

MECHA MAYHEM - GM SUPPLEMENT

WORK IN PROGRESS

This document is a Work in Progress (WIP) and is intended for Game Master's who would like to run a session of Mecha Mayhem TTRPG.

GAME MASTER'S ROLE

The Game Master is the architect of the world every Dragoon steps into. You're not playing against the players, you're playing with them. Your job is to build a living, breathing world on the brink of destruction and then let them loose inside it. You describe what Dragoons see through their cockpit feeds. You voice the Sheperds, Rogue AI, terrified civilians and other NPCs they encounter. You decide when the rules bend and when they hold. You are referee, narrator, and world engine all at once.

The GM has three core tools: the game rules, the world you've prepared, and your own judgment. When those three things conflict, your judgment wins. Rules exist to make the game feel fair and consistent, not to override common sense or wreck momentum.

Here's the Golden Rule: rulings over rules. If a player does something creative that the rulebook doesn't cover, decide quickly, make it feel fair, and keep moving. You can revisit edge cases after the session.

WHEN RULEBOOKS FAIL

Dragoons will attempt things that no one anticipated when the rules were written, like using an Advanced Mech's energy weapon to weld a blast door shut mid-firefight, or hacking an enemy unit's targeting array while jettisoning through the air at mach speed. When this happens, ask yourself: what Stat and Skill covers this? What's a reasonable Goal to set for the roll? Call for a Skill Check, assign a consequence for failure, and move on. You can find a chart of Goal Levels on page 47 of the Player Starter Guide.

DO NOT call for a Skill Check if the outcome is either guaranteed or completely impossible. If a Dragoon with a high Tech Stat wants to plug a cable into a standard port, they just do it. If they want to hack a fully isolated, air-gapped military supercomputer from across a warzone with a screwdriver, that's a no regardless of the dice. Skill Checks live in the middle: where talent, risk, and stakes all actually matter.

SESSION ZERO

Before diving into combat scenarios, the first thing you will want to do with your players is sit down and have a Session Zero. This is an opportunity for your players to make Dragoons, build their Advanced Mechs, create their Merc Corps, and learn about the game world you've prepared. This is also a great opportunity for you to gauge your player's expectations about what they will encounter, learn about their skill level with tactical gameplay, and check if there is any sort of content that your player's would not be comfortable with. The rulebook contains adult themes such as slavery, cannibalism, and suicide but all these things, as with everything in the rulebook, are ultimately optional. It's your world and you decide what's in it.

DESIGNING MISSIONS

In general missions can be built on one (or a combination) of three foundational types:

Combat Missions put Dragoons in direct armed conflict. Destroying an enemy convoy, holding a defensive line, or eliminating a high-value target. These are the sessions that hinge on tactical decisions and teamwork. This is the most common type of mission.

Infiltration and social missions put the Dragoons' cunning and connections to work. Breaking into an enemy Corp-State's fortress, extracting a defector, or negotiating a ceasefire with a hostile horde of cannibals. These live and die on roleplay and thinking outside the box.

Exploration and recon missions send Dragoons into the unknown: a dead sector with no intel, a crashed convoy with no records, the ruins of a city that the Corp-States claim never existed. Mystery is the fuel.

Good missions are built with three beats:

1. The Hook: a reason to care. Someone the Dragoons know is in danger, the pay is very lucrative, a personal vendetta, an ideological or moral mission.
2. The Obstacle: the thing standing between them and the goal. Enemy forces, corrupt systems, environmental hazards, a ticking clock.
3. The Payoff: not just loot or better Advanced Mech parts, but consequences. The world should feel a little different after the Dragoons make decisions in it.

FROM MISSION TO CAMPAIGN

A single session is usually a single mission. A campaign outlines much more such as a war. Link your missions through cause and effect. Perhaps the Corp-State that the Dragoons betrayed during the second session return in the fifth session with heavily armed bounty hunters sent after them. Or maybe the sentient mech they freed in session three returns as an unexpected ally in the grand finale. Build this web loosely at first and let play choices pull the threads.

MISSION DOWNTIME

Missions always include a set amount of Downtime that allows Dragoons to roleplay within the Corp-State that they are headquartered in. They will go shopping, train their stats and skills, treat their long term conditions, acquire intel, upgrade their HQ, and much more. You can find the Core Gameplay Loop on page 45 of the Player Starter Guide that outlines the flow of Mecha Mayhem.

GIVING LIFE TO NPCS

Every significant person the Dragoons interact with needs three things: a role in the world, a goal of their own, and a personality trait that makes them memorable. They don't need a huge backstory novel. A black-market arms dealer who desperately wants out of the business but can't afford to leave, and who speaks in clipped half-sentences, is a fully realized character.

