



ChromeStrike

First Edition

RULES-LIGHT MECHA ROLEPLAYING

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



**DukeFluffy
Productions**

ChromeStrike

Beta 0.9.86

**Mixed Vehicle Scifi Roleplaying
In the 22nd century**

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i browse 4chan at work

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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
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First Edition

Published SOON

TABLE OF CONTENTS

Forward.....	4
The World of ChromeStrike	
I. Introduction.....	5
II. How It All Happen.....	8
III. Life As a Mech-Jockey.....	10
IV. The Corporations.....	11
Characters	
I. Introduction.....	18
II. Defining Your Character	
1. Mech Jockey.....	20
2. Mech.....	23
III.Character Armory.....	26
IV. Part Garage.....	28
V. Upgrades.....	33
VI.Armory.....	34
Game System	
I. Introduction.....	36
II. Turn Cycle.....	37
III. Maneuvers.....	38
IV. Attacking and Damage.....	39
V. Outside of Mechs.....	40
VI. Wargaming.....	42
Storytelling	
I. Introduction.....	44
II. Types of Campaigns.....	46
III. Example Campaign.....	47
IV. Hell's Trio	
1. Arona Cantrell.....	49
2. Thorsten Dulgurukov.....	50
Appendix	
I. Enemies	
1. Mechs.....	51
2. Aircraft.....	60
3. Ground Vehicles.....	62
II. Character Sheets.....	67
III.Index.....	74

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

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 unmistakeable 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**.*

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 single 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 roleplay 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 roleplaying 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 each other'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. **ChromeStrike** offers a range of modular mech parts that may be assembled to resemble your own particular machine. These are all intended for roleplaying, but are useful all the same. No one has every figure that an adventure might demand, nor do they require a **ChromeStrike** miniature for each and every mech they make. Substitution is common and something of a necessity.

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.

Wait, There's More!

Being a mixed vehicle system, **ChromeStrike** isn't solely built to be run as a Pen-and-paper RPG. It's wholly possible (with a little squinting and rules fudging) to run a wargame instead. If two players so like, they can write up a force of mechs and tanks, helicopters and Mobile Infantry, then duke it out over a tabletop or virtual map.

Not all players are satisfied with simply controlling one character, and not all people enjoy PnP's to the same degree of others. Regardless, running **ChromeStrike** as a battle-field simulator or wargame can mix things up, or at minimum fill up an otherwise boring afternoon. A section with tips and examples to do just this are included later in this book, under the Game System chapter.

The 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 21st 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.

The 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, 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 five 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 Kevlar. 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 small. 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. 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 backpack-looking device, 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- many a previous battle they have struck down foes, created a large assortment of men and women that might wish to see them dead.

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 begin to trust a particular pilot, nudge a favor or two in their direction when it might be needed. This bears its 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.

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 the ancient Craigslist, a site where companies and rich people go to place jobs on the market for mech and power armor pilots. It is a neutral site, questionably legal, that has servers all over the world. 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.

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 purpose-built parts for war.

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, it 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 21st 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 bioengineering 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:

Beico: sadgsadgasdgsdg

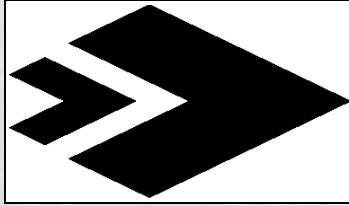
Crawford Tech: CO's relationship with CT is more of a rivalry than anything else. Both of them pride themselves on hi-tech and state-of-the-art parts, and have differing views upon what constitutes this. The resulting competition is surprisingly heated.

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-preserved acts of these drones (When wounded and not remote controlled), and the scrubbing of long-living chips are all considered shocking and blasphemous.



Crawford Tech

Crawford Tech is a derivative company from the United States. Their history runs back to the 21st 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:

Beico: Stuff goes here.

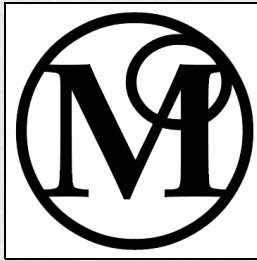
CO: The two corps share something of a heated and vicious rivalry, more based off of their patrons and mindsets than anything else. Both of them claim to be the best the market has, and this frequently leads to them coming to blows over disputes and technology.

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 chairmen 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:

Beico: Words words words words words words words

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 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

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:

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.

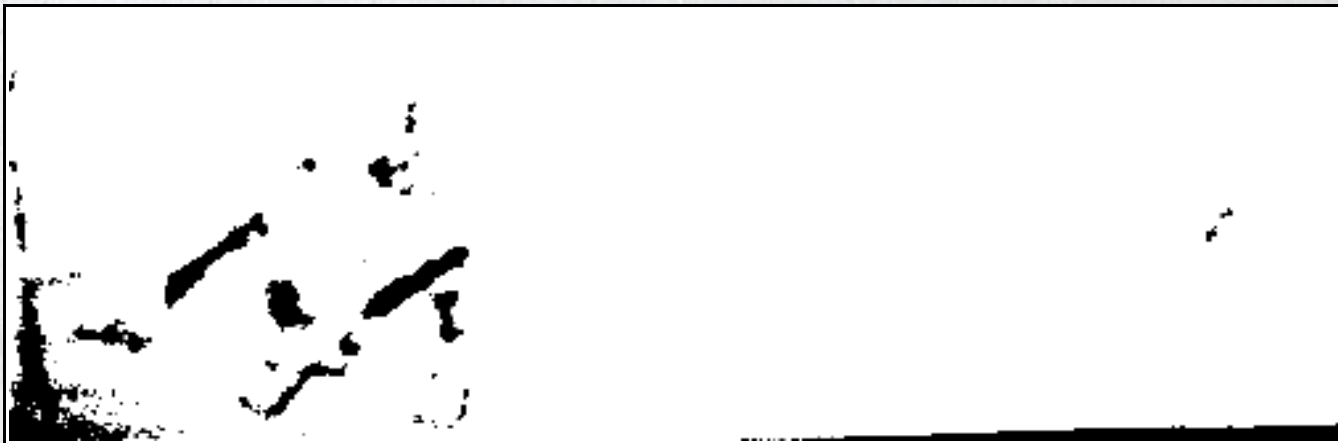
CT: Crawford Tech and the NRB have something of a love-hate relationship. The two's mercenaries frequently engage in battle, in Europe and beyond, and have a rivalry going on. Still, it is not unheard of for the two's mercenaries to call a ceasefire to focus upon other present forces. CT and NRB seem 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: The Russian Empire has a track record of utilizing child combatants in war. Due to their funding and motivations, NRB frequently turns their cheek and wishes these soldiers best of luck.

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 22nd 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.

Subsidiaries: Venezuela, Colombia, Bolivia, Caribbean Islands.

Patron State: South American Union

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:

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 its 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 into 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:

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 than 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: None of particular notice.

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.

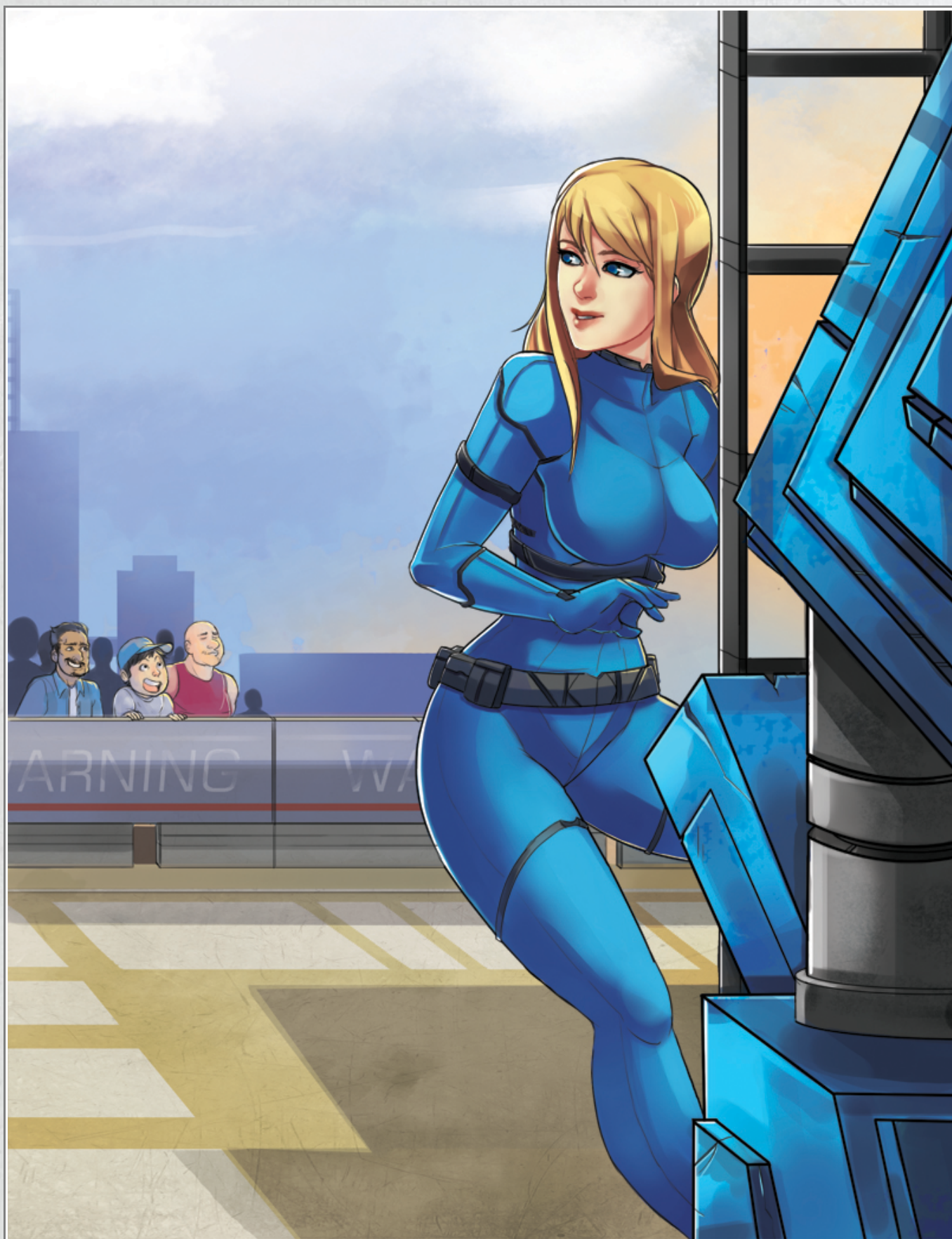
As if she was reading the man's mind, Arona did just the thing, letting the silky hair swoosh in a wide arc before settling on her back. The man let out a low ecstatic 'Yessssss' at the act. Arona flashed the crowd a small Colgate smile before turning around and beginning to climb down her mech. It was 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 20 Attribute points to allocate as you please through the six major attributes. Each attribute begins at 0, and each rank costs its own number in points to advance. (1 point for rank 1, 2 more points for rank 2, 3 more points for rank 3, etc.)

