevadan Wastes leads to international outcry over the destruction and loss of civilian life.
- **2315:** The Battle of Titan Crater, the largest mech battle recorded, results in a stalemate, emphasizing the deadlock of the Proxy Wars.
- **2318:** Cybernetic Espionage Act is enacted by multiple nations in an attempt to curb the rampant cyberattacks on military and civil infrastructure.
- **2320:** (Current Year) Tensions are at an all-time high, with the threat of a direct and open war looming. A fragile peace is maintained by the mutual fear of nuclear escalation and the economic interdependencies created by the globalized war economy.

CHARACTERS

Before you embark on your journey through the war-torn landscapes, soar above the devastated cities, or navigate the treacherous waters of *Mech: Requiem*, let's explore how you can craft and manage your Protagonist and other characters.

EVERYTHING IS A CHARACTER!

In *Mech: Requiem* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "Venturous Smuggler" or "Child Prodigy".
- **Skills (x2):** Abilities not necessarily character-specific but not characteristics common to all. "Smart" is not a skill, "Engine Whisperer" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear (x2):** Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult.
- **Luck:** The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.