Give them three layers:

1. What they show the Dragoons
2. What they're actually after
3. What they're hiding

FACTIONS

The player starter guide includes 9 factions by default: 8 Corp-States of various kinds and a Rogue AI. Include and use any that you wish. Each faction has an agenda that moves whether or not the Dragoons are paying attention. Your Rogue AI should have a distinct personality, such as being dormant and reclusive, or bloodthirsty and warmongering.

THE WORLD KEEPS MOVING

Between missions, factions don't sit still. If the Dragoons don't deal with the Palisade Arms & Ordnance's orbital weapons program in act one, it's operational by act two and threatening a civilian city by act three. The world advances on its own timeline. This rewards urgency and makes player choices feel like they actually matter.

SETTING THE STAGE FOR COMBAT

Before dice hit the table, establish three things: where everyone is, what the terrain means tactically, and what the stakes are. A fight in a collapsing industrial platform plays differently than a city-street standoff with civilians in the crossfire.

BALANCING COMBAT

Perfectly balancing a combat encounter is basically impossible. But you can get close with the right considerations: how experienced are your players at wargaming, are they low level or high level, do they have advanced hard-hitting parts or starter parts. As a general rule there should be around three regular non-Advanced Mech enemies per Dragoon. This scales down if there are enemy Advanced Mechs or Bosses. An easy mission should present little challenge and basically act as a warm-up. A deadly mission should include everything you can throw at your players: difficult enemies with advanced tactics and skills, traps and environmental hazards, extreme weather effects, and perhaps even a boss. These difficult missions should threaten the Dragoon's very lives and possibly force them to retreat or die. Most sessions work best with a mix: one easy combat to warm-up, one or two moderate ones, and an occasional brutal climax.

ENEMY BEHAVIOR

Most enemies aren't suicidal. Meek soldiers fall back when outgunned while leaders attempt to flank and coordinate. Elite Rogue AI units may be terrifyingly methodical by probing for weaknesses, retreating to cover, and calling for backup. Make intelligent enemies act intelligently. This will make victory feel truly earned.

RUNNING NORMAL ENEMIES

Enemies that are not Advanced Mechs with a Dragoon pilot or Bosses are considered "Normal Enemies". You do not need to worry about tracking their energy usage. However, Normal Enemies only get 2 actions per turn: a single Move and a single Attack. They do not move as quickly as Advanced Mechs.

HAZARDS AND THE ENVIRONMENT

Terrain is a weapon. Blinding smoke reduces accuracy for everyone. EMP zones shut down communications. A reactor leak adds a radiation hazard that increases radiation levels. Lean on these, they make every engagement feel distinct rather than "we roll until they're dead."

Hazards in a mech setting are environmental storytelling. Radiation zones communicate that something catastrophic happened here. Debris fields from a previous battle hint at a war the players' characters didn't fight in. A city completely stripped of infrastructure suggests a Corp-State that took everything and left nothing.

Use hazards and weather as both obstacle and atmosphere: barrels that explode when hit, oil fields that can catch fire, half-ruined buildings that can collapse, fiery tornadoes that rage across the battlefield, electrical storms that might cause damage or disable parts, EMP fields that block communications, atmospheric toxins that cause long term diseases, extreme heat or cold that test a Dragoon's stamina.

LEVELING UP & REWARDS

When a Dragoon successfully completes a mission and returns to their HQ they will gain a level. They will also receive any rewards offered at the time of mission selection. These may be credits, Dragoon items, contacts, Advanced Mech Parts, intel, or schematics.

Rewards should serve the fiction first and the mechanics second. Salvage from a destroyed enemy unit should feel like a trophy and a resource. Credits from a completed contract should enable the Dragoons to grow and adapt. The question isn't just "what do they get?" but rather it's "what does getting this mean for their Merc-Corps going forward?"

WORLDBUILDING

You don't need a fully built continent before session one. You need one area with one major conflict, a handful of factions, and two or three locations with distinct personalities. Build the rest as the Dragoons move into it. The world should feel infinite, even if you're only constructing it one session ahead.

There are three layers to a setting:

1. The ground level: where Dragoons live between missions. This is their home Corp-State where their HQ lives. This is personal and immediate.
2. The operational theater: the regions where most missions take place. Corp-State holdings, contested warzones, civilian infrastructure like outposts, and known enemy positions like rogue pirate factions.
3. The political backdrop: the larger war, economic collapse, or ideological conflict that gives the whole campaign its weight. Dragoons may never meet with the ruling councils of the world, but their decisions should keep crashing down on them.

LIVING FACTIONS

Every faction should have three attributes: resources, goals, and methods. As the campaign progresses, factions gain and lose resources based on what the Dragoons do and don't do. A Corp-State that loses its private military wing becomes desperate and reckless. A resistance that gets a supply of Advanced Mechs suddenly becomes a real threat. The most important resource of any faction are the souls that reside within its borders.