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.

Charisma: Strength of personality, quality of speechcraft. Characters with high charisma 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.

Beauty: How attractive and pleasant the character is. One with great beauty never has to buy their own beer.

At character creation you may not raise an attribute above 4, nor may you leave any of the attributes at 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 3 ranks in two of your attributes, 2 ranks in the next two, and 1 rank in the remaining. You may alternatively have 2 ranks in four attributes, and 3 and 1 rank in the last. 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. He places three into intelligence, three into power. His perception and agility are both one, to represent his low amount of finesse and need for glasses. Finally, beauty and charisma are both bumped up to two.

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:

- *Go for the head:* With sniper weapons enemies are hit in the head on 1 or 3
- *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

+1 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:* +1 to charisma when gathering information from thugs, dealers, whores, etc.
- *Fitness freak:* +1 to power when lifting or pushing something
- *Got my license back in '65:* +1 to agility when driving a familiar non-mech vehicle.
- *Mechanic and warrior:* +1 to rolls when personally repairing a mech
- *Particular set of skills:* +1 to hit out of a mech, in melee, when non-lethally subduing someone
- *Technical truths:* +1 to charisma when deceiving others and including true statements

+2 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 of learned from someone close. Examples of these are:

- *Crowd pleaser:* +2 to reaction rolls for the opposite sex when exiting a mech
- *Cut that out:* +2 to non-lethally hit an ally when both of you are out of mechs
- *Dislocation time:* +2 to rolls when escaping from binds or handcuffs
- *Good as new:* +2 to a bartering roll when selling a mech
- *Damn it's warm out:* +2 to perception when trying to find tracks on snowy terrain.

Example: Omar, Duke's character, is both a mech pilot and a mechanic. Right off 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 +1 to the roll. Skills may not directly stack with perks or both contribute to the same roll. You may either get +1 to a roll with a useful activity, or +2 to a roll for something incredibly unremarkable or hobby-related.

A starting character has three skill points.

Examples of +1 skills:

Demolition, Martial Arts, Brawling, Talk: Obfuscation, Talk: Public Speaking, Athletics, Stealth, Weight-Lifting, Driving (One vehicle type), Firearms (One gun type)

Examples of +2 skills:

Animal Handling, Art, Cooking, Fishing, Vidya, Poetry, Writing, Fencing, Speaking Two additional languages

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 +1, Athletics +1, and Automotive Repairs +1. These should compliment his perks decently, and are all very fitting with 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-charisma? 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.

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:

Head: Contains the main array of optics and sensors for the mech. Is generally the least armored part of the machine.

Chassis: The torso. Contained within is the power storage and cockpit. When this part is destroyed you are out of the fight.

Arms: Gripping units that hold weapons.

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.

Shoulders/Back: Extra weapons may be mounted here and may not be destroyed. Some special systems may use up these slots.

Missile: Missiles can be mounted along the mech's hull. Only missiles can be placed in this slot.

[Specific parts and their costs are found on page 28]

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: Character Agility + Mech Speed + Mech Control

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

Attack Rating (AR):

Arms: (2d6 + 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.

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 entitles 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.

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.



Character Name: Omar Gray

Player Name:

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

High Concept: Mechanic soldier of fortune

Appearance: Huge bald black dude. Has a thick, dark beard that grows into mutton chops. Brown rimmed glasses

Attributes

Mental		Physical	
Intelligence	⊗ ⊗ ⊗ ⊗	Power	⊗ ⊗ ⊗ ⊗
Perception	⊗ ⊗ ⊗ ⊗	Dexterity	⊗ ⊗ ⊗ ⊗
Charisma	⊗ ⊗ ⊗ ⊗	Beauty	⊗ ⊗ ⊗ ⊗

Other Details
Has 1 cr to spend

Skills +1 weight-lifting
 +1 athletics
 +1 automotive repairs

Perks

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

Mech Name: Charlie

Credits: 24

Role: Soldier-support

Weight: 15 tons

Colors
Primary Dull blue
Secondary Black
Optics Blue

Insignia Fist interposed over a gear

Stats

Strength	⊗ ⊗ ⊗ ⊗ ⊗ ⊗	Dodge-Rating	4 / 3 / 2
Speed	⊗ ⊗ ⊗ ⊗ ⊗ ⊗	Armor Rating	4+
Control	⊗ ⊗ ⊗ ⊗ ⊗ ⊗	Initiative	2

Head: Beta
Stats:
WND: 0 0

Chassis: Beta
Stats: STR2 SPD1
WND: 0 0 0 0



Arms: Beta
Stats: STR1
WND: 0 0 0

Legs: CT-01
Stats: SPD1 cntrl1
WND: 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

Extra Weapon
AR: Shots:

Missiles Light
AR: 3D6+1 Shots: 4

Other Info

Character 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 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.

Armory – Weapons

Name	Cost	Eff. Range	Effects
Old Revolver	\$100.00	150 feet	Deals 1d2 wounds, CQC-capable.
Handgun	\$400.00	75 feet	Deals two wounds, CQC-capable.
9mm SMG	\$600.00	600 feet	Deals two wounds. Automatic fire, CQC-capable.
AKS-84U	\$800.00	1800 feet	Deals two wounds. Automatic fire.
M5A1 Carbine	\$800.00	1500 feet	Deals two wounds. Automatic fire, CQC-capable.
Sniper Rifle	\$5,600.00	1800 feet	Deals three wounds, AP1.
.50 cal Sniper	\$8,900.00	5400 feet	Deals four wounds, ignores armor. Counts as AP-1 against vehicles.

Armory – Armor

Name	Cost	Weight	Effects
Light Vest	\$1,500.00	25lbs	Provides a 5+ armor save and one ablative wound. Torso only.
Ballistic Suit	\$3,000.00	65lbs	Provides a 4+ armor save and two ablative wounds. Covers the entire body.
Recon PA	\$15,000.00	120lbs	Provides a 3+ armor save, two ablative wounds, and 3 Power. Entire body.

Armory – Vehicles

Note: Infantry wear a much heavier variant of Recon.

Name	Cost	Weight	SPD	Effects
Bike	\$4,000.00	600lbs	6/2	One passenger seat. Speed has been throttled.
Harley	\$6,000.00	800lbs	9/3	One passenger seat. Speed throttle has been removed.
Automobile	\$8,000.00	2 tons	8/2	Shotgun and passenger seats. Has a moderate trunk.

Note: Vehicles are not armored. Treat them as a 5+ armor rating vehicle- on an armor save speed is halved, then zeroed. On a failure the rounds pop through the vehicle compartment or turn it into a burning wreck. Speed is Maximum / Acceleration.

Bionics

With the advent of bio-friendly plastics, and neurological bridges, the world has seen a rise of high-grade bionics 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 bionic limb or major part requires a monthly check-up that costs \$1000.

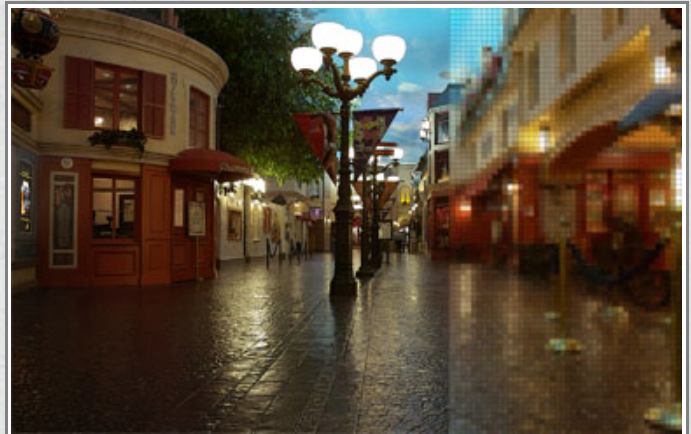
Bionic Eye: \$30k Grants a 128x128 colored field of vision per eye. With only one eye this works out to be about one third of the person's vision.

Bionic Limb: \$50k A limb that works nearly as well as a normal one- has a basic sense of touch and temperature. Grants a +1 armor save. Striking the limb disables it but does not wound.

Other: \$65k Lungs, heart, chest cavities... so long as the brain is whole someone can be patched up. It is possible to become a full-body cyborg, technically, but it can be pretty traumatizing and have a long rehabilitation. As a rule spines are left as is.

Nerve Interface: \$75k Increases Initiative in Power Armor by 1.

MyFi: \$100k Allows telepathic communication with similarly augmented personnel. Has a range of 100 feet.