GAME TONE AND THE TABLE

These guidelines are ultimately about one thing: making the game feel real enough to matter and loose enough to be fun. As Game Master, you set the tone. If your campaign is a grim wartime horror, telegraphed by the fiction around you with depleted sectors, atrocity in the backstory, and moral ambiguity at every turn. If it's high-octane pulp, lean into the spectacle: impossible stunts, colorful villains, ultra mechs the size of skyscrapers formed from smaller mechs joined at the limbs. The sky's the limit and you're at the helm.

Talk to your players before you start. Agree on tone, agree on what's off-limits, and check in as you go. The best campaigns aren't the ones with the most elaborate world, they're the ones where everyone at the table is genuinely invested in what happens next.

Example Missions

Mission 1: Chop Wood, Carry Water

Difficulty: 1	Downtime: 80hrs
Client: Manifest Shipping Inc	Location: Daigo City Ruins
Type: Reconnaissance	Anomalies: None

Mission Briefing

Greetings mercenaries,
Our long range sensors discovered a large body of potentially clean water located somewhere within the Daigo City Ruins. Your mission is to find the water and test it for toxins and radiation. We sent a patrol to handle this task already but they did not return. If you discover what happened to our patrol it will earn you a sizeable bonus. Because our patrol did not return we have no additional intel to offer your team. We assume the area is highly dangerous and that the enemies present there are preparing for your arrival.

Humanity keep you safe,
Primarch Oliver Torvald

Reward: 500,000cr

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Mission 2: None Shall Pass

Difficulty: 1	Downtime: 80hrs
Client: Palisade A&O	Location: Kosoko City Ruins
Type: Defense	Anomalies: Dust Storms

Mission Briefing

May this missive find you well,
We have located and begun to excavate a sinkhole that appeared in Kosoko City Ruins. Unfortunately the workers have been under attack since they've arrive and have been unable to complete their work. Your job will be to clear the area of enemies and defend our men until their work is complete. They have almost reached their goal of acquiring the data hidden beneath the earth and we suspect that you will not be defending them for very long.

Honorably yours,
Arbiter Immanuel Octavius

Reward: 500,000cr & 1 Mech Part

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Mission 3: Three Poisons for Thee

Difficulty: 1

Downtime: 80hrs

Client: Logical Order

Location: Daigo City Ruins

Type: Search and Destroy

Anomalies: None

Mission Briefing

Hear us,

Somewhere within the area of Daigo City Ruins there is a large pool of water that is minimally irradiated. Your mission is simple: find the water and contaminate it with any nearby toxic materials. Upon surveying the area we know there are several piles of radioactive materials within the ruins that will be suitable to the cause. Remove any resistance that you may find blocking your way. The area is likely crawling with entities.

In the name of The Enlightened One,
Kotan Henry Einwald

Reward: 600,000cr & 1 Mech Part

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Mission 4: The Middle Way

Difficulty: 1

Downtime: 80hrs

Client: Manifest Shipping Inc

Location: Tatchu City Crossroads

Type: Escort

Anomalies: None

Mission Briefing

Greetings mercenaries,

We have intel that suggest our latest convoy is going to be attacked at the Tatchu City Crossroads. Your mission is to protect as many vehicles as you can. See them safely to the other side of the crossroads and you can consider your mission complete. We will throw in a sizeable bonus if you manage to escort all six convoys to the destination. Any missing cargo that you may find scattered around the battlefield is yours to keep.

Humanity keep you safe,
Primarch Oliver Torvald

Reward: 100,000cr per Convoy that Survives

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Mission 5: We See You

Difficulty: 1

Downtime: 80hrs

Client: Logical Order

Location: Tatchu City Crossroads

Type: Ambush

Anomalies: None

Mission Briefing

Hear us,

We know what they are shipping and where they are shipping it. This imbalance of power cannot be allowed to persist. Lo it has been decreed: the guilty shall perish in righteous unholy fire. Clear the area of hostile units and destroy the convoy as well as any that dare to protect them. Claim any lost cargo you find around the battlefield in the name of The Enlightened One. For this you will be additionally rewarded. Do not seek to take these artifacts for yourself or you will suffer His swift and unwelcome wrath.

In the name of The Enlightened One,
Kotan Henry Einwald

Reward: 150,000cr per Convoy Destroyed

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Mission 6: Fear No Evil

Difficulty: 1

Downtime: 80hrs

Client: Manifest Shipping Inc

Location: Settlement Outpost

Type: Search and Rescue

Anomalies: None

Mission Briefing

Greetings mercenaries,

One of our settlements has suddenly gone dark. We have not received any communications from them for several days. We sent another Merc-Corps to investigate but they did not return. Your goal is to figure out what's going on in the settlement. If you find any injured mech pilots or civilians your goal should be to keep them safe and bring them home in one piece. This was a newly established settlement within our territory: therefore, intel regarding the area will be light. Stay vigilant, we do not know what awaits you.