Quick Reference

Included on this page are 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 20 points to be placed into attributes- INT, PER, CHR, POW, AGL, and BEU.
- 3. Distribute Skill Points:** Have 3 skill points. You may have familiarity with an infantry-class weapon, +2 to a hobby, or speak two more languages fluently. Cooking and Vidya are totally fine options for hobbies, for example.
- 4. Select Two Perks:**

+1 Bonus to Combat	+1 Bonus to Attribute Roll	+2 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"> Go for the head: With sniper weapons enemies are hit in the head on 1 or 3 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 	<ul style="list-style-type: none"> Street Wise: +1 to charisma when gathering information from thugs, dealers, whores, etc. Fitness freak: +1 to power when lifting or pushing something Got my license back in '65: +1 to agility when driving the wrong way down a street 	<ul style="list-style-type: none"> Crowd pleaser: +2 to reaction rolls for the opposite sex when exiting a mech Good as new: +2 to a bartering roll when selling a mech Dislocation time: +2 to rolls when escaping from binds or handcuffs

- 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, 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 CO-01: 4¢ 2W 1.0T CT-01: 3¢ 1W, +1 CNTRL. 1.2T NRB-02: 3¢ 3W, -1 DR 1.8T	Beta: 3¢ 4W, STR2, SPD1 6.0T CO-01: 5¢ 4W, STR1, SPD3 4.0T CT-01: 5¢ 4W, STR2, SPD2 7.0T NRB-01: 6¢ 5W, STR3, SPD1, 3+ 8.0T	Beta: 1¢ 3W, STR1 3.0T CO-01: 3¢ 2W, SPD1, movepen-1 2.4T CT-01: 3¢ 3W, STR1, handAR+1 3.5T NRB-01: 2¢ 4W, STR1 5.0T	Beta: 2¢ 2W, SPD2 4.0T CO-01: 3¢ 2W, SPD3, armor-1 3.0T CT-01: 4¢ 3W, SPD1 CNTRL1 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 +1
 - ATAU: 4¢, 1 shoulder, +0.25 tons - Perception +1, shoulder/missile 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

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	3¢ (Missile)	10+ Range	Shots: 4
Autocannon	5¢ (Normal)	20 Range	AP2	Medium Missiles	5¢ (Missile)	10+ Range	AP2 Shots: 4

- 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: Char AGL + Mech CNTRL + Mech SPD
Attack-Rating (Hands): 2d6 + Char PER + Mech CNTRL
Attack-Rating (Shoulder): 2d6 + Mech CNTRL
Attack-Rating (Missile): 3d6 + Mech CNTRL

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

Part Garage (Heads)

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

Name	Cost	WND	Attributes	Weight	Special
Beta	1cr	1		1.0 ton	
<i>Run of the mill head unit. Was the first type put into production for wartime efforts.</i>					
Dome	4cr	+1*		3.0 tons	*Torso wounds +1. Uses shoulder slot. Head hits become torso hits.
<i>A special head unit that is sunk into the shoulders for extra protection.</i>					
Bei-01	2cr	*		1.5 ton	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>					
Bei-02	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>					
CO-01	4cr	2		1.0 ton	
<i>A streamlined yet more armored version of the Beta. Does not hamper control like the NRB-02.</i>					
CT-01	3cr	1	CNTRL+1	1.2 tons	
<i>A head unit with improved programming and machine response-time.</i>					
CT-02	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>					
CT-Ettin	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>					
EG-01	3cr	1		1.1 tons	Initiative +2, 360 degree field of view
<i>Added sensors, radar, and an unobstructed view have made this otherwise Beta head perfect for the wary mech-jocky.</i>					
EG-02	5cr	1		1.5 tons	Initiative +2. 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>					
Mono	2cr	1	SPD+1	1.2 tons	
<i>An improvement over the Beta- the Mono head unit has a single advanced optical lens.</i>					
Mono-02	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>					
Mono-03	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>					
NRB-01	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>					
NRB-02	3cr	3		1.8 tons	DodgeRating -1
<i>The child of the NRB, this head unit is quite literally an armored up box with measly optical units crammed inside.</i>					
NRB-03	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>					

Part Garage (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
Beta	3cr	4	STR+2, SPD+1	6.0 tons	
<i>The first chassis unit that was produced for mechs. Has average capabilities.</i>					
Bei-01	4cr	4	STR+1, SPD+1	7.0 tons	Chassis Armor Rating is 3+; others are 4+.
<i>Following the motif of maximum efficiency and minimal investment, the Bei-01 makes use of strategically placed armor.</i>					
Bei-02	6cr	3	STR+1, SPD+1	6.0 tons	Chassis Armor Rating is 3+; others are 4+. One weapon has +50% ammunition/shots.
<i>Hollowed out sections along the 02 chest allow extra ammunition to be stored, either for mundane weapons or missiles.</i>					
CO-01	5cr	4	STR+1, SPD+3	4.0 tons	
<i>A light scouting chassis meant to capitalize on speed.</i>					
CO-02	6cr	3	SPD+3	4.0 tons	Moving hit penalties are now 1:3 (1:4 with Mono-03). Chassis Armor Rating is decreased to 5+.
<i>An extremely light, unarmored chassis with advanced auto-aiming sensors.</i>					
CO-02L	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>					
CO-03	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>					
CT-01	5cr	4	STR+2, SPD+2	7.0 tons	
<i>Like the Beta, but with the outdated hydraulics replaced. New muscle fibers allow an accelerated movement rate.</i>					
CT-01b	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>					
CT-02	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>					
EG-01	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 sacrificed for more armor.</i>					
EG-02	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>					
Mono	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>					
NRB-01	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>					
NRB-02	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>					
NRB-03	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>					

Part Garage (Arms)

Name	Cost	WND	Attributes	Weight	Special
Beta	1cr	3	STR+1	3.0 tons	
<i>Average arms with general capabilities. Were the first combat-ready arm units made for war.</i>					
Bei-01	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>					
Bei-02	4cr	3	STR+1	3.2 tons	Unlocks an additional missile slot; at 50% wounds half the total missiles are lost; all 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>					
CO-01	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>					
CO-02	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>					
CT-01	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>					
CT-01t	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>					
CT-02	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>					
CT-02b	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>					
EG-01	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>					
EG-02	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>					
NRB-01	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>					
NRB-01t	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>					
NRB-02	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.

Part Garage (Legs)

Name	Cost	WND	Attributes	Weight	Special
Beta	2cr	2	SPD+2	4.0 tons	
<i>An armored version of the first working bipedal leg unit.</i>					
Bei-01	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>					
Bei-02	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>					
Bei-W	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 then other wheeled chassis it is also quite average, with no particular penalties or bonuses.</i>					
CO-01	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>					
CO-02	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>					
CO-01h	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>					
CT-01	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>					
CT-01quad	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>					
CT-W	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>					
CT-02quad	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>					
EG-01	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>					
EG-02	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>					
EG-01hexa	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>					
Mono-W	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>					
NRB-01	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>					
NRB-01t	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>					
NRB-02t	7cr	4	SPD+3	8.0 tons	Part still operates until total destruction
<i>A more armored and powerful version of the 01.</i>					
NRB-02	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>					

Part Garage (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 the a whole (or both) shoulder slots to function.

Name	Cost	Slots	Weight	Special
Storage Tank	3cr	1	2.0 tons	Increases ammunition/shots of one weapon by 100%, including special ammo.
Targeting Array	2cr	1	0.25 tons	Increases Perception by 1. Remember that this also boosts Initiative.
Beico Bǎngzi	3cr	1	0.4 tons	Grants +1 AR to your choice of held, shoulder, or missile weapons, at purchase. +25% ammunition/shots with one weapon.
Advanced Targeting Acquisition Unit	4cr	1	0.35 tons	Increases Perception (and Initiative) by 1. Shoulder, melee, and missile AR is +1.
Secondary Arm	2cr	1	0.3 tons	Adds a long, lithe arm with a gripping STR of (mech-1). May use a Handgun.
<i>A long arm with an agile gripping unit. Though much weaker than the real thing, these allow the mech to manipulate doors and control panels.</i>				
External Power Pack	2cr	1	1.0 ton	Increases operation time of the mech by 36 hours.
Command & Control Node	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>				
Decoy Launcher	3cr	1	0.5 tons	Increases DodgeRating against Missiles by 3. Multiples do not stack.
Beico Lánjié	3cr	1	0.5 tons	Oncoming missiles are destroyed on D6 5+. Multiple purchases allow more rolls.
Jamming Device	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.
<i>Decoy-launchers and Jamming Devices are meant to protect mechs against oncoming missiles.</i>				
Weapon	?	?*	?	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>				
Targeting Laser	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+ 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>				
Electronic-Warfare Unit	7cr	1*	1.0 ton	Choose full or quick action and then roll 1d3+INT against an enemy within LoS's 1d3+INT. 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>				
Jump-Pack	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>				
Sans-Ferguson Single Line Winch	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 work 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.

Upgrade	Cost	Slot	Weight	Effect
Armor	2cr	Any	0.8 tons	Increases the Wounds by 1.
Software	5cr	Any		Increases Control by 1.
Body Work	1cr	Torso		+1 to Intimidation rolls.
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.
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. AP0 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.
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 (Normal)

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 be mounted anywhere (non-missile), and missiles have their own special slot.

All weapons are one-handed unless stated otherwise in the weapon effects.

Name	Cost	Slot	Range	Effects	Shots
Handgun	1cr	Any	15	AP-1	x
Rifle	2cr	Any	25	AP0	x
Burst Rifle	3cr	Any	30	AP1	x
M19AR	4cr	Any	35	AP0, Hit+2	x
Machine-Gun	3cr	Any	20	AP1, Hit+1	x
Heavy MG	5cr	Any	20	AP1. Has two attacks. A flat roll of 3- will jam the weapon for 1d3 turns.	x
MG57	6cr	Any	25	AP1. Has two attacks.	x
Pistol/MG/Rifle Special Ammunition: 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.					
Autocannon	5cr	Any	30	AP2	x
Minor Sniper	4cr	Any	40	AP1	x
Battle Cannon	8cr	Any	30	AP1, Damage x2. Weighs 1.0 ton. Requires 2STR to use.	x
Jackhammer	10cr	Any	25	AP2. Shoots 1d6-1 times. Uses ammo based on shots. Requires two hands and 3STR to use. Weighs 3.0 tons.	12*
Sniper Cannon	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 NRB treads.	x
Autocannon/Sniper Ammunition: 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.					
Railgun	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
Shotgun	2cr	Any	15	AP1, Hit+1	x
Shredder	5cr	Any	20	AP2, Hit+1	5
Shotgun Ammo: 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. <u>Buckshot:</u> Has two attacks, AP decreased by 1. <u>QB8:</u> +1AP, range is decreased by 5. <u>Incendiary:</u> A hit will have a 50% (D6 4+) chance of decreasing enemy Attack Rating by 1 their upcoming turn. <u>Sparkler:</u> Hits will decrease enemy Attack Rating by 1 their upcoming turn. Wound—1.					
Incendiary Cannon	5cr	Any	20	AP2, requires 3STR to use. A hit will cause the enemy to have -1DR and AR their upcoming turn.	x
Chemical Laser	4cr	Any	40	AP1, Hit+1	5
Flamethrower	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 addition adjacent targets. Flamethrowers can detonate deployed Limpet Bombs.	x
Heavy Flamethrower	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
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. <u>Focused:</u> Range is increased by 5. <u>High-Intensity Fuel:</u> +1AP, range is decreased by 25%.					