Humanity keep you safe,
Primarch Oliver Torvald

Reward: 250,000cr

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Bestiary

Scrapwork Bot

Armor: 6 or 1d6+3
Skill: +3
Attack: +5
Move: 250ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Slice: 50ft; Crits 19 or 20; 1d8 Damage

Aimed Shot: 50-350ft; Crits 19 or 20; 1d6 Damage

Reactions

Parry; Deflect

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Team Player: Will attempt to stay near allies that also have the Team Player Special Trait, sometimes focusing on the same target and moving together.

Reckless: Has no fear of death or sense of self preservation. It will move directly into combat at the first opportunity and never retreat.

Description

This hulking, spider-like mech is an amalgamation of scavenged parts, forged in the chaos of near-apocalyptic warfare. The Scrapwork Bot stands on four jagged, metallic legs, each constructed from a different type of machinery, giving it an unpredictable and rickety gait. Its eyes are large, glowing orbs, bright with malice and mechanical intensity, scanning for any sign of movement. Wielding two massive arms, one fitted with a small cannon and the other with a multi-barrel pistol, it fires with unrelenting fury. The shots, while devastating upon contact, are notoriously inaccurate, making it rely heavily on overwhelming numbers to trap its prey.

In close combat, its spiked limbs and retractable blades allow it to impale or slice enemies in brutal melee attacks, leaving little room for escape. The bot's movements are unpredictable and erratic, a product of its jury-rigged construction, making it difficult to anticipate its next action. However, its weakness lies in its poor accuracy and the frequent malfunctions that occur mid-battle, especially when isolated.

Fleshreaver

<u>Armor:</u>	4 or 1d6+1
<u>Skill:</u>	+3
<u>Attack:</u>	+4
<u>Move:</u>	300ft
<u>Boost:</u>	0ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Rip: 50ft; Make a single attack roll dealing 2d6 Damage to the target on a successful hit.

Whirlwind*: 50ft; One Attack Roll against All enemies within 50ft, 2d8 Damage

*Cannot use Whirlwind until the turn after using Rip

Reactions

Parry; Deflect

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Reckless: Has no fear of death or sense of self preservation. It will move directly into combat at the first opportunity and never retreat.

Deadly: Will always target and attack the enemy with the lowest armor among its available targets.

Description

A grotesque fusion of flesh and machine, the Fleshreaver is a horrifying creation born from twisted experiments. Its bloated, pulsating mass of organic tissue, resembling a swollen brain, sits atop a network of wires and mechanical limbs. These wires twist and coil around the abomination's body, connecting biological matter to cybernetic structures. Its claws are long and razor-sharp, designed for quick, brutal dismemberment. The creature has only one purpose: to kill.

The hybrid of biological and mechanical components grants it unnatural strength and agility. It moves with eerie precision but also displays an unsettling, animalistic intelligence. The combination of its organic and synthetic parts makes it terrifyingly unpredictable in battle.

Death Ball

Armor: 8 or 1d8+4
Skill: +3
Attack: +6
Move: 350ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Heavy Impact: 50ft; 1d12 Damage; On hit, the next time your target would take damage, it takes 1d4 Bonus Damage.

Reactions

Parry; Deflect

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Reckless: Has no fear of death or sense of self preservation. It will move directly into combat at the first opportunity and never retreat.

Momentum: Deals 1d6 Bonus Damage when it makes an Attack Action if it moves at least 200ft before making the attack.

Description

The Death Ball is a towering, chaotic mass of twisted metal, resembling a gigantic ball covered in sharp, jagged spikes. Each spike moves up and down in a constant, unpredictable rhythm, ready to impale anything that crosses its path. Constructed from layers of rusted metal, machinery, and debris, this rolling juggernaut grinds and destroys everything in its way. The spikes, jagged and uneven, add to the sphere's lethality, making it nearly impossible to approach safely.

Once in motion, the Death Ball becomes a devastating force, gaining momentum as it barrels forward. Its sheer weight and high-speed movement increase the impact of its attacks exponentially. If it collides with an enemy at full speed, the force of the blow can crush bones to powder and shatter thick defenses. Slower movements still inflict serious damage, but nothing compared to the devastating power of its full-speed ramming attack.

"Trident" Siege Tank

<u>Armor:</u>	5 or 1d6+2
<u>Skill:</u>	+1
<u>Attack:</u>	+6
<u>Move:</u>	150ft
<u>Boost:</u>	0ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Exploding Round: 250-500ft; 1d10 Damage; On hit, deals another 1d4 Damage at the start of the enemy's turn.

Reactions

Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI and capable of being Hacked

Bombardier: Will always attack from as far away from its target as possible

Turret: Cannot Move and Attack on the same turn.

Description

A massive, three-legged behemoth from the Pre-Fall era, a relic of war engineered to decimate enemy forces from vast distances. Standing tall on its robust, tripod-like legs, the tank's bulky chassis is covered in reinforced armor, able to withstand immense firepower. The Trident is equipped with an array of weaponry, its most distinctive feature being the primary long-barrel cannon mounted at its center. This cannon can launch explosive ordnance over great distances, making the tank a formidable force in both direct combat and siege scenarios.