Armory (Explosive and Melee)

Name	Cost	Slot	Range	Effects	Shots
Rocket Launcher	5cr	Any	30	AP2, Hit+1	4
Grenade Launcher	5cr	Any	20	Ignores Armor, Hit-2	4
Grenade MG	5cr	Any	20	Damage x2	4
Grenade Launcher/MG Special Ammunition: May be purchased at 1cr. Replaces shots with the selected ammunition. Only the first four shots will use the purchased ammunition. <i>*Duration is halved, at best, in stormy conditions.</i> <i>Smoke:</i> The weapon no longer deals damage. Lasts two turns. All entities in target grid space have +2DR and -3AR.*					
Limpet Bomb	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 it off.	2
Emerald Green Mine Dispenser	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.	4
Light Rocket Pod	2cr	Shoulder	20	AP1, Hit+1, Shots 1-3. Two shots count the weapon as Hit+0, three as Hit-1.	6
Rocket Pod	4cr	Shoulder	20	AP2, Hit+1, Shots: 1-3. See above. Weighs 0.5 tons	6
Heavy Rocket Pod	6cr	Shoulder	25	AP2, Hit+1. Shots: 1-3. See Light Rocket Pod. Weighs 0.75 tons.	6
<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>					
Mortar	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.	6
Light Missiles	3cr	Missile	10+	AP0	4
Medium Missiles	5cr	Missile	10+	AP2	4
Anti-Air Missiles	5cr	Missile	10+	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). <i>*If the mech also has a C&C node, or the target is a chopper, instead add +3 to hit.</i>	4
AP Missiles	6cr	Missile	10+	Ignores Armor	4
Incendiary Missiles	6cr	Missile	10+	AP1, 3x3 blast. Struck targets have -1DR and -1AR for 1d3 turns.	3
Heavy Missiles	8cr	Missile	10+	AP2. Has two attacks.	3
Fire and Forget Missiles	8cr	Missile	10+	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 the same turn they are deployed.	3
<i>-Note that missiles roll 3d6+CNTRL to hit, with no movement penalties, and that you have a Missile slot <u>just</u> for these babies.</i> <i>-Missiles may be purchased for the hand or shoulder slots but this increases the cost by 50%.</i>					
Blade/Mace/Pipe	1cr	Held	1	Equal to melee but with +1AP. Does not wound self.	x
Shotfist	1cr	Held	1	AP3. Has two attacks. Also hits the mech's arm once at AP0.	1
Pile Driver	3cr	Held	1	AP3. Has two attacks. May not be swapped out after equipping.	2
Combat Shield	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.		
Anti-Missile Shield	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.		

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'sa 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.

Game System

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 normally 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.

Combat works somewhat similar to many other systems. 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.

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 flat number within their entry.

1. Movement Phase: Once initiative has been determined entities can begin moving. 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 do not have a set default movement distance- instead it is fully determined by their speed attribute.

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

As previously mentioned, 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 moved will be subtracted from a mech's AttackRating. Likewise, the mech's DodgeRating will be increased by half the grid spaces moved. Missiles remain unaffected by this, and most 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 AttackRating. 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.

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 arm 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.

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 1d3+1 against PER to not fire upon an entity that would otherwise be fired upon, halting at the last moment. This 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:

Held Weapons: 2d6 + Perception + Control + Modifiers

Shoulder Weapons: 2d6 +1 + Control + Modifiers

Melee Attacks: 2d6 + Agility + Control + Modifiers

Missiles: 3d6 + Control + Modifiers

Vehicle's Attack Rating will be noted in 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 DodgeRating, it is a miss. Should the attack score higher than the DodgeRating it is a hit, and the vehicle must make an armor save or suffer a wound.

Dodge-Rating:

Mechs: Agility + Speed + Control + Modifiers

Vehicles: *Flat number, see profile

The 11-15 rule of combat

At higher points mechs can get rather high amounts of Dodge Rating, making them hard to hit. Because of this there is a critical or auto-hit parameter of rolling. 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 mere 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, drastically decreasing the Dodge Rating.

Legs, Destruction: When the legs lose their last wound they are entirely destroyed. The Speed drops to 0, further decreasing the Dodge Rating. 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.

Combat Cheatsheet

Turn Cycle:

Standby

0. Determine Initiative

1. Movement Maneuver

2. Utility Maneuver

Repeat 1,2 for each entity

3. End Phase

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

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

-Shoulder Weapons: 2d6 + Control + Modifiers

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

-Missiles: 3d6 + Control + Modifiers

Dodge-Rating:

-Mechs: Agility + Speed + Control + Modifiers

-Vehicles: *Flat number, see profile

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

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.

Outside of the Mechs

The game doesn't have to stop when the combat does, and really it shouldn't. There are some rules for characters to attempt to perform certain actions and test their abilities, even when outside of the fighting machines.

Personal Combat

A guard in the way of getting that new shiny mech? One of your party members irritating your character beyond belief? Combat outside of mechs are pretty simple. The character goes in order of Initiative, the higher of the two reacting first and more agile. To attack in melee, roll 1d6+Power against the targets 2+Agility (or out-of-mech DR). Should you hit a wound is dealt to them, and they receive -1 to rolls and DR on their upcoming turn.

Different weapons roll using different attributes and do more damage- a knife might use agility, a handgun perception, and both would do two wounds. All characters have a wounds attribute that starts equal to Power.

Example attack:

Frank attempts to pistol-whip some mook. He has two dots of power, and therefore rolls 1d6+2 for hitting. The enemy has a DR of 5 (3 AGL+2). He requires a 4 or better to hit.

Instead of pistol-whipping them let's assume Frank actually tries to cap them. He rolls 1d6+3 (Perception) against 4 (2 AGL+2). If he succeeds then the enemy takes 2 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.

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 (1d6+Charisma, 7+). On a failure the closest enemy is the only one they may fire upon. This lasts the duration of the scene.

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. Or simply to eat and lounge. Depending on how difficult a challenge is there will be a resulting penalty to the roll. The success or fail result is wholly up to the GM. Ultimately the goal is to have the dice roll be lower than the character's respective attribute.

Moderate challenge: 1d6+Attribute, 5+

Example: Driving at an unsafe speed. Benching a moderate amount of weight. Wheedling a small favor. Quickly sifting through an unsecured computer for data.

Hard challenge: 1d6+Attribute, 7+

Example: Driving at break-neck speeds through rush-hour traffic. Benching more than your body weight. Cracking a secured computer.

Impossible challenge: 1d6+Attribute, 9+

Example: Flirting with an important political figure. Shooting a rocket out of a racing vehicle while driving it. Pushing a car off of someone. Hacking into a military network.

Reaction Rolls

A reaction roll is simply 1d6+Beauty when meeting an NPC or multiple new people. This works much like a skill-check roll; if it is a moderate success then they are neutral. A hard success will be friendly, and impossible success will mean you now have a new best friend or a stalker. That can be bad.

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

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. While this may seem steep, this also takes into account removing the damaged sections, ordering replacements parts, and general labor.

One character may attempt a barter roll at whatever difficulty you feel appropriate, against that one swindling character's Charisma. If the roll succeeds the total CR cost for all repairs by that particular shop will decrease by 20% until the repairing is done. Each wound fixed represents a day's work by the engineers.

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, but first a difficult-class roll must be made against the fixer's intelligence. On a success the part is repaired for only 50% the normal cost, over a number of days equal to the missing wounds. On a failure the part is fixed for 100% of the normal cost and takes an additional day to fix.

Note that repairing any vehicles requires some form of relevant perk or special skill to be allowed- having the expertise to repair vehicles and mechs is a 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. Parties that have a mechanic, and the occasional winch, are able to make use of found parts to earn a bit more cash. Spoils are the easiest way to do this; simply loading a transport up with enemy vehicles (destroyed or not) and hauling them off to a dealership. More studied individuals can instead break open the parts and search for expensive bits on their own time, only selling that which is easiest and lightest to carry. Both methods can earn some good money over prolonged campaigns.

A. Spoils

Mechanics and dealers are inclined to look at used gear with skepticism. And they can hardly be blamed- with all the weapons and parts being shuffled around, there isn't

time or money to be wasted on parts that might not even work. Spoils (parts and used weapons) are only sold for up to 50% of the base price. Missing wounds or exceptional wear and tear will further reduce this value.

When selling gear one character may attempt to swindle the dealer to get a better deal out of the crap. When this is the case the player makes a barter roll at whatever difficulty you feel appropriate against that one repairman's Charisma. On a success (result higher than the dealer CHR) the goods may be sold at 65% their worth.

Keep in mind, to salvage, you require a transport to haul around the extra parts/vehicles that you wish to sell off. It may be appropriate to also require a mech with a Winch to easily load said pieces. Let's hope you have the transport space to carry everything!

Example:

Arona is at some random dealer with a transport's worth of mech limbs and weapons. After some haggling (pointing out the technicalities of each part, their condition, and much pouting) the player goes ahead and rolls. This will be 1d6+CHR against the GM-chosen challenge of moderate (5+). The player rolls a two, succeeds, and manages to haggle up to 65% of the goods worth. After unloading everything Arona leaves the shop with a decent amount of credits.

B. Salvage

Blackened wrecks and crumbling parts might still have useful components. With a days downtime a particularly savvy character may try to suck a part dry for sell-able bits and pieces. During a suitable downtime a player may choose to salvage something. When this is the case the part is scrapped, and the player rolls a hard INT check (7+) for every two full, maximum wounds that part has. For each success they receive half a CR. If the salvaged part is exceptionally expensive, 6cr or more, the first roll of [6] will grant an additional 1CR. Keep in mind that similar to repairing a part, salvaging a part likewise requires some form of mechanic perk or skill.