Despite its intimidating firepower, the "Trident Siege Tank" is slow-moving, relying on its range and defensive capabilities to keep enemies at bay. Its Pre-Fall Oxtan engineering allows it to withstand most modern weaponry, but its age and the scarcity of its parts make it vulnerable to well-coordinated attacks targeting its weaker joints or outdated power systems.

"Hydra" Battle Walker

Armor: 5 or 1d6+2
Skill: +1
Attack: +6
Move: 200ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Focus Fire: 50-350ft; Make one attack roll dealing 2d6 Damage on a successful hit.

Reactions

Parry; Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI

Bombardier: Will always attack from as far away from its target as possible

Description

The Raptori "Hydra" Battle Walker is a fearsome four-legged tank from the Pre-Fall era, designed for overwhelming ground assaults. Manufactured by the famed Raptori Corporation, this hulking war machine stands on four heavily armored legs, giving it remarkable stability and allowing it to navigate uneven terrain with ease. Its most defining feature is the array of multiple rotating small-caliber barrels mounted along its front, capable of unleashing a storm of bullets in rapid succession.

The Hydra is designed for fast-moving, high-intensity combat, excelling at close to mid-range engagements. Its legs are reinforced with heavy armor plating, making it difficult to immobilize, while its rapid-firing guns allow it to outgun most threats that come too close. However, the tank sacrifices long-range capability for its relentless close-quarters firepower, relying on speed and volume rather than heavy ordnance.

"Infernus" Omni-tank

<u>Armor:</u>	17 or 2d12+4
<u>Skill:</u>	+3
<u>Attack:</u>	+5
<u>Move:</u>	150ft
<u>Boost:</u>	0ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Immolate: 50-250ft Cone; 2d6 Damage; On hit, target must pass Mechanics Skill Check or suffer Overheat Level 1 for 4 rounds.

Destruction Wave*: 50-350ft; 200ft Wide; 2d8 Damage; On hit, target must pass Electronics Skill Check or suffer Static Level 1 for 2 Rounds.

*Must spend a turn 'Charging' before it can use Destruction Wave

Reactions

Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI

Bombardier: Will always attack from as far away from its target as possible

Turret: Cannot Move and Attack on the same turn.

Description

The Pre-Fall "Infernus" Omni-tank is a gargantuan artillery unit, built to obliterate anything in its path with devastating firepower. Supported by six massive, slow-moving legs, the Infernus crawls across the battlefield like an unstoppable juggernaut, sacrificing speed for sheer destructive capability. This colossal machine is designed to level cities and annihilate armies with terrifying efficiency.

The Infernus boasts a massive laser cannon mounted at its core, capable of cutting through any fortifications, vehicles, or even other war machines with a single blast. The laser weapon can fire over long distances, making it an unmatched force in both direct confrontations and long-range sieges. Its secondary weapons are a pair of flamethrowers mounted on either side, unleashing torrents of fire to incinerate anything foolish enough to come close. The flamethrowers are used for crowd control and area denial, ensuring that nothing can get near and survive for long.

"Viper" Assault Bot

<u>Armor:</u>	10 or 1d12+4
<u>Skill:</u>	+5
<u>Attack:</u>	+6
<u>Move:</u>	300ft
<u>Boost:</u>	400ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Blaze Shot: 50-350ft; 1d6 Damage; On hit, next Energy Attack gains a +3 Bonus to the Attack Roll

Strike: 50ft; 1d12 Damage; Your next Melee Attack Roll gains a +2 Bonus.

Reactions

Parry; Dodge

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Guard: Will stay nearby and defend any nearby Mission Objectives, if any are present.

Team Player: Will attempt to stay near allies that also have the Team Player Special Trait, sometimes focusing on the same target and moving together.

Description

The "Viper" Assault Bot is an agile combat machine cobbled together from a mix of salvaged parts, designed for speed and precision. While lightly armored compared to heavier bots, the Viper excels in fast-paced skirmishes, using its high mobility and quick reflexes to outmaneuver opponents. It can sprint at remarkable speeds, and its boosters allow for sudden bursts of acceleration, enabling rapid dodging and repositioning in the heat of battle.

The Viper wields a laser pistol in one hand, capable of precise, rapid-fire shots, making it effective at picking off enemies from a distance. Its other hand is fitted with a hydraulic fist, packing enough power to deliver devastating melee strikes when the bot closes in for hand-to-hand combat. The hydraulic mechanism allows it to punch through armor and disable targets with brute force.