Example:

Omar has somehow come across a badly damaged CO-03 chassis. Having a weekend for R&R, the man decides to spend one day trying to salvage what he can from it. The GM points out his perk is for repairing mechs, not ripping them apart, so Omar will not gain the INT bonus for this action. The player rolls three hard INT checks (7+) with his INT of 3, since the part has six full wounds. He scores a [1][4][6] for a 4, 7, and 9. Two of the dice succeed for 0.5+0.5CR, and the third fails. Because the part is expensive, and he managed to roll a [6], an additional CR is provided. Omar finishes the evening with 2CR's worth of small bits. Not bad for a day's work.

Chromestrike as a Wargame

Chromestrike is inherently rules-light, and focused on mixed vehicular combat, so it's rather simple to run the system as a wargame; or as a match with two opposing players each controlling an army. Most of the rules can be ran as they are listed in the book. The only difference comes into characters and particular rules that might require GM discretion. When the later is the case it will most likely be determined by a dice roll.

The first step to setting up a wargame will be for the two (or more) players to select a map, or tabletop, that they might wish to use. After that there's simply coming up with an army. In the proceeding appendix, vehicles and mechs can be purchased for their listed amount of credits. A decent-sized attachment of forces could be 200 credits each- more than anything you're likely to control as a party!

Creating Your Army

All units will use their base attributes as noted. Custom mechs will have a base of 2 in all attributes, with two of their attributes of the player's choice being a 3 instead.

Your army consists of squads- these are a combined unit of vehicles or soldiers. The following lists how many many entities of the same type may make up a squad.

- * 1-3 mechs of the same model
- * 1-10 Mobile Infantry
- * 1-5 Battlesuits or Combat Drones
- * 1-3 Tanks or Choppers
- * 1-3 APCs (loaded if possible)
- * 1 Other

Squads must be made up of exactly similar mechs or vehicles- a missile mech may not be in the same squad as soldier mechs! These squads are deployed with members within 4 grid spaces of one another. A squad may not be deployed in the same quarter of the map as an enemy squad.

Beginning the Game

Once all of the forces have been figured out each player rolls a D6. Whoever scores higher (on re-rolls if needed) gets to place a unit first. They simply place a squad anywhere on the map, with each of the members adjacent. The next player then deploys a unit, and so on. Keep in mind that a unit may not be deployed in the same quarter of the map as an enemy.

Once all the units are deployed roll once more to see who gets the first turn. On a players turn they perform all the move actions for their units and then perform the utility actions. Once all of their units have used both actions then it is the opponents turn. They do precisely the same thing, first moving, then performing actions with their utility action.

Victory

Though most of the time the goal is to beat the snot out of the other army, it might also be appropriate to add on a different, or additional victory condition. Some specific spot of the map might be fought over, or some neutral character with no vehicle might need to be captured.

Unless some different victory condition is agreed upon, the main objective will be to destroy the other army until that player concedes. A player that concedes must move his units off the map by the shortest route possible. The last player who hasn't conceded is victorious and wins the game.

Rulings

-A transport may drop off units as a utility action. The loaded entities count as having moved however far the transport has, and may only move further if their SPD allows.

-Infantry and MI may make use of any building edge as cover.

Summary

200 cr per player

Custom mechs have default 2 in each attribute; 3 in two others

Default vehicles have their listed pilot attributes

0. D6 to determine deployment order

1. D6 to see what the turn order is

2. Player 1 makes Movement Maneuvers with his forces

Player 2 does the same with his own forces

3. Player 1 makes Utility/Attack Maneuvers with units able

Player 2 does the same

4. Repeat as necessary

Once all other players concede you have won- players may concede to admit that they are done for. Once a player concedes they must move their units off the map by the shortest route possible, forgoing any utility actions as they do.

Example Forces, 200cr

Balanced Army

- 1x Battle Tank (30)
- 1x Attack Helicopter (20)
- 2x Combat Turret – Sniper (14)
- 2x Beta Soldier Mechs (40)
- 2x Beta Missile Mechs (40)
- APC, loaded (26)
- 2x Scout MI
- 2x Engineer MI
- APC, loaded (26)
- 4x Soldier MI

CO Strike-Force

- 2x CO-01 (50)
- 5x CO Combat Drones - Hitotsu (50)
- 5x CO Combat Drones – Futatsu (50)
- 3x Soldier MI (15)
- 3x Engineer MI (15)
- 3x Engineer MI (15)

Example Match Page

=Placeholder=

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.



Storytelling

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-jockey. 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 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.

Rewards:

Death and maintenance. At the start the players might begin with 25 credits per player, plus 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.

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. Once they are satisfied it is then good to grant the group 15CR per player to be spent on vehicles. This would be highly suggested to be spent on Mech Transports, or Transport Choppers, for the sake of having a mobile fort. 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?

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

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 + loot *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, no loot *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.

Campaign Tips and Hints

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.

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-blond 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.

Character Name: Arona R Cantrell

Player Name:

Gender: Female

Height: 5'8" **Weight:** 130 lbs **Age:** 26

High Concept: Sniper-babe mercenary

Appearance: Voluptuous, athletic. Somewhat Nordic in appearance. Blue eyes and long blonde hair.

Attributes

Mental

Intelligence ⊗ ⊗ ○ ○

Perception ⊗ ⊗ ○ ○

Charisma ⊗ ⊗ ⊗ ○

Physical

Power ⊗ ○ ○ ○

Dexterity ⊗ ○ ○ ○

Beauty ⊗ ⊗ ⊗ ○

Other Details

Has 1 cr to spend

Skills

Talk- Obfuscation +1

Firearms- Handguns +1

Firearms- Rifles +1

Perks

Crowdpleaser- +2 to reaction rolls for those that are attracted to females when exiting a mech

Go for the head- With Sniper weaponry enemies are hit in the head on a roll of 1 or 3

Mech Name: Lucy

Credits: 24

Role: Sniper mech

Weight: 16.7 tons

Colors

Primary Blue

Secondary Light blue

Optics Yellow

Stats

Strength ⊗ ⊗ ⊗ ○ ○ ○ ○

Speed ⊗ ⊗ ⊗ ○ ○ ○ ○

Control ⊗ ○ ○ ○ ○ ○ ○

Dodge-Rating 5 / 4 / 2

Armor Rating 4+

Initiative 3+1

Insignia Pair of red lips

Head: CT-01

Stats: cntrl+1

WND: 0

Chassis: Beta

Stats: STR2 SPD1

WND: 0 0 0 0

Arms: CT-01

Stats: STR1, held +1 AR

WND: 0 0 0

Legs: Beta

Stats: SPD2

WND: 0 0

Weapons

Primary Sniper Cannon

AR: 2D6+5 Shots:

AP2, r40, 2x dam

Secondary

AR: Shots:

Shoulder Targeting Array

AR: Shots:

+1 perception

Shoulder

AR: Shots:

Extra Weapon Shotgun

AR: 2D6+6 Shots:

AP1, r15

Missiles

AR: Shots:

Other Info



Character Name: Thorsten Pulgurukov

Player Name:

Gender: Male

Height: 6'2"

Weight: 170 lbs **Age:** 23

High Concept: Juvenile delinquent turned soldier

Appearance: Tall, athletically built. Looks very gaunt and wild. Hair is messy, black, shoulder-length

Attributes

Mental

Intelligence ☒ ☒ ☐ ☐

Perception ☒ ☒ ☐ ☐

Charisma ☒ ☐ ☐ ☐

Physical

Power ☒ ☒ ☐ ☐

Dexterity ☒ ☒ ☒ ☐

Beauty ☒ ☒ ☐ ☐

Other Details

Skills

Firearms- Assault Rifles +1

Stealth +1

Knives +2

Perks

Street Fighter- Thorsten has +1DR against melee weapons in our out of his mech.

Fat Shoulder- +1 to hit an opponent in melee if they wounded an ally last turn

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 spear

Stats

Strength ☒ ☒ ☒ ☒ ☐ ☐ ☐ ☐

Speed ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐

Control ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Dodge-Rating 4/ 3 / 2

Armor Rating 3+

Initiative 5

Head: NR8-02

Stats: Dodge rating -1

WND: 0 0 0

Chassis: NR8-01

Stats: STR3 SPD1

WND: 0 0 0 0 0

Arms: CT-01

Stats: STR1, held +1 AR

WND: 0 0 0

Legs: NR8-01

Stats: SPD1

WND: 0 0 0 0

Weapons

Primary HMG

AR: 2D6+3 Shots:

AP1, r30, 2x attacks

Secondary Shredder

AR: 2D6+4 Shots: 5

AP2

Shoulder

AR: Shots:

Shoulder

AR: Shots:

Extra Weapon

AR: Shots:

Missiles

AR: Shots:

Other Info



Appendix

Included is a list of example enemies that might be used for **ChromeStrike**. Toward the end of this chapter 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

Dodge Rating 5/4/2

Head: Beta (o)

Speed 000

Armor Rating 4+

Chassis: Beta (000 o)

Control

Initiative 4+1

Arms: Beta (000)

Legs: Beta (000)

Weight: 15.25 tons

Pilot: Attributes default to 2

Equipment

Heavy MG (Primary hand) – 25R, AP1, 2x attacks 2d6+3 to hit

Shotgun (Secondary) – 15R, AP1 2d6+3 to hit

ATAU - +1 to all hit, Initiative, and per

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

Dodge Rating 5/4/2

Head: Beta (o)

Speed 000

Armor Rating 4+

Chassis: Beta (000 o)

Control

Initiative 5

Arms: Beta (000)

Legs: Beta (00)

Weight: 16 tons

Pilot: Attributes default to 2

Equipment

Machine-Gun (Primary hand) – 30R, AP1 2d6+3 to hit

Medium Missiles – AP2 4+4 shots 3d6 to hit

Storage Tank

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.



CO Model 01

Points: 24

Colors: Plastic-white with light blue optics

Strength 0
Speed 7
Control

Dodge Rating 9/6/2
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 2.

**Leg Armor Rating is 5+

Equipment

*Moving hit penalties are at -1

Machine-Gun (Primary hand) – 30R, AP1

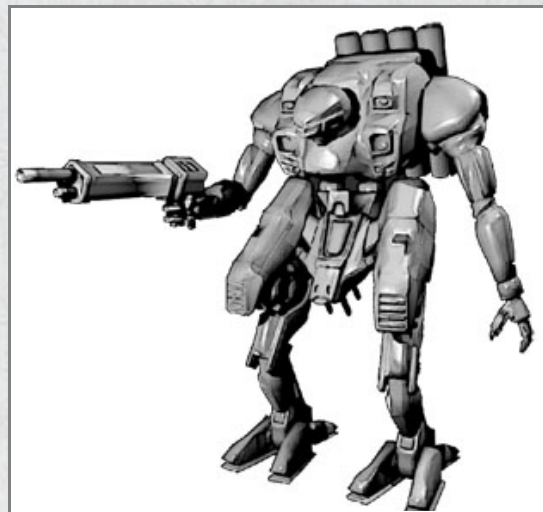
2d6+3* to hit

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. What they lack in armament is made up by speed- they are known for being a pain to destroy.



CT Model 01 "Mustang"

Points: 25

Colors: Dark blue paint with red optics

Strength 000
Speed 000
Control 00

Dodge Rating 7/6/4
Armor Rating 4+
Initiative 5

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

Weight: 16.7 tons

Pilot: Attributes default to 2.

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 somewhat evident in the aerodynamic, sloped armor.



NRB Model 01

Points: 25

Colors: Dark gray with gold optics

Strength 000 0
Speed 00
Control

Dodge Rating 4/3/2
Armor Rating 3+
Initiative 4+1

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 2.

*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) +1 Perception and Initiative

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.



Destroyer

Points: 50

Colors: Dark gray with gold optics

Strength 000 00
Speed 00
Control 0

Dodge Rating 5/4/3
Armor Rating 2+
Initiative 6

Head: NRB-02 (000 o)
Chassis: NRB-03 (000 000)
Arms: NRB-01 (000 o)
Legs: NRB-02 (000 o)

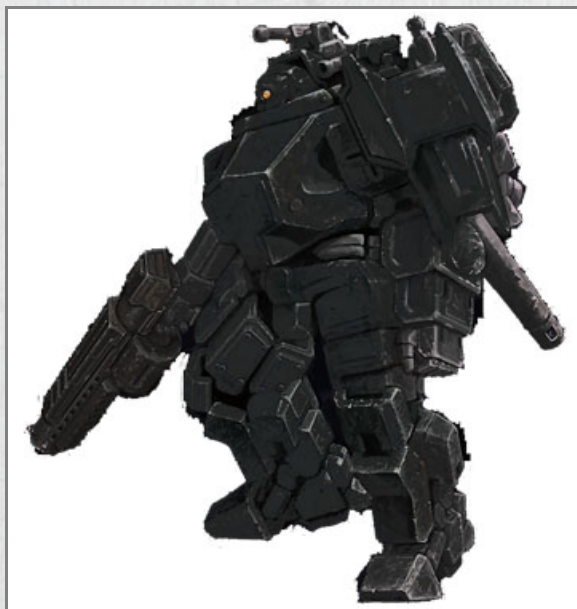
Weight: 31.8 tons

Pilot: Professional. PER/AGL is 3, others default to 2.

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

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.



Mono-01 "Sentinel"

Points: 25

Colors: Dull yellow with white optics

Strength oo

Speed 8

Control

Dodge Rating 11/7/3

Armor Rating 4+

Initiative 7

Head: Mono-01 (o)

Chassis: Mono-01 (ooo o)

Arms: Beta (ooo)

Legs: Mono-W* (oo)

Weight: 12.2 tons

Pilot: Professional. PER/AGL is 3, others default to 2.

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) +1 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.



CO Model 03 "Rocket Cutter"

Points: 50

Colors: Plastic-white with light blue optics

Strength o

Speed oooo

Control o

*+1 in melee

Dodge Rating 8/6/4*

Armor Rating 4+

Initiative 6

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 3, others default to 2.

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.



EG Model 01

Points: 25

Colors: Green jungle camo with black optics

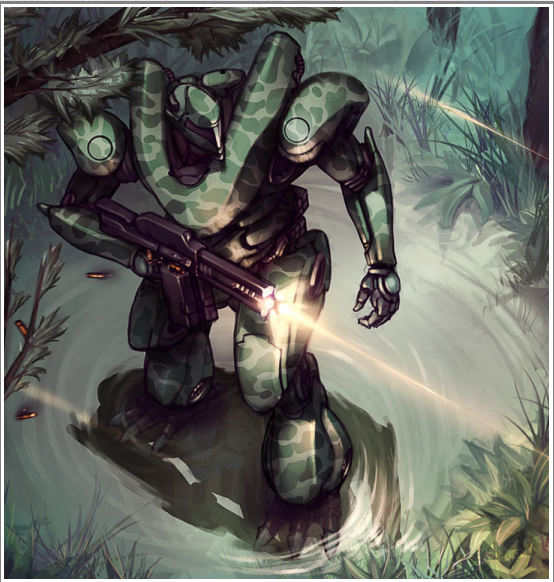
Strength 000	Dodge Rating 3/2/2	Head: EG-01 (000)
Speed 0	Armor Rating 4+	Chassis: EG-01 (000 00)
Control	Initiative 7	Arms: EG-01 (000 0)
		Legs: EG-01 (000)

Weight: 16.05 tons
Pilot: Attributes default to 2.

Equipment

Autocannon (Primary hand) – 30R, AP2	2d6+3 to hit
Shotgun (Secondary) – 15R, AP1	2d6+4 to hit
Targeting Array (Shoulder) +1 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 hobble 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 5/4/4	Head: EG-02 (0*)	*Head Armor Rating is 3+
Speed 0	Armor Rating 4+	Chassis: EG-02 (000 000)	
Control 0	Initiative 9	Arms: EG-02 (000 0)	
		Legs: EG-02 (000)	

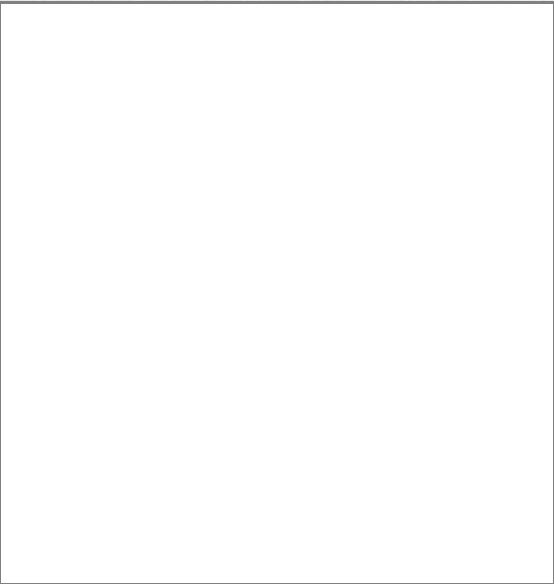
Weight: 19 tons
Pilot: Professional. PER/AGL is 3, others default to 2.

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.



Type 4 "Death Lord"

Points: 11

Colors: Green-brown camo with black optics

Strength 000
Speed 000
Control

Dodge Rating 5/4/2
Armor Rating 4+
Initiative 4

Head: Bei-01
Chassis: Beta (000 o)
Arms: Beta (000)
Legs: Beta (oo)

Weight: 15.5 tons

Pilot: Attributes default to 2

Equipment

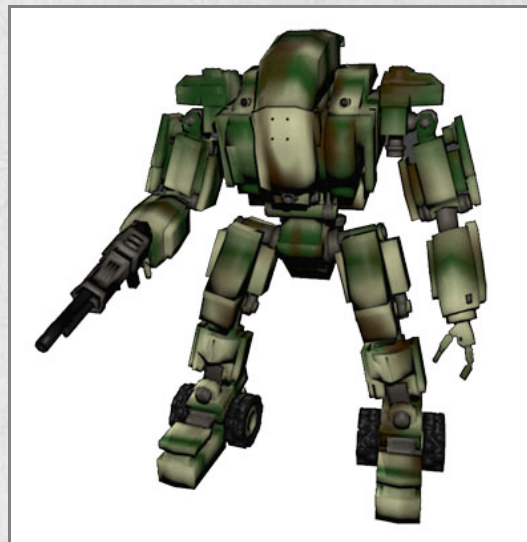
Machine-Gun (Primary hand) – 20R, AP1
Old-Age Hatch

2d6+3 to hit

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. Enemy troops refer to the Type 4 as coffins, which often lead to the deaths of their pilots.



Type 38 "Tiger"

Points: 20

Colors: Green-brown camo with black optics

Strength 00
Speed 000 o
Control

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

Head: Bei-01
Chassis: Bei-02** (000)
Arms: Bei-01* (o oo)
Legs: Bei-Wheel (000)

Weight: 13.5 tons

Pilot: Attributes default to 2

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

**Chassis has 3+ Armor Rating

Equipment

Machine-Gun (Turret arm) – 20R, AP1
Light Missiles – 6 shots

2d6+5 to hit

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 00

Dodge Rating 5/4/3

Head: Bei-02 (00)

Speed 000

Armor Rating 4+

Chassis: Bei-02* (000)

Control

Initiative 4

Arms: Bei-02² (000)

Legs: Bei-02³ (000)

Weight: 13 tons

Pilot: Attributes default to 2

**Chassis has 3+ Armor Rating*

²At 50% wounds 2 Light Missiles are lost; all at 0%

Equipment

Minor Sniper (Primary) – R40, AP1

2d6+2 to hit

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

4 shots

3d6+5 to hit

Heavy Missiles (Missile) – AP2, 2x att

5 shots 3d6+2 to hit

Customization Options:

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

Special

³LOCK 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 5/4/2

Head: Dome

Speed 000

Armor Rating 3+

Chassis: NRB-01 (0000 00)

Control

Initiative 4+1

Arms: NRB-01 (000 0)

Legs: Beta (00)

Weight: 20.25 tons

Pilot: Attributes default to 2

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) +1 PER

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 cowlings 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 oo

Speed ooo oo

Control

Dodge Rating 7/5/2

Armor Rating 4+

Initiative 4

Head: Mono-01 (oo)