Skywarden

Armor: 9 or 2d6+2
Skill: +6
Attack: +8
Move: 250ft
Boost: 500ft
Sensors: 800ft
Level: 1-5

Actions

Blaze Shot: 50-350ft; 1d6 Damage; On hit, next Energy Attack gains a +3 Bonus to the Attack Roll

Reactions

Deflect, Dodge, Parry

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI and capable of being Hacked

Description

The Pre-Fall "Skywarden" Aerial Mech is a sleek, high-mobility defender of the skies, designed to dominate battles with its advanced maneuverability and energy-based weaponry. Built for rapid response and airborne combat, the Skywarden is equipped with powerful jet thrusters and lightweight, durable wings that allow it to soar effortlessly through the atmosphere. Its frame is compact, allowing for tight turns and rapid dodges during dogfights, making it a formidable opponent for any threat.

This mech is armed with energy weapons, specialized for close range engagements. It boasts dual energy cannons mounted on its arms, capable of firing precise, concentrated beams of destructive energy that can pierce through enemy armor with ease.

Bulwark

Armor: 15 or 2d10+4
Skill: +6
Attack: +7
Move: 250ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Lay Waste: 50-200ft; 1 Attack Roll against a Single Target; 4d4 Damage on Hit.

Reactions

Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI and capable of being Hacked

Description

The Pre-Fall "Bulwark" Combat Mech is a mass-produced, heavily armored ground unit built for frontline engagements and close-quarters combat. The Bulwark is designed to endure heavy fire while advancing on enemy positions and is known for its resilience and straightforward, brutal combat style. This mech's imposing frame is clad in thick, reinforced armor, making it a walking fortress on the battlefield, allowing it to shrug off small arms fire and even moderate artillery blasts with ease.

Armed with a massive shotgun, the Bulwark is built for close-range dominance. The shotgun fires devastating rounds that obliterate anything in its path at short distances, making it the perfect weapon for sweeping city streets and buildings, or any situation where proximity equals destruction. Its heavy armor plating allows the Bulwark to charge into enemy lines, taking hits while getting close enough to deliver punishing shotgun blasts.

Firestorm

<u>Armor:</u>	10 or 2d6+3
<u>Skill:</u>	+4
<u>Attack:</u>	+6
<u>Move:</u>	300ft
<u>Boost:</u>	0ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Immolate: 50-250ft Cone; 2d6 Damage; On hit, target must pass Mechanics Skill Check or suffer Overheat Level 1 for 4 rounds.

Aimed Shot: 50-350ft; 1d6 Damage; Crits 19 or 20

Reactions

Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI and capable of being Hacked

Exploding Hull: When this unit dies, it deals 1d4 thermal damage to ALL entities within 50ft.

Description

The Pre-Fall "Firestorm" Assault Tank is a versatile and agile combat platform designed for speed and adaptability across various terrains. Built for rapid assault missions and multi-terrain traversal, the Firestorm excels in fast-paced operations where maneuverability and firepower are key. Its lightweight but durable frame, paired with advanced suspension systems, allows it to maintain top speeds over rugged landscapes, from dense forests to arid deserts.

The Firestorm is equipped with two primary weapons: a massive flamethrower and a small-caliber cannon. The flamethrower is its most fearsome asset, designed for clearing out enemy fortifications, burning through infantry, or wreaking havoc in dense environments. It can coat wide areas with a stream of fire, reducing defensive positions or enemy cover to ash in moments. The small-caliber cannon provides mid-range support, allowing the Firestorm to engage lightly armored vehicles or enemy mechs at a distance while closing in for its devastating flamethrower attack.

Vortex V2

Armor: 10 or 2d6+3
Skill: +4
Attack: +6
Move: 300ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Focus Beam: 250-500ft; 2d6 Damage; On hit, target must succeed an Electronics Skill Check or suffer Static Level 1 for 2 Rounds.

Suppressing Plasma: 50ft; 1d12 Damage; Your next Melee Attack Roll gains a +2 Bonus.

Reactions

Deflect

Special Traits

Rogue AI Infected: Reprogrammed by the Rogue AI and capable of being Hacked

Shocking Hull: When this unit dies, it deals 1d6 electric damage to ALL entities within 50ft.

Description

The Pre-Fall "Vortex V2" Assault Tank is a cutting-edge combat platform that masterfully combines speed and versatility for operations across varied terrains. Designed for rapid-response scenarios, the Vortex V2 thrives in dynamic environments where swift maneuvering and overwhelming firepower are essential. Its sleek, aerodynamic frame, reinforced for durability, is paired with an advanced suspension system, allowing it to glide over obstacles such as crumbling urban landscapes or treacherous off-road trails.

At the heart of the Vortex V2's arsenal is its colossal electric cannon, capable of unleashing arcs of high-voltage energy that can incapacitate enemy systems and inflict catastrophic damage from a distance. This powerful weapon makes it a nightmare for entrenched foes and heavily armored vehicles alike. Complementing the electric cannon is a small-caliber rapid-fire cannon, providing crucial support for close engagements and enabling the Vortex V2 to keep pressure on infantry and lightly armored units while closing in for a devastating electric attack. With its blend of speed, agility, and firepower, the Vortex V2 Tank stands as a formidable adversary on the battlefield.