Chassis: Mono-01 (ooo o)

Arms: Beta (ooo)

Legs: Beta (oo)

Weight: 15 tons

Pilot: Attributes default to 2

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 8/6/3*

Armor Rating 4+

Initiative 4

Head: Mono-02 (o)

Chassis: Mono-01 (ooo o)

Arms: Beta (ooo)

Legs: Beta (oo)

Weight: 15 tons

Pilot: Attributes default to 2

**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 00

Dodge Rating 8/8/5

Head: CT-01 (o)

Speed 000

Armor Rating 4+

Chassis: CT-01 (ooo o)

Control 000 o

Initiative 4

Arms: CT-01t (ooo)

Legs: CT-01quad (ooo)

Weight: 18.45 tons

Pilot: Attributes default to 2

Equipment

Autocannon (Primary) – 30R, AP2

2d6+7 to hit

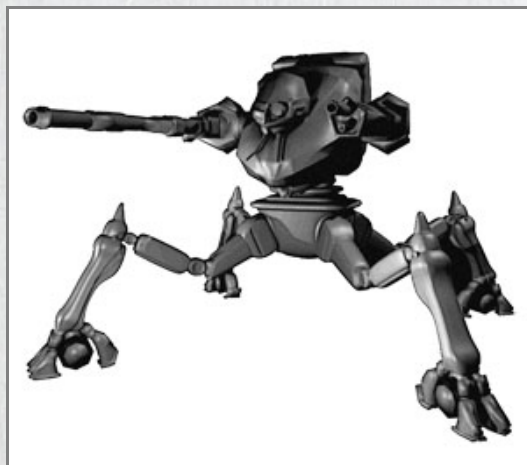
Minor Sniper (Secondary) – 40R, AP1

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 o

Dodge Rating 8/6/3

Head: Mono-01 (o)

Speed 000

Armor Rating 4+

Chassis: CT-01 (ooo o)

Control o

Initiative 4

Arms: CT-01 (ooo)

Legs: CT-01 (ooo)

Weight: 16.95 tons

Pilot: Attributes default to 2

*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 (5CR):

- Scout: Add Targeting Laser
- Fire Support: Add Medium Missile rack
- Anti-Air: Trade Burst Rifle for Machine-Gun and Anti-Air Missile rack
- Assault: 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.

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 6+2

Weight: 32.0 tons

Pilot: Professional. PER/AGL is 3, others default to 2.

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 4+1

Weight: 28.0 tons

Pilot: Attributes default to 2.

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 4+1

Weight: 28.0 tons

Pilot: Attributes default to 2.

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 4

Weight: 65.0 tons

Pilot: Drone Chip. PER is 3, 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 periods of time.



Armored Personnel Carrier

Points: 6

Speed 7 Dodge Rating 6
Control Armor Rating 4+ Main: (oo)
Initiative 3

Weight: 20.0 tons

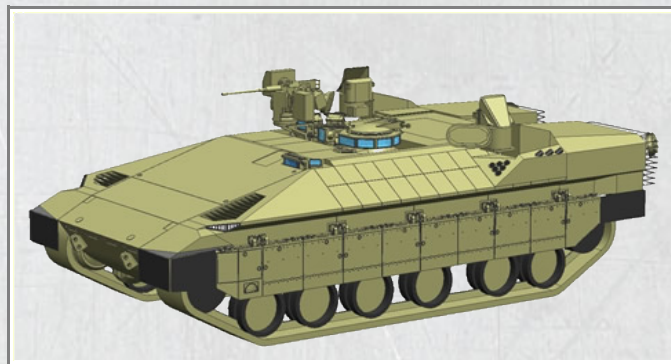
Pilot: Attributes default to 2.

Equipment

Machine-Gun (Turret) – 40R, AP1 2d6+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

Speed oo Dodge Rating 3
Control Armor Rating 6+ Main: (oo)
Initiative x

Weight: 7.0 tons

Pilot: Attributes default to 2. 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 1cr a pop.

Special:

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 4

Main: (oo)

Weight: 8.0 tons

Pilot: Attributes default to 2.

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 – AA, 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 0

Speed 0

Control

Dodge Rating 6 (4+AGL)

Armor Rating 3+

Initiative 5 (PER+AGL)

Main: (oo)

Weight: 1400 lbs empty

Equipment-

-Boosters

-HMG (2H) – 25R, AP1, 2x attacks, 3- jams2d6+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 no legs. 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:

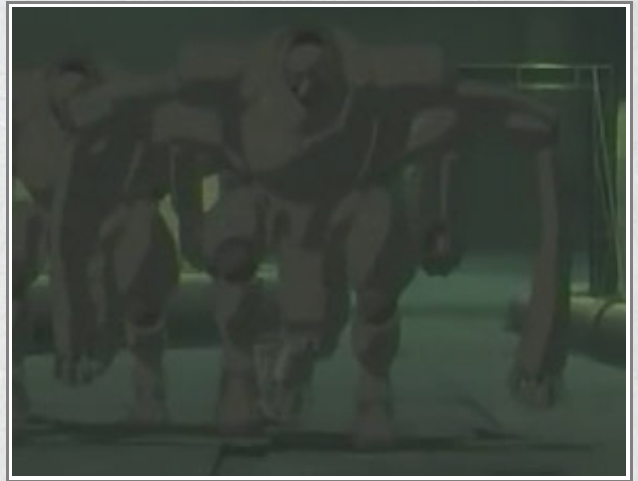
-May purchase all non-torso part upgrades for half price.

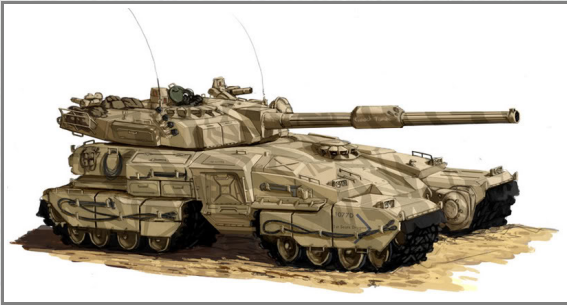
-May purchase shoulder weapons, additional held weapons, and shoulder parts at normal price. Note that weapons of at least 4 base CR must be used with two hands or both shoulders and two-handed mech weapons may not be purchased.

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 electroreactive 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 3

Turret: (000)
Main: (000 0)
Treads*: (00)
*No Speed loss until all wounds are removed

Weight: 60.0 tons

Pilot: Attributes default to 2. 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+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 firing. 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 2

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 000
Control

Dodge Rating 7/6/4
Armor Rating 5+
Initiative 4

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 3, others default to 1.

Equipment

2H Rifle (Primary hands) – 25R

Machine-Gun (Shoulder) – 20R, AP1

Boosters Upgrade to Legs - +2 SPD for -1 to hit

2d6+3 to hit

2d6+1 to hit

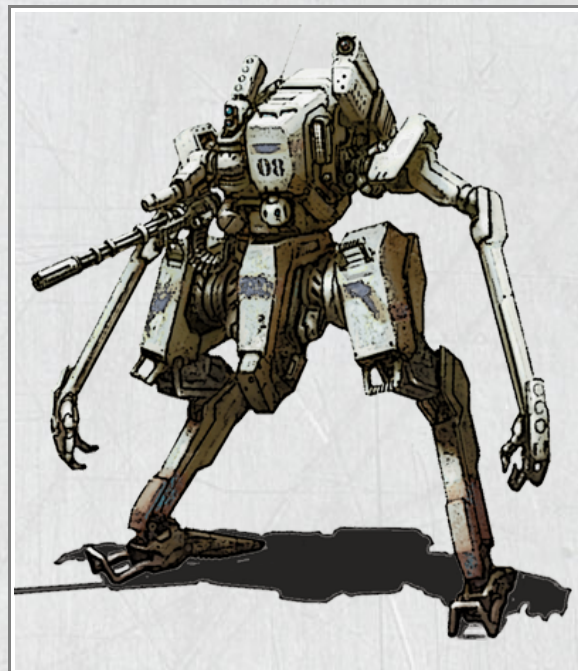
Customization Options:

-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 3

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 21st 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.

Power Armor (Mobile Infantry)

Points: 5

Power 000 000

Speed 000 0

Control

Dodge Rating 8 (5+AGL)

Main: (o)

Armor Rating 5+ / 4+ vs infantry weps

Initiative 5 (PER+AGL)

Weight: 300 lbs empty

Equipment- Choose a load-out; may fire one of the weapons each turn

Jump-Pack
and

(Soldier) -Light MG – 20R

-Rocket Launcher – 20R, AP1, 4 shots

(Engineer) -Grenade Launcher – 10R, AA, 4 shots

-Limpet Bombs – 1R, special, 2 shots

(Scout) -Light MG – 20R

-Targeting Laser - special

(EG-01 PA) -Recoilless Rifle – 30R

-HE Grenades – 3R, AP1, 2 shots

2d6+3 to hit

2d6+3 to hit

2d6+1 to hit

2d6+4 to hit

2d6+3 to hit

2d6+3 to hit

2d6+2 to hit

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 squad can take a Tactical Nuke for 300cr each. It replaces a weapon and uses the following profile-

Tactical Nuke – R30, all entities within five grid spaces take 3d6 wounds. Entities in line of sight, and within 5-20 of detonation instead take 1d6 wounds. 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 1-handed weapon. This weapon has a maximum of 20 range and -1 AP over the base. Flamethrowers/Mortars have no AoE.

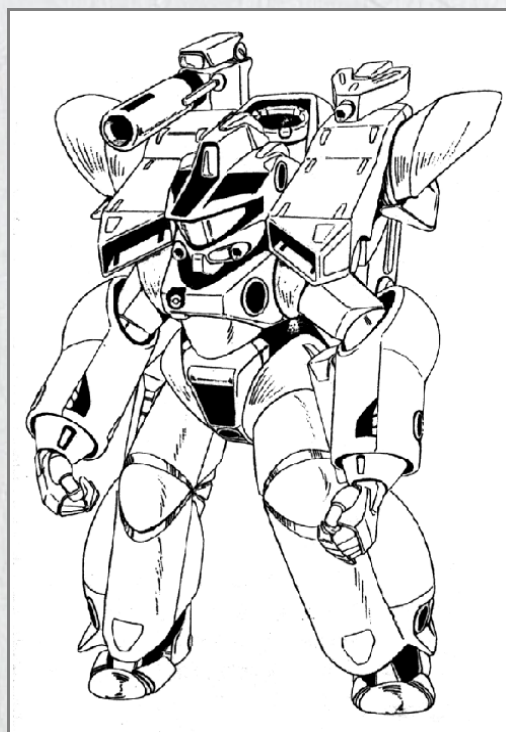
-May purchase any non-torso part upgrade at half normal price.

-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.

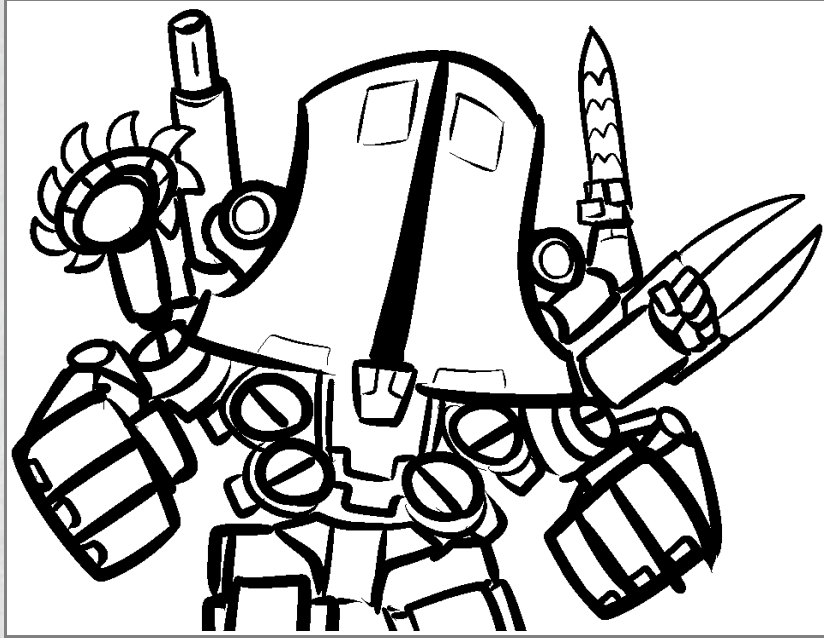
Build-wise, the Power Armor unit for MI stand nearly seven feet tall, armored to the point of looking like a mechanical gorilla. Embedded beneath and within the armor plating are high-strength muscle fibers, allowing the operative to flip over vehicles or fling opponents through the air with casual ease. 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.





Placeholder Page



Transport Helicopter

Points: 10

Speed 8	Dodge Rating 6	
Control oo	Armor Rating 4+	Main: (oo)
	Initiative 1	

Weight: 15.0 tons

Pilot: Attributes default to 2. Has a co-pilot.

Equipment

Machine-Gun (Main) – 20R, AP1 2d6+3

Decoy-Launchers - +3 DodgeRating against missiles; the carried mechs/drones gain this bonus

Carrying Capacity: 20 tons. The Helicopter may skip a turn to hover and set down the 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 feet. 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: 15

	Dodge Rating 2/1/0	
Speed ooo oo	Armor Rating 4+	Main: (ooo o)
Control	Initiative 1	Treads: (ooo)

Weight: 40.0 tons

Pilot: Attributes default to 2.

Equipment

Machine-Gun (Turret) – 20R, AP1 2d6+Gunner PER+1

Carrying Capacity: 80 tons. May carry 4 mechs or 10 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 defensive vehicles are good indicators of nearby trouble.

Character Name: _____

Player Name: _____

Gender: _____

Height: _____

Weight: _____

Age: _____

High Concept: _____

Appearance: _____

Attributes

Mental

Intelligence ○ ○ ○ ○

Perception ○ ○ ○ ○

Charisma ○ ○ ○ ○

Physical

Power ○ ○ ○ ○

Dexterity ○ ○ ○ ○

Beauty ○ ○ ○ ○

Other Details

Perks

Mech Name: _____

Credits: _____

Role: _____

Weight: _____

Colors

Primary _____

Secondary _____

Optics _____

Insignia _____

Stats

Strength ○ ○ ○ ○ ○ ○ ○ ○

Speed ○ ○ ○ ○ ○ ○ ○ ○

Control ○ ○ ○ ○ ○ ○ ○ ○

Dodge-Rating / /

Armor Rating

Initiative

Head: _____

Stats: _____

WND: _____

Arms: _____

Stats: _____

WND: _____

Chassis: _____

Stats: _____

WND: _____

Legs: _____

Stats: _____

WND: _____

Weapons

Primary

AR: _____ Shots: _____

Secondary

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

Extra Weapon

AR: _____ Shots: _____

Missiles

AR: _____ Shots: _____

Other Info



Character Name: _____

Player Name: _____

Gender: _____

Height: _____

Weight: _____

Age: _____

High Concept: _____

Appearance: _____

Attributes

Mental

Intelligence ○ ○ ○ ○

Perception ○ ○ ○ ○

Charisma ○ ○ ○ ○

Physical

Power ○ ○ ○ ○

Dexterity ○ ○ ○ ○

Beauty ○ ○ ○ ○

Other Details

Perks

Mech Name: _____

Credits: _____

Role: _____

Weight: _____

Colors

Primary _____

Secondary _____

Optics _____

Insignia _____

Stats

Strength ○ ○ ○ ○ ○ ○ ○ ○

Speed ○ ○ ○ ○ ○ ○ ○ ○

Control ○ ○ ○ ○ ○ ○ ○ ○

Dodge-Rating / /

Armor Rating

Initiative

Head: _____

Stats: _____

WND: _____

Arms: _____

Stats: _____

WND: _____

Chassis: _____

Stats: _____

WND: _____

Legs: _____

Stats: _____

WND: _____

Weapons

Primary

AR: _____ Shots: _____

Secondary

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

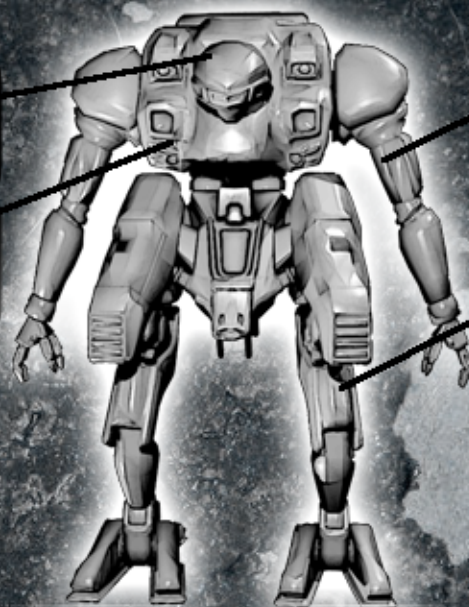
Extra Weapon

AR: _____ Shots: _____

Missiles

AR: _____ Shots: _____

Other Info



Character Name: _____

Player Name: _____

Gender: _____

Height: _____

Weight: _____

Age: _____

High Concept: _____

Appearance: _____

Attributes

Mental

Intelligence ○ ○ ○ ○

Perception ○ ○ ○ ○

Charisma ○ ○ ○ ○

Physical

Power ○ ○ ○ ○

Dexterity ○ ○ ○ ○

Beauty ○ ○ ○ ○

Other Details

Perks

Mech Name: _____

Credits: _____

Role: _____

Weight: _____

Colors

Primary _____

Secondary _____

Optics _____

Insignia _____

Stats

Strength ○ ○ ○ ○ ○ ○ ○ ○

Speed ○ ○ ○ ○ ○ ○ ○ ○

Control ○ ○ ○ ○ ○ ○ ○ ○

Dodge-Rating / /

Armor Rating

Initiative

Head: _____

Stats: _____

WND: _____

Arms: _____

Stats: _____

WND: _____

Chassis: _____

Stats: _____

WND: _____

Legs: _____

Stats: _____

WND: _____

Weapons

Primary

AR: _____ Shots: _____

Secondary

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

Shoulder

AR: _____ Shots: _____

Extra Weapon

AR: _____ Shots: _____

Missiles

AR: _____ Shots: _____

Other Info



Glossary

11-15 Rule.....	33	Melee Attack.....	32
Aircraft.....	54	Mono Optics & Engineering.....	12
Appendix.....	44	Mono-01 “Sentinel”.....	47
Armor Saves.....	33	NRB.....	13
Armored Personnel Carrier.....	48	NRB Model 01.....	46
Armory.....	28	Omar Gray.....	21
Arms.....	24	Perks.....	17
Arona Cantrell.....	42	Personal Combat.....	34
Attack.....	32	Phase.....	31
Attack Helicopter.....	48	Players.....	6
Attack Rating.....	33	Playing Aids.....	7
Attributes.....	16	Power Armor.....	52
Backgrounds, Character.....	17	Reaction Rolls.....	34
Battle Suit.....	56	Repairs.....	35
Battle Tank.....	55	Rocket Cutter.....	11
Beta Mechs.....	44	Salvage.....	35
Beta, line.....	9	Shoulder Parts.....	26
Called Shot.....	32	Skill-Checks.....	34
Campaigns.....	39	Spoils.....	35
Characters.....	16	Swap Maneuver.....	32
Chassis.....	23	Take Cover.....	32
CO.....	10	Thorsten Dulgurukov.....	43
CO Model 01.....	45	Transport Helicopter.....	53
Combat Drone.....	51	Transport, Land.....	53
Combat Turret.....	50	Turn Cycle.....	31
Corporations.....	9	Upgrades.....	27
CT.....	11	Wargame, ChromeStrike.....	36
CT Model 01 “Mustang”.....	45	Weapons.....	28
Defects.....	27		
Destroyer.....	46		
Destruction.....	33		
Dodge-Rating.....	33		
Dome, line.....	9		
EG Model 01.....	53		
EG Model 02 “Python”.....	53		
Emerald Gardens.....	16		
Evasive Action.....	32		
Forward.....	4		
Game Master.....	6		
Heads.....	22		
Infantry Squad.....	51		
Kneel.....	32		
Legs.....	25		
Maneuvers.....	32		
Mech, Creating a.....	18		