Cavewretch

Armor: 6 or 1d8+2
Skill: +6
Attack: +7
Move: 400ft
Boost: 0ft
Sensors: 1000ft
Level: 1-5

Actions

Slice: 50ft; 1d8 Damage; Crits on 19 or 20

Reactions

Deflect, Parry

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Reckless: Has no fear of death or sense of self preservation. It will move directly into combat at the first opportunity and never retreat.

Deadly: Will always target and attack the enemy with the lowest armor among its available targets.

Alloy Absorbing Bite: This unit heals 1d4 Armor any time that it deals damage to an entity.

Description

The Cavewretch is a disgusting biological monstrosity, dripping slime and goo from its gaping maw, with a grotesque, bulbous mass of twisted flesh and metal components. This nightmarish creature was engineered to hunt down humans hiding in the labyrinthine depths of caves and tunnels. Its repulsive form is a jarring amalgamation of sinewy tendons and glimmering wires, creating an unsettling appearance that evokes both fear and revulsion.

The Cavewretch's surface is slick and pulsating, revealing the constant churn of its organic machinery as it absorbs nutrients from its surroundings. Its eyes, sunken and glowing with a sickly rose colored light, can pierce through the darkness, detecting the slightest movements in the shadows. A jagged mouth filled with razor-sharp teeth stretches open, emitting a low, ominous growl that echoes through the tunnels, sending shivers down the spine of anyone who hears it.

Bioforge Sentinel

Armor: 5 or 1d6+2
Skill: +6
Attack: +0
Move: 300ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Nano Alloy Foam: Once per turn, this unit can restore 1d6 Armor to an allied unit within 50ft.

Reactions

Deflect

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Passive: Has no offensive capabilities

Diagnostic Aura: Allied units within 300ft gain +2 to their Skill Check Rolls. This bonus does not stack if multiple instances of Diagnostic Aura are present

Description

The Bioforge Sentinel is a bizarre and unsettling support unit, comprising a pulsating, gelatinous sphere of organic matter balanced atop four agile mech legs. This revolting creature moves with surprising speed, its fleshy exterior undulating rhythmically as it scurries across the battlefield. The surface of the ball glistens with a semi-translucent sheen, revealing a network of bio-organic processes at work within.

Equipped with an advanced nano-alloy repair unit, the Bioforge Sentinel is designed for swift and efficient battlefield support. The nano-alloy foam hardens upon contact, forming a protective layer that enhances resilience and mitigates damage.

In addition to its healing capabilities, the Bioforge Sentinel emits a calming aura of diagnostic assistance, creating a zone of enhanced awareness for its comrades. Within this field, allies gain improved reflexes and can better assess their surroundings, allowing them to react to threats with heightened efficiency.

Steelback Crawler

<u>Armor:</u>	15 or 2d10+4
<u>Skill:</u>	+6
<u>Attack:</u>	+9
<u>Move:</u>	250ft
<u>Boost:</u>	0ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Slice: 50ft; 1d8 Damage; Crits 19 or 20

Slam: 50ft; 2d8 Damage; This attack will hit the target and every enemy within 50ft of that target

Large Missile Volley*: 250-500ft; Up to 4 Targets, 1 Attack Roll; 2d8 Damage and Broken Level 2 for 2 Rounds

*This unit must spend one turn Reloading after using Large Missile Volley. It cannot Move or Attack while Reloading

Reactions

Deflect, Parry

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Among the Ruins: This unit is placed liked a Trap with an Area of Effect around it. It can only be detected with a Scan Skill Check of 18

Surprise Attack: When a player steps into the Area of Effect around this unit, reveal it, then it immediately attacks the closest enemy within range with a bonus of +4 to the Attack Roll and deals an additional 1d6 Damage

Description

Beneath layers of rusted wreckage and heaps of debris lurks the massive 100ft tall Steelback Crawler, a cunning ambush predator that thrives on deception and stealth. This master of disguise is a nightmarish fusion of organic and metallic elements, resembling a grotesque hermit crab that has appropriated a rusted tank as its shell. Its bulbous body is covered in jagged plates of scrap metal and warped biomatter, allowing it to blend seamlessly with its surroundings.

The Cloaked Harbinger lies in wait, its multifaceted eyes scanning for movement, poised to strike with lethal precision. When an unsuspecting target draws near, it bursts forth from its hiding spot, revealing its sharp, segmented limbs and a powerful, elongated jaw lined with razor-like teeth. Its ability to adapt its appearance enables it to camouflage itself with various debris, making it nearly indistinguishable from the battlefield's detritus.

Junk Titan

Armor: 26 or 6d6+5
Skill: +9
Attack: +10
Move: 350ft
Boost: 0ft
Sensors: 800ft
Level: 1-5

Actions

Slam*: 50ft; 2d8 Damage; This attack will hit the target and every enemy within 50ft of that target

Strike*: 50ft; 1d12 Damage; Your next Melee Attack Roll gains a +2 Bonus

*Sludge Strike: Any unit that takes damage from this unit's attacks suffers Lag Level 2 for 2 Rounds

Reactions

Deflect, Parry

Special Traits

Rogue AI Created: Manufactured by the Rogue AI

Among the Ruins: This unit is placed liked a Trap with an Area of Effect around it. It can only be detected with a Scan Skill Check of 20

Surprise Attack: When a player steps into the Area of Effect around this unit, reveal it, then it immediately attacks the closest enemy within range with a bonus of +4 to the Attack Roll and deals an additional 1d6 Damage

Multi-attack: This unit can make Two Attack Actions each turn in addition to its Move Action

Description

Rising ominously from the landscape, the Junk Titan is a towering mass of twisted metal and debris, standing an intimidating 200 feet tall. When dormant, it blends seamlessly into the surrounding wreckage, its grotesque form camouflaged amidst the ruins of a forgotten battlefield. The Junk Titan is a horrifying amalgamation of bio-matter and rusted steel, creating a nightmarish figure that is as formidable as it is repulsive.

Its surface is a chaotic jumble of jagged edges, corroded metal plates, and pulsating organic tissue that seems to writhe with a life of its own. Bulging eyes, mismatched and unsettling, peer out from within the wreckage, capable of sensing even the slightest vibrations in the ground. When an enemy steps near, the Junk Titan awakens with a shuddering motion, revealing its true nature as it rises with the debris that clings to it, as though the ground itself is coming alive.

Rustclad Marauder

<u>Armor:</u>	15 or 4d6+1
<u>Skill:</u>	+5
<u>Attack:</u>	+6
<u>Move:</u>	300ft
<u>Boost:</u>	400ft
<u>Sensors:</u>	800ft
<u>Level:</u>	1-5

Actions

Slice: 50ft; 1d8 Damage; Crits 19 or 20

Focus Fire: 50-350ft, 1 Attack Roll against a Single Target; 2d6 Damage

Reactions

Deflect, Parry, Dodge

Special Traits

Human Pilot: This unit is being manned by a person that could potentially be reasoned with and has a sense of self preservation

Description

The Rustclad Marauder is a rugged, weathered mech, often seen prowling the fringes of lawless territories. Its appearance is crude and unrefined, with rusted plates and exposed wiring giving it a patchwork look that betrays years of makeshift repairs and scavenged parts. While its armor is minimal, offering only basic protection, the Rustclad Marauder makes up for this with its surprising firepower. Armed with a collection of salvaged weapons—ranging from aging plasma rifles to missile pods—it's clear this mech wasn't built for elegance, but for survival in a harsh, unforgiving world.

Rustclad Marauders are typically piloted by bandits or pirates. They are a testament to desperation and resourcefulness, cobbled together from whatever could be found or stolen. Despite its appearance, it's dangerous in the hands of a skilled pilot, who leverages its speed and firepower to strike quickly before retreating into cover. These mechs are often encountered in hit-and-run skirmishes, ambushing convoys or raiding settlements for supplies. The Rustclad Marauder might look like it's barely holding together, but underestimating it can quickly turn fatal.

Rustclad Warlord

Armor: 19 or 5d6+2
Skill: +7
Attack: +8
Move: 300ft
Boost: 400ft
Sensors: 800ft
Level: 1-5

Actions

Slice: 50ft; 1d8 Damage; Crits 19 or 20

AP Ammo: 250-500ft; 2d8 Damage; On hit, inflicts Broken 1 for 3 Rounds; Crits 18, 19 or 20

Reactions

Deflect, Parry, Dodge

Special Traits

Human Pilot: This unit is being manned by a person that could potentially be reasoned with and has a sense of self preservation

Description

The Rustclad Warlord is a hulking, battle-scarred mech that exudes menace and authority. Its rust-coated exterior and battered armor plates tell the story of countless skirmishes, yet despite its weathered appearance, this mech is well defended. With thick, reinforced armor designed to absorb heavy punishment, the Rustclad Warlord is built to outlast its opponents in drawn-out firefights. What it lacks in speed, it more than compensates for with formidable long-range firepower, boasting a ballistic rifle with considerable stopping power.

The Rustclad Warlord is typically commanded by a bandit captain or pirate leader and is the centerpiece of any raiding party, leading smaller, faster mechs with calculated ruthlessness. Its imposing frame acts as both a shield and a symbol of dominance, drawing enemy fire while coordinating devastating long-range strikes. These mech captains are not just brutal; they're cunning, using the Rustclad Warlord's superior firepower to pin down targets, laying waste to anything caught in its crosshairs.